

# 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.