

Sportradar Hackathon - "Innovation Hack"

Rule Book

Organizer

Article 1

SPARK Business Park Ltd., ID: 422785192004, based at the address Blajburških žrtava b.b. (the Fircon Building), 88000 Mostar (hereinafter: "the Organizer"), with the partner Sportradar AG, Feldlistrasse 2, CH-9000 St. Gallen, Switzerland (hereinafter: "the Partner"), publishes the Rule Book for participating in the event titled Sportradar Hackathon - "Innovation Hack" (hereinafter: "the Hackathon").

Purpose of the Hackathon

Article 2

(1) A Hackathon is an event where, at one place, the best developers, designers, project managers and various business specialists are gathered, aiming to collaborate on project development and find solutions through different approaches to the given challenges.

(2) The purpose of the Hackathon is to develop an idea, or a partial or fully elaborated solution (hereinafter: "the Solution"), such as mockups, presentations, algorithms and code parts, fully or partially functional prototypes or a complete Solution, on the following challenges:

1. Sports betting - Envision the next big thing in sports betting (in-play betting, minigames, virtual gaming, e-sports)
2. Gamification of sports data - Entertain the next generation of sports fans (2nd-screen, predictions, social media, coach fan, daily fantasy, fan competitions, skill games)
3. Future sports data - Re-invent the Game. Future without limits (artificial intelligence, machine learning, tracking data, predictive analytics, chatbot, virtual assistants, virtual reality)
4. Sports data journalism - Take sports data journalism to the next level (automated content creation, automated video creation, next-gen visualisations, journalist tools, sponsor activation, smart editorials)

(3) The criteria to be taken into account when evaluating are innovation factor (40%), feasibility factor (15%), opportunity/market factor (30%) and the factor of commercial sustainability (15%). Each team is obliged to present the elaboration of ideas to the jury.

(4) Competitors will be able to access the documentation before the official start of the Hackathon, and these will be available on the official Hackathon website (<http://innovation-hack.spark.ba>).

(5) Competitors will submit the code of the Solution and presentation before the jury starts, and according to the rules provided by the Organizer before the official start of the Hackathon.

Eligibility & Applications

Article 3

(1) All domestic and foreign natural persons that are as of 7.7.2018 18 years old (hereafter referred to as "Participants") have the right to participate in the Hackathon.

(2) Applications can be made individually or in teams and submitted solely via the form available on the official Hackathon website. The deadline for submitting the application is 8.6.2018 by 3 PM. In each application, it is necessary to specify general information (first and last name, email and cell phone number) and additional information depending on the type of application (team application or individual application, name, and description of the idea). The Organizer reserves the right to promptly request the Participants to provide personal information (JMBG/OIB, ID/Passport, Residence Certificate, Bank Information), data on the required equipment and other details, which is to be provided by the Participants in person or electronically no later than 13.6.2018 at 3 PM.

(3) The Hackathon officially starts on 7.7.2018 at 11 AM with introductory address and ends on 8.7.2018 at 8 PM, announcing the winner, where the competition part begins on 7.7.2018 at 4 PM and ends on 8.7.2018 at 4 PM.

(4) The location at which the Hackathon is held is SPARK Business Park d.o.o., Blajburških Victims b.b. (the Fircon Building), 88000 Mostar, Bosnia and Herzegovina.

Article 4

(1) The Organizer is authorized on any discretionary discretion, at any time and without explanation, to disqualify any Participant (individual and/or team) if it violates the applicable laws in force in Bosnia and Herzegovina or by its actions damages its reputation and/or harms the interests of the Organizer and/or the Partner.

(2) By accepting the provisions of this Rule Book, the Participants are fully relinquished to any claims by the Organizer relating to compensation of any form of expense or damages that may arise in fulfilling the task prescribed by this Rule Book.

(3) All the Participants are obliged to:

- treat other Participants and all who are present at the Hackathon politely, kindly and professionally. Each act of violence (verbal and/or physical) will result in disqualification of the individual Participant and/or the whole team.

- treat Organizer's and other Participants' property with care. In the event of any damage, the Participant and/or the whole team will be disqualified and will be obliged to compensate for the incurred damages.

- refrain from consuming any psychoactive substances, alcohol, and smoking in Organizer's premises during the Hackathon. Smoking is possible only outside Organizer's premises, at the designated places.

- obey all rules in the field of safety and health at work, including conduct in accordance with safety signs and other specified markings and information on the premises of the Organizer.

- notify the Organizer at least 30 minutes before leaving the premises and announce the approximate return time. Team members are allowed to leave Organizer's premises during the Hackathon. In case of cancellation of participation in the Hackathon, a team is obliged to inform the Organizer.

- develop their Solution using all available resources and materials such as open source libraries, free photos, and material under creative commons license or the like. All materials and codes that have a legally acquired license and which allow the full or partial use of licensed content to develop new solutions are permitted.

- ensure that the Solution does not include copyrighted and/or licensed content that does not allow usage in other solutions protected by a Business Intelligence Agreement,

intellectual property right or other proprietary rights unless the Participants are the holders of such rights or have permission from legitimate holder to use the content. In this case, the Organizer is not obligated to pay any compensation to third parties regarding the use of any of the Content that the Participants used to develop the Solution. Any form of violation of this rule leads to a disqualification of the team. The same is valid for any inaccuracies in the impact of other persons who are not registered for the Hackathon (except mentors and technical support), in order to gain additional resources to create the Solution.

- ensure that the Solution does not include content that is illegal, inappropriate, threatening, pornographic, disturbing, racially or ethnically offensive or encouraging behavior that can be considered a criminal offense, violates any law or is otherwise inappropriate.

- ensure that the Solution does not contain any viruses, trojans, worms, or other malicious code parts that prevent the proper use of the Solution/Device or cause any form of damage.

Article 5

(1) By submitting the application and/or participating in the Hackathon, the Participant accepts and agrees to apply the provisions of this Rule Book which establish all mutual rights and obligations of the Organizer, the Participants and the Partner and which will be further confirmed by signing the Declaration of Recognition, Acceptance, Conformity and Compliance with the provisions of this Rule Book. Each Participant will sign the Declaration before the official start of the Hackathon. Participation in the Hackathon is voluntary, and the Participants are not obliged to pay any compensation for participation in the same.

(2) By submitting an application and/or participating in the Hackathon, the Participant hereby gives its consent and declares that they are familiar with the collection and processing of its personal data for the purpose of implementing the Hackathon, and agrees to the publication of its name and surname with the Execution Project of the Solution if it is declared the best in accordance with the provisions of this Rule Book.

(3) By submitting an application and/or participating in the Hackathon, the Participant hereby gives its consent and declares that they are familiar with the collection and processing of its personal data, photographs, videos and other data for publication on

Organizer's media platforms and social networks (such as Facebook, Twitter, Google+, YouTube, Instagram, LinkedIn, and so on).

(4) By submitting the application and/or participating in the Hackathon, the Participant gives its consent and states that they are aware of the fact that it will be invited if necessary to make a media statement, comment or interview on the Hackathon.

(5) By submitting the application and/or participating in the Hackathon, the Participant gives its consent and declares that they are aware of the fact that the Organizer will use Personal Information of the Participants for the purpose of informing the Participant of future activities organized by the Organizer.

Team Application

Article 6

A team is obliged to name the team leader. Every team must have their own name. If there are two teams with the same registered name, the Organizer will add Roman numbers to the names (I, II, III, ...). Team Leader is required to register other team members who are also the Participants in the context of this event. The team has a minimum of 2 and a maximum of 5 members.

Individual Application

Article 7

The Participants can apply individually, i.e. without a team. Each Participant must describe what they are good at and indicate successes in the area of information technology and other knowledge if any. The Organizer will, in cooperation with registered teams, divide the members according to the needs of the teams or create a new team with members who do not have a team. Transferring members from one team to another during the competition is not allowed.

Hackathon Task

Article 8

(1) The Participants will be presented with challenges and guidelines for making solutions, where the Participants have the opportunity to devise future solutions regarding defined topics from Article 2 paragraph (2) of this Rule Book. Solutions may include one or more of

the default challenges, as well as parts of the default challenges as long as they comply with other rules.

(2) During the Hackathon and after 24 hours, a jury of at least three members determined by the Organizer will evaluate all the works and, after each presentation, declare the winners. The jury's decision is final.

(3) Each Participant or Team may only submit one Solution.

Article 9

(1) The Organizer will provide the Participants with a place to work and computer equipment needed to develop the Solution, in accordance with the material capabilities of the Organizer.

(2) The Participants can bring their own equipment such as a laptop computer, monitor, keyboard and other required items to participate in the Hackathon, and all the content created for the awarding of the Solutions upon completion of the Hackathon is released to the Organizer.

(3) The Participants will be provided with free food and drink during the Hackathon, at the choice of the Organizer.

(4) The Organizer will provide the Participants with a sufficient number of mentors to provide consultant and technical support to the Participants during the Hackathon. Mentors will be available to the Participants in accordance with the schedule and time intervals previously agreed upon by the Organizer with mentors.

(5) The Participants will also be provided with tester solutions such as VR headsets, Smart TVs, 3D printers, and in accordance with the material capabilities of the Organizer.

Awards Article 10

(1) Immediately after the end of the Hackathon and the presentations of developed solutions by the teams, the jury will select three winners.

(2) The Award Fund includes:

1. place: 4500 BAM
2. place: 3000 BAM
3. place: 1400 BAM

Payment of Awards

Article 11

- (1) The winning award is divided between each member of the team in equal proportions.
- (2) The aforementioned cash prizes will be paid to the personal current/foreign exchange accounts of each team member at the latest within 30 (thirty) days of the end of the Hackathon.
- (3) The Participants cannot claim rewards in larger quantities, i.e. in higher amounts or different rewards than those set out in this Rule Book.

Winner Announcement

Article 12

The Organizer will announce the winners on 8.7.2018 at 8 PM. The winners are those Participants or Teams who, according to the given criteria, win the highest number of points. If 2 (two) teams have the same number of points, they will be entitled to a subsequent vote, only for teams that have the same number of points. Subsequent voting will be conducted in such a way that each member of the jury will re-evaluate teams with an equal number of points, giving them a score of 1 to 5, in as many circles as needed to get a team with a greater number of points.

Intellectual Property Rights over the Solutions

Article 13

- (1) Awarded Participants of the Hackathon confirm and warrant that their three Solutions are the result of their participation in the Hackathon and that they are indeed their original intellectual creation, completely new and previously unpublished, that is, they are not and will not be submitted to similar competitions in BiH or abroad.
- (2) Each Awarded Participant of the Hackathon confirms and warrants that they are the bearer of all copyrights and/or related rights and/or intellectual property rights on a

solicitous Solution and that the Awarded Remedy does not infringe any third party's rights.

(3) Participants of the Hackathon, who are authors of the Three Awarded Solutions, by accepting and agreeing to this Ordinance, undertake to conclude a special agreement on the assignment of the use of intellectual property rights of the Awarded Solution without compensation (except for the award of this Ordinance), the timely and spatial limitation of the use of the said Solution. In this respect, the Awarded Participants of the Hackathon, the authors of the three award-winning Solutions, agree and confirm that Partner's Solutions may, inter alia, modify, upgrade, adapt, process, reproduce, distribute or otherwise exploit economically without compensation to any authors of the three Awarded Solutions (excluding the award of this Ordinance).

(4) The Awarded Participant of the Hackathon confirms and warrants that a third party will not claim any claim related to the Awarded Solution to the Partner. In the event that any third person or entity against the Partner initiates any judicial, administrative or other similar proceedings based on alleged infringement of copyright, intellectual or other rights relating to the three Awarded Solutions as well as advertising, production, reproduction, distribution or sale of content appearing in award-winning solutions, the Awarded Participants of the Hackathon undertake to join such process and claims from the same request to take over and defend the Partner from any claim filed in such proceedings, to compensate for all incurred damages to third party and the Partner including, but not limiting all the costs that may arise due to such a request and the initiation of a court, arbitration or administrative proceeding.

(5) By accepting the provisions of this Ordinance, the Participants of the Hackathon, who are also Author of Awarded Solutions, authorize the works/programs/results/workflows to be unrestrictedly advertised in print and electronic media for the purpose of promoting the Hackathon, the Organizer, and the Partner.

Wrong and Irregular Applications

Article 14

(1) Incorrect or incomplete applications are invalid and the applicants are not entitled to any compensation or participation in the Hackathon.

(2) All applications received using any malicious software and network services will be removed, as well as all applications obtained through any other suspicious and

unreasonable methods that will give the Participant an unfair advantage over other Participants.

Publicity
Article 15

By participating in the Hackathon, the Participants agree that the Organizer publishes their names and surnames, photographs, materials and other information free of charge in print, audio, image, and video forms.

Winner Announcement
Article 16

(1) Upon completion of the competition part of the Hackathon, and after the winner is announced, the winning teams' names will be published on the official Hackathon website and on the social network profiles used by the Organizer.

(2) The names and surnames of award-winning teams are public.

Taxes
Article 17

All donations (taxes) will be borne by the Organizer when paying the award.

Litigation
Article 18

In the case of a dispute between the Organizer and the Participant, a court in Mostar (Bosnia and Herzegovina) is competent.

Possibility of Interruption
Article 19

The Hackathon may be terminated or modified at any time by Organizer's decision without special reasoning and in that case, excludes any liability of the Organizer for damage caused by interruption or modification.

Application of the Rule Book

Article 20

This Rule Book will enter into force on the day of its adoption and will be published on the official Hackathon website.

In Mostar, Bosnia and Herzegovina, 23 April 2018

Sportradar Hackathon - “Innovation Hack” Amendment of the Rule Book

Article 1.

SPARK Business Park Ltd., ID: 422785192004, based at the address Blajburških žrtava b.b. (the Fircon Building), 88000 Mostar (hereinafter: “the Organizer”), with the partner Sportradar AG, Feldlistrasse 2, CH-9000 St. Gallen, Switzerland (hereinafter: “the Partner”), publishes Amendment of the Rule Book Sportradar Hackathon - “Innovation Hack” from April, 23, 2018 (hereinafter: “Rule Book”), which amendment is related to the Article 13 Paragraph (3) of the Rule Book which is now worded as follows:

“Participants of the Hackathon, who are authors of the Three Awarded Solutions, by accepting and agreeing to this Rule Book, undertake to sign a special Statement on the assignment of the usage of intellectual property rights of the Awarded Solution without compensation (except of the award of this Rule Book) to the Partner, with which Statement Partner acquires substantive, exclusively, time and space unlimited right of usage of the aforementioned Solution. In this respect, the Awarded Participants of the Hackathon, the authors of the Three Awarded Solutions, agree and confirm that Partner may, inter alia, modify, upgrade, adapt, process, reproduce, distribute or otherwise exploit economically Solutions without any compensation to authors of the Three Awarded Solutions (except of the award of this Rule Book).”

Article 2.

Other provisions of the Rule Book remained valid and unchanged.

Article 3.

This Amendment of the Rule Book shall enter into force on the day of its adoption and shall be published on the official website of Hackathon.

In Mostar, Bosnia and Herzegovina, July 2, 2018.