

Rules and Regulations of the PUTCyberDays CTF Competition

1. General Information

- These rules and regulations define the rules of the competition named PUTCyberDays CTF (hereinafter referred to as the "Competition").
- The Competition is organized by the Student Science Clubs of the Poznań University of Technology: PUTrequest_ and Akademickie Koło Aplikacji Internetowych (AKAI), the Faculty of Computing and Telecommunications of the Poznań University of Technology, and the EUNICE European University.
- The Competition is of an international character and is conducted in a hybrid format. It is open to all interested parties (students, professionals, hobbyists).
- The Competition will take place in rooms L.0.5.1, L.0.5.3, L.1.2.1 in building A23a Technical Library at 2 Piotrowo Street, Poznań, and/or remotely at <https://ctf.putcyberdays.pl/>.
- Participation in the competition is free of charge.
- Participants compete in teams of up to 5 members (hereinafter referred to as the "Team").
- The current agenda and competition rules are available on the website: <https://putcyberdays.pl/en>
- Team registration for the competition is available at the link: <https://ctf.putcyberdays.pl>
- Registration of intent to participate in the on-site format is available at the link: <https://putcyberdays.pl/CTF-Stacjonarnie>

2. Schedule

- The Competition lasts exactly 24 hours.
- Start: April 11, 2026, at 12:00 PM CEST.
- End: April 12, 2026, at 12:00 PM CEST.
- The announcement of the official results will take place by April 12, 2026, at 4:00 PM CEST on the competition platform and social media.

3. Format and Categories

- The Competition is held in the Jeopardy format.
- The tasks are divided into the following categories:
 - Reverse (Reverse Engineering)

- Forensics (Digital Forensics)
- Web (Web Application Security)
- Crypto (Cryptography)
- Binary Exploitation (Pwn)
- Misc (Mixed/Miscellaneous tasks)
- The goal of each task is to capture a "flag" (a string of characters in the format `putcCTF{t3st_f14g}`).

4. Fair Play and Security Rules

In the interest of the educational nature of the event and the stability of the infrastructure, the following rules regarding prohibited practices apply:

A. Prohibition of attacking the infrastructure

- Absolute prohibition of attacking the competition platform (CTFd server, scoreboard, etc.).
- Prohibition of conducting DoS/DDoS attacks against any infrastructure elements of the organizer or other participants.
- Prohibition of scanning (e.g., nmap) entire subnets in search of tasks. Attacks must be directed solely at the hosts/ports specified in the tasks.

B. Prohibition of collaboration between teams

- Prohibition of flag-sharing: It is forbidden to share flags, hints, or ready solutions (write-ups) with other teams during the competition.
- Prohibition of trading hints or "buying" flags from other participants.
- Each Team must work independently. Merging teams to manipulate the ranking is prohibited.
- Prohibition of publishing tasks or their solutions in the public domain before the end of the event.
- Each participant may belong to a maximum of one team.

C. Ethics and behavior

- Prohibition of harassing, blackmailing, or insulting the organizers and other participants.
- Participants are obliged to comply with the safety, occupational health and safety (OHS), and fire protection regulations in force at the facility where the Competition is held.

- The premises where the Competition is held are strictly off-limits to intoxicated persons, those under the influence of alcohol or other intoxicating substances, as well as persons posing a threat to public order and other participants of the event.
- Each on-site Participant is required to wear an ID badge, issued by the Organizer upon entry to the Event premises, in a visible place and to present it each time upon the request of the Organizer or the Academic Guard throughout the duration of the Event. The lack of an ID badge authorizes the Organizer to escort the Participant off the Event premises. A Participant may not transfer their ID badge to another person.
- During the Event, it is forbidden to use words and symbols generally considered prohibited, including profanity or expressions that may offend religious or ideological feelings, and those indicating discrimination, as well as to damage any property located on the Event premises. In the event of damage to property or the infrastructure of the Poznań University of Technology, the Participant bears responsibility.
- During the Event, it is forbidden to bring weapons or other dangerous items, explosives, pyrotechnics, materials posing a fire hazard, alcoholic beverages, narcotics, or psychotropic substances onto the Event premises.
- It is forbidden to attempt to hack into the accounts of other teams and steal their flags.
- The exploitation of bugs in the competition platform (if found) must be reported immediately to the organizers. Their intentional use to gain an advantage will result in disqualification.

5. Scoring and Prizes

- The scoring system is dynamic (the value of a task decreases as the number of people who solve it increases).
- In the event of a tie, the position in the ranking is determined by the time of the last correctly submitted flag.
- Prizes will be awarded to the top 3 teams in the overall ranking.
- The organizers reserve the right to verify solutions (by requesting a write-up or an explanation of how the flag was obtained) before officially awarding the prizes.

6. Final Provisions

- Violation of any point of the rules and regulations (especially those in section 4) will result in immediate disqualification of the team.

- The organizers have the final say in disputed matters regarding the interpretation of the rules and regulations.
- The main and official communication channel between the Organizer and the Participants during the Competition, as well as the tool used to convey organizational announcements, is the dedicated event server on the Discord platform.