## **Eligibility and Registration:**

- The hackathon is open to individuals.
- Participants must register online through the official event website by 14.03.2025 23:59 CET.
- Registration fee is **29 €**. The price includes the registration and the CUBE access till 15.04.2025 23:59 CET. ( **Limited spots available** )
- Participants must be older than 17 years old.

## Theme and Challenge:

- Participants are expected to use analytics and data-driven methods to identify the most suitable football players for a given team.
- Solutions must incorporate data from the provided analytics tool (e.g., CUBE) and information from Transfermarkt.









#### **Tools and Data:**

- Participants are required to use the provided analytics tool (CUBE) for their analysis.
- Access to Transfermarkt data will be made available to all participants during the event.
- The use of data scraper script is **not** allowed and will lead to automatic exclusion.

#### **Code of Conduct:**

- All participants are expected to uphold high ethical standards during the event.
- Plagiarism, cheating, and any form of dishonesty will not be tolerated.

## **Intellectual Property:**

- Participants retain ownership of their projects.
- Organizers may request permission to showcase or share projects as examples after the event.









## **Project Submission:**

Each participant must submit their project through the designated submission platform by 31.03.2025 13:59 CET.

• Submissions should include a detailed report of the analytics process, results, and findings.

## **Judging Criteria:**

- Projects will be evaluated based on:
  - Quality of analytics and methodology
  - Realism of player selections
  - Alignment with the given team's needs
  - Creativity and innovation
  - Presentation and communication skills









### Schedule:

The hackathon will run from 03.03.2025 to 29.04.2025.

## **Support and Mentorship:**

Mentors will be available throughout the event to provide guidance and assistance.

#### Code of Ethics:

All participants are expected to treat each other with respect and maintain a positive and inclusive atmosphere.

### **Communication:**

Organizers will use email and the official event Discord server for important announcements.









## **Liability:**

The organizers are not responsible for any loss, damage, or injury that may occur during the event.

#### **Amendments:**

Organizers reserve the right to make changes to the rules and guidelines as needed. Participants will be informed of any updates.

#### **Contact Information:**

For any inquiries or issues, please contact Barna Forgács (Data Analyst) forgacs.barna@xfbanalytics.hu or hackathon@xfbanalytics.hu







