## Operating System (OS) and Application Security Policy

**Date:** 06/06/06 **Policy ID:** UVAW – 6 **Status:** Pending

**Contact Office:** Office of Information Technology

Oversight Executive: Director of Information Technology

**Applies to**: All systems connecting to the UVa-Wise network(s)

**Reason for Policy:** The purpose of this policy is to protect sensitive data and

resources from piracy, misuse and/or malicious intentions, which will help to ensure the confidentiality, integrity and

availability of all data and resources.

## **Definitions:**

**Policy Statement:** Repairing known vulnerabilities in software is imperative in continuing efforts to provide resources and protect our

technologies, data, and resources.

## **Procedures:**

- 1.0 Keep operating systems and application software current with patches, fixes, and updates.
  - 1.1 All computing systems attached to the College network, whether College or privately owned, must have vendor-released critical patches installed within a month of release.
    - 1.1.1 All faculty/staff workstations should be on the College Active Directory Domain to ensure timely updates and other security procedures.
  - 1.2 System administrators are responsible for ensuring that they are alerted of newly discovered vulnerabilities and updates.
  - 1.3 Security patches; system and application changes should be tested before deployment if resources exist for testing.
  - 1.4 System changes will be documented in the system log and by the system administrator in the server documentation.
  - 1.5 System changes will be tested to verify operational functionality.
  - 1.6 Back-out procedures are prepared for each system change.
  - 1.7 Web software and applications will be based on the secure coding guidelines such as the Open Web Application Security Project guidelines (www.owasp.org)

 $\textbf{Related Information:} \ \ \text{See also Anti-Virus/Critical Update Policy PCI-5}$ 

Background: Approved by Brian Ward, CIO - UVa-Wise, June 9, 2006

Revised 06/09/06