Syberthon Rule Book

Once again, CT University (CTU) proving the campus to be Industry-driven and technically oriented, on the onset of 2019,Cyber Wellness Centre: Cybertrix, CTU is going to organize one of the major events Hackathon fest 'Syberthon' which is a 36-hour, non-stop Hackathon, sponsored by CT University, is dedicated to open source software in the field of cyber security. The goal is to gather various developer groups to collaborate on challenging programming problems in the field of cyber security: for information sharing, network/system forensic, AI challenges, network/computer exploitation or defence. The objective of the syberthon is also to improve the interoperability and exchange between the different security tools.

Themes

- Cyber Security
- Cyber Forensics
- Information security
- IoT Security

AWARDS		
Winner	1st Runner Up	2nd Runner Up
50,000 + Goodies	30,000 + Goodies	20,000 + Goodies

50000+Goodies **30000+Goodies** **20000+Goodies**

We provide goodies kit, food and accommodation* for each participant Team. And members can attend workshops given by leading cyber security experts.

(* Conditions apply)

SCHEDULE

15 Jan 2019	**The idea submission phase begins**
15 Feb 2019	**The idea submission phase ends**
21 feb 2019	**Opening ceremony**
22 feb 2019	**Grand finale**

All the teams are requested to fill the details very carefully. If any discrepancy is found later on, they will be viable to disqualification. You are requested to go through the 'Code of Conduct'

Team Formation Rules

1. **Team Size -** A maximum of 4 hackers can form a team

2. Teams should be made up exclusively of students, freelancers, recent graduates who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the Syberthon event.

3. Team members could be of different institutions as well.

4. Participant's should carry original Identity-card (Passport, Aadhar Card, Driving License, Voter Id Card etc...) for reference.

Idea Submission Rules

1. The idea submission phase begins on 15th of Jan 2019 00:00:00 hrs. And ends at 19th of February 2019 23:59:59 hrs..

2. Idea must be submitted through Email (syberthon@ctuniversity.in) which should between 200-300 words.

3. Teams can register on the website http://syberthon.ctuniversity.in, as well as on our Facebook event https://bit.ly/2RYC18o .

4. Only one person in the team would be the team leader who can register on behalf of all the members.

5. The rules for team formation are mentioned in the "Team Formation Rules" section.

6. The teams are required to submit the resume of all their team members.

7. Teams needing any other facilities like hardware support, medical facility etc. must mention the details of the same.

8. **Idea:**

   - Teams can work on ideas that have already been done. Hacks do not have to be "innovative". If somebody wants to work on a common idea they are allowed to do so and will be judged on the quality of their hack.
   - Extra points for original and innovative idea.

Online Selection Criteria

1. The submissions will be ranked on the following basis.
   - Idea - 30%
   - Presentation - 10%
   - Skills of the team members - 40%
   - Technologies used/Requirement - 20%
2. The submissions will be judged separately for hardware and non-hardware hacks.

Security Rules

1. All the teams must follow the security rules strictly. If anyone is found breaking the security rules, they may be disqualified.
2. Each participant must carry his/ her Syberthon Id-Card all the time and must produce, whenever asked.
3. Each participant is required to be present inside the college premises during the event and follow the rules of the Institution.
4. Please take care of your belongings. Team Syberthon / CT University won't be responsible for any loss.
5. Each participant must read the 'Code of Conduct' carefully.

On-Site Registration Rules

1. Registration for Grand Finale will begin at 9:00 hours on 21st February 2019 and end at 22nd February 17:30 hours.
2. All the team members must be present physically for the registration with a valid ID-proof.
3. The teams will receive Syberthon kit, accommodation*, food coupons* and Syberthon Id-cards at the registration desk.
4. The teams are requested to always keep their Id cards with them.

Accommodation & Food Rules

1. Fooding and Lodging facility will be provided from the morning (8:00 hrs.) of February 21st, 2019 to the evening (17:30 hrs.) of February 22, 2019. Henceforth the accommodation facility ends at 18:00 hrs.
2. The team members will be accommodated in the nearest available hostels.
3. Team members will receive food coupons which they need to present at the food counters.
4. Apart from the regular day meals, mid-night snacks will also be provided.
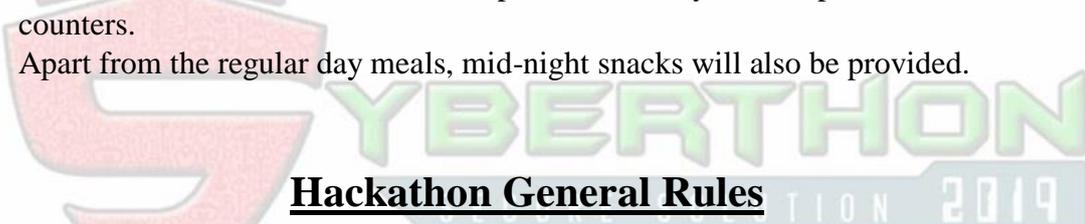
Hackathon General Rules

All the teams are requested to fill the details very carefully and provide the correct details. If any discrepancy is found later on, they are viable to disqualification.

1. All team members should be present at the event. Leaving the venue for some time to hack elsewhere (inside university campus) is fine.

2. All the teams must bring their own laptop, we won't be providing any computers. However we will be providing you with power source, Internet connectivity and required stationary.

3. Each team must bring one extension cord, however we'll be providing more if required.

4. We suggest you to carry at least one pen drive with you.

5. Teams can of course gain advice and support from organizers, volunteers, sponsors, and others.

6. All work on a project should be done at the hackathon.

7. Teams can use an idea they had before the event.

8. Teams can work on ideas that have already been done. Hacks do not have to be "innovative". If somebody wants to work on a common idea they should be allowed to do so and should be judged on the quality of their hack. These days it's hard to find something that's fully original and teams might not know an idea has been done before anyway.

9. Teams can work on an idea that they have worked on before (as long as they do not re-use code).

10. Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.

11. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the hackathon in determining the winners.

12. Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed. This required approval.

13. Projects that violate the code of conduct are not allowed.

Disqualification

1. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the code of conduct, or other unsporting behaviour.

2. Maintain confidentiality of your ideas. Sharing or predicting of ideas, will lead to disqualification of the individual/team.

3. Copyright violations, cheating, recklessness and endangering others, disrespectful behaviour, immoral acts, illegal acts, use of alcohol, tobacco and/or banned substances at the event, being under the influence during the event etc. are strictly not allowed and will lead to immediate disqualification.
4. Dropping out of the hackathon before the conclusion also leads to disqualification of the individual/team. All prizes won will be forfeited in such cases.
5. Disqualification includes but is not limited to any or all of the above.
6. Organizers' decision will be final in all such matters.

Terms and Conditions

All intellectual property rights concerning the idea submissions shall remain with CT University. Additionally, by submitting your idea, you are granting CT University an irrevocable, royalty-free, worldwide right and license to use, sub-license, and exploit your idea in any desired way.

Demos

1. After hacking finishes, teams will show their projects each other and to the judges.
2. You are strongly encouraged to present a demo of what you have built. Pitches or presentations are discouraged.
3. You are not judged on the quality of your pitch or the quality of your idea. As you are judged on what you built, you'll only hurt yourself by not showing a demo.
4. You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. It's okay if you didn't finish your hack—that happens all the time! Completion is only one part of the judging criteria, so you might still do well.
5. Also, demoing is not just about the competition. It's a chance to share with others what you learned and what you tried to build—that's what hacking's all about!
6. In the case that you don't have anything to demo and make it to top 15, you can give a presentation about what you tried and what you learned. Hearing what other people learned is interesting and inspiring for other attendees.

Judging Criteria

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

- **Technology:** How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you go "Wow"?

- **Design:** Did the team put thought into the user experience? How well designed is the interface? Eg: For a website, this might be about how beautiful the CSS or graphics are. For a hardware project, it might be more about how good the human-computer interaction is (e.g. is it easy to use or does it use a cool interface?).

- **Completion:** Does the hack work? Did the team achieve everything they wanted?

- **Originality of the Idea**

These criteria will guide judges but ultimately judges are free to make decisions based on their gut feeling of which projects are the most impressive and most deserving.

Remember!

The competition is just a part of the Hackathon. To make the most out of the event, try something new, teach other people, and make new friends! Good Luck Hackers!

Fee Details :

Event Name	Registration Charges
Workshop on Cyber Security by experts Day 1 (Three Workshops)	Rs. 500
Workshop on Cyber Security by experts Day 2 (Three Workshops)	Rs. 500
Workshop on Cyber Security by experts Day 1 & 2 (Six Workshops)	Rs. 800
36 Hours Prototype making competition Registration	Rs. 1000/-
Hacking competition Registration Fee	Rs. 500/-
Gaming competition Registration fee	Rs. 500

Note: For CT University and CT Group Students Workshop fee is Rs. 300 for one day and Rs. 500 for Two days. For other events 20% discount on Registration fee.

Bank Details for Fee Payment:

Bank Name- HDFC
Account Name- CT University
Account No- 50100144874943
IFSC Code- HDFC0001319
Branch- Mullanpur Dhaka

For any other query you can contact at syberthon@ctuniversity.in