TERMS AND CONDITIONS

1. HOST

1.1. Welcome to the CS:GO challenge 2020 (the "Challenge") hosted by BLAST Premier (CVR DK- 38074466), Skybox Technologies (CVR DK-39429063), Greater Copenhagen and Copenhagen Capacity (CVR DK-17538896) (The "Organizers") on the platform csgo.ai ["the Platform"].

2. PARTICIPATION

2.1. The Challenge is open to all participants ("Participants"), who are 18 years old and above.

2.2. The minimum team size is 1 member and the maximum number is 10.

2.3. The Organizers must be informed of any changes made to teams and their respective members. Failure to do so may result in disqualification from the Challenge.

3. AIM OF THE CHALLENGE

3.1. The aim of the challenge is to develop an algorithm that predicts the winning team of rounds in Counterstrike Global Offensive (CSGO) matches.

3.2. The winning teams may be selected to further develop their algorithms together with Skybox Technologies ApS. In such a case, the team will be remunerated by either having a stake in the application of the algorithms or receive direct financial payment for further work. In such an eventuality the members of the team will be contacted. In cases, where any Participant of the team who's algorithms are selected for further development wishes not to continue with its development further, Skybox Technologies ApS will reserve the right to replace the Participant(s) as they deem fit.

3.3. Skybox Technologies ApS provides the data sets (accessed via https://github.com/Skybox-Technologies/csgo-ai-competition) to the Participants subject to the notices, terms, and conditions set forth in these terms. In addition, when the Participant uses any of the services provided, they will be subject to the rules, guidelines, policies, terms and conditions applicable to such service, and they are incorporated into these by this reference.

4. DATE AND LOCATION OF THE CHALLENGE

4.1. The Challenge will take place exclusively online between May 1 – August 16. 2020, and the first data set will be released on the platform May 1 2020 for all teams.

4.2. Second and last data set will be available July 1. 2020 and kick off a "Summer Hackathon," where the Participant can refine the final algorithm.

4.3. All teams must submit their algorithms by August 16. 2020.

5. REGISTRATION

5.1. Participants wishing to sign up for the Challenge must complete the online registration form. All Participants in submitting their registration accept the terms and grant consent for the handling of their personal information by The Organizers.

5.2. Each individual participant is responsible for registration and bound personally by these terms.

5.3. Participants guarantee that the personal information provided upon registration to the Organizers is true and accurate, with no liability being attributed to The Organizers in the event of any falsification and/or inaccuracy. Furthermore, inaccurate and/or falsified information can result in disqualification of the team from the event.

5.4. Each Participant undertakes to their best of their ability not to present ideas/MVPs/Solutions/Algorithms that have been previously presented or submitted to other initiatives.

5.5. Applications will be reviewed based on merit on the information submitted in the registration form.

5.6. Each Participant may bring whatever hardware and/or software they believe they need to participate.

5.7. The Organizers may, at any time, and without prior notice, revoke and/or cancel participation, if a Participants does not act in accordance with these terms.

5.8. These terms enter into force upon the Participants registration in the Challenge.

6. WINNERS

6.1. All entrant teams' codes are tested against a separate data set to find the teams with the most precise algorithms in September/October 2020, where the no. 1#, 2# and 3# winners will be announced by the Organizers. The team with the most precise algorithm will receive €5.000 from Skybox Technologies for their submitted code.

6.2. On December 2020 the top-3 teams will be invited to participate in a BLAST Premier event to run their prediction model during professional CS:GO matches.

6.3. The prizes for the winners are referenced on the webpage csgo.ai .

6.4 Participants acknowledge and agree that the Organizers shall have no liability whatsoever as to how the prizes will be split up between team members.

7. INTELLECTUAL PROPERTY RIGHTS

7.1. Intellectual Property Rights ("IPR") shall include, without limitation, the submitted algorithm, any ideas, concepts, know-how, data processing techniques, copyrights, patents, designs, inventions, trade secrets, software, source code, documentation, data, notes, memorandums and any other intellectual property rights related to and/or invented by and/or developed and/or submitted by the Participant and/or alongside other Participants pursuant to participation in The Challenge.

7.2. By participating in the Challenge and accepting the Terms and Conditions, each Participant hereby:

7.2.1   declares and warrants that the submitted IPR in no way violates, in whole or in part, the intellectual property rights of others and releases The Organizers from any and all responsibility, liability, or request for compensation for damages that should be made by any third party;

7.2.2   agrees with effect from the submission of the algorithm and irrespective of payment to irrevocably transfer and fully assign: a) all IPR together with all right, title, ownership and/or interest to Skybox Technologies ApS. No additional consideration shall be payable to the Participant or any third party by the Organizer in respect of such transfer of IPR;

7.2.3   agrees to indemnify The Organizers (its representatives, employees, assignees) and to hold it harmless against any loss, liability, damage or expense suffered or incurred as a result of breach of this clause;

7.2.4   declares and warrants that at submission of the IPR, the Participant and the team has the right, authority and power to submit the IPR;

7.2.5   declares and warrants that using the provided data sets, the Participant and the team are not in breach of intellectual property rights.

7.3. If the Participant uses any open source libraries, the Participant will be required to list these upon submission.

7.4. The Organizers will not share or disclose Participants IPR to any other team during the the competition period.

8. OTHER REPRENSATIONS AND WARRANTIES

8.1. By registering for the Challenge, the Participant represents and warrants:

8.1.1   the Participant will not submit or publish anything that could damage the Organizers, sponsors, or any other third party,

8.1.2   the Participant will not submit content that is unlawful or threatening,

8.1.3   the Participant will not post or submit solicitations of business or advertisements,

8.1.4   the Participant will not submit contain that contains viruses, malware or any other disabling or malicious code; and

8.1.5   the Participant will not attempt, create, or use any unauthorized access to the Organizers network or other platform or storage systems

9. LIMITATION OF LIABILITY AND INDENNIFICATION

9.1. The liability of the Organisers is limited to the maximum extent as permitted under applicable law. In no event will the Organizers or our partners be liable towards the Participant or any other third party for any damages whatsoever, whether in contract or tort, unless the damage has been caused intentionally.

9.2. The Participant and the team agree to release, indemnify, defend and hold the Organizers or our partners harmless, from any and all claims of any nature that in any way arise from participation in the Challenge.

10. MISCELLANEOUS

10.1. The Organizers each have the right to put forth a claim for breach of these terms against the Participant.

10.2. The Participant confirms having reviewed and accepted our privacy policy (available at https://www.copcap.com/data-protection-policy).

10.3. These terms cannot be modified or changed except with the written consent of the Organizers.

10.4. All terms are subject to change at the Organizers discretion. Participants will be informed of such changes if deemed necessary.

11. CHOICE OF LAW AND FORUM

11.1. The laws of Denmark shall apply.

11.2. Disputes shall be settled by the courts of Denmark.