

PRCCDC 2018 Rules

In addition to the National CCDC rules shown below, the PRCCDC has some specific rules. The items that are specific to our region are as follows:

1. All competitors/ advisors/ faculty/ volunteers must show picture ID when checking in to get their badge.
2. If a person is not on the final list of 12 submitted by the due date, they will NOT be allowed to compete.
3. If a team's faculty or staff advisor does not attend, the team CANNOT compete. The person must arrive by 9am before the teams are led to their competition room. That person must remain on campus during the competition in case of an emergency.
4. The advisor must vet the students who are competing that they meet full time status or are enrolled part time if it is their last semester or within two quarters of graduating.
5. Once the team has checked in full, any alternates must leave the campus. It is recommended schools not bring alternates to the campus. The alternates may return for the awards Sunday. They will NOT be allowed in the competition building (Building 30) at any time.
6. **Students and Coaches/Advisors of schools** who are eligible to compete in PRCCDC may not volunteer on the Red, Orange or White team. If they have served on the Red team in another region, PRCCDC must be informed prior to the close of registration. As the designers of PRCCDC, students at Highline College are ineligible to compete in CCDC events.
7. Blue Teams may not ping, scan, access or download from the network or drives of other Blue Teams, the White Team, the Red Team or the Infrastructure unless specifically given permission to do so. Doing so will result in an immediate Black Card which means expulsion from the event.
8. The Gold Team has final say on disqualification of a person or team and / or expulsion from the event.
9. As stated in the National CCDC rules, competitors may NOT access a public site created by their team or friend of their team, or other team during the competition. They may access existing public forums that do not require membership or login.
10. GitHub, and code repositories like it, may not be used to stage code or patches by blue teams. GitHub, and code repositories like it, can only be used to access publicly available tools and resources clearly visible and searchable by all teams. All tools and code must meet the CCDC national rules standards to be used without penalty or threat of disqualification. The CCDC standard is *"if the tool/script has been publicly available for 6 months prior to the competition and has value outside the competition environment we allow it."*
11. Scores will be maintained by the competition officials and may be shared at the end of the competition. There will be no running totals provided during the competition. At the end of each day, the teams may be provided with their "uptime" which does NOT reflect Red Team or inject scoring. Student teams will have access to their real time service status.
12. Individuals may bring their own energy drinks. However, if a group is bringing a case or more, they need to purchase them from food services.

13. **Competitors are responsible to bring their own medications and advisors must have obtained signed release forms in the event of an emergency similar to standard field trip forms.** They do not have to be given to us, but it is good to have. We cannot give out aspirin or other medications to students.
14. School journalists or newspapers may only be present during the opening and closing ceremonies. No video or audio recording is allowed during the event with the exception of local media such as King5, KIRO7, or similar news crews who are escorted.

CCDC National Competition Rules

The following are the national rules for the 2017 CCDC season. PRCCDC has local competition rules unique to this specific competition as listed above. The local variations described earlier in this packet supersede any conflicting national rules listed below.

- Gold Team/Operations Team - competition officials that organize, run, and manage the competition.
- White Team - competition officials that observe team performance in their competition area and evaluate team performance and rule compliance.
- Red Team - penetration testing professionals simulating external hackers attempting to gain unauthorized access to competition teams' systems.
- Black Team - competition support members that provide technical support, pick-up and deliver communications, and provide overall administrative support to the competition.
- Blue Team/Competition Team - the institution competitive teams consisting of students competing in a CCDC event.
- Team Captain - a student member of the Blue Team identified as the primary liaison between the Blue Team and the White Team.
- Team Co-Captain - a student member of the Blue Team identified as the secondary or backup liaison between the Blue Team and the White Team, should the Team Captain be unavailable (i.e. not in the competition room).

- Team representatives - a faculty or staff representative of the Blue Team's host institution responsible for serving as a liaison between competition officials and the Blue Team's institution.

Competitor Eligibility

1. Competitors in CCDC events must be full-time students of the institution they are representing.
 - a. Team members must qualify as full-time students as defined by the institution they are attending.
 - b. Individual competitors may participate in CCDC events for a maximum of five seasons. A CCDC season is defined as the period of time between the start of the first state event and the completion of the National CCDC event. Participation on a team in any CCDC event during a given season counts as participation for that entire season.
 - c. A competitor in their final semester or final two quarters prior to graduation is exempt from the full-time student requirement and may compete in CCDC events as a part-time student provided the competitor has a demonstrated record of full-time attendance for the previous semester or quarter.
 - d. If a team member competes in a qualifying, state, or regional CCDC event and graduates before the next CCDC event in the same season, that team member will be allowed to continue to compete at CCDC events during the same season should their team win and advance to the next round of competition.
2. Competitors may only be a member of one team per CCDC season.

Team Composition

1. Each team must submit a roster of up to 12 competitors to the competition director of the first CCDC event they participate in during a given CCDC competition season. Rosters must be submitted at least two weeks prior to the start of that event. All competitors on the roster must meet all stated eligibility requirements. No changes to the team roster will be permitted after the team competes in their first CCDC event. The competition team must be chosen from the submitted roster. A competition team is defined as the group of individuals competing in a CCDC event.
2. Each competition team may consist of up to eight (8) members chosen from the submitted roster.
3. Each competition team may have no more than two (2) graduate students as team members.
4. If the member of a competition team advancing to a qualifying, state, regional, or national competition is unable to attend that competition, that team may substitute another student from the roster in their place prior to the start of that competition.

5. Once a CCDC event has begun, substitutions or additions of team members are prohibited. A team must complete the competition with the team that started the competition.
6. Teams or team members arriving after an event's official start time, for reasons beyond their control, may be allowed to join the competition provided a substitution has not already been made. Event coordinators will review the reason for tardiness and make the final determination.
7. Each team will designate a Team Captain for the duration of the competition to act as the team liaison between the competition staff and the teams before and during the competition. In the event of the Team Captain's absence, teams must have an identified team liaison serving as the captain in the competition space at all times during competition hours.
8. An institution is only allowed to compete one team in any CCDC event or season.

Team Representatives

1. Each team must have at least one representative present at every CCDC event. The representative must be a faculty or staff member of the institution the team is representing.
2. Once a CCDC event has started, representatives may not coach, assist, or advise their team until the completion of that event (including overnight hours for multi-day competitions).
3. Representatives may not enter their team's competition space during any CCDC event.
4. Representatives must not interfere with any other competing team.
5. The representative, or any non-team member, must not discuss any aspect of the competition event, specifically event injections, configurations, operations, team performance or red team functions, with their team during CCDC competition hours and must not attempt to influence their team's performance in any way.

Competition Conduct

1. Throughout the competition, Black Team and White Team members will occasionally need access to a team's system(s) for scoring, troubleshooting, etc. Teams must immediately allow Black Team and White Team members' access when requested.
2. Teams must not connect any devices or peripherals to the competition network unless specifically authorized to do so by White Team members.
3. Teams may not modify the hardware configurations of competition systems. Teams must not open the case of any server, printer, PC, monitor, KVM, router, switch, firewall, or any other piece of equipment used during the competition. All hardware related questions and issues should be referred to the White Team.
4. Teams may not remove any item from the competition area unless specifically authorized to do so by White Team members. This includes items brought into the team areas at the start of the competition.

5. Team members are forbidden from entering or attempting to enter another team's competition workspace or room during CCDC events.
6. Teams must compete without "outside assistance" from non-team members including team representatives from the start of the competition to the end of the competition (including overnight hours for multi-day events). All private communications (calls, emails, chat, texting, directed emails, forum postings, conversations, requests for assistance, etc) with non-team members including team representatives that would help the team gain an unfair advantage are not allowed and are grounds for disqualification and/or a penalty assigned to the appropriate team.
7. Printed reference materials (books, magazines, checklists) are permitted in competition areas and teams may bring printed reference materials to the competition.
8. Team representatives, sponsors, and observers are not competitors and are prohibited from directly assisting any competitor through direct advice, "suggestions", or hands-on assistance. Any team sponsor or observers found assisting a team will be asked to leave the competition area for the duration of the competition and/or a penalty will be assigned to the appropriate team.
9. Team members will not initiate any contact with members of the Red Team during the hours of live competition. Team members are free to talk to Red Team members during official competition events such as breakfasts, dinners, mixers, and receptions that occur outside of live competition hours.
10. Teams are free to examine their own systems but no offensive activity against other teams, the Black Team, the White Team, or the Red Team will be tolerated. This includes port scans, unauthorized connection attempts, vulnerability scans, etc. Any team performing offensive activity against other teams, the Black Team, the White Team, the Red Team, or any global asset will be immediately **disqualified** from the competition. If there are any questions or concerns during the competition about whether or not specific actions can be considered offensive in nature contact the White Team before performing those actions.
11. Teams are allowed to use active response mechanisms such as TCP resets when responding to suspicious/malicious activity. Any active mechanisms that interfere with the functionality of the scoring engine or manual scoring checks are exclusively the responsibility of the teams. Any firewall rule, IDS, IPS, or defensive action that interferes with the functionality of the scoring engine or manual scoring checks are exclusively the responsibility of the teams.
12. All team members will wear badges identifying team affiliation at all times during competition hours.

Internet Usage

1. Internet resources such as FAQs, how-tos, existing forums and responses, and company websites, are completely valid for competition use provided there is no fee required to access those resources and access to those resources has not been granted based on a previous

membership, purchase, or fee. Only resources that could reasonably be available to all teams are permitted. For example, accessing Cisco resources through a CCO account would not be permitted but searching a public Cisco support forum would be permitted. Public sites such as Security Focus or Packetstorm are acceptable. Only public resources that every team could access if they chose to are permitted.

2. Teams may not use any external, private electronic staging area or FTP site for patches, software, etc. during the competition. Teams are not allowed to access private Internet-accessible libraries, FTP sites, web sites, network storage, or shared drives during the competition. All Internet resources used during the competition must be freely available to all other teams. The use of external collaboration and storage environments such as Google Docs is prohibited unless the environment was provided by and is administered by competition officials. Accessing private staging areas is grounds for disqualification and/or a penalty assigned to the appropriate team.
3. No peer to peer or distributed file sharing clients or servers are permitted on competition networks unless specifically authorized by the competition officials.
4. Internet activity, where allowed, will be monitored and any team member caught viewing inappropriate or unauthorized content will be subject to disqualification and/or a penalty assigned to the appropriate team. This includes direct contact with outside sources through AIM/chat/email or any other public or non-public services including sites such as Facebook. For the purposes of this competition inappropriate content includes pornography or explicit materials, pirated media files, sites containing key generators and pirated software, etc. If there are any questions or concerns during the competition about whether or not specific materials are unauthorized contact the White Team immediately.
5. All network activity that takes place on the competition network may be logged and subject to release. Competition officials are not responsible for the security of any information, including login credentials, which competitors place on the competition network.

Permitted Materials

1. No memory sticks, flash drives, removable drives, CDRoms, electronic media, or other similar electronic devices are allowed in the room during the competition unless specifically authorized by the Gold Team or White Team in advance. Any violation of these rules will result in disqualification of the team member and/or a penalty assigned to the appropriate team.
2. Teams may not bring any type of computer, laptop, tablet, PDA, cell phone, smart phone, or wireless device into the competition area unless specifically authorized by White Team in advance. Any violation of these rules will result in disqualification of the team member and/or a penalty assigned to the appropriate team.
3. Printed reference materials (books, magazines, checklists) are permitted in competition areas and teams may bring printed reference materials to the competition as specified by the competition officials.

Professional Conduct

1. All participants, including competitors, coaches, White Team, Red Team, and Black Team members, are expected to behave professionally at all times during all CCDC events including preparation meetings, receptions, mixers, banquets, competitions and so on.
2. In addition to published CCDC rules, Host Site policies and rules apply throughout the competition and must be respected by all CCDC participants.
3. All CCDC events are alcohol free events. No drinking is permitted at any time during competition hours.
4. Activities such as swearing, consumption of alcohol or illegal drugs, disrespectful or unruly behavior, sexual harassment, improper physical contact, becoming argumentative, willful violence, or willful physical damage have no place at the competition and will not be tolerated.
5. Violations of the rules can be deemed unprofessional conduct if determined to be intentional or malicious by competition officials.
6. Competitors behaving in an unprofessional manner may receive a warning for their first offense. For egregious actions or for subsequent violations following a warning, competitors may have a penalty assessed against their team, be disqualified, and/or expelled from the competition site. Competitors expelled for unprofessional conduct will be banned from future CCDC competitions for a period of no less than 12 months from the date of their expulsion.
 - a. Individual(s), other than competitors, behaving in an unprofessional manner may be warned against such behavior by the White Team or asked to leave the competition entirely by the Competition Director, the Operations Team, or Gold Team.

Questions, Disputes, and Disclosures

1. PRIOR TO THE COMPETITION: Team captains are encouraged to work with the Competition Director and their staff to resolve any questions regarding the rules of the competition or scoring methods before the competition begins.
2. DURING THE COMPETITION: Protests by any team must be presented in writing by the Team Captain to the White Team as soon as possible. The competition officials will be the final arbitrators for any protests or questions arising before, during, or after the competition. Rulings by the competition officials are final. All competition results are official and final as of the Closing Ceremony.
3. In the event of an individual disqualification, that team member must leave the competition area immediately upon notification of disqualification and must not re-enter the competition area at any time. Disqualified individuals are also ineligible for individual or team awards.
4. In the event of a team disqualification, the entire team must leave the competition area immediately upon notice of disqualification and is ineligible for any individual or team award.

5. All competition materials including injects, scoring sheets, and team-generated reports and documents must remain in the competition area. Only materials brought into the competition area by the student teams may be removed after the competition concludes.