Guidelines for Competition		
1.	Name of Competition	CyberHack - Inviting all the Shakespeare of the Hacking Realm
2.	Host Institute	Amity School of Engineering & Technology
3.	Brief Description of Competition	The Department of Information Technology is hosting CyberHack as part of AYF '2024, inviting all enthusiastic students. This initiative aims to inspire students to refresh their technical understanding of emerging technologies and demonstrate their applied knowledge, sharp logic, and early-stage ventures to compete for valuable skills. CyberHack is a cybersecurity competition format designed to challenge participants in various aspects of information security. The CyberHack concept has been adapted to the digital realm, creating an engaging and educational environment for cybersecurity enthusiasts, students, and professionals.

In CyberHack competition, participants, often referred to as "players" or "hackers," face a set of cybersecurity challenges that require a diverse range of skills. These challenges can include solving puzzles, exploiting vulnerabilities, reverse engineering, cryptography, and other tasks that simulate real-world security scenarios. |
| 4. | Topics (if any) | Cyber Security |
| 5. | Eligibility | Open for all college students. |
| 6. | Rules | • The team should be comprised of 2-4 Participants (Undergraduate /Graduate). As a participant, you should make sure to check how many prizes are available per team. There is a prize for each challenge. Organizers, volunteers, judges, sponsors, or in any other privileged position are not allowed to register for this event.

• All team members should be present during the event in the campus (Noida).

• All task related to cyber hack should be done during the event only. Working on a project before the event and using the code during the event is against the spirit of the rules and is not allowed.

• 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 will be allowed to do so. They will be judged on the quality of their work.

• Teams are allowed to use libraries, frameworks, or open-source |

		code in their projects. • Teams must stop hacking after the time is over. However, minor code debugging will be allowed even after the time is up. • 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 CoC, or other unsporting behaviour. The decision of the Judges will be final.
7.	Schedule (Date and Time) of the competition date	2-day event 29-02-2023 at 11:00 am - 01:00 pm IST 01-03-2024 at 11:00 am - 01:00 pm IST
8.	Venue	Computer Labs, 5th Floor, E2-Block, ASET, Amity University
9.	Event-in-Charge	Dr. Vivek Jangra vjangra@amity.edu 9990094096

10.	Student Co-Ordinator's	Name	Email	Mobile
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11.	Certificates	• Merit E-certificates and exciting prizes to all winners. • Participation E-Certificates will be awarded to all the participants.
12.	Registration Fee	**Individual participant**: Rs 500/- (w/o GST) **Team participants:** Rs 1000/- (w/o GST) (upto 4 participants) Rs 2000/-(w/o GST) (more than 4 participants)
13.	Prizes	1st Prize: Rs 20,000 2nd Prize: Rs 15,000