

GITHUB FOR THE LOVE OF CODE CONTEST

OFFICIAL RULES

1. SPONSOR

These Official Rules ("*Rules*") govern the operation of the Github For the Love of Code Contest ("*Contest*"). Microsoft Corporation, One Microsoft Way, Redmond, WA, 98052, USA, is the Contest sponsor ("*Sponsor*").

2. DEFINITIONS

In these Rules, "*Microsoft*", "*we*", "*our*", and "*us*" refer to Sponsor and "*you*" and "*yourself*" refers to a Contest participant, or the parent/legal guardian of any Contest entrant who has not reached the age of majority to contractually obligate themselves in their legal place of residence. "*Team*" and "*Teams*" refers to a group of up to ten (10) Contest participants working together to produce a single entry. By entering you (your parent/legal guardian if you are not the age of majority in your legal place of residence) agree to be bound by these Rules.

3. ENTRY PERIOD

The Contest starts at 12:00 a.m. Pacific Time (PT) on July 11, 2025, and ends at 11:59 p.m. (anywhere on Earth, or UTC-12) on September 22, 2025 ("*Entry Period*"). Submissions accepted until it's no longer September 22 anywhere on the planet. Off-planet submissions discouraged.

4. ELIGIBILITY

This is a trade Contest open only to people 13 years of age or older with an active GitHub account. If you are 13 years of age or older but have not reached the age of majority in your legal place of residence, then you must have consent of a parent/legal guardian.

Employees and directors of Microsoft Corporation and its subsidiaries, affiliates, advertising agencies, and Contest Parties are not eligible, nor are persons involved in the execution or administration of this promotion, or the family members of each above (parents, children, siblings, spouse/domestic partners, or individuals residing in the same household). Void in Cuba, Iran, North Korea, Sudan, Syria, Region of Crimea, Russia, and where prohibited.

5. HOW TO ENTER

To create an entry, you or your Team must complete the following steps:

1. Visit <https://gh.io/ftloc> to review the blog post describing how to participate.
2. Push your code to a public GitHub repository.
3. For each completed project, visit <https://gh.io/ftloc-submit> to submit the official entry for, which must include your name, email address, team members' GitHub usernames, project name, and description.

You can submit up to 42 entries. Don't ask why. You know why. Each entry must be substantially unique and different.

Any attempt by you to obtain more than the stated number of entries by using multiple/different accounts, email addresses, identities, registrations, logins, or any other methods will void your entries and you may be disqualified. Use of any automated system to participate is prohibited.

We are not responsible for excess, lost, late, or incomplete entries. If disputed, entries will be deemed submitted by the “authorized account holder” of the email address, social media account, or other method used to enter. The “authorized account holder” is the natural person assigned to an email address by an internet or online service provider, or other organization responsible for assigning email addresses.

We expect all participants to behave respectfully and in the spirit of fair play. Don’t be That Coder.

6. ELIGIBLE ENTRY

To be eligible, an entry must meet the following content/technical requirements:

- Your entry must be your own original work; however, you are encouraged to build on open source libraries, use boilerplate code, or fork and remix other works—as long as you have the right to do so and your submission includes meaningful original contribution; and
- You must have obtained all consents, approvals, or licenses required for you to submit your entry; **and**
- If your project includes third-party open-source code, you must comply with the applicable license terms, including attribution, copyright notices, and licensing requirements in your submitted repository; **and**
- To the extent that entry requires the submission of user-generated content such as software, photos, videos, music, artwork, essays, etc., entrants warrant that their entry is their original work, has not been copied from others without permission or apparent rights, and does not violate the privacy, intellectual property rights, or other rights of any other person or entity. You may include Microsoft trademarks, logos, and designs, for which Microsoft grants you a limited license to use for the sole purposes of submitting an entry into this Contest; **and**
- Your entry may NOT contain, as determined by us in our sole and absolute discretion, any content that is obscene or offensive, violent, defamatory, disparaging, or illegal, or that promotes alcohol, illegal drugs, tobacco or a particular political agenda, or that communicates messages that may reflect negatively on the goodwill of Microsoft.

7. USE OF YOUR ENTRY

We are not claiming ownership rights to your Submission. However, by submitting an entry, you grant us an irrevocable, royalty-free, worldwide right and license to use, review, assess, test and otherwise analyze your entry and all its content in connection with this Contest and use your entry in any media whatsoever now known or later invented for any non-commercial or commercial purpose, including, but not limited to, the marketing, sale or promotion of Microsoft products or services, without further permission from you. You will not receive any compensation or credit for use of your entry, other than what is described in these Official Rules. We recommend that you include an open-source license file in your submission repository to clearly communicate how others may use your project.

By entering you acknowledge that we may have developed or commissioned materials similar or identical to your entry and you waive any claims resulting from any similarities to your entry. Further you understand that we will not restrict work assignments of representatives who have had access to your entry, and you agree that use of information in our representatives’ unaided memories in the

development or deployment of our products or services does not create liability for us under this agreement or copyright or trade secret law.

Your entry may be posted on a public website. We are not responsible for any unauthorized use of your entry by visitors to this website. We are not obligated to use your entry for any purpose, even if it has been selected as a winning entry.

8. WINNER SELECTION AND NOTIFICATION

Pending confirmation of eligibility, eighteen (18) potential winning teams will be selected by Microsoft or their Agent or a qualified judging panel from among all eligible entries received based on the following judging criteria:

- 20% - Joyfulness / vibes - Does it make you smile, laugh, or feel something? Would you want to share this with a friend?
- 20% - Execution and polish - Did they pull it off? Is it well built, functional, and thoughtfully presented? Does the README or demo clearly explain the project?
- 20% - Technical difficulty / ambition - How challenging was this to build? Did the creators push their technical boundaries?
- 20% - Ingenuity - Does the project show clever thinking or unexpected problem-solving? Is there a surprising twist or inventive approach?
- 20% - Relevance to theme - Does it capture the spirit of the event? Is it appropriate for the Category its submitted under?

Winners will be selected from among all eligible entries received within 28 days following the Entry Period.

In the event of a tie between any eligible entries, an additional judge will break the tie based on the judging criteria described above. The decisions of the judges are final and binding. If we do not receive enough entries meeting the entry requirements, we may, at our discretion, select fewer winners than the number of Contest Prizes described below.

Winners will be notified via the contact information provided during entry no more than 7 days following judging with prize claim instructions, including submission deadlines. If a selected winner cannot be contacted, is ineligible, fails to claim a prize or fails to return any forms, the selected winner will forfeit their prize and an alternate winner will be selected time allowing. If you are a potential winner and you are 13 or older but have not reached the age of majority in your legal place of residence, we may require your parent/legal guardian to sign all required forms on your behalf. Only three alternate winners will be selected, after which unclaimed prizes will remain unawarded.

9. PRIZES

The following prizes will be awarded:

Eighteen (18) Grand Prizes. Each member of the winning team will receive: GitHub Copilot Pro+ free for one year. Approximate Retail Value (ARV) \$390.00.

The ARV of electronic prizes is subject to price fluctuations in the consumer marketplace based on, among other things, any gap in time between the date the ARV is estimated for purposes of these

Official Rules and the date the prize is awarded or redeemed. We will determine the value of the prize to be the fair market value at the time of prize award.

The total Approximate Retail Value (ARV) of all prizes: **\$7,020**

We will only award one (1) prize per person during the Entry Period. No more than the stated number of prizes will be awarded. No substitution, transfer, or assignment of prize permitted, except that Microsoft reserves the right to substitute a prize of equal or greater value in the event the offered prize is unavailable. Microsoft products awarded as prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including any implied warranty of merchantability or fitness for a particular purpose); you assume the entire risk of quality and performance, and should the prizes prove defective, you assume the entire cost of all necessary servicing or repair. This is so even if the Microsoft product mentions a warranty on its packaging, in a manual, or in marketing materials; no warranty applies to Microsoft products awarded as prizes. Microsoft does not give any warranty of any kind, express or implied (including any implied warranty of merchantability or fitness for a particular purpose) on products made by a company other than Microsoft that are awarded as prizes. Please contact the manufacturer to see if it is covered by that company's warranty.

Prizes will be sent no later than 28 days after winner selection. Prize winners may be required to complete and return prize claim and / or tax forms ("Forms") within the deadline stated in the winner notification. Taxes on the prize, if any, are the sole responsibility of the winner, who is advised to seek independent counsel regarding the tax implications of accepting a prize. By accepting a prize, you agree that Microsoft may use your entry, name, image and hometown online and in print, or in any other media, in connection with this Contest without payment or compensation to you, except where prohibited by law.

10. ODDS

The odds of winning are based on the number of eligible entries received.

11. GENERAL CONDITIONS AND RELEASE OF LIABILITY

To the extent allowed by law, by entering you agree to release and hold harmless Microsoft and its respective parents, partners, subsidiaries, affiliates, employees, and agents from any and all liability or any injury, loss, or damage of any kind arising in connection with this Contest or any prize won.

All local laws apply. The decisions of Microsoft are final and binding.

We reserve the right to cancel, change, or suspend this Contest for any reason, including cheating, technology failure, catastrophe, war, or any other unforeseen or unexpected event that affects the integrity of this Contest, whether human or mechanical. If the integrity of the Contest cannot be restored, we may select winners from among all eligible entries received before we had to cancel, change or suspend the Contest.

If you attempt or we have strong reason to believe that you have compromised the integrity or the legitimate operation of this Contest by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, we may seek damages from you to the full extent of the law and you may be banned from participation in future Microsoft promotions.

12. USE OF YOUR ENTRY

Personal data you provide while entering this Contest will be used by Microsoft and/or its agents and prize fulfillers acting on Microsoft's behalf only for the administration and operation of this Contest and in accordance with the [Microsoft Privacy Statement](#).

13. GOVERNING LAW

This Contest will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of this Contest.

14. WINNERS LIST

Send an email to forthe love of code@github.com with the subject line "For the Love of Code Contest winners" within 30 days of October 20, 2025 to receive a list of winners.