

**REGULATIONS ON THE CONDUCT OF THE HACKATHON FOR THE
DEVELOPMENT OF DECENTRALIZED SOFTWARE PRODUCTS
USING BLOCKCHAIN TECHNOLOGY**

Tashkent – 2025

1. GENERAL RULES

1.1. This Regulation establishes the legal and organizational framework for conducting the hackathon aimed at developing innovative software solutions using blockchain technology.

1.2. The primary requirement of the hackathon is the creation of a decentralized software product based on blockchain technology.

1.3. The specific directions and tasks of the hackathon will be announced on the day of the event.

1.4. The hackathon organizer is "Unified Integrator – UZINFOCOM" LLC, which operates in collaboration with partner organizations.

2. KEY TERMS AND DEFINITIONS

2.1. Hackathon – a specialized event where developer teams create software solutions within a set time frame.

2.2. Blockchain (Distributed Ledger) – a technology where data is divided into specialized blocks, with each new block linked to the previous one through a cryptographic signature.

2.3. Smart Contract – an electronically formatted agreement that is executed through automated digital transactions.

2.4. DApp (Decentralized Application) – a software product based on blockchain technology that operates without centralized management.

2.5. Jury colleague – an expert body evaluating projects within the hackathon, consisting of representatives of the organizers and independent experts. The composition of the expert jury is approved by the hackathon initiator.

2.6. Mentors – specialists providing consulting support to hackathon participants.

2.7. Organizer – "Unified Integrator – UZINFOCOM" LLC.

2.8. Participant – an individual or a team that has registered for the hackathon and is carrying out the assigned tasks within the event.

2.9. Winner – the participant or team whose project receives the highest score from the jury based on established evaluation criteria.

3. OBJECTIVES AND TASKS

3.1. The main objective of the hackathon is to promote the development of decentralized software products, attract highly qualified specialists, and create technologically viable solutions applicable to various economic sectors.

3.2. The primary task of the hackathon is to develop a decentralized software product using blockchain technology.

4. DATES AND VENUE

4.1. The hackathon will take place from April 27, 2025 (13:00-19:00) to April 28, 2025 (09:00-17:30) at the Congress Hall of the Ministry of Digital Technologies of the Republic of Uzbekistan, located at Ibrohim Muminov Street, 4, Tashkent.

4.2. The award ceremony for the winners will be held on April 28, 2025, at the Congress Hall of the Ministry of Digital Technologies of the Republic of Uzbekistan, located at Ibrohim Muminov Street, 4, Tashkent.

5. REGISTRATION AND SELECTION

5.1. Participants can register from March 1, 2025, to April 20, 2025, through the official event page on the Token.uz platform.

5.2. Only citizens of the Republic of Uzbekistan can participate in the hackathon. Participants may register as individuals or teams (maximum of 5 members).

5.3. Participants must comply with the hackathon regulations and adhere to the technical requirements set for the developed projects.

5.4. The hackathon consists of three stages:

- **Preparatory stage**

- **Main stage**

- **Final stage**

5.5. Teams qualifying for the final stage will be selected based on the following criteria:

- Previous participation in similar hackathons.

- Experience in developing software using blockchain technology.

5.6. The organizer will notify teams selected for the main stage at least 10 days before the start of the hackathon.

5.7. The organizer is not obliged to provide explanations or accept appeals regarding the results of the selection process.

5.8. Only 7 teams will be selected for the final stage.

6. HACKATHON STAGES

6.1. Preparatory Stage:

- Creating the hackathon page on the Token.uz platform;
- Promotional campaigns on social media and professional communities;
- Registering participants;
- Selecting teams and advancing them to the final stage.

6.2. Main Stage:

- Official announcement of the hackathon conditions and tasks;
- Introduction to the expert jury members;
- Developing software solutions within the given timeframe;
- Mentorship and consultations from the jury.

6.3. Final Stage:

- Presentation of developed solutions;
- Evaluation of projects by the jury;
- Announcement of winners and award distribution.

7. PRIZE FUND

7.1. Total prize fund: 100,000,000 UZS.

7.2. The prizes will be distributed as follows:

- **1st place – 50,000,000 UZS**
- **2nd place – 30,000,000 UZS**
- **3rd place – 20,000,000 UZS**

7.3. Cash prizes will be equally distributed among the team members of the winning teams and will be paid by the organizer within 60 days from the final date of the hackathon.

7.4. If the organizer expresses interest in further developing the winning project, additional support may be provided within the framework of partnership.

8. EXPERT JURY COMPOSITION

8.1. The expert jury consists of representatives from the hackathon organizers, partners, sponsors, and other individuals as agreed upon with the hackathon initiator.

8.2. The personal composition of the expert jury is provided in Appendix No. 1.

9. EVALUATION CRITERIA

9.1. Submitted projects will be evaluated based on the following criteria:

Technical implementation: Code quality, use of smart contracts, integration with blockchain networks – 10 points;

Innovation: How unique is the idea? – 5 points;

Social significance and practical benefits: Does the project solve a real-world problem? – 5 points;

Legal compliance: Conformity with the legislation of the Republic of Uzbekistan, international law, and standards – 5 points;

Business model: Efficiency of development and management mechanisms, as well as the financial potential of the project – 5 points.

9.2. The final assessment of projects will be based on the total number of points assigned by the expert jury.

9.3. Participants must use the Git repository provided by the organizer for code analysis by the expert jury.

10. TECHNICAL SUPPORT

10.1. The organizer does not provide any equipment for participants. Hackathon participants must use their own personal computers and other necessary devices for working on their projects.

10.2. Organizers will provide free Internet access for participants throughout the hackathon.

10.3. Participants are allowed to use artificial intelligence technologies to improve the efficiency of software development.

11. PROJECT RIGHTS

11.1. The organizer reserves the right to use the submitted projects for further development of technological initiatives.

12. CONFIDENTIAL REGULATIONS BY DIRECTION

12.1. Information about hackathon directions is provided in Appendix No. 1 and will be announced on the day of the hackathon.

13. CONTACT INFORMATION

13.1. All inquiries regarding the hackathon can be submitted via the event webpage on the Token.uz platform.

14.FINAL PROVISIONS

14.1. The organizers reserve the right to amend this Regulation and will notify participants in advance of any changes.

14.2. Registration and participation in the hackathon constitute full acceptance of the terms of this Regulation.