

Code of Conduct

KCR National Cybersecurity Hackathon 2026

1. Purpose

This Code of Conduct sets the expected behaviour of all participants in the KCR National Cybersecurity Hackathon 2026. It applies to the online pre-qualification phase, the finalist preparation activities, the in-person final competition in Nairobi, the award ceremony and any other official activity linked to the Hackathon.

By registering for the Hackathon, each participant agrees to respect this Code of Conduct, the competition rules, the instructions of the Organisation and the principles of responsible cybersecurity practice.

This Code of Conduct complements the Rules of the Competition. Eligibility, regional representation, scoring, prize allocation, complaints and formal sanctions are governed by the Rules of the Competition. In case of inconsistency, the Rules of the Competition shall prevail.

2. General Conduct

Participants shall:

- Act with honesty, professionalism and respect throughout the Hackathon;
- Respect other participants, organisers, facilitators, mentors, jury members, sponsors, venue staff and visitors;
- Follow all instructions issued by the Organisation before, during and after the competition;
- Compete fairly and only within the authorised competition environment;
- Use their skills responsibly and in line with applicable laws, ethical standards and the spirit of the Hackathon;
- Avoid any behaviour that could disrupt the competition, damage equipment, affect other teams or compromise the safety, integrity or reputation of the event.

3. Responsible Cybersecurity Practice

The Hackathon is conducted in a controlled training and competition environment. Participants are authorised to interact only with the systems, files, services, datasets and targets expressly provided as part of the challenges.

Participants shall not:

- Attack, scan, test, exploit or interfere with any system outside the authorised challenge environment;
- Attack or attempt to disrupt the CTF platform, scoreboard, registration system, venue network or organisers' systems;
- Target another team's device, account, connection or working environment;
- Use tools or techniques in a way that affects the availability, integrity or confidentiality of systems not included in the challenge scope;
- Continue exploiting any vulnerability or technical weakness discovered outside the intended challenge scope.

Any vulnerability or technical weakness discovered outside the intended challenge scope must be reported immediately to the Organisation. The participant must stop any further action related to that weakness unless expressly authorised by the Organisation.

4. Fair Play and Competition Integrity

Participants shall compete only as part of their registered team.

Participants shall not:

- Share flags, answers, solutions, credentials or challenge files with other teams.
- Receive unauthorised help from persons outside their registered team.
- Use another team's account or allow another team to use their account.
- Create multiple accounts or use false identities.
- Attempt to manipulate the scoreboard, challenge platform or scoring system.
- Submit flags or solutions obtained through unauthorised access, leakage or misconduct.
- Publish challenge solutions before the Organisation authorises their release.

Public documentation, manuals and reference materials may be used unless expressly prohibited for a specific challenge. External human assistance is not allowed during competition periods.

5. Team Conduct

Each team shall organise itself in a respectful and collaborative manner.

Team members are expected to:

- Share tasks fairly within the team.
- Communicate respectfully with one another.
- Avoid excluding or intimidating any team member.
- Respect the role of the team captain as the main contact point with the Organisation.
- Raise internal issues early where they may affect participation or compliance with the rules.

The Organisation may intervene where team behaviour affects the fairness, safety or proper conduct of the competition.

6. Respectful and Inclusive Environment

The Hackathon shall be a safe and respectful environment for all participants.

The following behaviour is prohibited:

- Harassment, intimidation, bullying or threats;
- Discriminatory comments or conduct based on gender, age, ethnicity, religion, disability, nationality, region, political opinion or any other personal characteristic;
- Offensive, abusive, humiliating or sexually inappropriate language or behaviour;
- Unwanted physical contact or unwanted attention;
- Deliberate disruption of presentations, briefings, teamwork or official sessions;
- Possession, use, distribution, sale or consumption of illegal drugs, controlled substances or prohibited substances during any official Hackathon activity;

- Participation while under the influence of alcohol, drugs, illegal substances, controlled substances or any other substance that may affect behaviour, judgement, safety or ability to participate properly;
- Retaliation against any person who reports a concern in good faith.

Participants are encouraged to report any behaviour that makes them or others feel unsafe, disrespected or unfairly treated.

7. Confidentiality

Participants shall treat competition materials as confidential unless the Organisation states otherwise.

Participants shall not publish, distribute or share:

- Challenge content;
- Flags or solutions;
- Platform credentials;
- Internal instructions;
- Scoreboard data not publicly released;
- Jury or organiser communications;
- Personal information about other participants.

Photos, screenshots, recordings or public posts from the competition must respect the instructions of the Organisation and the consent of other participants.

8. Equipment, Access and Venue Conduct

Participants are responsible for their own equipment, software, accessories and personal belongings. They shall use only authorised networks, accounts, credentials and areas made available by the Organisation.

Participants shall not connect unauthorised equipment to the venue network, disrupt connectivity, interfere with platform access, damage venue facilities or ignore safety and access instructions during in-person activities.

Any absence, emergency, equipment issue or need to leave the competition area during the final competition must be reported immediately to the Organisation.

9. Communication and Reporting Concerns

All official questions, complaints, technical issues and conduct concerns shall be submitted through the communication channels indicated by the Organisation.

Participants shall not seek private clarification from jury members, mentors, challenge authors or organisers in a way that could give their team an unfair advantage. Where a clarification affects a challenge, the Organisation may share the clarification with all teams.

Reports of misconduct, harassment, unfair behaviour, technical abuse, suspected cheating or safety concerns will be treated with discretion. Participants who report concerns in good faith shall not be penalised for doing so.

10. Breach of the Code of Conduct

Any breach of this Code of Conduct, the Rules of the Competition or organiser instructions may result in measures provided under the Rules of the Competition, including warning, score adjustment, disqualification, removal from the venue, withdrawal of prizes or referral to relevant authorities in case of serious misconduct or illegal activity.

The measure applied shall depend on the seriousness of the breach, its impact on the competition and any previous misconduct.

The Organisation and the jury are responsible for preserving the integrity, fairness and safety of the Hackathon. Their decisions on conduct-related issues shall be final, subject to the complaint procedure defined in the Rules of the Competition.