

# C2C-CTF 2024 (Australia)

## Registration rules

- Participants must be currently enrolled at a university based in the UK, USA, Japan, Israel, Australia, France, Indonesia, Singapore or India at the time of the qualifier.  
*Students who subsequently graduate after May 2024 but before the final may still participate.*
- Participants must register using their university email before the deadline.
- If selected for the final, each participant must register on the competition platform by using the same university email address used during registration by the deadline stated in the confirmation email.
- Registering more than once (e.g. using multiple email addresses) to participate in the event is prohibited and will result in exclusion.
- Students are not allowed to transfer their registration.
- If a participant is found at any time to not meet the above requirements, they will not be eligible to participate in the final.

## Qualifier (individual)

- To participate in the qualifier, the participant will have to provide their own appropriate Internet connection and IT equipment, as well as take responsibility for any other requirement (e.g. space).

## Teams for the final competition

- Teams will be created by the organisers based on the principles of inclusion, diversity and to ensure a mix of skills and capabilities.  
*Selection is not based solely on individual scores from the qualifier – a high score does not guarantee a place in the final.*
- Team leaders will be assigned by the organisers.
- Team names must not include inappropriate or offensive language.

## Scoring and event logistics

- We will provide a scoreboard which reports on the positions of all teams until the final two hours of the competition when it will be hidden from the teams.
- We will communicate updates during the competition via appropriate channels (e.g., Discord).
- We will provide helpdesk-based support through a ticketing system to competitors during the competition window to address any issues relating to competitors' access to the platform.

## **Ethics**

You participate in this competition as an ethical hacker and, although you might use some of the same tools used by cyber criminals, there are some activities that you should not engage with. In particular, the following activities are prohibited:

- Any activities or actions that would interfere, obstruct, or disturb other teams, participants, or event organisers
- Spying on other teams, participants, and event organisers
- Providing hints, clues, or answers to participants other than your own team members
- Seeking or receiving hints, clues, or answers from participants other than your own team members – a hint or a clue provided by event organisers to all participants would be acceptable
- Participating in multiple teams
- Any attacks on networks and systems outside of the competition environment
- In a nutshell: have fun and do not cheat!

## **Tiebreakers**

In the event of a tie, the following tiebreaker criteria will be applied to determine the winner:

1. The total time between a team's first challenge opened and the last successful flag submission.
2. The smallest number of total challenges solved between equal points teams (hardest challenges solved).

If the event organisers find any prohibited activities, they have the right to deduct points or disqualify a team. The same penalties would be applied even if the event organisers find any prohibited activities before and after the competition (e.g., Dry Run, Award Ceremony). In all these cases, the organisers reserve the right to contact the University of the applicant to notify them about this behaviour. Please note that these rules can be updated at any time without prior notice.

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