



UZBEKISTAN-MALAYSIA TECH BRIDGE

TERMS & CONDITIONS

TEMPORARY VERSION 0.1

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ORGANIZED BY



ЎЗБЕКISTON YOSHLARI
UMUMJAHON ASSOTSIATSIYASI
MALAYZIYADAGI VAKOLATXONASI



Official updates: [instagram.com/uzhack.uz](https://www.instagram.com/uzhack.uz)

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PLEASE NOTE

This is a temporary version of the UzHack Terms and Conditions. It may be updated before registration opens and during the Competition. The latest version is always published on the official UzHack website and announced on our official channels.

01

SECTION 01

INTRODUCTION

■ 1.1 Acceptance of Terms

- 1.1.1 By registering for or taking part in UzHack: Uzbekistan-Malaysia Tech Bridge (the "Competition"), every Participant agrees to follow these Terms and Conditions.
- 1.1.2 These Terms apply to every stage of the Competition, including registration, project development, submission, judging, the Grand Final, prizes and all related activities.
- 1.1.3 Participants are responsible for reading and understanding these Terms before they register. Breaking any rule may lead to point deductions, disqualification or loss of prizes.

■ 1.2 About UzHack

- 1.2.1 UzHack is one shared name for hackathons across WAYU's international network: young people with Uzbek roots and international perspectives, building something together through technology.
- 1.2.2 This edition, the Uzbekistan-Malaysia Tech Bridge, is organised by WAYU Malaysia. Student teams in Malaysia design practical smart-city solutions for Uzbekistan, with Fergana as the focus city, drawing on Malaysia's smart-city experience.

■ 1.3 Definitions

- 1.3.1 "Organiser" means the UzHack organising team acting on behalf of WAYU Malaysia.
- 1.3.2 "Participant" means any individual who has successfully registered for the Competition.
- 1.3.3 "Team" means a group of three (3) registered Participants, and "Team Leader" means the member named as the Team's representative during registration.
- 1.3.4 "Track" means one of the official challenge categories: Smart Healthcare, Smart Transport & Mobility, or Smart Education.
- 1.3.5 "Submission" means all materials a Team hands in for judging, such as the project description, prototype, source code, presentation video and slides.
- 1.3.6 "Finalist" means a Team selected for the Grand Final, and "Official Channels" means the UzHack website, the Instagram account @uzhack.uz and any other channel announced by the Organiser.

02

SECTION 02

ELIGIBILITY

■ 2.1 Who Can Join

- 2.1.1 The Competition is intended for students currently enrolled at a higher education institution in Malaysia.
- 2.1.2 Students from every discipline are welcome. Participants do not need to study computer science or IT.
- 2.1.3 Uzbek students and students of Malaysian universities may take part, subject to the final eligibility rules announced by the Organiser.
- 2.1.4 Participants must remain enrolled students for the whole Competition and may be asked to show a valid student card for verification. The Organiser does not keep copies of identity documents.

■ 2.2 Who Cannot Join

- 2.2.1 Members of the organising team, judges, mentors and anyone else directly involved in running the Competition cannot compete.
- 2.2.2 Anyone who gives false or misleading registration information, or who does not meet an eligibility requirement, may be removed from the Competition.

■ 2.3 Participants Under 18

- 2.3.1 Participants under eighteen (18) years of age need written consent from a parent or legal guardian before attending any in-person part of the Competition.

■ 2.4 Teams

- 2.4.1 Every Team must have exactly three (3) members. Members may come from different universities and different fields of study.
- 2.4.2 Each Team appoints one Team Leader, who is the main contact with the Organiser and must pass all official information on to the other members.
- 2.4.3 A Participant may belong to only one Team and a Team may submit only one entry. Breaking this rule may disqualify every Team involved.

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SECTION 03

REGISTRATION

■ 3.1 Registration Period and Platform

- 3.1.1 Registration opens and closes on the dates announced on the Official Channels. All times are Malaysia time (MYT, UTC+8).
- 3.1.2 Teams register through the official registration form linked on the UzHack website. Registrations sent any other way are not accepted.
- 3.1.3 The Organiser may extend, shorten or close the registration period if needed. Late registrations are not accepted unless announced.

■ 3.2 Participation Is Free

- 3.2.1 There is no registration fee and no deposit. Participation in UzHack is completely free.
- 3.2.2 The Organiser will never ask for payment, bank details or card numbers. Please report any such request to us through the Official Channels.

■ 3.3 Confirmation and Changes

- 3.3.1 After registering, the Team Leader receives a confirmation with the next steps. The Organiser is not responsible if information sent to the Team Leader does not reach the other members.
- 3.3.2 Changes to Team members after registration closes are not accepted, except in exceptional cases approved by the Organiser.
- 3.3.3 All registration details must be complete, accurate and truthful. False information may lead to immediate disqualification.

04

SECTION 04

COMPETITION STRUCTURE

■ 4.1 Overview

- 4.1.1 The Competition has three stages: an Online Preliminary Round (about two weeks), Selection (about one week) and an in-person Grand Final (two days in Kuala Lumpur / Selangor, Malaysia).
- 4.1.2 The exact schedule, dates and venue are announced on the Official Channels. The Organiser may change the schedule when necessary.

■ 4.2 Online Preliminary Round

- 4.2.1 The round starts when the Organiser releases the official challenge brief. Teams must start building their solution only after this moment.
- 4.2.2 Teams develop an idea and an initial prototype and submit their project and a short presentation video before the deadline.

■ 4.3 Selection of Finalists

- 4.3.1 Judges review every valid Submission. Approximately twenty (20) Teams are selected as Finalists, based on the official judging criteria.
- 4.3.2 The Organiser may select fewer Finalists if not enough Submissions meet the required standard.
- 4.3.3 Finalists are announced on the Official Channels and must confirm their place by the given deadline. Teams that do not confirm may be replaced by the next highest-ranked Team.

■ 4.4 Grand Final

- 4.4.1 The Grand Final runs over two days. Teams continue developing their solutions with support from mentors and may choose to work overnight.
- 4.4.2 Final presentations, judging and the awards ceremony take place on the second day. The Organiser sets the presentation length, format and order.
- 4.4.3 Attendance is required for every Finalist Team unless the Organiser approves otherwise. Teams that go over their presentation time may lose points.

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SECTION 05

TRACKS AND CHALLENGE

■ 5.1 Competition Tracks

- 5.1.1 There are three Tracks:
 - A. Smart Healthcare: digital clinic systems, queue management, telemedicine and citizen-facing healthcare services;
 - B. Smart Transport & Mobility: traffic management, public transport, smart parking and urban logistics;
 - C. Smart Education: digital education services, equal access to learning and better school and university processes.
- 5.1.2 Each Team competes in one Track only. The Track chosen at registration cannot be changed after the Submission deadline.
- 5.1.3 Solutions should address smart-city challenges in Uzbekistan, with Fergana as the focus city. Further details are given in the official challenge brief.

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SECTION 06

PROJECT DEVELOPMENT RULES

■ 6.1 Originality

- 6.1.1 Every Submission must be the Team's own original work and must be built mainly during the official Competition period.
- 6.1.2 Teams may bring ideas and background research, but projects that were already built, launched commercially or entered in another competition are not eligible.
- 6.1.3 The Organiser may ask for development records, such as commit history or drafts, to check originality.

■ 6.2 AI Tools

- 6.2.1 AI tools are allowed as assistants. They do not replace the Team's own work, and the Team remains fully responsible for everything it submits, including its correctness, originality, licensing and security.
- 6.2.2 Teams should briefly mention significant AI use in their project description.

■ 6.3 Open-Source and Third-Party Resources

- 6.3.1 Teams may use open-source libraries, frameworks, templates, public datasets and APIs, as long as they respect each licence and credit major resources in their documentation.
- 6.3.2 The Organiser is not responsible for licensing disputes caused by a Team's use of third-party resources.

■ 6.4 Help and Ethics

- 6.4.1 Teams may receive advice from official mentors. People outside the Team must not write code or build the Submission for the Team.
- 6.4.2 Projects must be legal, safe and respectful. They must not collect or use real personal data without consent, and must not contain harmful, discriminatory or offensive content.

07

SECTION 07

SUBMISSION

■ 7.1 Requirements

- 7.1.1 For the Online Preliminary Round, each Team submits:
- A. a project description explaining the problem, the solution and the chosen Track;
 - B. an initial prototype or demo, with a link to the source code where applicable;
 - C. a short presentation video.
- 7.1.2 Exact formats, length limits, accepted languages and the submission method are given in the official challenge brief.
- 7.1.3 All links must work and be accessible to the judges. Incomplete or inaccessible Submissions may not be judged.

■ 7.2 Deadline

- 7.2.1 Submissions must be received before the deadline in Malaysia time (MYT). Late Submissions are not accepted.
- 7.2.2 Teams should submit early. The Organiser is not responsible for internet, upload or device problems on the Team's side.
- 7.2.3 Changes made after the deadline are not considered for the Preliminary Round.

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SECTION 08

JUDGING

■ 8.1 Judging Criteria

- 8.1.1 Projects are scored out of 100 points:
- A. Innovation and originality: 25 points;
 - B. Technical execution: 25 points;
 - C. Practicality and relevance to Uzbekistan: 20 points;
 - D. Impact and effectiveness: 20 points;
 - E. Presentation: 10 points.

■ 8.2 Process and Decisions

- 8.2.1 Submissions are reviewed by a judging panel appointed by the Organiser. Judges may ask Teams questions or request a live demo.
- 8.2.2 Judges with a conflict of interest, for example a close link to a Team, must declare it and step back from judging that Team.
- 8.2.3 Judges' decisions are final. Individual feedback may be shared when possible but is not guaranteed.
- 8.2.4 Before awarding prizes, the Organiser may verify that winning Teams followed these Terms.

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SECTION 09

AWARDS AND PRIZES

■ 9.1 Prize Categories

- 9.1.1 First, second and third place are awarded in each of the three Tracks.
- 9.1.2 Prize details are announced on the Official Channels once confirmed. Until then, no specific prize is promised.

■ 9.2 Distribution and Conditions

- 9.2.1 Prizes are awarded to the winning Team. Teams are responsible for any sharing of prizes between their members.
- 9.2.2 Prizes cannot be transferred and cannot be exchanged for cash unless the Organiser states otherwise. Any taxes or bank charges are the winners' responsibility.
- 9.2.3 A prize may be withheld or forfeited if a Team is disqualified, breaks these Terms or does not claim the prize within the period set by the Organiser.

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SECTION 10

CODE OF CONDUCT

■ 10.1 Respect and Professionalism

- 10.1.1 Everyone at UzHack must treat other Participants, mentors, judges, volunteers, partners and organisers with respect.
- 10.1.2 Harassment, discrimination, bullying, threats or offensive behaviour of any kind, in person or online, are not tolerated.
- 10.1.3 Participants must follow the reasonable instructions of the Organiser and venue staff.

■ 10.2 Reporting Concerns

- 10.2.1 Anyone who experiences or sees unacceptable behaviour should report it to an organiser on site or through the Official Channels. Reports are handled carefully and confidentially.

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SECTION 11

MISCONDUCT AND PENALTIES

■ 11.1 Misconduct

- 11.1.1 Misconduct includes, among other things:
- A. plagiarism or submitting work that is not the Team's own;
 - B. giving false information or forged documents;
 - C. joining more than one Team or submitting more than one entry;
 - D. unauthorised outside help or tampering with development records;
 - E. breaking intellectual property rights or the Code of Conduct.

■ 11.2 Investigation and Penalties

- 11.2.1 The Organiser may investigate any suspected misconduct and ask the Teams involved for an explanation.
- 11.2.2 Depending on how serious it is, misconduct may lead to a warning, point deductions, disqualification, loss of prizes or exclusion from future UzHack events.

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SECTION 12

INTELLECTUAL PROPERTY

■ 12.1 Ownership and Use

- 12.1.1 Teams keep ownership of their Submissions, including code, designs and presentation materials. Third-party components remain owned by their original owners.
- 12.1.2 By submitting, each Team gives the Organiser a free, non-exclusive permission to show and describe its project, including its name, screenshots and video, for judging, records and promoting UzHack.
- 12.1.3 The Organiser will not sell or commercialise any Submission. Promising solutions are shared with stakeholders in Uzbekistan only with the Team's consent.
- 12.1.4 Teams agree among themselves how ownership is shared between members. The Organiser does not settle disputes inside a Team.

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SECTION 13

PERSONAL DATA AND MEDIA

■ 13.1 Personal Data

- 13.1.1 Personal data collected through registration is handled as described in the UzHack Privacy Policy on the official website. It is used only to run the Competition and is never sold.
- 13.1.2 The Organiser does not collect passport details, identity documents or payment information.

■ 13.2 Photos and Videos

- 13.2.1 Photos and videos may be taken during UzHack events and used on the Official Channels and in reports about the Competition.
- 13.2.2 Participants who do not want to appear in published media can tell an organiser at any time, and we will do our best to respect this.

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SECTION 14

GRAND FINAL RULES

■ 14.1 Attendance and Venue

- 14.1.1 Finalists must check in at the times announced by the Organiser and wear any event badge provided.
- 14.1.2 Participants must follow all venue rules and safety instructions and must not enter restricted areas.
- 14.1.3 Staying overnight is optional. Participants who stay must follow the overnight rules set by the Organiser and the venue.

■ 14.2 Equipment, Safety and Logistics

- 14.2.1 Teams bring their own laptops and equipment unless the Organiser says otherwise, and are responsible for their personal belongings.
- 14.2.2 Weapons, illegal substances, alcohol and dangerous items are not allowed at the venue.
- 14.2.3 Any accident, injury or safety risk must be reported to an organiser immediately.
- 14.2.4 Details about meals, travel and accommodation support, if any, will be announced on the Official Channels.

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SECTION 15

LIABILITY

■ 15.1 Limitation of Liability

- 15.1.1 Participants take part at their own risk. To the extent allowed by law, the Organiser, WAYU Malaysia and partners are not liable for loss, damage or injury arising from the Competition, except where caused by their negligence.
- 15.1.2 The Organiser is not responsible for lost, stolen or damaged personal property.
- 15.1.3 Participants are responsible for any damage they cause through careless or unlawful behaviour.

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SECTION 16

CHANGES AND CANCELLATION

■ 16.1 Changes to These Terms

- 16.1.1 This is a temporary version. The Organiser may update these Terms at any time, and the version published on the official website applies.
- 16.1.2 Important changes will be announced on the Official Channels.

■ 16.2 Changes to the Competition

- 16.2.1 The Organiser may change the schedule, format, venue, Tracks or prizes, or postpone or cancel the Competition, if needed. Participants will be informed as early as possible.
- 16.2.2 The Organiser is not responsible for delays or changes caused by events outside its control, such as natural disasters, public health emergencies, government decisions or venue unavailability.

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SECTION 17

GENERAL PROVISIONS

■ 17.1 General

- 17.1.1 These Terms are governed by the laws of Malaysia.
- 17.1.2 If any part of these Terms is found invalid, the rest remains in effect.
- 17.1.3 Only information published on the Official Channels is official. Informal messages from individuals do not change these Terms.
- 17.1.4 Questions about these Terms can be sent to UzHack on Instagram at @uzhack.uz or through the other Official Channels.