

# Competition Times

CTFd was originally designed to be used in time-boxed situations where users can only access the competition content during specific times. CTFd has four time settings: Start Time, End Time, Freeze Time, and pausing the competition.

## Start Time

Start Time defines when the competition should begin and all competition content should be accessible.

[Start Time](#)[End Time](#)[Freeze Time](#)[Pausing a CTF](#)

The screenshot shows the CTFd Configuration page with the 'Config' tab selected. A red arrow points to the 'Start Time' tab. The 'Start Time' tab is active, showing the following settings:

- Appearance**
- Accounts**
- MajorLeagueCyber**
- Settings**
- Email**
- Time** (highlighted)
- Backup**
- Reset**

The 'Start Time' tab contains the following fields:

- This is the time when the competition will begin. Challenges will automatically unlock and users will be able to submit answers.**
- \* All time fields required**
- Month:**
- Day:**
- Year:**
- Hour:**
- Minute:**
- Timezone:**
- Local Time:**
- Timezone Time:**
- UTC Timestamp:**
- Update** button

## End Time

End Time defines when the competition should end and all competition content should be inaccessible.

The screenshot shows the CTFd Configuration page with the 'End Time' tab selected. A red arrow points to the 'End Time' tab. The left sidebar contains links for Appearance, Accounts, MajorLeagueCyber, Settings, Email, Time (highlighted), Backup, and Reset. The main content area has a title 'Configuration' and three tabs: Start Time, End Time, and Freeze Time. Below the tabs, a description states: 'This is the time when the competition will end. Challenges will automatically close and users won't be able to submit answers.' A note indicates '\* All time fields required'. The form includes input fields for Month, Day, Year, Hour, and Minute. Below these is a checkbox labeled 'Allow challenges to be viewed (no submissions are recorded) after the CTF End Time.' The Timezone is set to 'America/New\_York'. There are three sections for End Date: Local Time, Timezone Time, and UTC Timestamp, each with a corresponding input field. An 'Update' button is at the bottom right.

CTFd Statistics Notifications Pages Users Scoreboard Challenges Submissions Config

## Configuration

Appearance Accounts MajorLeagueCyber Settings Email **Time** Backup Reset

Start Time End Time Freeze Time

This is the time when the competition will end. Challenges will automatically close and users won't be able to submit answers.

\* All time fields required

Month: Day: Year: Hour: Minute:

☐ Allow challenges to be viewed (no submissions are recorded) after the CTF End Time.

Timezone: America/New\_York

Local Time: End Date (Local Time)

Timezone Time: End Date (Timezone Time)

UTC Timestamp: End Date (UTC timestamp)

Update

## Freeze Time

Freeze Time allows the competition organizer to specify a time where scores will be "frozen" to. Meaning that all submissions after Freeze Time will be recorded however the solves will not be shown to other users. The original purpose for this feature is to hide competition scores in order to generate suspense for a final reveal at the end of the competition.

The screenshot shows the CTFd Configuration page with the 'Freeze Time' tab selected. A red arrow points to the 'Freeze Time' tab. The left sidebar is identical to the previous screenshot, with 'Time' highlighted. The main content area has a title 'Configuration' and three tabs: Start Time, End Time, and Freeze Time. Below the tabs, a description states: 'Freeze time specifies the timestamp that the competition will be frozen to. All solves before the freeze time will be shown, but new solves won't be shown to users.' A note indicates '\* All time fields required'. The form includes input fields for Month, Day, Year, Hour, and Minute. The Timezone is set to 'America/New\_York'. There are no end date fields in this tab. An 'Update' button is at the bottom right.

CTFd Statistics Notifications Pages Users Scoreboard Challenges Submissions Config

## Configuration

Appearance Accounts MajorLeagueCyber Settings Email **Time** Backup Reset

Start Time End Time Freeze Time

Freeze time specifies the timestamp that the competition will be frozen to. All solves before the freeze time will be shown, but new solves won't be shown to users.

\* All time fields required

Month: Day: Year: Hour: Minute:

Timezone: America/New\_York

Update

Local Time:

Freeze Date (Local Time)

Timezone Time:

Freeze Date (Timezone Time)

UTC Timestamp:

Freeze Date (UTC timestamp)

Update

Powered by CTFd  
Version 2.1.5

## Pausing a CTF

Pausing a CTF will stop users from being able to submit answers. They will not be able to know if they got it correct or not, but challenges can still be viewed.

CTFd Statistics Notifications Pages Users Scoreboard Challenges Submissions Config

Configuration

Appearance

Accounts

MajorLeagueCyber

Settings

Email

Time

Backup

Reset

Challenge Visibility

Control whether users must be logged in to see challenges

Private

Score Visibility

Control whether solves/score are shown to the public, to logged in users, hidden to all non-admins, or only shown to admins

Public

This setting should generally be the same as Account Visibility to avoid conflicts.

Account Visibility

Control whether accounts (users & teams) are shown to everyone or only to admins

Public

This setting should generally be the same as Score Visibility to avoid conflicts.

Registration Visibility

Control whether registration is enabled for everyone or disabled

Public

☒ Pause CTF

Prevent users from submitting answers until unpaused. Challenges can still be viewed.

Update

Powered by CTFd  
Version 2.1.5

Previous  
« Email Settings

Next  
Legal »

Was this page helpful?




[Share your feedback](#)

## Docs

[Documentation](#)


## Community

[MajorLeagueCyber](#) 

[Twitter](#) 

## More

[Blog](#)

[GitHub](#) 

Copyright © 2025 CTFd LLC. Built with Docusaurus.