



2022 -2023

North Dakota Cyber Madness Rules and Regulations



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Introduction

Background

Purpose

What is Cyber Madness?

North Dakota Cyber Madness is a North Dakota K12 competition introducing and encouraging students to explore computer science and cybersecurity education disciplines and careers. Students will explore cybersecurity concepts, attack vectors, coding principles, and more through a series of cybersecurity challenges. These challenges will include, but are not limited to, Capture the Flag (CTF), Jeopardy style, and other educational toolsets.

<https://www.edutech.nd.gov/student-resources/competitions/cyber-madness>

Code of Conduct

Cyber Madness attendees, either on-site or virtual, are expected to conduct themselves well as ambassadors of their institutions.

- Use of alcohol, tobacco, drugs, vapes and e-cigarettes, or other controlled substances are prohibited in all facilities hosting the ND Cyber Madness event.
- Illegal, disruptive, or other forms of poor conduct are prohibited.
- No team may engage in activity which compromises another team's fair opportunity to succeed.

Deviation from the code of conduct may lead to disqualification of the participants and their teams by ND Cyber Madness officials.

Competition

Definitions and Rules

Definition of Events

Cyber Madness is comprised of events for Middle School and High School and includes, but is not limited to:

Virtual events wherein teams from across North Dakota compete online through competition activities developed by ND Cyber Madness partners.

On-Site events wherein teams from across North Dakota meet within one or more locations to compete in regional or state events through competition activities developed by ND Cyber Madness partners.

Definition of Team

Number of participants:

A Cyber Madness team is composed of up to five (5) members in high school level competitions and up to four (4) members in middle school level competitions.



Team/Institution Relationship

A team must represent a single ND K12 educational institution, e.g., either a school or school district, recognized by the North Dakota Department of Public Instruction. Exceptions are allowed under the following circumstances:

1. A school which is unable to fill a roster of five eligible participants in high school competitions, or four participants in middle school competitions, may jointly form a single team with school(s) or district(s) of adjacent or geographically overlapping attendance boundaries.
2. A regional education association, special education unit, or multi-district academy may form a single team, provided that no participating schools within their organization are able to form their own team.
3. Home-schooled students are eligible to join teams formed within the public-school attendance boundaries where they reside at the discretion of the institution they are requesting to represent, or may form a home school-only team from eligible home school students within the same public school attendance boundary.
4. For the purpose of defining cooperative teams, non-public schools are assumed to have the same attendance boundary as the public school district in which their high school or middle school, as appropriate, resides.

Team members

High school participants must be actively enrolled in a North Dakota K12 institution at the time of the competition. A team member must be a student at the institution they represent, with allowances for the exceptions described in the “Team/Institution Relationship” section. Although the competition is geared toward grade levels 9-12, participation of younger team members is allowed if they meet all other requirements of team membership.

Middle school participants must be actively enrolled in grade 8 or below in a North Dakota K12 institution at the time of the competition. A team member must be a student at the institution they represent, with allowances for the exceptions described in the “Team/Institution Relationship” section. Although the competition is geared toward grade levels 6-8, participation of younger team members is allowed if they meet all other requirements of team membership.

Definition of Eligibility

All participants must meet the academic eligibility standards of the institutions they represent as of the date of the competition and be in disciplinary good standing at applicable institutions.

School Liaison

Every team must have an adult who is employed by the team’s academic institution, following the same exceptions outlined in the “Team/Institution relationship” section, who will act as the institution’s official liaison. They may solicit assistance or volunteers from their community as needed, but only the official school liaison is recognized by ND Cyber Madness for the purposes of communication, discipline, and transmission of student data.



It is the institution's responsibility, through their liaison, to provide communication between ND Cyber Madness and their team and to chaperone students during events.

Equal Opportunity

Selection of the team roster is a decision made by the institution they represent; however, team selection must be made without attention to race, color, religion, sex, sexual orientation, gender identity, national origin, or disability status.

Gameplay

Equipment and resources

Virtual Event

ND Cyber Madness will provide:

- Logins to the game engine for all eligible participants
- A back-channel discussion platform allowing coaches and team members to communicate with the ND Cyber Madness team at appropriate times
- A scoreboard identifying current team scores and rankings

On-Site event

ND Cyber Madness will provide:

- Logins to the game engine for all eligible participants
- Network access sufficient to complete the challenges and engage with the game engine
- A scoreboard identifying current team scores and rankings
- A table of approximately 24"x96" which must contain all team equipment within the vertically area bounded by the surface of the table, up to a height of no more than 30" above the surface of the table
- One power strip with at least five grounded 110v plugins.

What will be provided by participants

Virtual Event

Schools will provide their own:

- Computing equipment including laptops, monitors, keyboards, mice, or other input devices, and associated cables.
- Network access to the resources needed for challenges and to access the game engine and back-channel discussion platform.
- Note: ND Cyber Madness and its partners are not responsible for the functionality of any computing or network resources used by participants or to access or complete challenges or otherwise engage in ND Cyber Madness virtual events.



On-Site event

- Computing equipment including laptops, monitors, keyboards, mice, or other input devices, and associated cables
- Note: ND Cyber Madness and its partners are not responsible for the functionality of any computing resources used by participants or to access or complete challenges or otherwise engage in ND Cyber Madness events. The team is responsible for ensuring their computing resources can connect to/ function within the ND Cyber Madness event network.

Safety considerations for On-Site events

- All equipment must be contained within the area defined by the table boundaries.
- No material may encroach within the walkways and common areas of the competition.
- No extension cords, power strips, adapters, generators, batteries, or similar items may be used to extend or expand the provided power
- No high amperage items such as refrigerators, microwave ovens, or the like may be used.

Game Engine and Scoring

ND Cyber Madness is continuously updating the game challenges and activities to maintain fresh, energetic, and interactive events. As such, specific activities, associated points, number of competition rounds, and other gameplay related rules are announced prior to the event and may be unique to that event.

Officiating and Challenging

ND Cyber Madness partners with cybersecurity experts to develop and deliver each event. During each event, one of these partner experts will be designated as the Game Master.

ND Cyber Madness will designate several officials to ensure fair game play.

The Game Master, or one of their delegates, will adjudicate all rule violations identified by the officials as well as challenges raised by participants during the competition.

Challenges

Participants may challenge wording of an activity, validity of an answer, request correction to scoring, or other game-related actions which would produce a change of outcome. To do so, a member of their team must:

1. Stand, if possible, and raise the challenge flag (for face-to-face competitions)
2. Raise their virtual hand in the back-channel communications platform (for virtual competitions).

Once a challenge is raised, an official will communicate directly with the challenger. Once the Game Master, or their delegate, has made a determination, it is final.

Challenges must be raised as soon as they become apparent and cannot be raised after the beginning of another competition round.



Two failed challenges within the same game round will remove that team from being able to issue more challenges until the beginning of the next competition round.

Prizes

ND Cyber Madness is excited to deliver prizes to successful participants. These prizes may include, but are not limited to, clothing, certificates, plaques, and scholarships. It is the responsibility of awardees to be capable of accepting associated prizes. Scholarships are awarded as deposits into a winner's IRS 529 educational savings plan. Scholarship awards may not be transferred to another individual. ND Cyber Madness, the State of North Dakota, and its associated partners are not responsible for taxes, fees, or other expenses related to awards.

Media

All participants and attendees of ND Cyber Madness events and activities consent to being photographed and recorded via video, audio or other digital or analog means while engaging in competition, event activities and in public areas. Those recordings may be stored, broadcast or transmitted by ND Cyber Madness and its official partners for execution of the event or for promotional or informational purposes.