



NASSCOM-DSCI Hackathon 2022 is the 10th Edition of the Hall of Fame National Level Hackathon in India organized physically in NCR. This much awaited Cyber event in India is Organized by DSCI and EY, the Hackathon 2022 pits teams of ethical hackers to compete in a series of challenges in the areas of Digital Forensics, Network Security, Web Application Exploitation, System Exploitation, Reverse Engineering, Cryptography, Programming and everything else all ethical Hackers should be aware of.

The Capture the Flag (CTF) will be presented to teams in a variety of formats. Challenges may include (but are not limited to) categories such as:

- ✓ Digital Forensics
- ✓ Network Security
- ✓ Web Application Exploitation
- ✓ System Exploitation
- ✓ Reverse Engineering
- ✓ Cryptography
- ✓ Programming and many more...

Teams will gain points by submitting tokens / flags to the scoring system.



1. Hackathon Team

1. **Operations Team** consists of members of the competition hosting staff. Any and all requests for support or grievances will be directed to this team.
2. **Competition Team** is the two-member team competing in the event.
3. **Team Captain** is a member of the Competition Team who will be the Point of Contact (PoC) for that team. Members of the Operation Team will look to interact with Team Captain regarding all correspondence related to the competition.

2. Competition Team Composition and Logistics

1. The Organizers will provide Physical Space, Broadband, Power Supply and Meals on the competition day for the Competition Teams.
2. The competition teams are expected to reach the Competition venue and arrange for travel and stay as required on their own expense.
3. For avoidance of doubt, the Organizers shall not re-imburse the Competition teams any expenses they incur for the Competition tram
4. **Competition Team** should have upto two (02) members per team. In this case, the primary participant or the team captain has to provide details of second participant.
5. **Competition Team** should furnish all the necessary details of the participating members through the provided google form before the closure of the registration process.
6. **Competition Team** will be disqualified if found submitting incorrect information or incomplete form. The team should be of Indian nationality. It is required to provide details of a Govt. Photo ID and Address Proof.
7. **Members of Competition Team** should meet all stated eligibility requirements.
8. **Members of Competition Team** should be above 18 years age.
9. **Competition Team** will have a Team Captain for the duration of the competition to act as the team liaison between the Operations Team and the teams before and during the competition.



10. **Members of the Competition Team** are expected to always behave professionally and ethically during the competition.

3. Game Conduct

1. In addition to published game rules, Host Site policies and rules apply throughout the competition and must be respected by all **Members of the Competition Team**.
2. Violations of the rules, including any unethical behaviour can be deemed unprofessional conduct if determined to be intentional or malicious by **Operation Team**.
3. Teams are prohibited from sharing the challenges, write-ups or screenshots in the social media or any public resources. Failure to comply will result in disqualification and further legal action.
4. Teams should work independently; sharing answers or collaborating with another team to secure multiple spots is deemed as unprofessional conduct
5. All the traffic is monitored. Any attack on the CTF infrastructure is a violation of game rules and the teams performing the attacks will be eliminated / blocked from the CTF event.
6. Competition Team are not allowed to perform DoS attacks on the challenges or on the CTF infrastructure.
7. Decisions of the operations team are final and binding.
8. No additional time will be granted for work not saved or flags not submitted due to hardware failure.
9. No extra time will be provided to Competitors who stop work during competition time for nature breaks or for those who break for a food and/or drink. The access to the challenges will be revoked once the competition is complete.
10. As per system configuration and rules of the CTF only one request per user is allowed for web challenges. If teams are performing fuzzing, max 2 threads are permitted.



11. The Competition Team is responsible for the required setup or any hacking tools. Please note that the organizers will not provide any tools.
12. The Credentials for the CTF platform will be provided to the Competition Teams prior to the event. The Competition Teams are required to change default login password in the CTF platform.

4. Scoring System and Winner Announcements

1. Scores will be based on Game Descriptions provided in the information provided to the **Competition Teams**.
2. Scores will be maintained by the Operations Team. Team rankings will be publicly displayed throughout the competition. Public-scoring displays will be terminated once the competition is concluded.
3. The organizers will score and/or rank each team based on pre-defined evaluation criteria and the final scores will be collated and tabulated to determine the Winners based on the parameters determined by the Organizers.
4. Operations team reserves the right to change/ enhance the rules periodically as required in the interest of achieving a successful Hackathon 2022.
5. Decisions of the operations team are final.

