This document is a translation of the Latvian version.

It does not replace the original.

Project “Mārtiņa-CTF”

REGULATIONS

I. General Provisions

1. These Regulations dictate the goals, tasks, and organizational procedures of the project “Mārtiņa–CTF” (hereinafter - CTF) of the association “Datoriķi”, unified registration No. 50008338321, legal address Rīga, Daugavgrīvas iela 74A-99, LV-1007, Latvija (hereinafter – the Association).

2. Every CTF participant is obliged to familiarize themselves with the Regulations and comply with their requirements.

3. By registering to the CTF, participants confirm that they have read the Regulations. The organizers are not responsible if participants have not read the Regulations.

4. Participants aged 16 (sixteen) and over may participate in the CTF.

5. One CTF participant may take part in only one team.

6. A team must have at least one, but no more than five participants.

7. Each team may take part in only one bracket in accordance with clause 18 of the Regulations.

8. The CTF organizers have the right to change the CTF schedule and course without prior warning, informing participants on the event's server on the "Discord" communication platform.

9. A flag in the CTF is a unique value in the form of a text string that serves as proof that a participant has successfully solved a challenge. Each flag is unique to one challenge and follows a specific format described by the regular expression MCTF26{[a-zA-Z0-9_]+}, for example, *MCTF26{Th15_fl4g_15_f0r_u53_1n_d0cum3nt4710n_3x4mpl35}*.

10. The CTF infrastructure includes all technical components necessary to run the CTF. This infrastructure includes:

10.1. the challenge platform “CTFd” (hereinafter - CTFd), used for submitting challenges and verifying flags;

10.2. the “Discord” communication platform server (link: discord.gg/X9mVUdXYYz), intended for communication between participants and organizers;

10.3. the CTF website (link: mctf.datoriki.org), where information about the course of the CTF, the Regulations and other important announcements are published;

10.4. the challenge hosting system, which ensures the CTF challenges run;

10.5. the servers on which the CTF challenges and their supporting infrastructure is hosted;

10.6. other tools or platforms used to organize the CTF;

10.7. the resources of the on-site venue (H2O 6 kvartāls, Aisteres iela 2, Rīga, LV-1007, Latvija).

11. People involved in the development of the CTF challenges, or who have otherwise obtained information about the contents of the challenges in advance, are prohibited from participating in the CTF as participants.

12. People who have information about the contents of the CTF challenges and other related details are prohibited from disclosing this information until the conclusion of the project in accordance with clause 15 of the Regulations.

II. CTF goal and task

13. The primary goal of the CTF is to raise awareness about cybersecurity questions in the IT sector and to provide CTF participants an opportunity to discover and improve upon their problem solving skills both in cybersecurity and IT. Participation in the competition will give participants the chance to acquire current and necessary competences in cybersecurity, as well as to meet industry representatives and other like-minded individuals.

14. The secondary goal of the CTF is to raise the profile of the cybersecurity field, as well as to demonstrate its significance in the Baltics.

III. CTF venue, time, and organizer

15. The CTF will take place from 17:00 on 10 November 2026 to 17:00 on 22 November 2026. The CTF will be held both remotely and in-person at “Aisteres zāle” Aisteres iela 2, Rīga, LV-1007. In-person challenges will be available for solving on 22 November 2026 from 10:00 to 17:00.

16. The CTF is organized by the Association and persons authorized by it.

IV. CTF rules

17. The CTF is held between teams within one participant category (hereinafter - bracket).

18. Two brackets are organized in the CTF: bracket “A” (participation in the CTF remotely only) and bracket “B” (participation in the CTF both remotely and in-person). Both brackets have an equivalent base set of challenges. Bracket “B” in addition to the base set of challenges has the option to solve in-person challenges. Each bracket's three teams with the highest rankings are awarded.

19. Team members apply to the in-person part in CTFd. When a team member arrives in-person, the team is moved to the “B” bracket.

19.1. Changing the bracket from “B” to “A” is possible by contacting the CTF organizers via the "Discord" communication platform or by e-mail martina.ctf@datoriki.org.

20. Teams may, of their own volition, take part in the “No-LLM” bonus category. By participating in the category, a team undertakes not to use tools and technologies based on large language models (LLM).

20.1. Teams participating in the category are highlighted in CTFd as participating without using LLM tools.

20.2. Teams participating in the category must not, in the scope of the CTF:

20.2.1. use agentic LLM tools (e.g., Codex, Claude Code);

20.2.2. use LLM-based code generation and intelligent completion tools (e.g., Visual Studio Copilot, Cursor);

20.2.3. use LLM-based chat platforms (e.g., ChatGPT, Gemini, Claude);

20.2.4. use LLM tools in any other way.

20.3. A participant in a "No-LLM" team must, after submitting a flag, also submit a short description or the steps of how the challenge was solved.

20.4. If suspicion arises of a team using LLM-based tools, the organizers retain rights to perform a check and request proof of how the challenge was solved. The organizers retain rights to disqualify a team from the CTF or remove a team from the category, if unauthorized use of LLMs is established.

21. Participants may join a team at any time. Participants may leave a team before the start of the CTF by contacting the CTF organizers via the "Discord" communication platform or by e-mail martina.ctf@datoriki.org. The team may not be left after the time specified in this clause.

22. Inappropriate or unethical participant account usernames or team names are prohibited. The suitability of a participant's account username or team name is assessed subjectively by the CTF organizers, and they have the right to prohibit the use of the chosen username or team name. The CTF organizers' decision on this matter cannot be appealed.

23. The CTF organizers reserve the right to restrict or refuse participation to teams from countries considered a security risk to the event.

V. Registration for the CTF and its course

24. Participants authenticate in the CTF with accounts they register themselves in CTFd and join a team in CTFd.

25. Teams register for the CTF by registering and creating a team in CTFd.

26. The team captain is determined in CTFd - the participant who created the team, or whoever is replaced as the captain in CTFd.

27. After teams register:

27.1. teams will receive a participation reminder, sent to the team captain's e-mail no later than twelve hours before the start of the CTF;

27.2. team captains must join the CTF server on the "Discord" communication platform (*other team members may also join; for team captains this is mandatory*);

27.3. the start of the CTF and the publication of the challenges are announced by the CTF organizers in the CTF server on the "Discord" communication platform;

27.4. after the start of the CTF and the publication of the challenges, participants are allowed to begin solving them;

27.5. an hour before the CTF ends, the CTF organizers inform participants about it in the CTF server on the "Discord" communication platform.

28. If a malfunction of the CTF infrastructure and/or systems occurs during the CTF, or one or all of the challenges become unavailable, the organizers inform participants about it in the CTF server on the "Discord" communication platform. The organizers have no obligation to extend the time available for solving challenges or to compensate participants if they have lost progress on challenges they had started solving before the CTF infrastructure error.

VI. Rights and obligations of CTF participants

29. CTF participants, organizers, supporters and involved persons must always treat each other with respect.

30. The team captain is responsible for passing information to the other team members in a timely manner.

31. It is strictly forbidden to damage, break or use the CTF infrastructure for purposes for which it is not intended:

31.1. if the CTF organizers establish that a participant is breaking, damaging or maliciously using the CTF infrastructure for unintended purposes, the CTF organizers may disqualify the participant and the team in which they participate, denying access to the CTF infrastructure;

31.2. if the CTF organizers establish that a participant is unknowingly breaking, damaging or maliciously using the CTF infrastructure, a warning is issued. After the warning the participant must immediately stop the actions that the organizers consider to be damaging to the CTF infrastructure. If the participant does not stop these actions, a second warning is given. If these actions are still not stopped after the second warning, the CTF organizers may disqualify the participants and the team in which they participate, denying access to the CTF infrastructure;

31.3. if the CTF organizers establish that a participant's actions pose a risk to the event's infrastructure, the CTF organizers may temporarily restrict the participant's access to the infrastructure.

32. A participant is fully responsible for the legal consequences of their actions or lack thereof, including any violations of legislation committed during the CTF. The participant solely assumes responsibility for legal consequences resulting from such violations and for compensation of damage in accordance with legislation.

33. The CTF organizers have the right to establish technical terms of use for the CTF infrastructure and systems by publishing them in CTFd, and participants are obliged to read and comply with them.

34. Participants who also take part in the in-person part of the CTF are prohibited from disturbing the CTF organizers or other participants on site.

35. During the CTF, teams are forbidden from sharing flags or tips for solving challenges.

36. If it is established that a participant violates the rules of these Regulations, the CTF organizers may disqualify the participant and the team in which they participate, denying access to the CTF infrastructure.

37. If the CTF organizers suspect that a team is violating any of the clauses in these Regulations, the organizer team has the right to contact the team captain during the CTF and request an explanation. If the team captain does not respond to the CTF organizers within 15 (fifteen) minutes, the CTF organizers have the right to deny the team access to the CTF infrastructure until the CTF organizers decide that the suspicions have been refuted. If the suspicions prove true, the team is disqualified from the CTF and all team members lose access to the CTF infrastructure.

38. After the allotted time for solving CTF challenges has ended, and before the winners are awarded, the CTF organizers have the right to ask the three highest-ranking teams in each bracket to provide solutions to and proof of completion of the challenges. If any of these

teams cannot provide solutions to and proof of completion of the challenges, then that team loses points for the challenge in question.

39. If, during the result verification, a team has points deducted and, as a result, another team enters among the three highest-ranking teams, the organizers have the right, after the challenges have closed, to request solutions to and proof of completion of the challenges from that team.

VII. CTF scoring and awarding of winners

40. A CTF team that correctly solves a challenge obtains a flag and, by submitting it, receives points confirming the completion of the challenge.

41. CTF teams are scored and compared only with teams within their own bracket.

42. The number of points for flags is adjusted to the difficulty level of the challenges using a mathematical formula that determines the difficulty level of the challenges in each bracket, using as a variable the number of teams that have solved the given challenge.

43. The number of points for a challenge may range from 10 to 1000 points.

44. The number of points a team receives for a completed challenge will be determined at the end of the CTF and will depend on the total number of teams that have completed that challenge. The number of points obtained from completing a challenge is the same for all teams that completed it in their respective bracket. Teams do not receive more points for completing a challenge before another team.

45. The specific formula for calculating a challenge's point value will be published in the CTF server on the “Discord” communication platform at least 24 (twenty-four) hours before the start of the CTF.

46. In a situation where the conditions of clause 42 cannot be met due to an infrastructure error, the number of points is fixed and is set according to the difficulty level of the challenge determined by the organizers.

47. If multiple teams have the same number of points, the team that obtained that number of points earlier ranks higher in the team standings.

48. In each bracket, the winners are the three teams that have obtained the highest rankings in their bracket and have been able to prove to the organizers that the points were obtained fairly.

49. The prize ceremony will take place at the conclusion of the CTF on 22 November 2026 at “Aisteres zāle” Aisteres iela 2, Rīga, LV-1007. If no representative of a winning team arrives in-person, the CTF organizers will contact the winning team's captain to arrange a specific place and time for receiving the prizes.

50. Every member of a winning CTF team has the right to decline the prize or part of it. In that case, the prize or part of it remains under the management of the Association.

VIII. Processing of personal data

51. The following personal data is processed within the scope of the CTF: first name, last name, contact information (e-mail address, “Discord” username) and other information provided by participants.

52. Personal data is processed for the purpose of identifying participants, ensuring the running of the CTF, recognition and mutual communication, and so that the CTF organizers can contact the prize winners.

53. Personal data provided by participants may be visible to other CTF participants on the communication platforms used to organize the CTF (e.g. the "Discord" server, e-mail). The organizers do not disclose personal data to third parties, except where required by legislation or where the participant has given clear consent.

54. Personal data will be stored on the CTF organizer's computer for 60 (sixty) days after the announcement of the CTF results. From team registration until the conclusion of the CTF, personal data will be stored in a database on the servers that ensure the running of the CTF (the servers are located in the European Union). After the retention period, personal data will be deleted.

55. The CTF organizers ensure appropriate technical and organizational measures for data security.

56. The CTF results may be published on the social media of the Student Council of the Faculty of Science and Technology of the University of Latvia, on the Association's social media and websites (links: mctf.datoriki.org, datoriki.org).

57. By registering for the CTF, a person confirms their consent to the processing of their personal data within the scope of the CTF.

58. By arriving to the CTF in-person, the participant agrees that they may be photographed and filmed, and that these materials may be published on the social media of the Student Council of the Faculty of Science and Technology of the University of Latvia, as well as on the Association's social media and websites (links: mctf.datoriki.org, datoriki.org). The participant has the right to withdraw their consent by writing to the e-mail address indicated in clause 61 of the Regulations. Withdrawal does not affect the lawfulness of processing up to the moment of withdrawal.

59. Participants have the following rights regarding their personal data:

59.1. to receive information about the processing of their data;

59.2. to access their personal data and request its correction or erasure, where permitted by legislation;

59.3. to request restriction or cessation of the processing of their data, where permitted by legislation;

59.4. to object to the processing of their data where it is based on legitimate interests;

59.5. to receive their data in a structured, machine-readable format (right to data portability);

59.6. to withdraw consent where processing is based on consent (for example, photographing, filming);

59.7. to request that a violation of the processing of their data be stopped;

59.8. to submit a complaint about the processing of their data to the Association, as overseer, by writing to dati@datoriki.org, as well as turn to the Data State Inspectorate.

60. The Association is responsible for the processing and storage of data. In case of questions, contact the Association by writing to dati@datoriki.org.

IX. Contact information of the CTF organisers

61. In case of ambiguities or questions, contact the CTF organisers by e-mail at martina.ctf@datoriki.org.