



# **Core Rulebook of Competitive Dead by Daylight**

---

Date:

01.01.2026

Responsible Author(s):

administrative\_person

Classification:

S0 - Rules

Department:

Rule-Committee

Authorised by:

Lead-Commission

Administration



---

## Core Rulebook of Competitive Dead by Daylight

---

# Core Rulebook of Competitive Dead by Daylight

---

Last updated: 07/02/2026

- I. This set of rules has been made by the DBD Comp Union and is owned by such. Copying, including smaller parts of it is not allowed.
- II. The staff of the DBD Comp Union is responsible for answering questions about the rules, rule interpretation and enforcement. No player or member of the DBD Comp Union has any authority over its enforcement.

### Explanation and definitions

Match is defined as multiple or one set which determines a winner between two opponents.

Example: Best of 3 matches

End-User is defined as a player of Dead by Daylight but in the competitive field

Example: Actual Person X in Team Y

Staff is defined as a person that moderates and officiates matches, includes Discord and Twitch moderation.

Match Official is defined as the referee of matches, who enforces rules and ensures fair gameplay.

Game is defined as (i) one singular trial or (ii) the game as is (Dead by Daylight) depending on the context of the rules.

Example: Survivor Team A versing Killer Team B or “the game has errors”

Disqualification is defined as a team or singular player being removed from the tournament or organization and no longer being able to participate in events.

Evidence is defined as video recordings or screenshots that displays the truth undeniably.

Notice: Evidence can be used by the End-User to proof cheats or other misconduct. The DBD Comp Union prefers video proof.

Penalty is defined as one or more long- or short-term consequences for breaking rules. More in Chapter VII Penalties.

Example: Permanent suspension for team A for all future and current events.

Rules are defined as the regulations and standards in which events are played in and the Discord server rules which regulate Discord server behaviour.

Uniting Competitive DeadbyDaylight since 2023.

It's anyone's game.

**[discord.gg/dbdcompunion](https://discord.gg/dbdcompunion)**

**[rules.dbdcompunion.com](https://rules.dbdcompunion.com)**



---

## Core Rulebook of Competitive Dead by Daylight

---

### Table of Contents

When reading this as a .PDF document you may find a quick search on the side.

#### **Chapter I – General Provisions**

§ 1 Obligation

§ 2 Changes

§ 3 Balancing Enforcement

§ 4 Scoring System

#### **Chapter II – Tournament, Play-Off, Match**

§ 5 Tournament Standards

§ 5a Code of Conduct Standards

§ 5b Fair Judgement

§ 5c Bad Manners & Toxicity

§ 5d Pre-Match and After-Match

§ 5e Match Ending

§ 5f Active Participation Obligation

§ 5g Clear Win and Loss

§ 5h Additional Tournament Rules

#### **Chapter III – End-User Rights and Obligations**

§ 6 End-User Definition

§ 7 Right to Fair Treatment

§ 8 Right to Protection

§ 9 Right to Participate in Open Events

§ 10 Obligation to Share Information

§ 11 Obligation to Follow Orders from Staff and Tournament Officials

§ 12 Obligation to Participate in Scheduled Tournaments

§ 13 Automatic Agreement to Player and Organisation Protection Services

§ 14 Data Protection When Organizations Offer Systems That Require Personal Information

§ 15 Dispute Resolution Platform

§ 16 Right to Payment

#### **Chapter IV – Organization Rights and Obligations**

§ 17 Organisation

§ 18 Obligation to Follow End-User Rights

§ 18a Right to Enforce Obligations for End-Users

§ 19 Right to Invitational Events

§ 20 Right to Decline Players for Open

Events

§ 21 Right to Suspend End-Users

§ 21a Universal Suspension Clause

§ 22 Right to Payment Deduction Systems

#### **Chapter V – DBD Comp Union**

§ 23 Supervision Authority

§ 24 DBD Comp Union

§ 25 Dissolving the DBD Comp Union

#### **Chapter VI – Tournament Regulations**

§ 26 Region Restrictions

§ 27 Tournament-Specific Regulations

§ 27a Excessive Targeting

§ 27b Bleeding Out

§ 27c Body Block Prevention

§ 27d Killer Power or Perk Errors

§ 27e Filters and Modifications

§ 27f AFK

§ 27g Hatch escape

§ 27h Ping testing

§ 27i Participating Agreement

§ 27j Bugged outfits

§ 27k Balancing

#### **Chapter VII – Rule Enforcements and Penalties**

§ 28 Rule enforcement

§ 29 Core Rules violation and penalties

§ 30 Tournament penalties

#### **Chapter VIII – DBD Championship Clause**

§ 31 Championships, championship agreement

§ 32 Championship defences, automatic championship matches

§ 33 Championship reigns, streaks

§ 34 Championship vacating, officiating title matches

§ 35 DBD Championship titles

§ 36 Open-challenges for casual titles

#### **Chapter VIII – Safety and Security**

§ 37 Killer specific checks

§ 38 Random checks



---

## Core Rulebook of Competitive Dead by Daylight

---

### Chapter I General Provisions

#### § 1 Obligation

- (1) <sup>1</sup>All End-Users are bound to follow the rulebook and its definition. <sup>2</sup>The Core Rulebook is active from the date it was last changed. <sup>3</sup>All organizations are bound subject to these rules.
- (2) <sup>1</sup>The staff of each organization is bound to strict discretion. <sup>2</sup>Helping teams in a way that is influencing a match is not allowed and will result in the staff member being suspended permanently from all DBD Comp Union services. <sup>3</sup>Members of staff are under a non-disclosure agreement when working or helping in the competitive Dead by Daylight field, intern information or processes are not to be disclosed.

#### § 2 Changes

- (1) <sup>1</sup>We may change our rulebook at any time with a 12-hour notice on tournament days. <sup>2</sup>We may change our rulebook at any time with a 14-day notice when not on tournament days.
- (2) All organizations have a right to make changes to these rules if the majority agree.

#### § 3 Balancing enforcement

- (1) The balancing for the event is fixed and is a compliance requirement to participate in this event.
- (2) <sup>1</sup>Changes in balancing can be issued 24-hours ahead of the first play-off. <sup>2</sup>After the first play-off, all other changes are invalid.

#### § 4 Scoring system

- (1) The scoring for the event goes by the standard method priority to minimum required.
  - a. Priority. Kills and generators
  - b. Minimum required. Hook stages
- (2) <sup>1</sup>If a tie occurs § 4 Nr. 2 sentence 2 applies. <sup>2</sup>When two teams tie in the priority score method, the minimum required method will be taken into action, meaning the team must achieve, in a re-play, at least one more hook-stage to win. <sup>3</sup>Re-plays will occur until one clear winner has been identified.
- (3) The maximum achievable score is a 4k5 and 12 hook-stages, 12 hook-stages (tie).
- (4) <sup>1</sup>The score is made and verified by the DBD Comp Union Committee. <sup>2</sup>It may affect and change scores later, if other information has been verified. <sup>3</sup>A change in a team score may also happen if an organisation finds verified information or can verify a different statement made.
- (5) The live score is only a display and is subject to reservation and is not effective.
- (6) <sup>1</sup>Results of live games are under reservation and can be changed later after verification. <sup>2</sup>This also applies to the grand finals, the winner is under reservation.
- (7) <sup>1</sup>Results and scores will be affected by suspensions. <sup>2</sup>Suspensions make scores and results from the beginning of the tournament invalid. <sup>3</sup>Teams that have lost to the suspended team in the past do not gain another chance.



---

## Core Rulebook of Competitive Dead by Daylight

---

- (8) <sup>1</sup>Finals scores will be published publicly. <sup>2</sup>Public scores are verified and cannot be changed or adjusted. <sup>3</sup>Mistakes that happen during verification and are only seen after publishing are still valid scores.

### Chapter II Tournament, Play-Off, Match

#### § 5 Tournament standards

- (1) <sup>1</sup>Tunnelling, camping, slugging and bleeding out is allowed and will not be punished. <sup>2</sup>Does not apply to game specific anti-tunnelling, camping or slugging features.
- (2) <sup>1</sup>The anti-slugging feature for survivors is not allowed to be used. <sup>2</sup>Only the unbreakable player is permitted to pick themselves up, yet only once.
- (3) <sup>1</sup>Three-genning, holding three close generators, is allowed up to the servers' maximum duration. <sup>2</sup>A game ending due to timeout counts as a tie for both teams.
- (4) <sup>1</sup>Survivors are not allowed to hide when downed and only they are left, to cost the killer time and possibly trigger a timeout. <sup>2</sup>The single survivor is allowed to disconnect without a penalty when downed, only if the killer has no information on their whereabouts. <sup>3</sup>The disconnect counts as a kill including all hook-stages that are left on that survivor.
- (5) <sup>1</sup>Self-unhooking is not allowed, unless the player that performs the self-unhook action is a deliverance user. <sup>2</sup>Anti-camping does not count as deliverance. <sup>3</sup>Self-unhooking is allowed if the last survivor is on the hook and the game has theoretically ended. <sup>4</sup>If the survivor successfully performs the self-unhooking action; he needs to show his location to the killer for him to kill the survivor.
- (6) It is required to avoid unnecessary time wasting.
- (7) <sup>1</sup>Tournament standards may be adjusted and organizations can add more rules and standards to it on organisation basis. <sup>2</sup>No rules can neglect the the standards of this rule. <sup>3</sup>Any rules that speak against these standards are invalid.

#### § 5a Code of conduct standards

- (1) Respect and understanding are required between all teams at any time, despite any game result.
- (2) <sup>1</sup>Respect towards the staff team of all organizations and the DBD Comp Union is strictly required. <sup>2</sup>Understanding and acceptance of tournament staffs' decision is also highly required. <sup>3</sup>Disrespect will not be tolerated or accepted under any circumstances.
- (3) <sup>1</sup>Treating teams differently, by how a match or play-off ended, is strictly prohibited. <sup>2</sup>All teams will always be treated equally outside and during an event.
- (4) The code of conduct may be adjusted by each organisations' own code of conduct.

#### § 5b Fair judgement

- (1) All organizations are bound to fair judgement.
- (2) <sup>1</sup>All End-Users have a right to be judged equally and not be treated differently based on results, performances, suspensions, reports and relationship towards



---

## Core Rulebook of Competitive Dead by Daylight

---

certain players. <sup>2</sup>General discrimination based on religion, politics, colour, sexuality, ethnic and other individual opinions is forbidden.

- (3) <sup>1</sup>Fair judgement may be adjusted but not limited, not less than § 5b Nr. 2 states. <sup>2</sup>§ 5b Nr. 1 is always active and cannot be adjusted.

### § 5c Bad manners, toxicity

- (1) <sup>1</sup>Bad manners and toxic behavior defined by § 5c Nr. 2 is always forbidden and leads to consequences. <sup>2</sup>Organizations may adjust what bad manners and toxicity is for them. <sup>3</sup>§ 5c Nr. 2 is always active and may not be changed or adjusted by organizations.

- (2) <sup>1</sup>Bad manners and toxicity are unnecessary actions that are not required to play or win a match or play-off. <sup>2</sup>Bad manners for survivors are;

- a. T-bagging („Tea Bagging“)
- b. Flashlight clicking
- c. Waiting at exit gates for the killer to see the survivor leave
- d. Spamming notifications - fast entering lockers, vaulting, dropping pallets - if not necessary to protect a player or to confuse the killer
- e. Sending unnecessary text messages like „gg ez“ or similar.

<sup>3</sup>Bad manners for killers are;

- a. „humping“ a survivor on the ground after downing or on the hook after hooking
- b. Hitting a survivor on hook after hooking
- c. Sending unnecessary text messages like „gg ez“ or similar
- d. T-bagging („Tea Bagging“) as killers that have the technical ability

### § 5d Pre-match and after-match

- (1) <sup>1</sup>Players and teams, including tournaments staff, are required to be active and involved in an on-going or planned play-off at least 15 minutes in advance. <sup>2</sup>This rule may be adjusted by organizations and the time shorten. <sup>3</sup>The time is not allowed to proceed over 15 minutes. <sup>4</sup>Penalties for non-compliance are regulated in the penalty section.

- (2) <sup>1</sup>After a play-off has ended; all players are required to prepare for the next play-off as soon as possible. <sup>2</sup>Preparation time for the next match is 10 minutes. <sup>3</sup>Penalties for non-compliance are regulated in the penalty section.

### § 5e Match ending

- (1) A play-off and match can end before the game has made an ending official.
- (2) <sup>1</sup>A match ends when the staff notices wrong or banned balancing usage in a match, if the match has been going on for not longer than 5 minutes. <sup>2</sup>When the staff notices wrong usage of balancing after those 5 minutes, the penalty in the penalty section for balancing compliance is valid. <sup>3</sup>Depending on how difficult the usage is and how it can change the outcome, the organisation is able to count the game as a loss for the misconducting team. <sup>4</sup>The team affected by the misconduct has the right to a 4k5 win, this decision somehow, can and will be affected by the organizations' officials.



---

## **Core Rulebook of Competitive Dead by Daylight**

---

- (3) <sup>1</sup>A match can end after the server closes. <sup>2</sup>A match ending due to timeout counts as a tie.
- (4) A match ends after all survivors have been (i) downed, (ii) hooked and no survivor has activated deliverance or unbreakable.
- (5) <sup>1</sup>A match ends when the game has been ended by default. <sup>2</sup>Default are escapes and sacrifices including killing by hand (“Mori”).
- (6) The tournament officials and official representatives of an organisation can end a match at any time without any reason.
- (7) <sup>1</sup>A match does not end or get restarted when a survivor disconnects after at least one of the following actions have been completed; (i) a generator has been repaired, (ii) a survivor has been hooked, (iii) a hex totem has been cleansed. <sup>2</sup>If a survivor provides proof that the disconnection happened due to the game it’s fault or unexpected crashes of their internet, the tournament officials can decide whether to reset the match or not. <sup>3</sup>Perk loadouts can be changed, yet both teams are not allowed to “remember” or “know” the perks of their opponent and play by them.
- (8) <sup>1</sup>A match can end due to disqualification of a team or team member. <sup>2</sup>The opponent receives a 4k5 win.
- (9) <sup>1</sup>A match can be, on these conditions; (i) later disqualification due to cheating etc. or (ii) later disqualification due to misconduct counted as a loss, even after the information has been already verified and documented. <sup>2</sup>The then result is fully effective, if tournament officials accepted it and the opponent (the disqualified) loses the match and all future matches. <sup>3</sup>Matches that the opponent (the disqualified) played will be counted as a loss or win for the team (the team that receives the win due to the disqualification).

### **§ 5f Active participation obligation**

- (1) <sup>1</sup>All players must actively take part in an event. <sup>2</sup>Active participation is defined by each organisation on their own.
- (2) When neglected, organizations can issue suspensions or count-outs according to § 5f Nr. 3.
- (3) <sup>1</sup>Tournament officials can start count-outs once they decided a team has been inefficient and has not been actively participating. <sup>2</sup>Count-outs happen from 1 to 10 seconds. <sup>3</sup>When a match has been counted out the current result that is last acknowledged at second 9 is verified and valid. <sup>4</sup>Downed and hooked survivors count as a kill for the killer with 3 hook-stages. <sup>5</sup>Survivors that are not downed or hooked count as escaped. <sup>6</sup>The generator count at the ninth second is valid and verified.

### **§ 5g Clear win and loss**

- (1) When a team has clearly won a play-off or match and tournament officials do not see a comeback from the opponent, officials can then declare a winner without having to play another match.
- (2) If a team has clearly lost and officials do not see a comeback happening, officials can then declare a winner without having to play another match.



---

## Core Rulebook of Competitive Dead by Daylight

---

### § 5h Additional tournament rules

- (1) <sup>1</sup>Organizations may introduce and issue additional rules to these standard rules.  
<sup>2</sup>Organizations' additional rules have the same validation as these core rules.
- (2) Additional rules must be published for registered players, or they lose their validation.

## Chapter III

### End-User rights and obligations

#### § 6 End-User definition

- (1) All players participating in competitive events for Dead by Daylight are seen and defined under these rules as an End-User.
- (2) End-Users have rights and obligations when participating in competitive events, these are defined in Chapter III §§ 6 - 16 of the Core Rulebook of Competitive Dead by Daylight.
- (3) The End-User status can only be removed, revoked or restricted by penalties and suspensions that go according to the Core Rulebook.
- (4)

#### § 7 Right to fair treatment

- (1) <sup>1</sup>End-Users have a general right to be treated fairly across all organizations.  
<sup>2</sup>Discrimination because of colour, religion, political view etc. is not allowed.  
<sup>3</sup>This right can not be limited by one or more organizations, yet it can be limited based on the Core Rulebook.

#### § 8 Right to protection

- (1) <sup>1</sup>Players have, under national law and regulations, a general right to have their personal, private and non-relevant data protected or deleted. <sup>2</sup>Local (state of residency of the owner) law applies to data protection. <sup>3</sup>For events and other performances by the DBD Comp Union, the European Union General Data Protection Regulation (EU-GDPR) applies.
- (2) <sup>1</sup>Players have a right to confidentiality. <sup>2</sup>Players' or teams' intern information or plans are highly confidential and are not allowed to be published to third parties.

#### § 9 Right to participate in open events

- (1) <sup>1</sup>All End-Users have the right to register and participate in generally open events.  
<sup>2</sup>This right can be limited and denied due to penalties, scoring and suspensions.
- (2) <sup>1</sup>This right is global, across all organizations, yet it's limitation or denial is not.  
<sup>2</sup>Organizations may issue a suspensions or penalty based on scoring and information from other organizations.
- (3) Registrations, (also known under sign-ins), must be answered within 3 days starting on the next day they have been received.

#### § 10 Obligation to share information

- (1) All End-Users are obligated to share information to all tournament officials about their:
  - a. Discord ID
  - b. Steam username



---

## **Core Rulebook of Competitive Dead by Daylight**

---

- c. Steam VAC & game bans of the last 365 days
- (2) Whenever information changed, players are obligated to forward the newest information to the tournament officials.
- (3) When organizations participate in the Protection Association of General Competitive Security, you're obligated to share all information to the DBD Comp Union, if the PAGCS-Clause has not been denied by you. (pagcs@dbdcompUnion.com)

### **§ 11 Obligation to follow orders from staff and tournament officials**

- (1) All End-Users, regardless of own registration, are required to follow all orders from tournament officials and normal staff members at any time.
- (2) Punishments, when this obligation is neglected, are free from any standards and are in full control of the tournaments' officials.

### **§ 12 Obligation to participate in scheduled tournaments**

- (1) <sup>1</sup>All End-Users are obligated to participate in events, after registration and when schedule has been released. <sup>2</sup>This obligation can be ignored when § 12 Nr. 2 is in effect.
- (2) When a team is giving a notice 36-hours before the tournament starts, they are freed from any punishment that may occur due to penalty regulations.

### **§ 13 Automatic agreement to player- and organisation protection services**

- (1) Players automatically agree to all services provided by the DBD Comp Union to protect players and organizations from (i) any harm, (ii) disadvantage and unrighteous advantage and (iii) wasted time.
- (2) Players can disagree to these services, excluding general player and organisation right protection („Core Rulebook of Competitive Dead by Daylight“).

### **§ 14 Data protection when organizations offer systems that require personal information**

- (1) Legal basis for data protection is national law for the organisation's region.
- (2) Including national law, we set these standards for player safety and data protection;
  - a. <sup>1</sup>All players have the right to withdraw their agreement of allowing organizations to collect their personal information and to store it. <sup>2</sup>Withdrawing this agreement has an immediate effect and must be sent via support inquiry.
  - b. <sup>1</sup>All players may request to see what data organizations store of them. <sup>2</sup>Organizations must provide a full list of all information stored, within 3 business days of receiving the request, to the player.
  - c. <sup>1</sup>All players' personal information must be deleted once no relationship between End-User and organisation exists anymore. <sup>2</sup>Players have the right to be forgotten - personal information deleted - at any time without any reason. <sup>3</sup>When personal information, required to fulfil a contract or agreement, is deleted or has been requested for deletion, organisations can immediately terminate those bound contracts or agreements, including active playership.



---

## **Core Rulebook of Competitive Dead by Daylight**

---

- (3) The DBD Comp Union as contract partner between you, your playership organisation and service provider for the DBDCompNet. is bound to European law for data protection - can be found as General Data Protection Regulation.
- (4) Organizations, when collecting personal information, must provide a privacy policy including information on (i) who collects the information, (ii) how is the information stored, (iii) who manages data privacy at the organisation, (iv) who to contact when a user has questions related to the organisation' data privacy, (v) who to contact when a user wants their info deleted and (vi) the information that they can always withdraw their data agreement.

### **§ 15 Dispute resolution platform**

- (1) The DBD Comp Union provides a dispute resolution platform on their organisation, that helps End-Users with disputes between End-User and organisation.

### **§ 16 Right to payment**

- (1) Players that have successfully participated in paid events or Premium Live Events, have a right to be paid said price.
- (2) A successful participation is when the team and its players have not violated the rules and standards and when the team and players were on schedule.
- (3) <sup>1</sup>Methods of payments are decided by each organisation. <sup>2</sup>The payment methods for official DBD Comp Union events or DBD Comp Union sponsoring events are exclusively (i) PayPal, (ii) SEPA (Single-Euro-Payment-Area) EU payment solution and (iii) Z1 (international bank transfers). <sup>3</sup>Fees are not covered by us, this includes tax. <sup>4</sup>If obligated we will inform the state of your residency about the payment and your obligation to pay tax, in which case we may need personal information.
- (4) The DBD Comp Union is following money laundering act orders when it comes to payments into foreign countries, which means, we do not pay players from certain countries, neither do we pay children.

## **Chapter IV**

### **Organization rights and obligations**

#### **§ 17 Organization**

- (1) A competitive Dead by Daylight organisation is an either independent or dependent organisation of people, hosting Premium Live Events or Competitive Events.
- (2) Organizations are not obligated to be a legal entity.
- (3) <sup>1</sup>Organizations must have a ladder of command that includes a legislative branch (lead commission), executive branch (enforcing staff) and judicial branch (rule committee). <sup>2</sup>Organizations may have additional roles and positions.

#### **§ 18 Obligation to follow End User rights**

- (1) All organizations are subject to follow End User rights.

#### **§ 18a Right to enforce obligations for End Users**

- (1) All organizations may enforce the End User obligations without any limits.



---

## **Core Rulebook of Competitive Dead by Daylight**

---

### **§ 19 Right to invitational events**

- (1) Organizations may host strict invite-only events, to which only selected players and teams are allowed to.
- (2) Events that are invite-only must include „invitational“ or „invite-only“ in their name for transparency.
- (3) Teams must be given the right to decline or accept these events without receiving a disadvantage or advantage.
- (4) Invite-only events are not discriminating.

### **§ 20 Right to decline players for open events**

- (1) Organizations may decline access to open events to players that have recently (last 180 days) violated the Core Rulebook or individual rules or that have an extremely negative PAGCS score.
- (2) Declining players or teams due to Core Rulebook violations is effective without the option to object.

### **§ 21 Right to suspend End Users**

- (1) All organizations have a right to suspend players (individual) or teams (group) from their organisation according to § 21 Nr. 2, 3 & 4.
- (2) Players are suspend-able when they violate major rules or code of conduct, created by the organisation.
- (3) Players are suspend-able when they violate any paragraph that is set by the Core Rulebook.
- (4) Players are suspend-able for legal reasons, terms violation of Behaviour Interactive & violation of law.
- (5) Organizations may issue permanent or temporary suspensions for players and teams.
- (6) <sup>1</sup>The DBD Comp Union may rule that suspensions are invalid due to unfair treatment of targeted End User. <sup>2</sup>Invalid suspensions only affect the DBD Comp Union Universal Suspension Clause (USC) § 21a Core Rulebook. <sup>3</sup>Issuing organisation can keep their suspensions active.

### **§ 21a Universal Suspension Clause**

- (1) Suspensions issued according to § 21 Nr. 1 are under the Universal Suspension Clause.
- (2) <sup>1</sup>All suspensions issued according to § 21 Nr. 1 are active across all partners and non-partners that use the DBDCompNet. <sup>2</sup>This is part of the Organisation Protection Act that is part of our organisation. <sup>3</sup>Its purpose is to protect other and all organizations from the same abuse made by those players or teams.
- (3) Universal suspensions are publicly proposed by the DBD Comp Union / DBD Comp Union.

### **§ 22 Right to payment deduction systems**

- (1) All organizations have a right to deduct payments based on (i) schedule violations, (ii) rule violations and (iii) misconduct.
- (2) Schedule violations are stacking deduction values as follows:
  - a. <sup>1st</sup> violation is a 5% of possible win prize deduction for that team,



---

## Core Rulebook of Competitive Dead by Daylight

---

- b. 2<sup>nd</sup> violation is a 4% of possible win prize deduction for that team,
  - c. 3<sup>rd</sup> violation is a 3% of possible win prize deduction for that team,
  - d. 4<sup>th</sup> violation is a 2% of possible win prize deduction for that team,
  - e. 5<sup>th</sup> and every following violation is a 1% of possible win prize deduction for that team.
  - f. These violations stack until the team has either;
    - I. won the tournament and received the money after the stacked deduction or
    - II. lost the tournament and is therefore eliminated
  - g. The maximum deduction value is 90%
- (3) <sup>1</sup>Deduction value stacks until the tournament has ended, it then has a final value all together. <sup>2</sup>Deduction value is taken from the final winning prize.
- (4) <sup>1</sup>Organizations may enforce a custom deduction system. <sup>2</sup>They always have a right to use our system.
- (5) <sup>1</sup>Players may not object to payment deductions. <sup>2</sup>Teams may not object to payment deductions, as they're non-discriminating or hidden. <sup>3</sup>If the organization does not deliver transparency with prize deduction, it is seen as scam or fraud, and the organization may face rule enforcements by the DBD Comp Union such as a permanent account suspension.

## Chapter V

### DBD Comp Union

#### § 23 Supervision Authority

- (1) <sup>1</sup>The DBD Comp Union is the supervising authority of competitive Dead by Daylight. <sup>2</sup>We supervise organizations to protect players from unfair treatment and unrighteous suspension. <sup>3</sup>We supervise players and teams to protect organizations from abuse, schedule violations or misconduct.
- (2) <sup>1</sup>All organizations, partner or not, is supervised by us. <sup>2</sup>Fair and balanced treatment is the most important mission of ours.
- (3) The DBD Comp Union may give away the supervision authority to Partners of Authority, which are direct sister organizations or partnered authorities.

#### § 24 DBD Comp Union

- (1) The DBD Comp Union is the united organisation of competitive Dead by Daylight.
- (2) Partners of the DBD Comp Union have „shares“ of it based on how big their organisation is.
- (3) Shares are as follows:
- a. DBD Comp Union / DBD Comp Union — 45% (fixed)
  - b. Elite Legends League — 29,55%
  - c. Hell's Descent Tournament — 25,45%

#### § 25 Dissolving the DBD Comp Union

- (1) The DBD Comp Union can only be dissolved with 75% of votes.



---

## Core Rulebook of Competitive Dead by Daylight

---

### Chapter VI Tournament regulations

#### § 26 Region restrictions

- (1) Every organization handles regional restrictions and ping guidelines on their own.

#### § 27 Tournament specific regulations

- (1) These regulations standardize the general behaviour in tournaments and play-offs.

#### § 27a Excessive targeting

- (1) Targeting survivors after being unhooked (tunnelling) and targeting survivors when on hook (camping) is generally allowed, unless stated otherwise.

#### § 27b Bleeding out

- (1) Bleeding a survivor out (slugging) is generally allowed, unless stated otherwise.
- (2) When a survivor bleeds out, the killer is rewarded with a kill including all points for that survivor without a deduction.

#### § 27c Body block prevention

- (1) <sup>1</sup>Preventing survivors from body blocking is allowed. <sup>2</sup>Preventing the killer from body blocking survivors is also allowed, it counts as a protection hit, even if no hit was taken.

#### § 27d Killer power or perk errors

- (1) Using killer power or perk errors to your advantage is not allowed and can lead - determined by the tournament officials - to a disqualification and a win for the opponent.
- (2) Unknowingly using error powers or perks does not prevent punishment.
- (3) When errors are aware, players must tell and educate tournament officials about these.
- (4) <sup>1</sup>Misconduct will be punished in accordance with §§ 28 and 30. <sup>2</sup>This violation issues a Strike II penalty.

#### § 27e Filters and modifications

- (1) The usage of filters is allowed, unless stated otherwise.
- (2) The usage of modifications is strictly forbidden.
- (3) <sup>1</sup>Misconduct will be punished in accordance with §§ 28 and 30. <sup>2</sup>This violation issues a Strike III penalty.

#### § 27f AFK

- (1) Being AFK in general is not allowed.
- (2) <sup>1</sup>Sitting out or being AFK for short durations or emergencies is allowed. <sup>2</sup>Short durations are 10-15 seconds. <sup>3</sup>Real life emergencies are unlimited.
- (3) <sup>1</sup>Misconduct will be punished in accordance with §§ 28 and 30. <sup>2</sup>This violation issues a Strike I penalty.



---

## Core Rulebook of Competitive Dead by Daylight

---

### § 27g Hatch escape

- (1) <sup>1</sup>Escapes that happen through the hatch after all 5 generators have been completed are counted as an escape. <sup>2</sup>Hook stages on the escaped survivor are valid and included in the win condition.
- (2) Escapes that happen through the hatch before all 5 generators have been completed are counted as a kill with 3 hook stages.

### § 27h Ping testing

- (1) The staff of the DBD Comp Union is allowed to issue ping tests with players and based on that they can make decisions whether you're allowed to play a certain role.
- (2) This test happens before the event starts and can be issued after it as well.

### § 27i Participating agreement

- (1) While participating in an on-going event and during registration time, you agree to stay part of the organization its Discord server.

### § 27j Bugged outfits

- (1) Using bugged or glitched outfits, for example you make no sound using this cosmetic, to get a competitive advantage is strictly forbidden.
  - a. The Spirit
    - i. Embellished Blade
    - ii. Putrid Katana
- (2) <sup>1</sup>Misconduct will be punished in accordance with §§ 28 and 30. <sup>2</sup>This violation issues a Strike II penalty.
- (3) The cosmetic is required to be removed and the player who used the bugged cosmetic may also face restrictions or be forced to run a specific survivor with a specific outfit.

### § 27k Balancing

- (1) <sup>1</sup>Perks, that are being used in a tournament are required to follow the balancing and restrictions. <sup>2</sup>This includes forced loadouts, maps, items and offerings such as killers.
- (2) <sup>1</sup>Misconduct will be punished in accordance with §§ 28 and 30. <sup>2</sup>This violation issues a Strike II penalty.
- (3) <sup>1</sup>The team, which issued the misconduct is not allowed to change their loadout but has to remove the perk, item, offering or add-on and suffers a disadvantage. <sup>2</sup>The affected team by the misconduct is allowed to change their builds with a maximum time of 5 minutes. <sup>3</sup>If a wrong map was chosen, the lobby host (in most cases the killer) is required to it to the correct map, the same goes for the wrong played killer.



---

## Core Rulebook of Competitive Dead by Daylight

---

### Chapter VII Rule enforcement, penalties

#### § 28 Rule enforcement

- (1) <sup>1</sup>The staff of the DBD Comp Union, especially the Rule Committee, is responsible for rule enforcements of the members of staff. <sup>2</sup>They write and set the rules and balancing for the events. <sup>3</sup>Other organizations regulate their rules with accordance to their regulations.
- (2) <sup>1</sup>Rule enforcements are issued on three levels. <sup>2</sup>Levels are designed as follows:
  - a. Strike I. (Black Card) = a warning for breaking a rule, includes a hook stage deduction of -0,5 from the result.
  - b. Strike II. (Formal Warning) = a warning for breaking a rule, includes a hook stage deduction of -0,5 from the result and a restart of the match or game.
  - c. <sup>1</sup>Strike III. (Administration Action) = a warning for breaking a rule, issues a forfeit for that match or game by the warned player or team, can include a formal suspension for a player or team from the tournament or the organization. <sup>2</sup>Can only be issued by administrators or organization management.
- (3) <sup>1</sup>Rule enforcements are permanently added to the players' profile (Player Record) and DBDCompNet account. <sup>2</sup>Rule enforcements added to the profile are global, every organization, in which players are registered, including teams, can issue rule enforcements that will be written down on a players' profile. <sup>3</sup>Community server and community cups suspensions or rule enforcements are excluded.

#### § 29 Core rules violation, penalty

- (1) <sup>1</sup>Violating the core rules, defined from §§ 1 to 25, is a direct violation to the DBD Comp Union and is handled as such. <sup>2</sup>A variety of violations according to § 29 (1) are handled as follows:
  - a. <sup>1</sup>Violating § 18 is a general violation by an organization towards players' rights. <sup>2</sup>Player rights protect and ensure fairness towards them and prevent discrimination and favouritism. <sup>3</sup>Violating this rule puts organizations on a Watchlist and can restrict their usage of the DBD Comp Union services, such as the DBDCompNet.
  - b. <sup>1</sup>Violating § 16 is a general violation by an organization towards players' rights. <sup>2</sup>This concludes that an organization has not issued a payment to the team or individual player within 60 days after a tournament as officially ended and the results have been announced publicly. <sup>3</sup>Violating this rule puts the organization on the restricted field and issues a non-safety warning globally, includes a suspension for that organization from the DBDCompNet and DBD Comp Union.
  - c. <sup>1</sup>Violating § 14 is a general violation by an organization towards players' rights. <sup>2</sup>Violating this concludes a data protection violation and can result in legal charges. <sup>3</sup>Violating this right may also put the DBDCompNet or DBD Comp Union at legal risk, as service provider for the DBDCompNet,



---

## Core Rulebook of Competitive Dead by Daylight

---

therefore a violation leads to immediate termination of all organization accounts and, registered on that organization, player accounts.

- d. <sup>1</sup>Violating § 10 is a general violation by team or player towards organization rights. <sup>2</sup>Violating this right concludes that a team or player has not met their player obligations and prevent the organization from doing their job correctly. <sup>3</sup>Violating these issues a 10-day warning for the team or player to respond, includes a temporary suspension from the DBDCompNet services.
  - i. If a team or player does not meet the 10-day warning and respond, a permanent DBDCompNet suspension is issued.
- e. Violating further rules is punishable by the DBD Comp Union Committee on their own initiative.

(2) The DBD Comp Union is not subject to § 29.

### § 30 Tournament penalties

- (1) Players and teams may be penalized during tournaments in accordance with these penalty rules and § 28 as base.

## Chapter VIII DBD Championship Clause

### § 31 Championships, championship agreement

- (1) <sup>1</sup>The DBD Comp Union introduces defendable and changeable championship titles for competitive DeadbyDaylight. <sup>2</sup>These titles are introduced and at latest defended with the Best of the Best annual tournament.
- (2) <sup>1</sup>Championships are Discord server (DBD Comp Union Discord server) roles and listings on the dbdcompunion.com website. <sup>2</sup>The DBD Comp Union may introduce physical titles that are lent for the duration of the championship. <sup>3</sup>These are only given out via contract.
- (3) A title can only change if:
  - a. a Team wins the Best of the Best Inaugural (2026) tournament,
  - b. a Team beats a championship-holder in a tournament finale (any tournament in accordance with § 32),
  - c. the championship-holder forfeits (submission) or
  - d. the championship-holder is suspended due to cheats.
- (4) A title can never change via disqualification unless stated so by the DBD Comp Union or when said in this clause.
- (5) The titleholder is required to be on the DBD Comp Union Discord server to obtain the championship.
- (6) All paragraphs of the Core Rulebook Chapter VIII are part of the Championship Agreement.

### § 32 Championship defences, automatic championship match

- (1) A DBD Championship can be defended on most tournaments, some are automatically a championship match under these rules, whether the organization issues one or not.



---

## Core Rulebook of Competitive Dead by Daylight

---

- (2) <sup>1</sup>An automatically issued championship match happens when a championship-holder and another team face against each other in a competitive tournament finale. <sup>2</sup>A competitive tournament finale can only be, if a tournament is hosted by an independent or dependent Esports organization with a cash prize or prize pool.
- (3) <sup>1</sup>The DBD Championship is to create competition everywhere. <sup>2</sup>The championship-holder can issue an open challenge, which means any team can join and challenge for that championship, or a team can challenge the championship-holder for a title match. <sup>3</sup>For a title match outside of a tournament or automatically issued championship match, in accordance with § 32 (2), the challenge is required to be:
- recorded and uploaded, unedited with the opposing and championship-holder POV available,
  - screenshotted, so a challenge can be undoubtedly be made, both sides must agree on that screenshot and
  - the ruleset can be chosen by the championship-holder (champions advantage), also needs to be seen on the screenshot.
- (4) The title can only be defended in DeadbyDaylight and only in a 4v1 and never in a 1v1, unless stated otherwise.

### § 33 Championship reigns, streaks

- (1) A championship reign starts on the day it was won with a full day counted.
- (2) A championship reign adds a day only when 24 hours have passed.
- (3) A championship reign ends when the title match is lost, the lost match does not count as another day for the then former champion.
- (4) <sup>1</sup>When a former champion reclaims the same title, a streak starts. <sup>2</sup>The former champion is then a (e.g.) 2x DBD Champion.

### § 34 Championship vacating, officiating title matches

- (1) The DBD Comp Union can, for any reason, vacate a team or player from their championship.
- (2) The DBD Comp Union can, for any reason, retire a DBD Championship permanently, which forces the team or player to vacate it.
- (3) <sup>1</sup>All title matches are officiated by the tournament responsible Match Officials and Lead-Commissioners or people on a similar position as an Owner. <sup>2</sup>However these Match Officials rule the tournament result is how the DBD Championship moves.

### § 35 DBD Championship titles

- (1) The DBD Comp Union offers the championships:
- DBD Invictus Championship
    - The “undisputed” Best of the Best competitive world title.
  - DBD World Championship
    - The Best of the Best “casual” world title.
- (2) The DBD Invictus Championship is subject to §§ 31 to 34.
- (3) The DBD World Championship is subject to § 31 and § 36.



---

## Core Rulebook of Competitive Dead by Daylight

---

### § 36 Open-Challenge for casual titles

- (1) <sup>1</sup>The DBD Championship can be defended under any rules, on any “tournament” or casual challenge, under no officiating but under § 32 (3). <sup>2</sup>The titleholder can change 365 (366) days a year.

## Chapter VIII Safety and Security

### § 37 Specific killer checks

- (1) To secure fair gameplay we check for certain modifiers on certain killers:
- a. <sup>1</sup>The Spirit -> Audio Enhancer. <sup>2</sup>The killer player is required to stream his gameplay in a private channel to at least one member of staff.
    - i. If the killer player does not comply, the game will be counted as a forfeit for that team.
- (2) <sup>1</sup>All killer players are asked to record their gameplay. <sup>2</sup>This is not an obligation however, it can help prove innocence when accused.

### § 38 Random checks

- (1) <sup>1</sup>Players can be randomly chosen to undergo checks. <sup>2</sup>These random checks are the same as a killer specific check and when denied, a forfeit for the denying team is forced.