

INNOVATEX 4.0 — Presidency University

MakerSpace Cluster | Capture the Flag — Mini Cyber

Official Rulebook — Extended Edition

1. Event Description

Capture the Flag — Mini Cyber is a flagship cybersecurity event organized under the prestigious INNOVATEX 4.0 technology festival at Presidency University, hosted by the MakerSpace Cluster. Designed to bridge the gap between theoretical knowledge and real-world application, this event challenges participants to think like ethical hackers and apply practical cybersecurity skills under timed, competitive conditions.

The event is conducted entirely online, making it accessible to a broader range of participants while maintaining the rigor and excitement of a live competition. With a duration of 1.5 hours divided into two structured rounds, the competition is crafted to test both the speed and depth of a participant's technical knowledge in a fast-paced environment.

Participants — either solo or as two-member teams — will work through a curated set of cybersecurity challenges spanning four core domains: cryptography, reverse engineering, web exploitation, and digital forensics. Each challenge is embedded within a secure, dedicated CTF platform, ensuring fairness and integrity throughout the competition. The event not only rewards those who can crack challenges quickly but also values innovative thinking, methodical approaches, and well-documented solutions.

Capture the Flag — Mini Cyber aims to inspire the next generation of cybersecurity professionals by providing a hands-on learning environment that complements academic curricula. It encourages participants to sharpen their analytical abilities, collaborate constructively, and explore the fascinating world of ethical hacking in a safe and supervised setting.

2. Competition Rules & Guidelines

2.1 Participation Rules

- Each team may consist of one or two registered participants only. No additions or substitutions are permitted once registration is closed.
- All participants must use their own internet-enabled devices equipped with a compatible browser and basic cybersecurity tools such as Burp Suite, Wireshark, or Python.
- Automated exploit scripts, pre-built attack toolkits, and AI-assisted solving tools are strictly prohibited.
- All challenges must be solved independently using the official CTF platform. No external collaboration beyond registered teammates is permitted.
- Participants must be registered and present on the platform before the event begins. Late entries may be denied access at the discretion of the event lead.

2.2 Conduct & Ethics

- All participants are expected to maintain professional and ethical conduct throughout the event. Any attempt to exploit the platform itself, attack infrastructure, or access other teams' sessions will result in immediate disqualification.
- Plagiarism, use of pre-solved challenges from public sources, or sharing of flags/solutions during the event constitutes a serious violation and will lead to permanent banning from future INNOVATEX events.
- Respectful communication with judges, coordinators, and fellow participants is mandatory. Harassment or misconduct of any kind will not be tolerated.
- All solutions must be original and developed entirely within the event window. Pre-prepared scripts or partially solved answers are not permitted.

2.3 Submission & Documentation

- Valid flags must be submitted through the official platform before the respective round timer expires.
- Where required, participants must submit a brief write-up (PDF or PPT) documenting their approach, tools used, and solution methodology.
- Source code, if applicable, must be uploaded before the stated deadline. Code without explanatory comments may be penalized during evaluation.
- Late submissions will attract a deduction of 10 points per occurrence. Submissions after the final deadline will not be accepted.

2.4 Round Structure

Round	Description	Duration
Round 1	Preliminary Challenges / Time Trial — participants attempt as many challenges as possible across all domains.	60 Minutes
Round 2	Final Round / Live Solve — top performers from Round 1 tackle advanced challenges in a high-pressure scenario.	30 Minutes
Final Evaluation	Score tabulation, verification of submissions, and results announcement.	—

2.5 Judging & Penalties

Participants are evaluated across five criteria — Innovation & Creativity (25%), Technical Implementation (25%), Functionality & Output (20%), Real-World Practicality (20%), and Presentation & Documentation (10%). The judging panel's decision is final and binding. Any disputes must be raised within 10 minutes of result declaration.

Penalty deductions include -10 points for late submissions and -20 points for incomplete or pre-built work. Unsafe or unethical practices lead to immediate disqualification, and misconduct results in a permanent ban from all INNOVATEX events.

Judges' decisions are final. For queries, contact the Event Lead via the MakerSpace WhatsApp community.