

## Cyber Security Challenge Australia 2017: Terms and conditions

### The team

1. Each team will comprise of, at most, four university undergraduate/TAFE students, studying full-time at an Australian institution. Each University/TAFE may only submit a maximum of four teams (for a total of 16 players).
2. An exception to the full-time requirement may be made where:
  - a. A student is studying part-time due to disability and can provide the appropriate documentation from their institution; or
  - b. A student is studying part-time as they are in their final semester and do not have sufficient remaining units to constitute full-time study.
3. Nominations for the **NUMBER OF TEAMS** you intend to register must be submitted to [CyberChallenge@pmc.gov.au](mailto:CyberChallenge@pmc.gov.au) before 5:30pm AEST on 31 March 2017. This will allow more time to build the teams – only nominate more than one team if you are confident you will fill that team. (Page 2, Registration Form, “University/TAFE Registration Details”)
4. Complete **TEAM AND STUDENT** details are to be submitted to [CyberChallenge@pmc.gov.au](mailto:CyberChallenge@pmc.gov.au) before 5:30pm AEST on 13 April 2017. (Pages 3-6, Registration Form, Team Details). Please ensure you resubmit Page 2 with team details so your institution can be identified.
5. Only registered students may participate in CySCA 2017. No substitutes are permitted and students are not permitted to compete for any team other than that identified at registration.
6. The Department of the Prime Minister and Cabinet reserves the right to make all decisions on CySCA registration and participation.
7. 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.
8. It is the sole responsibility of each competitor to ensure eligibility and availability to accept any prizes, and arrange for any necessary travel permits and visas.
  - a. In cases where teams are ineligible to accept a specific prize, alternative arrangements may be agreed upon at the discretion of the sponsor.

### The game

9. All competitors must participate lawfully. CySCA organisers are not responsible for the misconduct of participants.
10. 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.

11. 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 and disqualification will result from any DDoS attempt(s).
12. 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.
13. Competitors must not collude with individuals and/or organisations outside of their teams. This includes with other teams in the competition (including those from the same institution). Disqualification of all implicated teams will result from any attempt to do so.
14. Challenge Control and the Department of the Prime Minister and Cabinet reserve the right to determine what constitutes collusion. Collusion includes, but is not limited to, the sharing of information including game input including flags and written responses.
15. 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.
16. 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

17. 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.
18. 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.
19. 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).
20. Teams will only be allowed to submit answers for explanatory questions three times.
21. The team which scores the most points will be declared the winner.
22. 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

23. 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.
24. The University/TAFE Representative is responsible for ensuring that the Terms and Conditions, and the spirit of the game, are followed by every participant.
25. The University/TAFE Representative is required to advise of any breaches of the Terms and Conditions to CySCA organisers immediately.
26. Neither the University/TAFE Representative nor anyone else may attempt to influence the performance of their teams in any way.

## Privacy

27. It is a condition of registration that participants consent to CySCA organisers disclosing their information for any of the purposes outlined in the Privacy Statement (available on the Cyber Challenge website).