



Registration Link: <https://forms.gle/MEkY8nnfpTEXnknb6>

Technical Event: Ethical Hacking (Team Game)

Coordinator: Ms Kirandeep, Ms Megha Chetal

Objective

To promote teamwork, coordination, and problem-solving by building a program collaboratively, where each team member contributes in turns.

How to Implement

- Form teams of 3 students.
- Team members code in turns:
- No discussion is allowed between team members during turns.
- Each student gets a fixed time (e.g., 10 minutes).

Rules

1. Teams must have exactly 3 members.
2. Each member can code only during their turn.
3. Teams must submit the final code within the given time limit.
4. Any unfair practice will lead to disqualification.
5. The decision of the judges will be final.
6. Participants must carry valid college ID cards during the event.
7. The activity is strictly for learning and competition purposes.
8. Any attempt to misuse the knowledge outside the event will lead to disqualification.
9. Only the systems and networks provided by the organizers may be accessed.
Accessing external or unauthorized systems is strictly prohibited.
10. Participants must follow all instructions given by event coordinators and judges.
11. Use of personal internet hotspots, external hacking tools, or unauthorized devices is not allowed unless permitted.

12. Any damage to hardware, software, or network infrastructure will result in immediate disqualification.
13. Teams must complete the tasks within the allotted time. Late submissions will not be accepted.
14. Participants must maintain discipline and professional behaviour throughout the event.
15. Judges' decisions will be final and binding.
16. The organizers reserve the right to modify rules in case of technical or administrative requirements

