

1st ITU Regional IPv6 and IoT Challenge for Arab States

Terms & Conditions of Participation

General Terms

1. By entering the ITU Regional IPv6 and IoT Challenge for Arab States (the “Challenge”), you hereby warrant that all information submitted by you is true, current, and complete. The International Telecommunication Union (the “Organizer”) reserves the right to verify the eligibility of all participants.
2. The Challenge aims at helping to accelerate solution building in the areas of IPv6 and IoT with existing expertise and generate additional expertise in themes where local expertise is low/building up. This Challenge is comprised of a series of events. The first event will provide an introduction to the topics of the Challenge and an expert discussion with a domain expert. This would set the tone for the Challenge as well as serve to highlight areas where there are gaps. This will be followed by two sessions on technical and commercial aspects of the Challenge themes, delivered by various technical and business experts. These sessions will be followed by a second virtual Challenge event to allow more participants to join and take part in the Challenge. This will be followed by one month of coaching, provided by the Organizer, to allow teams to work on their ideas and prototypes proposals under the guidance of the Organizer, and a final session of the Challenge for making a pitch to commercialize the solution for a given problem.
3. The Challenge is open to teams of innovators based in the Arab region (Member Countries can be found under <https://www.itu.int/en/ITU-D/Regional-Presence/ArabStates/Pages/MemberCountriesinArabStates.aspx>). Each team should consist of minimum three registered participants, each of whom shall be at least 18 years of age on the date of application for the Challenge pursuant to Section 6 of the present Terms and Conditions and at least one female participant per team is a requirement.
4. By entering the Challenge, you accept the present Terms and Conditions.
5. No purchase of payment of any kind is required to enter or win this Challenge.
6. Participants wishing to register for the Challenge must complete the online application form at [\[Click here\]](#), indicating their personal details and submitting the team’s proposal on how the team is planning to meet the requirements for the topics of the Challenge. All entries must be submitted in English. All information provided to register for the Challenge must be true and accurate. You are responsible for keeping such information up-to-date.
7. The most promising submissions to the Challenge will be shortlisted, based on their contribution to the topics of the Challenge. 5 to 10 teams will be shortlisted by **26 June 2022**. The teams shortlisted will then be notified to work towards developing their prototypes. Teams would comprise of **2-5** participants.

8. Participants, who are employed by or related with any of the judges or mentors in the Challenge are not eligible to participate in the Challenge.
9. No equipment or technical/communication infrastructure necessary to participate, create and submit an entry to the Challenge will be provided.
10. You shall be responsible for defraying all travel and accommodation expenses as well as all other costs and expenses arising from or relating to the Challenge. Moreover, you shall be responsible for meeting all necessary visa requirements to take part in the Challenge.
11. You hereby acknowledge that participation in the Challenge is free of charge but does not entail any right to compensation of any kind or to reimbursement of any expenses incurred.
12. All submissions, regardless of categories, must not: a. violate the intellectual property rights of third parties; b. be illegal under applicable national laws and international law; c. depict or incite hatred, defame, abuse, harass, stalk, threaten a specific person or social group, incite violence or conflict or otherwise violate the legal rights of third parties (including those of privacy and publicity) and d. violate the terms of use of any social media service, website, mobile application or any other platform used in connection with your submission.
13. All participants will retain the intellectual property rights on the contents of their submissions. However, by entering the Challenge, each participant grants the Organizer a limited, non-exclusive, global, two-year royalty-free right and license to use, reproduce, communicate, demonstrate, make available for public display and distribute the content of his/her submission for the Organizer's promotional, informational and educational or awareness purposes, via printed or digital or online media, including the Organizer's website. The participant hereby represents that he/she has the legal right to grant such license to the Organizer.
14. By participating in the Challenge, you agree to be photographed and videotaped by the Organizer or its contractors without receiving compensation of any kind. You agree that the images and footage may be broadcast, displayed, reproduced, edited, exhibited, used and distributed by the Organizer over the Internet and/or any other communication medium now existing or hereafter created, for promotional and/or any other purpose as the Organizer determines in its sole and absolute discretion and at no cost for the Organizer or remuneration for you. This authorization explicitly includes the use of your name, likeness, and/or voice. You may opt out of being photographed and/or videotaped by informing a member of staff of the Organizer upon check-in at the Challenge that you do not consent to be photographed or videotaped, or by approaching the photographers or videographers directly.
15. In addition to the terms of the [general privacy notice of ITU's website](#), the following terms shall apply with respect to the collection and processing of your personal information by the Organizer and its subcontractors for the Challenge :
 - a. You hereby provide your consent for the processing and storage by the Organizer of all contact information submitted by you to the Organizer (hereinafter, the "Participant Data"), for the purpose of managing your registration request and for enabling and facilitating your attendance in the Challenge. You acknowledge that, to the extent that it is necessary, the Organizer may pass such Participant Data to third parties who assist the Organizer in the organization and management of the Challenge, or provide Challenge - related services on behalf of the Organizer. Prior to sharing Participant Data with third

parties, the Organizer satisfies itself that such third parties afford appropriate protection with respect to the processing of personal information.

- b. In cases where the Challenge or any of its activities are hosted on a third party platform, access and/or use of the respective platform may be subject to additional terms and conditions as set out by that third party, including such third party's privacy policy. Participants are encouraged to review these terms and conditions prior to deciding to participate in the Challenge.
 - c. Furthermore, the Organizer may also use the Participant Data to provide participants with additional information in relation to other upcoming events of the Organizer which the Organizer reasonably believes could be of interest to a participant or his/her organization, and to carry out surveys in relation to events of the Organizer. Each participant may choose not to receive information related to events of the Organizer by unsubscribing from such newsletters by clicking on the 'unsubscribe' link in each newsletter.
16. By entering the Challenge, participants agree to release and hold harmless the Organizer from and against any and all claims, expenses, and liability, including but not limited to negligence and damages of any kind to persons and property, infringement of trademark, copyright or other intellectual property rights arising out of or relating to their participation in the Challenge and the contents of their submissions.
 17. The Organizer is not responsible for lost, late, corrupted, mutilated or misdirected submissions, or submissions not received in time for judging.
 18. The selection of the winning teams of the Challenge will be made by a panel of five (5) judges, who are professionals with experience in this field and are determined by the Organizer and the partners of the Challenge, taking into account the scope of the topics of the Challenge and the overall objectives of the project which the Challenge is being organized part of.
 19. The judges will base their decisions on the following criteria:
 1. Innovation: whether or not the submission is tackling the issue or its application in a new unconventional aspect: 40%
 2. User Experience: the simplicity and the flow of using the solution, for the targeted users: 20%
 3. Feasibility: the applicability and the availability of resources for implementation: 20%
 4. Scalability: the sustainability and scalability plan for the solution: 20%Decisions of the judges are final and without appeal.
 20. Mentors will provide on-site and online necessary technical and business assistance as required.
 21. The three winning teams will be announced shortly after all teams have presented their prototypes. They will subsequently present their prototypes to the full audience on **21 August 2022**.
 22. Prizes: The first three teams will be each awarded a prize. The first place will receive a prize with a value of up to 3'000 USD, the second place will receive a prize with a value of up to 2'000 USD and the third place will receive a prize with a value of up to 1'000 USD, each either in cash or in the form of IT equipment. The three winning teams are responsible for all applicable taxes and fees associated with the receipt and/or use of the prizes.
 23. The Organizer reserves the right, in its sole discretion, to disqualify any team or individual participant in violation or suspected violation of the present Terms and Conditions or who demonstrate unethical

or unlawful behavior during the Challenge (including, but not limited to: (i) offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion vis-à-vis other participants or any staff member at the Challenge ; (ii) inappropriate physical contact, and unwelcome sexual attention and (iii) compromise or attempt to compromise the integrity or the legitimate operation of this Challenge, including, without limitation, by cheating, hacking, creating a malicious bot or other automated program, or by committing fraud in any way).

24. In view of the fact that the Challenge will last for 60 days from the close date of the application, we ask you to take care of your health and let the members of staff of the Organizer know if you do not feel well. Your health is important to us. If during the Challenge and after the consultation with a medical adviser, any member of staff of the Organizer, has reason to believe that your health is in danger, you may be required to discontinue your participation in the Challenge. Your teammates, if any, may continue participating in the Challenge if they so choose.
25. No substitution or transfer of a prize by the winning teams is permitted.
26. Participants in the Challenge are not allowed to use the ITU logo or its partners or other branding elements on material that was produced by them.
27. The Organizer shall have the right, in its sole discretion, to abbreviate, modify, suspend, cancel or terminate the Challenge without any future obligation, by notifying the participants via an announcement at the Challenge website ([Click here](#)).
28. The Organizer reserves the right to make all final decisions. Nothing herein shall be considered to a limitation or a waiver of the privileges and immunities of the ITU, which are specifically reserved.