

## 2022 Cyber Cup Challenge Capture the Flag Sponsored by SixGen at the 2022 National Cyber Security Summit

### Official Rules:

The 2022 Cyber Cup Challenge is created by SixGen, Inc for you. Competition participants agree to follow the official rules and decisions made by the sponsor and judges. The Cyber Cup Challenge is subject to all applicable federal, state and local laws. Void where prohibited by law.

### WHO MAY ENTER:

The Cyber Cup Challenge is open to all registrants attending the National Cyber Summit in Huntsville, AL on September 21 and 22, 2022. All SixGen employees and subsidiaries are not eligible to participate; and federal, state and local government officials and employees (and their family members) may participate but are not eligible to receive prizes.

### COMPETITION OBJECTIVE

The objective of the Cyber Cup Challenge is to promote critical thinking and solve real world cyber challenges in a simulated environment. Each challenge will have a “flag” that will need to be found using technical skills. The flags for each challenge will be submitted through the platform in the challenge in order to receive points. The scoreboard will be updated on a real time basis. Participants will be divided into two separate competing groups- Academic and Professional. The top 10% of participants from each category on the first day of competition will move on to the final round on the second day. After the second day is complete, the first, second and third teams from each category will be named the winners. In the event of a tie, the winner will be the participant(s) who capture the flags in the fastest time. The Cyber Cup Challenge will begin on Wednesday, September 21st at 7AM CT and will end on Thursday, September 22 at 11:00AM CT.

### HOW TO PARTICIPATE:

Participants can participate by registering for the National Cyber Summit conference and filling out the Cyber Cup Challenge registration. The last day to register for the Cyber Cup Challenge will be 12PM CT on September 20th. For the purpose of these Official Rules, a participating individual and a participating team will each be referred to as a “participant.”

### CAPTURE THE FLAG COMPETITION:

The Competition will begin on September 21 at 7AM CT and conclude on September 22 at 11:00AM CT.(“Competition Period”).

### REGISTRATION:

Each individual eligible to participate must register for the Cyber Cup challenge on the National Cyber Summit website at (insert cyber summit link). Each participant will be required to accept and acknowledge the requirements listed on the registration page as well as these rules listed above. There will be three (3) options allowed for registration- solo, random team, or already created team. If participants are solo, they will be participating by alone in each of the challenges, if participant chooses the random team option they are considered solo but will be

randomly placed in a team who is needing members, and if participant already has a team created with three other participants, they are to indicate team name on the registration form. \*\*IF choosing the option that indicates participant already has a team, each team member MUST type in the same team name (case sensitive). Each team will have up to 4 participants maximum.

#### COMPETITION STRUCTURE:

The Cyber Cup Challenge will occur in a two part event. Part one starting at 7:00AM and ending at 5:00p.m. on September 21st and Part two starting at 7:00AM and ending at 11:00AM on September 22. The first part will take place on September 21st and all registrants will be eligible to compete. The top 10% of participants from each category on the first day will move onto the qualifying event on the second day. The top three (3) scoring participants from the qualifying round on the second day, in each category (Academic and Professional) will be chosen as the 1st, 2nd, and 3rd place winners.

#### Ground Rules:

- Participants must register through the National Cyber Summit website registration page
- Participants must acknowledge and accept all requirements and rules
- Sponsor will provide the server for participants to connect to
  - Participants will need to bring their own laptops that will meet the requirements on registration
- No outside help is allowed during the Competition Period
  - No unregistered or remote players are allowed
  - Do not try to exchange flags/write-ups/hints of the challenges during the competition with other teams participating or with other external entities.
- All equipment must remain in the Competition Arena at all times, unless otherwise given permission by SixGen.
- All phone calls/meetings should be taken outside the Competition Arena
- Challenges can be attempted in any order
- **WINNERS MUST BE IN ATTENDANCE WHEN ANNOUNCED TO RECEIVE THE PRIZE**
- If under the age of 18, your parent/guardian must be present the day of competition
- No sabotaging or fratricide is allowed or accepted in this environment. This includes attempting to alter or disrupt another participant's efforts or challenges before or after a flag is captured.
- No Attacks on any systems or equipment outside of this environment and Competition Arena are allowed.
- It is strictly forbidden to perform any kind of Denial of Service or any other unwanted actions against the servers or associated infrastructure.
- Do not try to brute force the flag submission system.
- Do not perform any unwanted actions against other teams/members.
- All teams must consist of a maximum of 4 members. Teams with more members will be disqualified.

- Please familiarize yourself with the ToS in place regarding our content and intellectual property.
- Any violation of these terms will automatically disqualify the player from the competition.

#### WINNER NOTIFICATION:

All challenges offer “flags” with varying point value. The winners in each category will be determined by the most points accumulated on each day. The points will be reset on the second day for all qualifying participants. The scoreboard will be updated in real time and will not be available for viewing as the competition comes to a close in order to keep the winners a surprise. The final rankings will be reflected on the scoreboard at the end of the event. In the event of a tie, the fastest participant wins.

#### PRIZES:

The National Cyber Summit organizer, Event Power, will distribute the prize money upon completion of the challenge and forms needed to be filled out by each individual. Winners will be given individual checks paid out by Event Power. A winner may not transfer, substitute, or assign the prize to another person(s). Winner is responsible for all federal, state and local taxes associated with acceptance and use of a prize as well as any other costs and expenses associated with prize acceptance and use not specified herein as being awarded. A potential winner will be disqualified if Sponsor determines, in its sole discretion that awarding a prize to such potential winner may violate professional standards to which Sponsor or its affiliates are subject. A potential winner must notify the Sponsor if accepting a prize would violate their employer’s policies.

#### CODE OF CONDUCT / HONOR CODE:

It is expected for all behavior of participants to be professional. Each participant will be held to the highest standards of integrity and respect throughout the Competition and Summit. Any violation of the rules and/or code of conduct is subject for immediate disqualification.

#### GENERAL CONDITIONS:

SixGen, Inc. and the National Cyber Summit are are not responsible for any lost, late, incomplete, inaccurate, stolen, misdirected, undelivered, delayed or garbled entries, items or email; or for lost, interrupted or unavailable network, server, Internet Service Provider (ISP), Website, Website, or other connections, availability or accessibility or miscommunications or failed computer, satellite, telephone or cable transmissions, lines, or technical failure or jumbled, scrambled, delayed, or misdirected transmissions or computer hardware or software malfunctions, failures or difficulties, or other errors or malfunctions of any kind whether human, mechanical, electronic, network typographical, printing or otherwise relating to or in connection with the Competition, including, without limitation, errors or malfunctions which may occur in connection with the administration of the Competition, the processing or judging of entries, the announcement of the prizes or in any Competition-related materials. Released Parties are also not responsible for any incorrect or inaccurate information, whether caused by site users,

tampering, hacking, or by any equipment or programming associated with or utilized in the Competition. Released Parties are not responsible for injury or damage to participant's or to any other person's computer related to or resulting from participating in this Competition or downloading materials from or use of Website and/or Website2. Persons who tamper with or abuse any aspect of the Competition, Website or Website2, as solely determined by Sponsor, will be disqualified. Should any portion of the Competition be, in Sponsor's sole opinion, compromised by virus, worms, bugs, non-authorized human intervention or other causes, or in the event the Competition is unable to run as planned for any other reason, which, in the sole opinion of the Sponsor, corrupt or impair the administration, security, fairness or proper play, or submission of entries or comments, Sponsor reserves the right at its sole discretion to suspend or, modify the Competition to address the impairment and resume the Competition in a manner that best conforms to the spirit of these Official Rules, or terminate the Competition and select the potential winners from all eligible, non- suspect entries received prior to action taken. Participants, by participating, agree that SIXGEN INC associate and member firms, all their respective, past, present and future parent companies, subsidiaries, affiliates, divisions, related entities, joint venturers, subcontractors, agents, attorneys, insurers, subrogees, co-insurers and reinsurers, all their respective, past, present and future officers, directors, employees, members, partners, principals, shareholders and owners, and all their respective heirs, executors, administrators, personal representatives, predecessors, successors, transferees and assigns (collectively, the "Released Parties") will have no liability whatsoever for, and shall be held harmless by participants against, any liability for any injuries, losses or damages of any kind, including death, to persons, or property resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of the prize or participation in this Competition. Each participant in the Competition, except where legally prohibited, grants permission to Sponsor and its designees to use their name, address (city and state), photograph, voice and/or other likeness and prize information for advertising, trade and promotional purposes, in any manner, without further compensation, in all media now known or hereafter discovered, worldwide, and on the Internet and world wide web, in perpetuity, without notice or review or approval. In the event of a dispute regarding entries received from multiple users having the same e- mail account, the authorized subscriber of the e-mail account at the time of entry will be deemed to be the entrant and must comply with these rules. Authorized account subscriber is the natural person who is assigned the e-mail address by the Internet Service Provider (ISP), on-line service provider, or other organization responsible for assigning e-mail addresses by or on behalf of the Sponsor or any Released Party or recognized by the Sponsor or any Released Party.

**SPONSOR:**

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