



Cyber for HER - Rule Book

About Cyber for HER

Like many nations, India faces a critical shortage of cyber security professionals. Significant progress has been made in acknowledging the value of cyber skills in India; however, resilience against escalating cyber threats and challenges requires a diverse workforce across all areas of the cyber security domain, including technical, policy, and strategic spheres. There is a significant shortfall of women in India's cyber security workforce, underscoring the urgent need for gender diversity in the industry.

To enhance inclusivity in cyber security education and to further support cyber workforce development, this initiative, supported by the British High Commission, New Delhi, and sponsored by Rubrik, aims to empower aspiring young women to break through societal norms, supporting them in attaining better opportunities in the cyber sector.

The Hackathon will take place in two phases, with the first phase being virtual, focussing on creating non-technical cyber awareness materials. The second phase will be an in-person round where participants will compete solving technical challenges.

Participating Teams

- Teams must have a minimum of one member and a maximum of three members.
 - Each team shall elect one team leader who will receive the communications from the organising team¹.
 - The team leader is responsible for sharing all information received from the organisers about the hackathon with the rest of the team (where

¹ The organising team consists of members of the competition hosting staff. All requests for support or grievances will be directed to this team.

there are more than one team members). The organising team will not be responsible for sending the communications to individual team members.

- Teams and their members will remain the same in both phases of the Hackathon.
- The team leader must ensure all participating team members provide all necessary details before the closure date of the registration process. After the closure date no further changes can be made.
- Individuals/teams will be disqualified if found submitting factually incorrect information or incomplete forms.
- This hackathon is open only for Indian females aged 18-23.
- All team members must meet the eligibility requirements, individually, set forth by the organisers and shall honour all the rules set forth in this document. Failure to do so shall result in the disqualification of an individual/entire team from the event. Organisers shall take a final call on a case-by-case basis.
- Any malpractice discovered before, during or immediately after the hackathon may result in instant disqualification of the entire team. The organising team's decision will be final and binding.

Logistics for Phase Two

- The organisers will provide physical space, broadband, power supply and meals on the competition day of Phase Two. Participants are expected to take care of their travel, accommodation and food for participation in Phase Two of the competition.
- Accommodation may be provided for the participants with accessibility issues subject to case-by-case assessment and review.
- Participants are expected to always behave professionally and ethically during the competition. Any professional and ethical misconduct or malpractice will result in instant disqualification of the entire team.
- Participants are expected to bring their own machine to participate in the Phase Two of Cyber for Her. We recommend the machine to have these minimum specifications:
 - 16 GB RAM
 - An SSD of 512 GB or more storage with a minimum of 200 GB Free space
 - Each team is recommended to have at least one machine with a dedicated graphics card.

Hackathon Challenges

- In addition to published hackathon rules, host site, platform policies and rules apply throughout the competition and must be respected by all members of the competition team.
- Violation of the hackathon and platform rules, including any unethical behaviour shall be deemed unprofessional conduct if determined to be intentional or malicious.
- Individuals/teams are prohibited from sharing the flags, challenges, write-ups or screenshots with anyone other than their individual team members who are physically present at the venue, during the duration of the hackathon. Failure to comply will result in disqualification and may result in further legal action.
- All network traffic shall be monitored. Any attack on the hackathon infrastructure is a violation of rules and the individuals/teams performing the attacks will be eliminated from the event. Decisions of the organising team are final and binding.
- No extra time will be provided to the participants who stop work during competition time for any breaks.
- Access to the challenges and the platform shall be revoked once the competition is complete.
- The Individual/Competition team is responsible for the required setup of any hacking tools they wish to use. The organisers shall not provide any tools.
- The credentials for the hackathon platform for Phase Two will be provided to the individual/competition teams prior to the event. The individual/Competition teams are required to change the default login password in the hackathon platform.

Scoring System for Phase One

- Scores for each question may vary and will be based on Hackathon descriptions provided in the information given to the individuals.
- Only one submission per team is allowed.
- The organisers will award (subjective and objective) scores to the team based on pre-defined evaluation criteria and the final scores will be collated and tabulated to determine the shortlisted participants for Phase Two.
- The organising team reserves the right to change/enhance the rules periodically as required in the interest of achieving a successful Hackathon.

Scoring System and Winner Announcements for Phase Two

- Each challenge will have dynamic parabolic scoring (First and second to complete will receive highest points). The dynamic score will depend on the

problem-solving time and number of previous solved challenges. If more teams solve a challenge, the scoring of everyone will be recalibrated.

- The leaderboard will be publicly displayed throughout the competition. Public scoring displays will be terminated once the competition is concluded.
- Teams in the top six to eight positions will be invited to present their approach towards solving the challenges. The organisers and jury will listen to the pitch and score and/or rank each team based on pre-defined evaluation criteria.
- The leaderboard position is one factor which decides first, second and third place. Final score and winning teams will be determined based on the following criteria:
 - **Leaderboard:** 65%,
 - **Score awarded by jury:** 25%. The jury will award scores to the teams based on their technical presentation and the quality of their submissions. The jury's decision will be final and binding.
 - **Audience Score:** 10%.
- Any malpractice may result in instant disqualification of the individual(s)/team(s) and the organisers may ban the participant(s) from further event(s) organised by us and/or our partners.
- You also consent for the organisers to impose additional penalties such as:
 - Public display of the name(s) of the person(s)/team(s) engag(ed)ing in the malpractice
- By taking part in the hackathon, you consent to the materials, content, your participation (Name) and your photo(s) being used in communication materials such as press releases and social media posts. You also consent to showing your government issued ID proof and the college ID to the organisers before the start of the event, failing which, you shall be disqualified from competing in the event.

For those attending the in-person event, you consent to having your photo taken, video recordings for use in communications and public relations activities. If you do not wish to be photographed or videoed, please let the organising team know.

Each individual is expected to create a safe and supportive environment during this hackathon, ensuring that all individuals feel respected and valued throughout the event.

Any unethical behaviour may result in punishable consequences. If you observe or experience harassment, report it to the organisers immediately at hackathon@dsci.in. Safety and comfort shall be our top priority.