

IRHC Capture the Flag Rules

Rules are subject to change

Objective:

- To possess the official Flag for the longest total time during the course of the game.

Game Play:

- The official IRHC Flag (pictured below) is the only Flag that will count for possession and the awarding of points. No duplicates or replacements will be accepted as the official Flag unless voted upon by the IRHC E-Board.



- The game will begin on February 22, 2009 at Noon. A clue to the location of the Flag will be posted in the window of the IRHC office at this time. A team will have official possession of the Flag once it is acquired and registered online.
- Once a team has obtained and registered the Flag online they gain official possession. The team is then to hide the Flag in a location within the rules listed below under the "Flag Storage & Possession" section.
- Once the team has hidden the Flag they are to finish the claim process by filling out the required information on the Capture the Flag website. Once this is done the team starts gaining possession time.
- Scoring is based upon the time of possession. More information on this can be found under in the "Scoring" section.
- A hint/clue system is built into the game to assist teams in finding the Flag and making it more difficult to remain in possession of the Flag as time passes. More information can be found in the "Hint/Clue System" section.

- A team can take the Flag away from another team at any time during game play as long as it does not violate any rules or policies of Michigan Tech, Housing, IRHC, Public Safety, etc.
- The game will end on April 11, 2009 at Noon. The team that has possession of the Flag at the end of the game will be awarded an extra 24 hours to their total time. The day after the game ends, the Flag is to be returned to IRHC. Specifics on the location and time of return will be discussed closer to this time.

Registration:

- To participate in IRHC Capture the Flag, houses must register as a team on the Capture the Flag Website.
- If houses wish to combine and create one team (e.g. Mama's Boys I, II, and III combine to form a collective Mama's Boys team) they must register together under one team captain. No more than three houses may combine to form a team.
- Specifications for registration will include hall name, house(s) in the team, location of the house(s), name of team captain, etc.
- In order to become a member of your houses team, registration must be filled out on the Capture the Flag website. It includes completing a player profile and electronically signing an activity waiver.

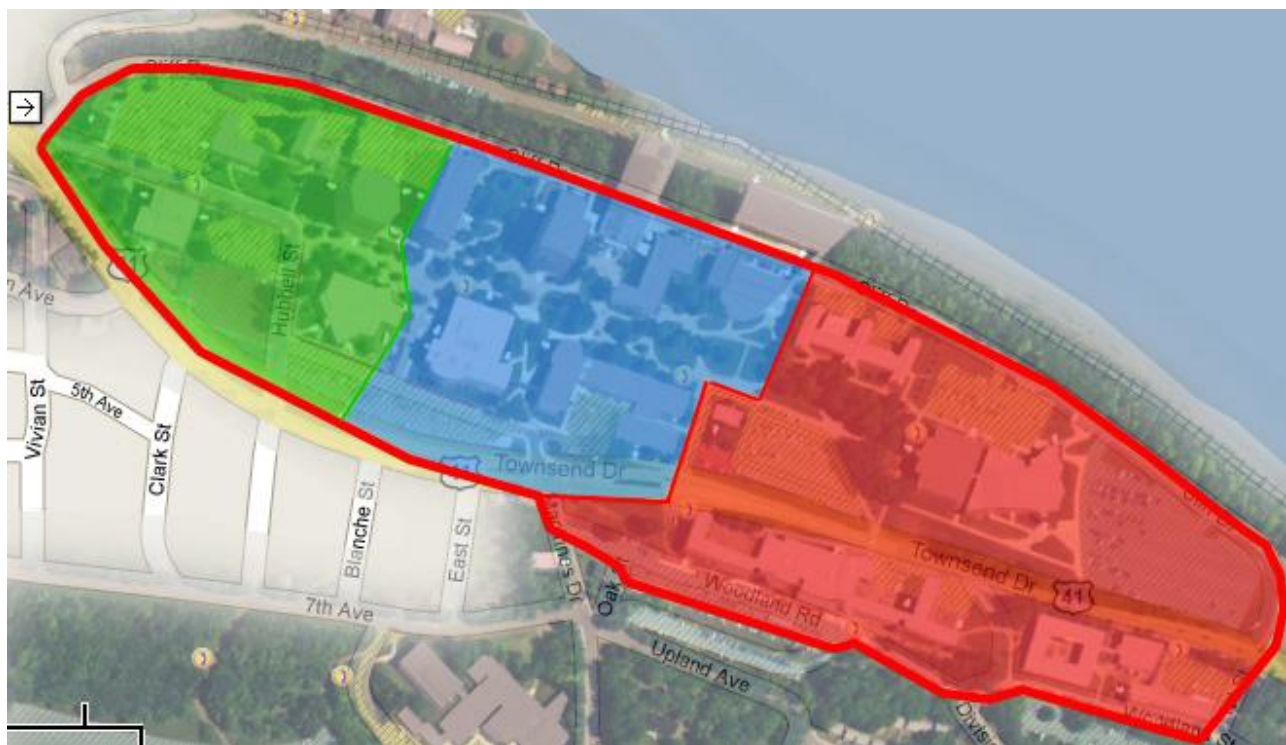
Scoring:

- Scoring will be counted as the collective total time a team has possession of the Flag over the course of the game. The team with the largest total time at the end of game play will come in first place, the team with the second largest total time will come in second place, and so on.
- To gain possession of the Flag a team must register it on the Capture the Flag Website. Registration of the Flag will require the team to upload a picture with the Flag, at least one team member, and the verification sheet obtained through the claim page of the Capture the Flag website.
- If a team is unable to claim the Flag using the Capture the Flag website, possession can also be gained by registering the Flag with a Capture the Flag Official.
- Once a team has provided all the necessary registration information, possession time will end for the previous team and official possession is gained.
- Possession time is not gained until after the Flag has been hidden and the necessary location information is submitted on the Capture the Flag website, through the claim page.
- Concerning major breaks in school, such as winter and spring break, time possession will stop at midnight of the beginning of the break, e.g. Saturday, 12:00am, and will restart at midnight of the end of the break, e.g. Monday, 12:00am.

Hint/Clue System:

- A three (3) part hint/clue system exists to assist those teams looking for the Flag, and to make it more difficult for a team to possess the Flag for continuous time.
- In order to gain possession time, the team that claimed the Flag must submit the location of the flag (for IRHC CTF officials' information), two clues to its location, and its general location (defined below).

- There are three (3) parts to the hint/clue system
 - An initial clue as to the Flags location, given out immediately after possession time begins.
 - After a team has possessed the Flag for three (3) continuous days, a second clue as to its location is given out. This clue is preferably more precise than the initial clue.
 - After a team has possessed the Flag for five (5) continuous days, the general location of the flag is given out. (East McNair, West McNair, East Wads, West Wads, DHH, or outside within one of three sections)
 - The three (3) sections outside are red, blue, and green. Where red area is approximately east of Fisher and the M&M, including the area around Wadsworth, to the end of the valid borders. The blue area is approximately from Fisher and the M&M to Chem Sci and east of the MUB. The green is the MUB, MEEM, and to the west boundary. The borders of the zones are not strictly followed, if the Flag is hidden in the Boundary area it could be considered one or the other zone. A map of the zones is shown below.



Flag Storage / Possession:

- The Flag must be kept in an area accessible to anyone in the Residence Halls (e.g. cannot be stored in someone's room, any locked enclosure, behind the reception desk, etc.)
- Locked enclosure shall be defined as anything that cannot be opened without the use of some type of tool or code (e.g. enclosure cannot be closed by nails, screws, glue, locks, etc.)
- Storing of the Flag cannot violate any rules or policies of Michigan Tech, Housing, IRHC, Public Safety, etc.
- The Flag cannot be acquired through any means that violate any rules or policies of Michigan Tech, Housing, IRHC, Public Safety, etc.
- The Flag may not be in any academic buildings at anytime.

- The Flag may not be buried or covered outside at any time by any means (e.g. burying the Flag in snow, dirt, or ice is strictly prohibited).
- The location of the Flag must be known at all times by the captain of the team in possession of it.
- IRHC must be notified of the location of the Flag to avoid illegal storage. There will be a field on the claim page to enter location to notify IRHC. This location will not be displayed anywhere on the website and will only be used to notify CTF officials.
- Once the Flag is hidden, the Flag must stay in that location until another team discovers it or extenuating circumstances require it to be moved. If the Flag is moved, two hours will be removed from possession time.
- Once the Flag is moved, the location and clue information must be updated. More information on this can be found in the “Hint/Clue System” section.
- Any time the Flag is moved, the team has two hours to retrieve and hide the Flag. Within those two hours the team must update its location and clue information. Two hours will be removed from possession time as the flag was not hidden during that allotted time.
- Once the Flag is claimed a clue must be given as to its location, upon claiming the Flag you will be prompted to enter this clue. Possession time will not begin until a clue is given. More information on this can be found in the “Hint/Clue System” section.
- In case of any conflict or special circumstance that occurs during the game and is not elaborated on in the rules, IRHC reserves the right to suspend or remove possession and/or time as deemed necessary.
- The Flag may be taken from the team in possession if the team is found to have violated campus, university, housing, IRHC, public safety, or related policies while participating in IRHC Capture the Flag.
- The Flag must be kept inside the Residence Halls or outdoors within the “tear drop” of campus (outlined in red on the map shown below).



Well Being of the Flag:

- The Flag may not be modified in any way.
- The hall in possession of the Flag is responsible for the well being of the Flag, and is responsible for paying for repairs if the Flag has been modified or damaged while in their possession.
- If the Flag is moderately damaged during acquisition of Flag, immediately bring it to IRHC for repairs. IRHC will assess the damage and return the Flag back into game play immediately after it is repaired.

Penalties and Violations:

- If the Flag is stored, held, or acquired, in any way that violates the rules of IRHC Capture the Flag, or the policies of housing, IRHC, the university, or public safety, the hall will be penalized by removing the Flag from their possession and most recent possession time from their total time, depending on the severity of the violation, more severe penalties may apply, as decided by IRHC, such as suspension or disqualification.
- Hall misconduct concerning the Flag or the game will result in punishment as IRHC sees fit, and is not available for debate or appeal.
- If another team is suspected of cheating, it should immediately be reported to IRHC, and the team should take no action of their own. IRHC will then investigate the situation and respond accordingly.
- If a team is in violation of University policy it should be reported to a University official (e.g. an R.A.) immediately for the safety of the University community.

Game Officials and Player Concerns

- If any player has a concern or question they should contact an IRHC Capture the Flag official, as listed on the Capture the Flag website.
- Only the IRHC Capture the Flag officials have authority over the Capture the Flag event. It is recommended that the team ask for identification from anyone claiming to be an official.
- Impersonating any game or university official is prohibited.
- If a Capture the Flag official asks about the Flag, the team should verify identification and then cooperate with the game official.
- If a Capture the Flag official wishes to see the Flag for location verification, after verifying identification, a time should be set up to see the Flag. This is so that the position of the Flag is not compromised when going to its location. Officials will work with the team to find an adequate time to verify the Flag's location.

Player Comments

- Feedback is greatly appreciated, and should be sent to either the Event Head or irhc@mtu.edu.
- If a player wishes to discuss possible improvements to the game they should contact the Event Head or irhc@mtu.edu, and IRHC would be glad to work with them and any others to hear ideas and involve them in improving the game.