

Cyber Security Challenge Australia 2015: Terms and conditions

The team

1. Each team will comprise of at most four full-time Australian university undergraduate/TAFE students.
2. Completed registration forms are to be provided to CyberChallenge@pmc.gov.au before 5:30pm AEST on 4 September 2015.
3. Only registered students may participate in CySCA 2015. No substitutes are permitted and students are not permitted to compete for any team other than that identified at registration.
4. Each team will assign a Captain and Vice-Captain to act as liaison between their academic/staff representative and CySCA organisers before, during and, if required, after the competition.
5. It is the sole responsibility of each competitor to ensure eligibility and availability for travel to the USA for Defcon 2016 and New Zealand for Kiwicon 2015, and arrange for any necessary travel permits and visas.

The game

6. All competitors must participate lawfully. CySCA organisers are not responsible for the misconduct of participants.
7. The infrastructure supporting the team's game environment is out-of-scope for the game. Disqualification will result from any attempt to compromise or render unavailable:
 - a. the scoring web application and its underlying server;
 - b. the remote access solution used to gain access to the game environment;
 - c. the firewall(s) or other networking infrastructure within the fictitious organisation's network;
 - d. the underlying infrastructure, including, but not limited to virtualisation infrastructure on which the game environment operates; and
 - e. monitoring solutions that are implemented within the game environment and supporting infrastructure.
8. During the conduct of the Challenge, competitors should not attempt to intentionally render any services on the fictitious organisation's network unavailable. Points will not be awarded for Denial of Service attacks.
9. Competitors must not attempt to adversely affect another team's ability to compete either by disturbing their game environment, the supporting infrastructure or their systems used to access the game. Disqualification will result from any attempt to do so.
10. In order to keep the environment running smoothly, CySCA organisers may need to restart or revert services and/or operating systems at any time during the game. As much as possible, CySCA organisers will attempt to minimise any disruption to the team's game play.
11. It is strongly advised that each team maintains a record/log, including successful and unsuccessful commands, to ensure easier recovery in the event of a reset.

Scoring

12. Teams will submit their responses to each Goal and Task via the scoring web application. Some scoring information will be maintained in the web application but there will also be offline assessment and post-game moderation that may affect the team's final score.

13. Teams will score points by submitting correct flags available throughout the game as described by the scoring web application. Once the team submits a correct flag, they will be required to describe how they gained the flag. This will be reviewed by CySCA organisers and may affect the team's final score.
14. Submitting correct flags will unlock explanatory questions that will require teams to provide advice on vulnerabilities discovered or actions taken in non-technical language (as assessed by CySCA organisers).
15. Teams will only be allowed to submit answers for explanatory questions three times.
16. The team which scores the most points will be declared the winner.
17. In the event of a tie, the team to score the most flags will be declared the winner. If the teams are still tied, the team that submitted their last flag first will be declared the winner.

The academic/staff representative

18. Each team will be represented by a named faculty or staff member from the team's university/TAFE. This representative will liaise with CySCA organisers prior to and during the competition, and will be authorised to act as the on-site adjudicator during the competition.
19. The University/TAFE Representative is responsible for ensuring that the Terms and Conditions, and the spirit of the game, are followed by every participant.
20. The University/TAFE Representative is required to advise of any breaches of the Terms and Conditions to CySCA organisers immediately.

Neither the University/TAFE Representative nor anyone else may attempt to influence the performance of their teams in any way.