

# COMPETITION RULES

## WHAT IS REDHACK CTF?

Redhack CTF is a free computer security game that is made to be realistic, for students and professionals. The game consists in a series of challenges focus on a unique storyline in which participants must reverse engineer, break, hack, decrypt, or do whatever it takes to solve the challenge. Challenges are all set up with the intent of being hacked, making it an excellent, legal way to get hands-on experience.

## WHEN DOES IT START/END?

The competition will take place on October 29<sup>th</sup> 2019 from 10.00 am to 18.00 pm

## WHO IS ELIGIBLE TO PARTICIPATE TO THE REDHACK CTF COMPETITION?

Each team of 4 members will be able to register a participation.

If a team member is under 18, he needs to have the consent of their parent or legal guardian to participate and send it while subscribing.

Each member has to provide several information to register, including but not limited to username, first name, last name, an email address and his company or school name. An identity card number or passport number will be required for every individual registration. This information will be forwarded to the Spanish authorities for security purpose.

Any participants without valid tickets will not be accepted on the challenge or within the event venue.

## HOW DO I PARTICIPATE TO THE COMPETITION?

To participate you must have fulfilled the registration form before the registration has been closed.

The Competition will take place at "Fira Gran Via in Barcelona, Spain" during the Cybersecurity Congress 2019.

Each participant will have a free admission to the event.

## SOCIAL CONDUCT

The goal of REDHACK CTF is to allow people to practice their skills and have fun. We ask you to avoid spoiling other's fun unnecessarily.

We want the competition to be a pleasant experience for all participants, regardless of their gender, sexual orientation, race, religion, skill level, personal background or any other criteria. Therefore, we do not tolerate harassment in any form.

This especially applies to our official communication channels, i.e. Discord and Twitter. Misbehaviours may lead to a ban from these communication channels and ultimately, the

same consequences as for any other rule violation (see below). We ask everyone to speak English in the Discord channels, so that all participants know what's going on.

Do not DoS/automated scans/large amounts of traffic/deleting stuff on our servers.

Do not share flags or solutions with other teams. We will not tolerate flag sharing.

By participating to the CTF you agree to respect the room, equipment, staff members and other players.

## **HOW ARE THE WINNERS DESIGNATED?**

The Team that has obtained the most points in the time allotted will be the winner. If more than one Team solve all of the challenges or if several teams are ending with the same number of points, then the Team that solved the challenges in the shortest amount of time will be the winner.

## **WHAT ARE THE OTHER RULES AND TERMS FOR REDHACK CTF?**

RedHack CTF Team may display one or more Competition leaderboards and/or scoreboards. These boards may be available to other Participants and/or the public, and may show the Team name.

While there are no limitation on resources or tools that Participants can use, only the eligible Team Participants may solve challenges as part of the Competition. Team advisors, or anyone outside the Team, may help facilitate the Team's work, such as by helping set up tools or providing resources, but may not provide direct assistance on any problems.

Teams may not interfere with the progress of other Teams, nor with the operation of the Competition's infrastructure. More specifically, attacking the scoring server, other Teams, or machines not explicitly designated as targets is cheating. This includes both breaking into such machines, and denying others access to them or the ability to solve problems (for example, by altering a key or ping-flooding). Sharing keys or providing overly-revealing hints with other teams is cheating, as is being directly assisted by personnel outside the Team (using tools from the internet is OK; asking people on the internet to help solve the problem is not). We encourage Participants to solve problems in novel and creative ways using all available resources, but we do require that Participants solve the problems themselves.

RedHack CTF and associated cannot be held responsible in case of material or technical problems or misuse of the tools. As active loads may be present during the competition, RedHack CTF and associated cannot be held responsible for any modification or destruction of the participants' personal data.

Answers to problems may not be publicly posted or otherwise shared with anyone outside of your Team members until after the Competition is over.

All information provided to establish an account must be true and correct. You are responsible for keeping such information up-to-date. Failure to keep your account up-to-date may, among other things, jeopardize your eligibility for prizes.

As you registered as a Team with other Participants, you understand that information about you may be provided to other Team Participants.

At any time, in the sole and absolute discretion of RedHack Team and associated, RedHack Team and associated shall be entitled to disqualify a Participant and/or Team in the event of a failure to meet relevant eligibility criteria or any other violation or suspected violation of these Competition Rules.

RedHack Team and associated will determine participation eligibility, declare winners (including but not limited to in the event of a tie), and award prizes in its sole and absolute discretion. You agree that such decisions are final and are not subject to review or reconsideration, and that Teams are not entitled to be informed of other Teams' results.

RedHack Team and associated reserves the right to verify the identity and eligibility of all Participants and Teams at any time. This information could include, among other things, written verification of parental consent (if applicable), verification of information needed to confirm eligibility or compliance with these Competition Rules and/or the Terms of Use.

Any prizes awarded are non-transferable, and any non-cash prizes are not exchangeable for cash. Competition problems or other content on the RedHack CTF site remains the property of RedHack CTF Team and associated (and/or its content providers). RedHack CTF and its relevant content providers reserve any and all of their respective rights in such materials. You are authorized to access and use such materials solely with respect to registration for and/or participation in RedHack CTF by you (or on behalf of your child or a student, where applicable). You may not use the RedHack CTF site or any materials on it (including but not limited to the Competition problems) for any unauthorized purpose.

The Competition is available only to Participants and who will be present at Fira Gran Via in Barcelona, Spain.