

Official Tournament Rules

This document contains the Official Rules for the “Dead by Daylight Community Cup” competition series hosted on/by Battlefy, in partnership with Behaviour Interactive.

Battlefy, as the Tournament Operator and Platform Provider reserves the right to change, update or otherwise adjust rules, in any form, to protect the integrity and spirit of the program. Any changes to the Official Rules will be clearly communicated through the official program Discord.

Tournament Format

- The tournament will be run in a Single Elimination bracket, with each match being played as a ‘Best of One’.
- Each match will consist of five-person teams, four of which are survivors and one player acts as the designated ‘Killer’.
- When matched against another team, Team A’s ‘Killer’ will create the Match Lobby for Team B’s ‘Survivors’, and vice versa for Team B’s Killer, will create the Match Lobby for Team A’s Survivors. ‘Killers’ are responsible for Creating/Hosting the ‘Match Lobby’.
- All 4 Survivors must ready up before the Killer.
- The ‘Winning Team’ for a given match will be decided by the primary win condition, and where necessary, tie broken by the three available tiebreakers, used in sequential order.
 - Win Condition: # of ‘Hook Stages’ achieved. A hook stage is defined as the effect of a Survivor being hooked or being left on the hook long enough to reach the next stage. They are the circles that you see in your HUD as Killer, and the notches that you see as Survivor. Each Survivor can give up to 3 stages for a total of 12 stages if all Survivors are sacrificed. Hook Stages are visible for the ‘Killer’ in this example screenshot (see below), and for ‘Survivors’ in this example screenshot (see below). In both examples, 3 ‘Hook Stages’ have been secured so far.
 - Tiebreaker 1: Killer with most generators left unrepaired.
 - Tiebreaker 2: Killer with most hooks on different unique Survivors.
 - Tiebreaker 3: Killer with highest points in the Sacrifice category.

‘Hook Stages’ - Killer Example



‘Hook Stages’ - Survivor Example



Tournament Restrictions

Add-ons & Perk Restrictions

- Killer Add-ons: Only Common and Uncommon add-ons are Allowed. Rare add-ons are Allowed for all rounds of play up-to & until the Quarter Finals. Rare add-ons are *NOT* usable in the Quarter Finals, Semi-Finals and Grand Finals.
- Survivor Items/Item Add-ons: No event Items can be used. Keys and Maps are not to be used. Survivor team is not allowed to bring any item type more than once or equip any perk more than once. Only Common and Uncommon items and add-ons allowed for Survivors in all rounds.
- Offerings: Not Allowed
- Perk / Item Restrictions: All Survivors must have Unique Perks & Items. Survivors may not have Duplicate Perks, or Items

New Content

- Anytime a new Killer, Survivor, Perk, or Item is added to the game, it may not be used for 2 weeks from the release date in any Community Cup event in order to ensure appropriate time for the community to learn & experiment with the new content.

Connectivity

- Ensuring that every game is competitive, fair and fun for all participants is a top priority. To protect the integrity and enjoyment of all players, a "Maximum Ping" rule will be in effect for all tournaments. Any player whose ping has been confirmed by an Admin to have a 'Red' / '1 Bar' connectivity (Killer or Survivor) for an extended period of time will receive a warning for poor connectivity, impacting the gameplay & experience of others. If unable to resolve the connectivity issue, they will be removed from the event.
- The responsibility of providing proof of the poor connectivity will be on the player raising the dispute. The Tournament Administrator will determine if they need to run a "Ping Check" to verify the connectivity of a specific player. They are not required to administer a check if they determine the proof does not warrant it.
- If it is determined that a player is continuously raising disputes for poor connectivity to game the outcome of the rules to award a victory for their team, Battlefy reserves the right to eject that team from the event. The spirit of this rule is to provide the best possible Dead By Daylight experience; attempts to abuse this will be dealt with harshly.
- Battlefy reserves the right to remove any player/team deemed to be intentionally attempting to game this rule, or is otherwise impacting the experiences of others through repeat poor connection in short bursts.

Tournament Disputes & Match Recordings

Full Match Recording

- In order to protect the integrity of the tournament, a minimum of one 'Survivor' and the 'Killer' (from the same team) must be able to produce a full-match recording of *any* game played during the tournament, for up to 24 hours after the match is played. Failure to appropriately capture, and provide this footage may result in a dispute being unable to be resolved. The burden of proof is on the individual/team raising the match dispute. Timestamps of specific clips and/or moments within provided evidence are required. Proof provided without a given timestamp will not be reviewed.
- Each registered team is responsible for ensuring they have designated the 'Survivor' who is responsible for recording gameplay.

Match Highlights (for purpose of dispute)

- All players, of any role, are strongly suggested to take advantage of the various built-in software solutions to console / GPU's to allow the capture of key moments during a match.
 - Example(s): 'Share' button on PlayStation/Xbox, Nvidia Shadowplay on PC, Capture button on Nintendo Switch
- In cases of disconnection (see below), as well as in cases of any severe, match-impacting issues (Ice Critical Bug), players are expected to be able to provide a 30s clip as evidence to support any match dispute. Tournament Administrators may

be unable to overturn results if sufficient evidence is not supplied. The burden of proof is on the individual/team raising the match dispute.

Disconnection

- If a player disconnects before a generator is fixed, or before 1 total minute has passed (in real-time), the game may be replayed immediately, at the discretion of Tournament Administrators.
- In any case where a player disconnect occurs after 1 minute (of real time) has passed since the match started, or if a generator is successfully completed, proof of the error received when disconnecting from the match must be provided in order for any further decision to be made on that match. Tournament Administrators may apply a Survivor's full 3 hook stages to a Killers score for survivors that disconnect based upon the disconnection proof or lack of proof provided.
- If you disconnect from a match, you must immediately screenshot, clip or otherwise save a copy of the error you received, with a timestamp. The burden of proof is on the player disconnecting in order to protect the integrity of the wider tournament.

Survivor, Killer and Map Selection

- Survivors must choose a unique Survivor per player.
- Killers will be picked from a "Pool" of Killers Each round.
- For list of accepted survivors, killers, and maps refer to the rules in the specific tournament you're participating in. .

General Tournament Rules

- Tournament check-in is enabled for this tournament. Tournament check in opens one hour (60 minutes) before the start of the tournament. Teams must check in at any time during this one hour (60 minute) window in order to be seeded into the bracket. Teams that do not check in will not participate in the tournament.
- Match check-in is enabled for this tournament. Each time a team is paired against an opponent on the Battlefy platform, each team must check-in to the match using the Battlefy interface within 10 minutes of the match starting. Teams who fail to check in for their match will be granted an automatic match loss.
- Participants that miss the check-in timer due to a technical issue with Battlefy must contact an Admin directly through the Match Chat or Discord within 5 minutes after receiving a loss. After this additional 5-minute grace period, the match will not be reset even if an Admin is contacted.
- If your opponent doesn't show up or doesn't start the match once all players are ready, please contact tournament administrators by pressing the Report Match Issue button on your match page.

Prizing Cash Prizes:

Rank	Per Player	Per Team
1st place team	\$100	\$500
2nd place team	\$50	\$250
3rd place team	\$30	\$150
4th place team	\$20	\$100

Prizing is paid via PayPal, usually within 14 business days. Underage players without a PayPal account are authorized to provide the PayPal account of a parent/guardian to receive prizing.

Iridescent Shards:

Rank	Per Player	Per Team
1st place team	90,000	450,000

2nd place team	72,000	360,000
3rd place team	54,000	270,000
4th place team	36,000	180,000
5th place team	18,000	90,000
6th place team	18,000	90,000
7th place team	18,000	90,000
8th place team	18,000	90,000