Terms and Conditions - Cyber Security Challenge Australia (CySCA) 2018

CySCA Competition Dates

CySCA commences at 12pm 9 October 2018 and concludes 24 hours later, at 12pm 10 October 2018.

CySCA Organisers

CySCA is a 'hacking' competition for undergraduate tertiary students, run by an alliance of government, business and academic professionals who are committed to finding the next generation of Australian cyber security talent. Led by the Australian Government, 2018 CySCA partners are AustCyber, BAE Systems Applied Intelligence, Cisco, The Commonwealth Bank, Hacklabs, Microsoft, PwC, Splunk and Telstra ("CySCA Organisers").

These Terms and Conditions

These Terms and Conditions form part of CySCA. Terms and Conditions must be agreed to by "Institutions", "Team Coordinators" and "Students" upon registration, and again prior to accessing the game environment.

These Terms and Conditions are subject to change and will be maintained by CySCA Organisers on www.cyberchallenge.com.au. CySCA Organisers may revise the Terms and Conditions at any time prior to CySCA and you are expected to check this site from time to time to take notice of any changes, as they are binding on you. If you have any enquiries or concerns please address them to cyberchallenge@homeaffairs.gov.au.

Final decisions about the CySCA game environment and the activities of those involved, rest with the CySCA Organisers.

Definitions

Institution - Australian university or TAFE registered to compete in CySCA.
Team Coordinators - Two nominated representatives (per Institution) who are responsible for registering and managing the Students throughout CySCA. Team Coordinators endorse the institution's participation in, and are the Institution champion for CySCA.
Students - full-time, undergraduate university or TAFE students registered to compete in CySCA.

Institution Responsibilities

1. Institutions registering to compete in CySCA must name two (2) Team Coordinators to endorse and take responsibility for the Institution's involvement in CySCA.

2. Institutions must support the Team Coordinators to ensure the safety and security and integrity of the environment in which CySCA is being played. This includes ensuring appropriate access, technology and other infrastructure is available to the Team Coordinators and Students.

Team Coordinator Responsibilities

3. At least one of the two nominated Team Coordinator must be present at all times to supervise students for the duration of CySCA.

4. Team Coordinators are responsible for team establishment and facilitating the institution's involvement in CySCA, including registration, training, mentoring and supervision of students.

5. Team Coordinators must ensure all student details are correct when registering teams. This includes the mobile phone numbers of the Team Captains and Vice Captains.

6. Team Coordinators must be contactable at any time during the 24 hour period of CySCA via a pre-confirmed number which is provided to CySCA Organisers upon registration.

7. Team Coordinators are responsible for ensuring that students are able to successfully connect to the CySCA infrastructure on campus, prior to the 5 October 2018. This ensures enough time to adjust internal network controls where required in time for the students to successfully participate.

8. Team Coordinators are responsible for advising CySCA Organisers prior to registration, if the Institution is unable to accommodate teams on campus, so that alternatives can be discussed and agreed to. No teams are to play off campus without permission from CySCA Organisers.

9. Team Coordinators are responsible for liaising with CySCA Organisers prior to, during and following CySCA, and will be expected to act as the on-site adjudicator during CySCA.Team Coordinators are responsible for ensuring that the Terms and Conditions, and the spirit of the game, are followed by all participants.

10. Team Coordinators are required to advise of any breaches of the Terms and Conditions to CySCA Organisers immediately via cyberchallenge@homeaffairs.gov.au.

11. Team Coordinators must not provide direct assistance to their teams to complete CySCA in any way, or allow anyone else do so.

12. In the event that a breach is identified and a team is disqualified, it is the Team Coordinator's responsibility to ensure duty of care options are made available to the students to both accept the finding and ensure they have safe options to get home if they leave the site after hours.

13. As CySCA is potentially a high stress environment, Team Coordinators are responsible for ensuring the students are supported in their mental and physical wellbeing.

Student Responsibilities

14. All Students must participate lawfully. CySCA Organisers are not responsible for the misconduct of participants.

15. If a student is found to be undertaking activity that was outside of the law, the CySCA Organisers would be bound to report this appropriately which may include to law enforcement authorities.

16. The infrastructure supporting the team's game environment is out-of-scope for the game. Disqualification and potentially other legal referrals will result from any attempt to compromise or render unavailable:

    a. The main cyberchallenge.com.au webpage and associated scoreboard page scoreboard.cyberchallenge.com.au;

    b. The scoring web application and its underlying server;

    c. The remote access solution used to gain access to the game environment;

    d. The firewall(s) or other networking infrastructure within the fictitious organisation's network;

    e. The IRC and Ticketing systems used by CySCA Organisers to provide support to Students;

    f. The underlying infrastructure, including, but not limited to infrastructure on which the game environment operates; and

    g. Monitoring solutions that are implemented within the game environment and supporting infrastructure.

17. During CySCA, Students or others involved in CySCA 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).

18. 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.

19. 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.

20. It is the sole responsibility of each Student 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 CySCA Organisers.

    b. Where a Student is attending a CySCA related event there is an expectation that they represent the values and code of conduct of both their Institution and the CySCA Organisers.

The Game Environment

21. 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.

22. 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

23. 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.

24. Teams will score points by submitting correct flags/answers available throughout the game as described by the scoring web application. Once the team submits a correct flag/answer, they will be required to describe how they gained the flag/answer. This will be reviewed by CySCA organisers and may affect the team's final score.

25. Submitting correct flags will occasionally 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).

26. Teams will only be allowed to submit answers for explanatory questions three times.

27. The team which scores the most points will be declared the winner, following a final review and validation of results by CySCA Organisers.

28. 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.

Misconduct and Triggers for Disqualification

29. Any breach of conditions set out in 'The Game Environment' above is an automatic trigger for investigation by CySCA Organisers.

30. Coordinators or Moderators will be contacted immediately and are expected to work with the CySCA Organisers to investigate and resolve any queries about the breach.

31. If a breach is validated during the CySCA challenge, CySCA Organisers can immediately disqualify the team involved, and further investigate the individual's involvement in conjunction the University or TAFE.
    The final decision to disqualify rests with the CySCA Organisers.

32. CyCSA Organisers 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.

Privacy

33. Registration will be collected and managed electronically via Google Forms.

34. 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 CySCA website).

Instructions for Expression of Interest and Student Registration

35. Each team will comprise of, at most, four (4) students, studying full-time at an Australian institution.

36. 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.

37. Team Coordinators are responsible for submitting an **Expression of Interest** nominating the **number of teams** their Institution intends to register (maximum 4), along with their own details (two per Institution). This Expression of Interest must be submitted before **5:30pm AEST on 03 August 2018**. Once the number of teams is submitted, Team Coordinators will be sent Student Registration Forms.

38. Upon receipt of Student Registration Forms, Team Coordinators must submit **team and student** details before **5:30pm AEST on 31 August 2018**. Upon registration, Team Coordinators and Students will be sent their CySCA player pack for testing.

39. Each Team will nominate a Captain and Vice-Captain to act as liaison between Team Coordinators and CySCA Organisers before, during and, if required, after CySCA.

40. Only registered students may participate in CySCA 2018. No substitutes are permitted and students are not permitted to compete for any team other than that identified at registration.

41. The CySCA Organisers reserves the right to make all decisions on CySCA registration and participation.