Serbian Cybersecurity Challenge 2021 (SCC 2021) – Competition rules

Version 1.2

Author(s)/Organisation(s):

Levente Buttyan, Tamas Holczer / BME-CrySyS

Žarko Stanisavljević, Pavle Vuletić, Igor Tartalja / UB-ETF

Bojan Jovanović / UB-FON

Dragan Stojanović / UNI

Imre Lendak / UNS

Viktor Varga / UT

Date of final release:

March 23rd, 2021

Relevant Work Package(s):

WP5 – D&E

Short Description:

This document contains the ethical code and rulebook of the Serbian Cybersecurity Challenge 2021 (SCC 2021) event.

Keywords:

Cybersecurity challenge, hackathon, rulebook, ethical code

Revision History:				
Revision	Date	Author(s)	Status	Description
V1.0	Mar 4, 2020	Imre Lendak	Release	First edition
V1.1	Mar 11, 2020	Žarko Stanisavljević	Release	Section 2.5 added
V1.2	Mar 23, 2021	Imre Lendak	Release	Content revised and updated for 2021

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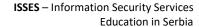N° 586474-EPP-1-2017-1-RS-EPPKA2-CBHE-JP*

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1 Introduction

The Serbian Cybersecurity Challenge (SCC) is a study competition where students have to solve IT security competition challenges. It is a non-secret goal to make students aware of, and to love, the subject area, and to help select students who are receptive to the topic and engage them in other interesting research, development and other cybersecurity-related activities. Accordingly, we would like to keep in touch with the students after the competition is over.

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2 SCC 2021 ethical code

The ethical code and rulebook of the event is defined in this section of the document.

2.1 Who can compete?

The competition is open to students of all Serbian universities and colleges, as well as students in the region, mainly from Bosnia and Herzegovina, Croatia, Montenegro, North Macedonia and Slovenia. Participation is subject to registration and the registration forms and additional materials are available on the event webpage in the Events section of the ISSES website.

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2.2 Can I join a team?

The SCC consists of two phases. Phase I is held in late March and this phase of the competition is based on individual work. We do not expect competitors to exchange information about their competition tasks or form teams.

Phase II of the event is planned for September. It will be an on-site event in Belgrade. Students who pass the first phase of the competition will form 4-member teams and compete head-to-head. The teams will represent their alma mater universities/colleges, i.e. the participants of phase II will be asked to form teams representing single institutions, e.g. one or more 4-member teams representing the School of Electrical Engineering (ETF), University of Belgrade. In specific situations and on request the organizers might allow students from different institutions to form mixed teams.
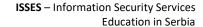
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2.3 Sports-like behavior

It is not allowed to pass on ideas or solutions in Phase I. The organizers may, at their own discretion, exclude competitors based on the presumption of passing on results. Participants excluded in this way do not have a right to appeal. Don't tweet the solution! Don't post the solution! Don't comment on the wrong solution either! Let others work!

As Phase II will be team-based, it will be necessary that the team members collaborate within their teams. Inter-team collaboration will not be allowed in Phase II.

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2.4 Can I break anything, anyone, anywhere? Can I use anything?

Not at all! Only the designated locations and the operations permitted therein may be performed, any other act may violate the information security regulations and/or Serbian laws, and in such cases may even be subject to legal action! Please adhere to the rules of the game!

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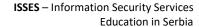N° 586474-EPP-1-2017-1-RS-EPPKA2-CBHE-JP*

2.5   Results of the competition

In the first round of the competition students will solve challenges individually. After the first round of the competition has ended, for each participating institution a separate ranking list will be published. Trainers at each institution will use ranking lists from the first round of the competition to form teams for the second round of the competition.

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2.6   Communication

The SCC organizers use a Google group to disseminate information about the event. The group and its mailing list will be used to disseminate training materials as well.

Participants who do not receive timely information via the Google group and/or suspect they are not included are asked to contact their supervisors at their institutions and/or the ISSES project representatives.

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3 Additional information

3.1 Organizers

The competition is organized by the members of the Information Security Services Education in Serbia (ISSES) project consortium and external partners. The competition assignments for the 1st phase of the SCC 2021 were prepared by the ISSES team members. The competition is hosted by Avatao and tasks are available on avatao.com's online platform.

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3.2 Decisions

The competition organizers make the decision and their decision is unquestionable, even if it is based on a material mistake. Accordingly, there is no right of appeal. Organizers can decide to change the competition tasks, change the way they are judged, or even cancel the competition altogether. During the competition, the organizers strive to act fairly, however they reserve the right to change the rules, deadlines and job descriptions. Competitors are obliged to accept modifications to the regulations, especially the prohibitions and restrictions contained therein.
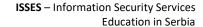
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3.3 Awards

Sponsors of the competition may offer prizes to successful participants and/or teams, especially in the 2nd phase of the event, which is usually organized in Belgrade in late September.

The prizes offered, their quality and condition are beyond the control of the organizers of the competition and, as such, the organizers of the competition shall not be liable if any disagreement arises between the prize winner and the third party submitting the prize (including any dispute, value, the type of transfer, any related tax issues, any fee terms, etc.)

The organizers will do their best to advertise the prizes for the benefit of the competitors, but do not take any responsibility for the prizes, including if the prize is canceled by the organizers or the partners during the competition.

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3.4 Personal data

During the competition, the organizers of the competition handle a minimum amount of personal information, which users voluntarily enter during registration and thereby consent to their processing. If a participant revokes his/her data management consent, the organizers will cancel their registration and delete their personal data. An exception to this is when legal action is initiated on the basis of the information provided (e.g. abusive user rights, etc.)

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3.5 Detailed description of attackable targets, applicable attacks

Some job descriptions relate to attacks on demonstration software and educational hardware environments. The organizers of the competition clearly state that the purpose of the competition is education, as well as to provide training to students to defend themselves in cyberspace more effectively, and in no way is the transmission of any information intended to commit crimes as that would require the transfer of an economic, technical, or organizational knowledge necessary to create a computer program, password, access code or data to enable access to a computer system.

Any attack, vulnerability testing, checking, or crawling of the platform and website used for the competition, the server or servers serving them, is prohibited! Crawling is a violation of competition even if not prohibited by law! As stated above, the competition web site is for normal use by users only. It is also forbidden to use or copy scripts, automatic programs. If there is a demand that can only be solved this way, the competitors may ask the organizers to implement the given functionality, e.g. notification function.

The competition assignments, where necessary, clearly define where and how the demonstration, educational computing services or systems where students are required to complete the assignment are available. Where appropriate, the exact means by which competitors can test the target system is not specified, however, this means that only the target specified in the task statement may be tested in the manner specified in the task. Other equipment and systems, even in the immediate vicinity of the candidate system, should not be involved in non-compliant activities.

The activities of competitors must not be aimed at intercepting real, live networks, or monitoring the work or operations of others, or obtaining additional passwords or identifiers that are not included in the assignment. If you happen to have such an ID, any such occurrence should be reported to the competition organizers immediately! In the spirit of the above, running sniffers, ARP spoofing, keyboard logger or rootkits with similar properties are not allowed!

Competitors may not attack or disable their competitors in the course of their work, especially do not implement DoS attacks on non-competitive networks or systems.

If a competitor is suspected that solving an assigned tasks as part of SCC would violate any law or regulation (e.g. misdelivered assignment, false assignment due to unauthorized modification of the assigned assignment), the competitor is obliged to immediately contact the organizers to clarify the issue, and suspend investigations suspected of infringing until the issue is resolved.

If the organizers of the competition suspect that the competition is not clear or the rules are violated, the competition and/or the competitor may be suspended until the issues are clarified. In this case, the organizers try to modify the evaluation process fairly.

In the event of any violation of the rules, the organizer has the right to immediately suspend or exclude the user, however, in the event of violation of institutional rules or laws, this exclusion does not exempt from further legal consequences!

If a competitor breaches the competition rules, institutional rules or regulations but informs the organizers of the competition, the organizers may, at their own discretion, exempt the competitor from the exclusion, but the organizers cannot make exceptions, and forward the case as directed.

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4 Legal notice

All competitors are required to comply with Serbian laws!