

# C2C CTF 2026

## Qualifying Round Guidelines

### I. Registration Process

1. **Check Email for Credentials:** Check the email address used during registration (including the spam folder) for your login credentials. (Fig. 1)
2. **Access the Platform:** Click the "Go to Website" link provided in the email.
3. **Log In:** Click "Login" on the website. (Fig. 2)
4. **Verify and Accept:** Use the provided credentials to log in, click "Verify," and accept the "Terms of Service." (Fig. 3)
5. **Wait for Start:** Wait until the CTF competition officially begins.

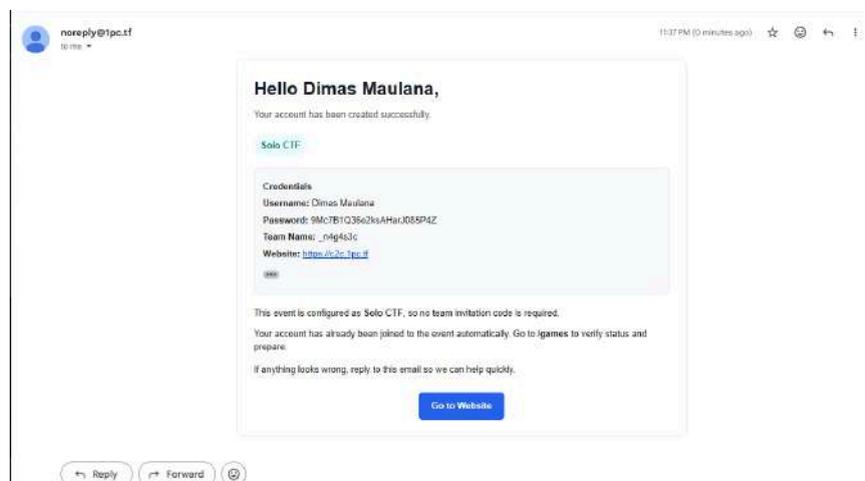


Fig. 1. Credentials will be sent via email from C2C CTF 2026 .

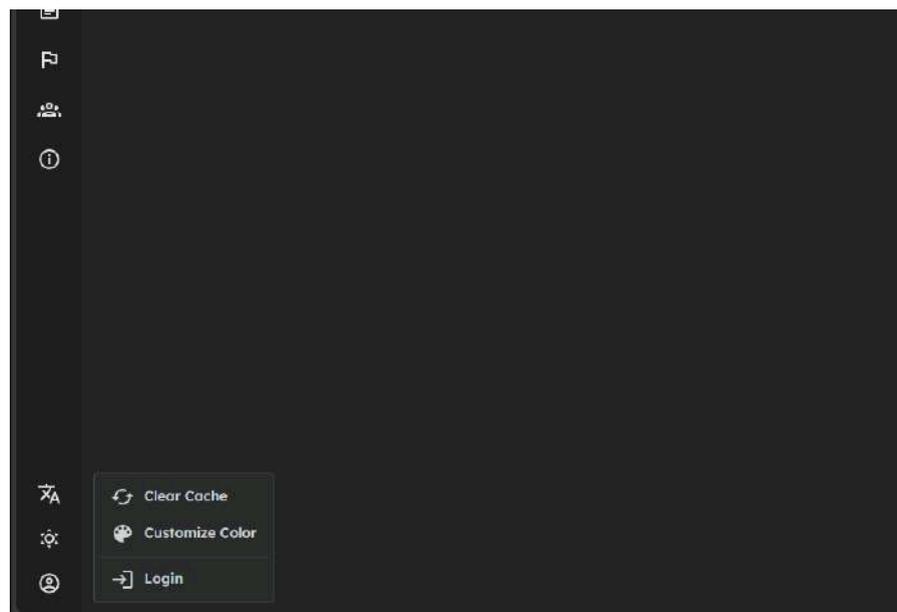


Fig. 2. Proceed with the login on the left bottom corner.

The image shows a login form for C2C::CTF. The form includes a logo at the top left, followed by a 'Username or Email' field with the text 'Admin'. Below that is a 'Password' field with masked characters. A Cloudflare 'Verify you are human' checkbox is present, along with a link to 'Terms of Service'. At the bottom, there are 'Register' and 'Login' buttons.

Fig. 3. Input your credentials for the verification process.

## II. Rules of the Game (Elimination Round)

The Elimination Round is conducted online using a **Capture the Flag (CTF)** format, specifically the **Jeopardy** type. Participants will be presented with various security scenarios and must find a special piece of data, known as the **Flag**, by exploiting system vulnerabilities or discovering critical security-related information within the provided data.

The C2C CTF 2026 Elimination Round runs from **14 February 2026, 13:00 WIB\*** to **16 February 2026, 1:00 WIB\*** (a 36-hour period). The write-ups should be submitted within **24 hours after the competition ends**, with the specific deadline being **February 17, 2026, at 1:00 AM (WIB - Western Indonesian Time)**. The existence and quality of the PoC or write-up will be used for the **final decision-making** regarding the participant's final score and rank.

*\*WIB - Western Indonesian Time (UTC + 7)*

### A. Problem Categories

The competition includes, but is not limited to, the following categories:

- PWN (Pwnable/Exploitation)
- Reverse Engineering (Rev)
- Cryptography (Crypto)

- Web Exploitation
- Forensics
- Others

## B. Competition Mechanics & Scoring

- **Problem Structure:** Each problem includes a case narrative and accompanying files or addresses for network/web services that require security analysis.
- **Dynamic Scoring:** Each problem is assigned a different point value/weight, which is calculated dynamically based on the number of teams that successfully solve that problem.
- **Flag Submission:** To earn points for a problem, participants must submit the correct Flag using the designated submission form for that problem on the system.
- **Scoreboard Freeze:** The Scoreboard will be displayed throughout the elimination round but will be frozen during the last 1–2 hours of the competition.
- **Proof of Concept (PoC) Submission:** Top-ranking participants are mandatory to submit a Proof of Concept (PoC) or a detailed write-up of the solution steps for each solved problem in PDF format (no specific template required).
  - **Deadline:** February 17, 2026, 1:00 AM (WIB - Western Indonesian Time).
  - **Penalty:** The existence and quality of the Proof of Concept (PoC) or detailed write-up will be used for the **final decision-making** regarding the participant's final score and rank.
- **Flag Format:** The required format for submitting a Flag is: `C2C{...}`.
- **Hint Policy:** Hints, when provided, will not reduce your score.

## III. Special Rules & Penalties

Participants may be subject to a penalty or disqualification if they are found to commit any of the following:

- **Denial of Service (DoS):** Performing any form of DoS attack.
- **Cheating:** Sharing Flags, viewing other teams' work, providing login accounts to non-team members, or collaborating between different teams.
- **System Damage/Over-exploitation:** Damaging the target system or over-exploiting it to the extent that it becomes unsolvable for other teams. If this occurs unintentionally, it must be reported to the committee immediately.
- **Excessive Server Access:** Excessive access to the server is prohibited. No case will require online brute force. Excessive access will automatically result in a temporary IP ban.

## IV. General Information

- **Reference Standard:** The competition is modeled after the standard set by Capture the Flag competitions, referenced at [cftime.org](http://cftime.org).
- **System Performance:** If the WEB SCORING system is slow, please try opening it in an Incognito/Private browser window or in a browser window containing only one tab.
- **Service Downtime:** If a network service (web or TCP service) is down, the committee will endeavor to bring it back up and/or provide a mirror service.
- **Updates and Announcements:** Please **CHECK and monitor the NOTIFICATIONS**

on the WEB SCORING platform or announcements on **DISCORD** for the latest information (e.g., additional problem hints).

- **Problem Support:** For issues regarding a specific problem, please contact the corresponding authors (@author @aseng @zafirr @Linz @Mila @merricx) mentioned in the problem narrative. For other issues, please contact the admin.
- **Problem Release:** Problems will be released gradually, starting from low difficulty and progressing to high difficulty.
- **Finalist Selection:** A total of 100 people will be selected for the Final round, which may be adjusted by the committee as needed.

## V. Frequently Asked Question

*Q: What is the deadline for top-ranking participants to submit their Proof of Concept (PoC) or write-up, and what is the penalty for not submitting one?*

A: The deadline for top-ranking participants to submit a Proof of Concept (PoC) or a detailed write-up of the solution steps in PDF format is **February 17, 2026, at 1:00 AM (WIB - Western Indonesian Time)**, 24 hours after the competition ended.

The penalty for not submitting a clear and verifiable PoC is that the existence and quality of the Proof of Concept (PoC) or detailed write-up will be used for the **final decision-making** regarding their final score and rank.

*Q: What are the five steps in the registration process for the CTF qualifying competition?*

A: The five steps in the registration process for the CTF qualifying competition are:

1. **Check Email for Credentials:** Check the email address used during registration (including the spam folder) for your login credentials.
2. **Access the Platform:** Click the "Go to Website" link provided in the email.
3. **Log In:** Click "Login" on the website.
4. **Verify and Accept:** Use the provided credentials to log in, click "Verify," and accept the "Terms of Service."
5. **Wait for Start:** Wait until the CTF competition officially begins.

*Q: What are the problem categories included in the CTF competition?*

A: The problem categories included in the CTF competition are:

- PWN (Pwnable/Exploitation)
- Reverse Engineering (Rev)
- Cryptography (Crypto)
- Web Exploitation
- Forensics
- Others

*Q: What are the rules regarding Denial of Service (DoS) attacks, cheating, and excessive server access?*

A: The rules regarding Denial of Service (DoS) attacks, cheating, and excessive server access, which could lead to a penalty or disqualification, are as follows:

- **Denial of Service (DoS):** Performing any form of DoS attack is prohibited.
- **Cheating:** This includes sharing Flags, viewing other teams' work, providing login accounts to non-team members, or collaborating between different teams.
- **Excessive Server Access:** Excessive access to the server is prohibited, as no case will require online brute force. Excessive access will automatically result in a temporary IP ban.

Additionally, participants are also prohibited from **System Damage/Over-exploitation**, which means damaging the target system or over-exploiting it to the extent that it becomes unsolvable for other teams. If this occurs unintentionally, it must be reported to the committee immediately.

*Q: What is the required format for submitting a Flag?*

A: The required format for submitting a Flag is: **C2C{...}**

*Q: How is the scoring for each problem determined in the CTF competition?*

A: The scoring for each problem is determined by **Dynamic Scoring**. Each problem is assigned a different point value or weight, which is calculated dynamically based on the number of teams that successfully solve that particular problem.

*Q: What is the ordered decision-making criteria for judging or scoring in the CTF competition?*

A: The judging or scoring of participants will be based on an ordered decision process, using the following criteria:

1. **Problem Solving and Score:** The primary factor is the total score achieved, which is earned by solving as many problems as possible. The score for each problem is determined by **Dynamic Scoring**, where the point value/weight is calculated dynamically based on the number of teams that successfully solve that particular problem, favoring those who solve higher-difficulty problems.
2. **Tie-Breaker:** In cases of a score tie between participants, the **Flag submission time** will be used to determine the final ranking, with the participant who achieved the score earlier ranking higher.
3. **Proof of Concept (PoC) Review:** The quality and existence of the required Proof of Concept (PoC) or detailed write-up will be used for the final decision, especially for top-ranking participants. This includes evaluating whether the write-up was

submitted, its quality (not proper, partially submitted), and if there is evidence of AI generation. The write-ups should be submitted within 24 hours after the competition ends.

4. **Penalty Deduction:** Any score deductions resulting from penalties applied against the competition rules (such as Denial of Service, Cheating, System Damage/Over-exploitation, or Excessive Server Access) will be applied before the final decision is made.

*Q: How many finalists will be selected for the Final round?*

A: A total of **100 people** will be selected for the Final round, which may be adjusted by the committee as needed.

*Q: How long will the scoreboard be displayed, and when will it be frozen?*

A: The Scoreboard will be displayed throughout the elimination round but will be frozen during the last **1–2 hours** of the competition.

*Q: How can participants get the latest updates and announcements during the competition?*

Participants can get the latest updates and announcements by checking and monitoring the **NOTIFICATIONS** on the **WEB SCORING** platform or announcements on **DISCORD**.

*Q: What type of CTF format is the Elimination Round, and how do participants find the Flag?*

A: The Elimination Round is conducted using the **Capture the Flag (CTF)** format, specifically the **Jeopardy** type.

Participants find the Flag by:

- Being presented with various security scenarios.
- Finding a special piece of data, known as the **Flag**, by exploiting system vulnerabilities or discovering critical security-related information within the provided data.

*Q: If the WEB SCORING system is slow, what two actions should a participant try?*

If the WEB SCORING system is slow, a participant should try two actions:

1. **Open it in an Incognito/Private browser window.**
2. **Open it in a browser window containing only one tab.**

*Q: If a network service is down during the competition, what will the committee try to do?*

A: If a network service (web or TCP service) is down, the committee will endeavor to **bring it back up** and/or **provide a mirror service**.

*Q: If a participant unintentionally damages or over-exploits a target system, what action must they take?*

A: If a participant unintentionally damages the target system or over-exploits it to the extent that it becomes unsolvable for other teams, they **must report it to the committee immediately**.

*Q: If a participant has an issue with a specific problem, who should they contact for support?*

A: If a participant has an issue regarding a specific problem, they should contact the corresponding authors (@author @aseng @zafirr @Linz @Mila @merricx) mentioned in the problem narrative. For other issues, they should contact the admin.

*Q: What is the policy regarding hints in the CTF competition?*

A: Hints, when provided, will **not reduce your score**.

*Q: What kind of attacks or actions are strictly prohibited and may lead to a temporary IP ban?*

The action that is strictly prohibited and may lead to a temporary IP ban is **Excessive Server Access**.

The rules specify:

- **Excessive Server Access:** Excessive access to the server is prohibited. No case will require online brute force. **Excessive access will automatically result in a temporary IP ban.**

Other strictly prohibited actions that may lead to a penalty or disqualification include:

- **Denial of Service (DoS):** Performing any form of DoS attack.
- **Cheating:** Sharing Flags, viewing other teams' work, providing login accounts to non-team members, or collaborating between different teams.
- **System Damage/Over-exploitation:** Damaging the target system or over-exploiting

it to the extent that it becomes unsolvable for other teams. If this occurs unintentionally, it must be reported to the committee immediately.

*Q: What are the two main parts of a problem structure in the CTF competition?*

A: The two main parts of a problem structure in the CTF competition are:

1. A **case narrative**.
2. **Accompanying files or addresses for network/web services** that require security analysis.

*Q: What are the start and end times for the C2C CTF competition in various major international time zones?*

A: Assuming the competition runs from **14 February 2026, 13:00 WIB\*** to **16 February 2026, 1:00 WIB\*** (a 36-hour period), the corresponding times in major international zones are:

Time Zone	UTC Offset	Start Time	End Time
<b>UTC (Coordinated Universal Time)</b>	UTC+0	14 February 2026, 06:00	15 February 2026, 18:00
<b>WIB* (Western Indonesian Time)</b>	UTC+7	14 February 2026, 13:00	16 February 2026, 1:00
<b>CET (Central European Time)</b>	UTC+1	14 February 2026, 07:00	15 February 2026, 19:00
<b>IST (India Standard Time)</b>	UTC+5:30	14 February 2026, 11:30	15 February 2026, 23:30
<b>JST (Japan Standard Time)</b>	UTC+9	14 February 2026, 15:00	16 February 2026, 03:00
<b>EST (Eastern Standard Time)</b>	UTC-5	14 February 2026, 01:00	15 February 2026, 13:00
<b>PST (Pacific Standard Time)</b>	UTC-8	13 February 2026, 22:00	15 February 2026, 10:00

*\* WIB - Western Indonesian Time. Use an online time zone converter to convert to your specific time zone.*

The write-ups should be submitted within **24 hours after the competition ends**, with the

specific deadline being **February 17, 2026, at 1:00 AM (WIB - Western Indonesian Time)**.

*Q: When will the final decision or ranking be announced and published?*

A: The final decision or ranking will be announced and published on **20 February 2026**.

**Best Regards,**

The C2C CTF 2026 Technical Team