



Hackfinity Battle – Terms & Conditions

Welcome to Hackfinity Battle, TryHackMe's Capture the Flag (CTF) competition! Before participating, please carefully read the following Terms & Conditions ("Terms"). By registering for and participating in the event, you agree to comply with these Terms. If you do not agree, you should not participate.

1. General Information

1.1. **Organiser:** The Hackfinity Battle is organized and hosted by **TryHackMe**.

1.2. **Competition Type:** This is a Capture The Flag (CTF) cybersecurity competition where participants solve security-related challenges to earn points.

1.3. **Eligibility:**

- You may participate as an individual or as part of a team of up to 5 members.
- Participants may enter only once.
- To be eligible for prizes and appear on the official leaderboard, all team members must be students (enrolled in a university, college, or recognized educational institution). Individual players must also be students to qualify.
- Mixed teams (students and non-students) can still participate but will not be eligible for prizes or the leaderboard.
- Current employees, interns, contractors and their subcontractors, officers, or directors of TryHackMe are not eligible to appear on the leader board or win prizes.

1.4. **Event Duration:** The competition will take place on the TryHackMe platform from March 17th at 14:00 (GMT) until March 20th at 23:59 (GMT).

2. Registration and Participation

2.1. Account Requirements: Participants must have a TryHackMe account to register and compete.

2.2. Team Formation:

- Teams must consist of 1 to 5 members.
- A team can only have one registered team captain, who will be responsible for managing the team.

2.3. Student Verification:

- All student participants must be able to provide proof of student status (e.g., student ID, university email, or enrolment letter) if requested.
- Failure to provide valid proof may result in ineligibility for prizes and to be displayed on the leaderboard.

2.4. Platform and Challenge Rules:

- All challenges must be completed within the TryHackMe platform.
- Points will be awarded based on challenge difficulty.
- The leaderboard rankings will be determined by the total team score.
- Only the top 10 teams will be eligible for prizes.

3. Prizes & Rewards

3.1. Prize Eligibility:

- Only teams that rank in the top 10 on the official leaderboard at the end of the event will receive prizes.
- If a participant or team is found to violate the rules set out in these Terms, their position and prize eligibility may be revoked. In the event of a disqualification after the prize has been awarded, TryHackMe reserves the right to demand for the return of the prize or payment of its value from the disqualified winners.

3.2. Prize Delivery:

- Prizes will be awarded based on rankings and announced via TryHackMe's official communication channels.
- If we are unable to deliver a prize due to shipping restrictions, local laws, or any other valid reason, TryHackMe reserves the right to revoke or modify the prize at our discretion.

- Digital prizes such as swag vouchers are provided as-is and do not include shipping costs. Winners will need to cover any applicable shipping fees.

3.3. Taxes and Customs Fees:

- Any applicable taxes, customs duties, or import fees on prizes are the responsibility of the winner.
- TryHackMe is not responsible for any additional costs incurred in the delivery of prizes.

4. Cheating & Fair Play

4.1. Prohibited Activities: Participants **must not** cheat or engage in any of the following:

- Collusion: Teams must not cooperate with or share answers, flags, or solutions with other teams or participants who are not team members. Individual participants must not cooperate with or share answers, flags, or solutions with other participants or teams.
- Unauthorized Access: Participants may not attack the TryHackMe platform or engage in any activity that is outside the scope of the CTF.
- Use of Leaked Solutions: Any use of previously leaked, publicly available, or shared solutions is considered cheating.

4.2. Consequences of Cheating:

- TryHackMe reserves the right to disqualify any participant or team found to be cheating or violating these Terms.
- Disqualified participants and teams will forfeit all prizes and leaderboard positions.
- TryHackMe may take further action, including banning users from future events.

5. Conduct & Community Guidelines

5.1. Respect & Professionalism:

- Participants must follow TryHackMe's [Code of Conduct](#) and treat other competitors, moderators, and organisers with respect.
- Hate speech, harassment, discrimination, or any other form of inappropriate behavior will result in immediate disqualification.

5.2. Reporting Issues:

- Any participant who notices rule violations or unethical behaviour should report it to TryHackMe immediately to support@tryhackme.com
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6. Intellectual Property & Data Use

6.1. Ownership of Submissions:

- Any solutions or content created by participants remain their intellectual property.
- However, TryHackMe reserves the right to use challenge completion statistics and anonymised performance data for promotional or research purposes.
- Participants agree when participating not to (1) infringe any third-party rights, including any misuse of intellectual property rights, trade secrets or confidential information; or (2) otherwise violate any applicable laws and regulations.

6.2. Personal Data:

- By participating, you agree to TryHackMe processing your username, scores, and general performance data for leaderboard and competition purposes and in accordance with TryHackMe's privacy policy.
- TryHackMe will not share or use personal information outside of necessary event operations.

7. Disclaimers & Limitations of Liability

7.1. No Guarantees:

- TryHackMe makes no guarantees regarding platform uptime, challenge availability, or uninterrupted participation.
- We are not responsible for any technical issues, internet failures, or disruptions that may affect competition performance.
- If for any reason the competition is not capable of running as planned, including tampering, unauthorised intervention, fraud, technical failures, errors, or any other causes which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the competition, TryHackMe reserves the right at its sole discretion to cancel, terminate, modify or suspend the competition.

7.2. Liability Waiver:

- By participating, you acknowledge that cyber security competitions inherently involve security-related activities. You expressly agree that participation is at your sole risk.
- TryHackMe is not liable for any damage, data loss, or legal issues that arise due to participant actions.
- To the extent permitted under applicable law, in no event will TryHackMe or its officers, employees, directors, parents, subsidiaries, affiliates, agents or licensors be liable for any damages or losses of any kind, including but not limited to any direct, indirect, incidental, special, consequential or exemplary damages, damages for loss of revenues, profits, goodwill, use, data or other intangible losses arising out of or related to your

participation in the competition, regardless of whether such damages are based on contract, tort (including negligence and strict liability), warranty, statute or otherwise. To the extent that we may not, as a matter of applicable law, disclaim any implied warranty or limit its liabilities, the scope and duration of such warranty and the extent of our liability will be the minimum permitted under such applicable law.

7.3. Indemnity: You agree to defend, indemnify and hold harmless TryHackMe, its officers, employees, directors, parents, subsidiaries, affiliates, agents and licensors from and against any loss, damage, liability, claim, or demand, including reasonable attorneys' fees and expenses, made by any third party due to or arising out of: (1) your breach of these Terms; or (2) your violation of the rights of a third party, including but not limited to intellectual property rights.

8. Amendments & Final Decision

8.1. Changes to the Terms:

- TryHackMe reserves the right to update or modify these Terms at any time.
- Participants are responsible for reviewing the latest Terms before and during the competition.

8.2. Final Decision:

- TryHackMe's decision on all matters related to the Hackfinity Battle is final and binding.
- The laws of England and Wales apply to these Terms and any dispute or claim arising out of or in connection with these Terms, their subject matter or formation, although if you are resident elsewhere you will retain the benefit of any mandatory protections given to you by the laws of that country.
- Any disputes arising out of or in connection with these Terms, their subject matter or formation will be subject to the exclusive jurisdiction of the courts of England and Wales.

9. Contact & Support

For any questions, clarifications, or support regarding the Hackfinity Battle, please reach out to TryHackMe's official support at support@tryhackme.com

By participating in this competition, you confirm that you have read, understood, and agreed to abide by these Terms and Conditions.



Good luck, and may the best team win!