

Technofest Cybersecurity CTF Competition – Official Rulebook

1. Introduction

The Technofest Capture the Flag (CTF) competition is a cybersecurity challenge designed to test participants' ethical hacking skills, problem-solving abilities, and teamwork.

Teams will analyze, identify, and exploit vulnerabilities within a pre-configured website or domain following ethical hacking practices.

The objective is simple: capture as many flags as possible within the allotted time by successfully exploiting critical vulnerabilities.

2. Eligibility

- Open to students, cybersecurity enthusiasts, and registered Technofest participants.
- Teams may consist of 1–4 members.
- All participants must agree to ethical hacking principles and accept the terms of this rulebook.

3. Competition Format

- The CTF will feature a pre-built vulnerable website or domain.
- Vulnerabilities may include injection attacks, authentication flaws, insecure configurations, file upload exploits, broken access control, misconfigurations, cryptography challenges.
- Each successful exploit reveals a flag, which must be submitted to the scoring portal.

4. Rules & Regulations

4.1 Ethical Conduct

- Only test and exploit the authorized CTF environment.
- Attacking the event infrastructure, scoreboard, or other teams is strictly prohibited.

- DoS/DDoS, brute forcing, or automated destructive attacks are not allowed.
- Tools must be used responsibly and within the provided scope.

4.2 Allowed Tools

Participants may use:

- Kali Linux tools
- Burp Suite
- Nmap, Metasploit, Wireshark
- Custom scripts
- Any open-source security tool that does not violate event scope

4.3 Forbidden Actions

- Attacking the host network or any system outside the provided CTF environment
- Sharing flags with other teams
- Attempting to disrupt or overload the challenge servers
- Social engineering or physical tampering

5. Scoring System

- Each flag has a predefined point value based on difficulty.
- Points increase with vulnerability severity (critical, high, medium, low).
- A valid flag must be submitted to the official scoring portal.
- The team with the highest total score by the end of the time limit wins.
- In case of a tie, earliest final flag submission is the tiebreaker.

6. Time Limit

- The CTF will run for a fixed period (2–4 hours based on event planning).

- No submissions accepted after deadline.

7. Disqualification Criteria

- Breaking scope or attacking unauthorized systems
- Sabotaging other teams
- Using prohibited tools
- Violating ethical hacking standards

8. Fair Play

- All solutions must be the team's own work.
- Collaboration between teams is prohibited.
- No flag trading or sharing.

9. Prizes & Recognition

The team that captures the most flags and earns the highest score will be crowned the Technofest CTF Champion.

10. Disclaimer

Organizers are not responsible for misuse of hacking tools outside the CTF environment.