

## Summary of Rules Book Changes by Paragraph Number

Changes are highlighted in **green** in the CP-18 Rules Book. The Rules Book must be read thoroughly to understand the rules changes.

### Change 2 to the CyberPatriot 18 Rules Book

**1002.2 All Service Division.** The U.S. Naval Sea Cadet Corps (USNSCC) high school teams will once again compete in the All Service Division, but will not be guaranteed spots at the National Finals Competition.

References to the Boeing Cyber Physical Systems Challenge were deleted. Several other sections were modified to add clarity. References to these changes have been made throughout the Rules Book and are highlighted in green.

- **1002.2 All Service Division**
- **1002.4 Other Organizations**
- **1003.2.C.1.b All Service Division Competitor Eligibility**
- **3009.2 Rules Against Sharing Information**
- **4001.2 Cisco Networking Academy (NetAcad) Challenge**
- **4004.2 All Service Division Advancement**

### Change 1 to the CyberPatriot 18 Rules Book

**1002.1 Open Division.** The U.S. Naval Sea Cadet Corps (USNSCC) high school teams will now compete in the Open Division. References to the change have been made throughout the Rules Book.

### Significant Changes from the CyberPatriot 17 Rules Book

Changes are highlighted in **yellow** in the CP-18 Rules Book.

#### **1002 | Competition Divisions**

(Summary of Changes: Requires all of a team's competitors to belong to the same organization to which they were registered, organizations established only for competing in CyberPatriot or other cyber competitions may not register teams, and only the National Commissioner may approve composite teams and teams in the Other organizations.)

#### **1002.1 Open Division**

The organization is the one registering the team, and all competitors on the team must be enrolled or have a direct affiliation with the organization the team is registered to.

**1002.1 Open Division.** The U.S. Naval Sea Cadet Corps (USNSCC) high school teams will now compete in the Open Division. References to the change have been made throughout the Rules Book.

## **1002.2. All Service Division**

The organization is the one registering the team, and all competitors on the team must be fully enrolled in the registered JROTC or CAP, program and remain enrolled for the duration of the competition.

## **1002.3. Middle School Division**

The organization is the one registering the team, and all competitors on the team must be enrolled or have a direct affiliation with the organization the team is registered to.

## **1002.4.A Other Organizations and Special Requests for Competition Divisions**

A. Only established organizations that exist independently of their participation of the CyberPatriot program or other cyber/STEM competitions will be considered. The organizations must have a recognized structure and operate for purposes beyond supporting the team's involvement in the CyberPatriot program.

\*Teams registering under "Other" must be approved by the National Commissioner before competing in a competition round. Please complete this form describing how the team meets each of the above qualifications to be approved in the "Other Category" and email it to [info@uscyberpatriot.org](mailto:info@uscyberpatriot.org)

## **1002.4.B Composite Teams**

\*These requirements must be met to request approval for a composite team, and do not guarantee the National Commissioner will grant an exception. This exception request needs to be emailed to [info@uscyberpatriot.org](mailto:info@uscyberpatriot.org) for approval from the National Commissioner before competing in a competition round.

## **1003 | Teams and Team Members**

**(Summary of Changes: School-based teams may be verified only by the principal, supervisor, or department head, and coaches without organization-issued email addresses may only be registered by the principal, vice principal, or assistant principal.)**

### **1003.2.B**

School-based teams, including JROTC teams, must be verified by a principal, assistant or vice principal, supervisor, or department head. If a coach is not registered with an organization-issued email address, only a principal or assistant/vice principal is able to verify the coach.

Verify that the organization is registering the team, and all rules and regulations of the organization will be followed by the CyberPatriot team.

## **3002 | Official Competition Communication**

**(Summary of Changes: Email is not an official means of communication for forms, requests, or reports during a competition round, and score discrepancy reports will not be accepted after the deadline.)**

During a competition round, email is not a substitute for helpdesk/technical support or online forms, requests, or reports. Official competition information will be posted in the CPOC tech support chat, the image scoring report message, or on the CyberPatriot website ([www.uscyberpatriot.org](http://www.uscyberpatriot.org)) if there are technical issues with sending an official email

### **3002.2.A. Preliminary Score Email**

No Score Discrepancy Reports will be considered if received after the established deadline.

### **3002.2.B. Email**

Score Correction Requests, Preliminary Score Discrepancy Reports, and appeals will not be accepted by email.

## **3003 | Competition Time and Date Restrictions**

**(Summary of Changes: Teams competing only with the Cisco NetAcad Challenge must still open an image to start their time, and teams may not power on images after the competition period is complete.)**

### **3003.2.C. Competition Period**

If the team desires not to participate in the Network Security Challenge (e.g., they only want to compete in the Cisco NetAcad Challenge), they must still open an image, enter their UID, and connect to the competition server to begin their competition time.

### **3003.2.E. 6) Competition Period Restrictions**

Teams are not allowed to open, power on, or interact with competition images after their team's competition period has ended.

## **3004 | Team Numbers, Unique Identifiers, and Competition Login Credentials**

**(Summary of Changes: No sharing of team Unique Identifiers (IDs) or other competition credentials outside of the team and no changing Unique IDs unless approved by CPOC through a Score Correction Request.)**

Using the team number, unique identifier, or login credentials is prohibited for anyone outside of the specific team to which it was assigned. This includes teams or team members participating under the same coach, mentor, organization, or school under which the team number was registered.

Once a team has correctly entered its team-specific Unique ID into a competition image, the team shall not attempt to change or modify the Unique ID in use on that image unless the coach

notifies the CPOC by submitting a Score Correction Request. Other means (e.g., phone, tech support chat, or email) are no substitute for submitting a Score Correction Request.

### **3009 | Sharing of Competition Materials**

**(Summary of Changes Include: Competition materials are copyrighted, the program office may release answers for competition rounds, though competitors may be competing from home and other places, competitors must complete the Competitor Post-Competition Round Statement (Appendix VII), and competitors may not retain competition materials.)**

Coaches are entrusted with competition round materials, including images, software, documentation, websites, and information, which are the copyrighted intellectual property of the Air & Space Forces Association and its partners.

Coaches may distribute competition materials to their team's competitors competing from home or other facilities only if they have their team's competitors complete the Competitor Post-Competition Round Statement (Appendix VII). Coaches are responsible for controlling the distribution of competition materials directly to their team and shall not delegate the responsibility to competitors. Competitors may not keep or retain competition materials after the competition period has ended. They shall not distribute or share competition materials at any time to anyone outside their team.

#### **3009.1 Official Answers Released After Competition Rounds**

After a competition round, the CyberPatriot Program Office may release some answers and solutions to competition challenges. Those answers are public information and may be shared and stored. This rule does not allow the collection or distribution of competition materials, scoring reports, and information that other rules prohibit. In no case may teams or competitors share solutions, scripts, or how-tos with other teams.

#### **3009.2.j. Rules Against Sharing Information**

Not seek, search, request, receive, copy, paste, or use competition answers or fixes to competition problems, situations, questions, or any other parts of challenges or work from any source other than their team before, during, or after their competition period.

### **3011 | Allowable Resources**

**(Summary of Changes: Teams must use the software listed on the website technical specifications page, and pre-written scripts are not permitted in the National Finals Competition.)**

#### **3011.4.2. Software Tools and Scripts**

WinMD5, 7-Zip, and the virtual machine player designated on the CyberPatriot website Technical Specifications page are competition software and are authorized for the online rounds of competition. Teams using other software tools that do not meet the competition's technical specifications compete at their own risk.

#### **3011.4.4.e.**

Scripts are allowed during the online rounds, but the National Finals Competition tests the team's fundamental skills. Thus, pre-written scripts are prohibited, whether online, electronic, from a storage device, or on paper during the National Finals Competition.

### **3012 | Competition Image "One Instance" Rule**

**(Summary of Changes: Image snapshots are allowed in the competition.)**

#### **3012.E. Image Snapshots**

Using image snapshots or similar capabilities is allowed during the competition. Snapshots include host system file copy mechanisms to create a backup copy of an image. Snapshots or backups may be used to roll back to a previously known good state. If the competition image becomes corrupted or unusable, snapshots are an acceptable way of attempting to recover the competition image.

### **4001 | Competition Challenges**

**(Summary of Changes: The National Commissioner may make unannounced changes to challenges or add new challenges during the competition season.)**

#### **4001.3. Other Challenges**

The National Commissioner may direct new challenges or components to challenges be used during the competition season. Challenges may or may not be announced in advance of a competition round.

### **4002 | Scoring**

**(Summary of Changes: Time of final score is the last time it was achieved, additional tiebreakers, and appeals not considered for using virtualization software not on the CyberPatriot website technical specifications page.)**

#### **4002.1.G. Tiebreakers**

Note: The time of a team's final score is the last time it achieved the score, even if the team achieved the score previously, but then the score changed.

#### **State Awards**

5. Fastest submission time for the State Round NetAcad Quiz.

6. Fastest time to the team's final Round 2 or Introductory Round Network Security Challenge score. The CyberPatriot Competition System scoring server time is the official time.

#### **4002.3.C. Grounds Not Considered for Appeals**

Issues stemming from using other virtualization software or versions other than the version of the virtual machine player as published on the technical specifications page on the CyberPatriot website.

#### **4005 | Awards**

**(Summary of Changes: Teams must score above zero points to win a State Award.)**

##### **4005.1. AFA State Awards**

However, teams must have a score higher than zero points to be eligible for a State Award.

#### **Appendix VI | Competitor Code of Conduct**

**(Summary of Changes: Competitors will not condone or assist others who attack other teams' computer systems, will not conduct hacking, and will not share Unique IDs, scoring reports, or answers with anyone outside of their team.)**

2. I will not conduct, condone, or assist others in any actions that attack, hack, penetrate, or interfere with another team's or individual's computer system and tasks, nor will I use the cyber defense skills I learn in CyberPatriot to develop hacking or other offensive skills.

4. I will not share my team's Unique ID, scoring report, or answers from any CyberPatriot competition image with anyone outside my team, my coaches, or my technical mentors.

#### **Appendix VII | CyberPatriot 18 Competitor Post-Competition Round Statement**

**(Summary of Changes: Competitors attest to following the rules for safeguarding competition materials, not attempting unauthorized entry into competition systems, and not sharing answers.)**

I deleted all competition images, software, documents, and information and did not distribute them

beyond my team.

I did not share my team's login credentials or unique identifiers (Unique IDs) with others outside my team, nor did I request, receive, share, or use another team's login credentials and Unique IDs

before, during, or after the competition round.

I did not attempt unauthorized entry into, reverse engineer, or pull answers from the systems,

software, or websites of the CyberPatriot Competition or its challenges, using tools or other means, nor did I assist others to do so.

I did not receive, share, or seek answers or other teams' information about the competition round

from persons or sources outside my team before, during, or after the competition round.