

Summary of Changes

(by Paragraph)

1002. COMPETITION DIVISIONS

1002.1.b. **Unaffiliated Teams.** For the CyberPatriot XIII season only, teams traditionally affiliated with a school may compete without an affiliation if the school has cancelled extracurricular activities as a result of COVID-19. Teams must follow stated procedures to be approved.

1004. COACH

1004.2. **Verification Officials.** School-based teams, including JROTC teams, may now be verified by a principal, assistant principal, supervisor, or department head.

3002. COMPETITION WINDOWS. The Competition Window for Thursday is 9:00a.m – 9:00pm Eastern Time (**Rounds 1 and 2 Only**)

3005. COMPETITION CHALLENGES

3005.2. Middle School Division teams will participate in Cisco Networking Challenges for score starting in Round 1.

3009. COMPETITION STRUCTURE AND ADVANCEMENT

3009.1.a. **Round 3.** Describes tier structure for CyberPatriot XIII

3009.1.b. **Advancing from Round 3 to National Finals Competition.** Advancement to the National Finals competition is limited to 2 teams from the same organization or coach in the Open Division and 1 team per organization or coach in the All Service and Middle School Divisions.

3009.2. **Middle School Division.** The three Middle School Division teams with the highest cumulative scores in Rounds 1, 2, and 3 advances to the National Finals Competition.

3009 2. **Middle School Division.** Only one team from an organization or coach can advance to the National Finals Competition in the Middle School Division.

4002. TIME RESTRICTIONS. For CyberPatriot XIII Rounds 1 and 2 only, Thursday will be added as an additional day to the competition rounds.

4002. 3. **Competition Period.** For CyberPatriot XIII, the rules concerning the competition period apply to all teams to include teams with competitors competing from home or other facilities.

4003. COMPETITION AREA AND SPACES. For CyberPatriot XIII, to give coaches flexibility due to COVID-19 safety concerns, teams may compete in the following locations.

- Teams may compete in-person as a group in the same competition period.
- Team members may compete as a team distributed at homes or facilities in the same competition period.
- Teams may compete as a hybrid of in-person or distributed at homes or facilities in the

same competition period.

4006. SHARING AND ACCESSING OF COMPETITION IMAGES, SOFTWARE, DOCUMENTATION, AND INFORMATION.

For CyberPatriot XIII, Coaches may distribute competition images, software, documentation, and information to their teams if the competitors are competing from home or other facilities. Coaches are responsible for the control of the distribution of images, software, documentation and information directly to their team and it shall not be delegated to the competitors.

4006.1. For CyberPatriot XIII, this rule applies when a team is distributed at a home or other facility. Coaches must ensure that their competitors' competition spaces meet this requirement if competitors from other teams are competing in the same home or facilities.

4006.2. For CyberPatriot XIII, teams are not required to have only a single connection to each image. A console login, RDP, SSH, etc. all maybe used to connect to the image.

4006.3. For CyberPatriot XIII, ensuring images are deleted by competitors may be done with the Competitor's Post-Competition Statement in Appendix XI.

4006. 13. a. Coach Presence and Availability. The coach or approved coach alternate of a team must be present (i.e., onsite) to administer all competition rounds where teams are competing in person as a group. For CyberPatriot XIII, coaches or approved coach alternates of teams that are distributed at homes or other facilities must be available for communication with their competitors for the entire competition period.

4011. SUPERVISION AND OVERSIGHT

4011.c. CyberPatriot XIII Distributed Team Supervision Requirements. During CyberPatriot XIII, teams that compete from distributed locations must be supervised by their Coach or Coach Alternate. The minimal supervision required is:

(1) The team's Coach must **speak to each competitor** at least once during the competition to check on their well-being and competition status via video or voice **at least once.**

(2) The Coach is virtually present or available to teams distributed and homes and other facilities through digital, audio, or video means for the entire competition period.

(3) The competitors must provide the Coach with an **electronic or hard copy** of the CYBERPATRIOT XIII COMPETITOR POST-COMPETITION ROUND STATEMENT in Appendix XI before 11:59 pm Eastern Time of the last scheduled day of the competition.