



RULES

GENERAL NORMATIVE

Date of update: 29/03/2026

Foreword

This document sets out the general rules and regulations that must be followed at all times when participating in a **Goats Cup** competition. Failure to comply with these rules may result in penalties as set out in this document.

Please note that this document may be supplemented or replaced by additional regulations where explicitly stated.

It is important to note that the tournament administration retains final authority in all matters. In exceptional cases, decisions may be made that are not explicitly supported or described in these rules or that even deviate from them in order to uphold the principles of fair play and sportsmanship.

We sincerely hope that you, as a participant, spectator, or member of the press, enjoy the competition. The tournament administration is committed to ensuring that the event is fair, engaging, and enjoyable for all involved.

Sincerely,

The tournament administration team

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SECTION 1 – GENERAL PROVISIONS

1.1 Organizing Authority

The Goats Cup League (GCL) is the official organizing entity of the independent 1v1 competitive circuit for Dead by Daylight.

The GCL holds absolute authority over:

- Interpretation of the regulations
- Disciplinary enforcement
- Prize management
- Determination of results
- Regulatory amendments

All administrative decisions are binding.

1.2 Nature of the Regulations

This document constitutes:

- Official regulatory framework
- Implicit contractual conditions
- Binding agreement between the organization and participants

Registration implies full acceptance.

1.3 Regulatory Hierarchy

In case of conflict:

- Specific administrative decision
- Specific Game Regulations
- General Regulations
- Code of Conduct
- Subsequent official communications

SECTION 2 – ELIGIBILITY

2.1 General Requirements

To participate, the following is required:

- Minimum age of 16 years (with authorization if underage)
- Verified account
- Not sanctioned in official competitions
- Not involved in match-fixing investigations

2.2 Cross-Platform

Permitted:

- PC
- PlayStation
- Xbox

Players accept inherent technical differences between platforms.

2.3 Competitive Identity

The following is prohibited:

- Smurfing
- Account sharing
- Unauthorized substitutions
- Identity falsification

Violation implies immediate disqualification.

SECTION 3 – COMPETITIVE STRUCTURE

3.1 Official Format

- Points-based league played as **BO1 over 4 weekends**.
- **8 groups with 6 players in each group**.
- There will be **8 seeded players** selected by the tournament organizers.
- The groups will be completed with the **remaining players through a random draw**.
- Each group will play its matches on **either Saturday or Sunday**.
- The **top 4 players from each group** will advance to the **playoffs**.
- The **Round of 32 and Round of 16** will be played as **BO3 during the fifth week of competition**.
- The **Quarterfinals and Semifinals** will be played as **BO5 during the fifth week of competition**.
- The **Third Place Match** will be played as **BO5**.
- The **Grand Final** will be played as **BO7 during the fifth week of competition**.
- Matches will follow a **home/away system: Killer – Survivor**.

Scoring System

- **Win:** 3 points
- **Draw:** 1 point for each player
- **Loss:** 0 points

Further Information

For a match to be considered a draw, the difference on the clock must be less than 1 second.

The only **official score** is the league's, and that will determine a **win**, a **loss**, or a **draw**.

Killers add-ons y maps

Killer	Allowed Add-ons	Map
Trapper	No add-ons	Suffocation Pit 1
Ghostface	Purple or lower	Lery's

Springtrap	Purple or lower	Wreckers' Yard
First	Green or lower	Wretched Shop
Freddy	Blue or lower	Dead Dawg Saloon
Bubba	Purple or lower	Wreckers' Yard
Oni	Purple or lower	Coal Tower 1
Doctor	Purple or lower	Wreckers' Yard
Wraith	Purple or lower	Dead Dawg Saloon
Unknown	Blue or lower	Wreckers' Yard
Pinhead	Purple or lower	Dead Dawg Saloon
Pig	Blue or lower	Wretched Shop
Billy	All allowed	Blood Lodge
Lich	Blue or lower	Dead Dawg Saloon
Houndmaster	Green or lower	Coal Tower 1
Clown	Purple or lower	Wreckers' Yard
Demogorgon	Green or lower	Wreckers' Yard
Chucky	Blue or lower / Rat Poison banned	Wreckers' Yard
Myers	Blue or lower	Hawkins
Blight	Blue or lower – No Perks	Suffocation Pit 1
Wesker	Blue or lower	Coal Tower 1
Huntress	Blue or lower	Coal Tower 1
Dracula	Purple or lower	Wreckers' Yard
Singularity	Purple or lower	Wreckers' Yard

Allowed Killer Perks

- Bamboozle
- Brutal Strength
- Enduring
- Unrelenting
- Dark Arrogance

Allowed Survivor Perks

- Lithe
- Balanced Landing
- Sprint
- Finesse
- Resilience
- Windows of Opportunity
- Urban evasion

3.2 Official Scoring System

The organization will publish the exact scoring scale each weekend.

The system must guarantee:

- Role balance
- Competitive neutrality
- Objective measurement

3.3 Standings and Tiebreakers

1. The procedure will be as follows:
2. Players tied on points will compete in **tiebreaker matches**.
3. First, a match will be played between the **5th place player and the 6th place player**.
4. The **winner of that match** will then face the **4th place player**.
5. The **winner of the second match** will secure the **spot to advance in the standings**.
6. This system is implemented to resolve ties in a **fair and competitive manner**, based on **direct performance between players**.

Example:

5th vs 6th

|

└ Winner

|

└ vs 4th

|

└ **Qualifies**

SECTION 4 – COMPETITIVE INTEGRITY

4.1 Principle of Integrity

Any conduct that compromises:

1. Honesty
2. Transparency
3. Competitive equality

Will be sanctioned with maximum severity.

4.2 Match Manipulation

Includes:

4. Prior agreements
5. Intentionally losing
6. Altering performance
7. Draw agreements

Standard sanction:

8. Disqualification
9. Loss of prizes
10. Suspension 12–36 months

4.3 Conflict of Interest

11. Players must declare:
12. Economic relationships
13. Related sponsorships
14. External influences

SECTION 5 – DISCIPLINARY SYSTEM

5.1 Classification of Infractions

Minor

- 15. Delays
- 16. Lack of communication

Serious

- 17. Toxicity
- 18. Unsportsmanlike conduct
- 19. Intentional abandonment

Very Serious

- 20. Cheats
- 21. Match fixing
- 22. Falsification
- 23. Refusal to cooperate in investigations

5.2 Scale of Sanctions

The organization may apply:

- 24. Written warning
- 25. Map loss
- 26. Point deduction
- 27. Financial fine (up to 100% of prize)
- 28. Temporary suspension
- 29. Permanent expulsion

5.3 Recurrence

- 30. Recurrence doubles the base sanction.

SECTION 6 – INVESTIGATIONS

6.1 Initiation

The GCL may initiate an investigation due to:

31. Formal report
32. Internal detection
33. External evidence
34. Anomalous statistical analysis

6.2 Procedure

35. Notification
36. Request for evidence
37. Technical review
38. Resolution
39. Right to appeal

6.3 Precautionary Measures

During an investigation, the following may be applied:

40. Provisional suspension
41. Prize freeze
42. Standings retention

SECTION 7 – APPEALS

7.1 Deadline

43. 48 hours from official notification.

7.2 Procedure

Must include:

- 44. Structured argumentation
- 45. Additional evidence
- 46. Regulatory basis

The final decision is non-appealable.

SECTION 8 – PRIZES AND PAYMENTS

8.1 Prizepool

Total: 1,000€

Distribution:

- 1st: 500€ + Trophy
- 2nd: 300€
- 3rd: 150€
- Best chase of the league: 50€

8.2 Payment Conditions

- If there are any doubts that some of the winners cheated, **they will be required to undergo an anti-cheating review.**
- Verified identification
- Tax compliance
- No pending sanctions

The GCL may withhold prizes in case of investigation.

SECTION 9 – INTELLECTUAL PROPERTY

Participants grant:

- Broadcast rights
- Image rights
- Promotional clips
- Statistics

SECTION 10 – FORCE MAJEURE

Uncontrollable events:

- Global game outages
- Server failures
- Mass platform issues

The organization may:

- Reschedule
- Void
- Replay matches

SECTION 11 – OFFICIAL MATCH CONFIGURATION

11.1 Lobby Creation

The lobby must be created by the player designated by the organization.

11.2 Mandatory Parameters

The match must comply with:

- Mode: Custom
- 1 Killer vs 1 Survivor
- No unauthorized external spectators
- Recommended region: closest to both players
- Any incorrect configuration may result in a map replay.

11.3 Official Start

A match is considered officially started when:

- Both players have fully loaded.
- Character control is obtained.
- There is no immediate crash within the first 20 seconds.

SECTION 12 – PRE-MATCH PROCEDURE

12.1 Confirmation

Before starting:

- Confirmation of stable connection.
- Confirmation of active recording.
- Confirmation of correct role selection.

12.2 Game Start

- The starting role will be determined by a **random draw using the DYNO bot**, which will decide who begins as **Survivor** and who begins as **Killer**.

SECTION 13 – DISCONNECTIONS AND CRASHES

13.1 Before the First 20 Seconds

- If a disconnection occurs within the first **20 seconds**:
- The match will be **restarted**.
- The **same perks and addons must be maintained**.
- Throwing a **DC** at any time during the match will be penalized with **-4 points** in the league phase and **loss of the round** in the playoffs.

13.2 After Substantial Progress

If it occurs after significant progress:

Administration will evaluate:

- Match time
- Clear advantage

It may determine:

- Technical victory
- Partial replay
- Full replay

13.3 Intentional Disconnection

Will be considered a serious infraction.

Possible sanctions:

- Automatic defeat
- Point deduction
- Prize fine
- Suspension

SECTION 14 – LAG AND CONNECTION ISSUES

14.1 Reported Lag

Lag is only valid grounds for replay if:

- It is reported immediately.
- It is demonstrated via recording.
- It clearly affects gameplay.

14.2 High Ping

Not automatic grounds for replay.

Players accept:

- Regional differences.
- Online technical limitations.

• SECTION 15 – PERMITTED TECHNICAL CONFIGURATION

15.1 Hardware

Permitted:

- Official controllers
- Keyboard and mouse
- Legal cross-platform adapters

Prohibited:

- Automation devices
- Automatic repetition macros
- External scripts

15.2 Software

Prohibited:

- Cheats
- Game modifications
- Injectors
- Hitbox alterations

Permitted:

- Recording software
- Streaming software
- In-game graphic settings
- Reshade
- Exitlag

SECTION 16 – ANTICHEAT AND AUDIT SYSTEM

16.1 Active Monitoring

The GCL may request:

- Full recording
- Hand camera
- Desktop sharing
- Recent system history

16.2 Technical Investigation

- The following may be analyzed:
- Suspicious movements
- Anomalous statistics
- Repetitive non-human behavior

16.3 Refusal to Cooperate

- Refusal implies:
- Immediate provisional suspension
- Possible disqualification

SECTION 17 – BUGS AND EXPLOITS

17.1 Definition

Exploit = Intentional use of a game error to obtain unfair advantage.

17.2 Prohibited Use

Includes:

- Out-of-map collisions
- Known abusive hitbox interactions
- Inaccessible locations
- Animation bugs

17.3 Accidental Use

Must be reported immediately.

Failure to report may be considered unsportsmanlike conduct.

SECTION 18 – STREAMING AND EXTERNAL COMMUNICATION

18.1 Broadcasting

Streaming is permitted with:

- Mandatory minimum delay of 2 minutes.
- All matches must be **broadcast live** or **recorded** privately by the player
- Any guest player broadcasting the Goats Cup must include the hashtag **#dbdgoatscup** in the title of their live stream.

Prohibited:

- Reading chat for strategic information.
- Receiving external assistance.

18.2 Stream Sniping

Any attempt to take advantage of an opponent's broadcast will be considered a very serious infraction.

SECTION 19 – POST-MATCH PROCEDURE

19.1 Result Reporting

Must include:

- Scoreboard screenshot
- Confirmation from both players
- Submission in the official channel

19.2 Administrative Review

The organization may:

- Request VOD
- Review key plays
- Audit scoring

The result is not official until administrative validation.

SECTION 20 – TEAM AND ENVIRONMENT STANDARDS

20.1 Competitive Environment

The player must:

- Be in an environment free of external interruptions.
- Not receive verbal assistance.

20.2 Live Coaching

Completely prohibited during the match.

SECTION 21 – GENERAL PRINCIPLES OF CONDUCT

21.1 Principle of Professionalism

All participants must behave according to professional eSports competition standards, maintaining:

- Respect
- Integrity
- Sportsmanship
- Transparency

Conduct inside and outside the server may be subject to disciplinary evaluation if it affects the reputation or integrity of the Goats Cup League.

21.2 Individual Responsibility

Each player is responsible for:

- Their behavior
- Their account
- Their gaming environment
- Their connection
- Their regulatory compliance

Claiming ignorance of the regulations does not exempt from responsibility.

SECTION 22 – PROHIBITED CONDUCT

22.1 Toxicity and Verbal Abuse

The following will be considered an infraction:

- Direct insults
- Discriminatory comments
- Threats
- Repeated harassment
- Public or private offensive language related to the competition

Possible sanctions:

- Formal warning
- Prize fine
- Suspension from 1 to 4 matchdays

22.2 Unsportsmanlike Conduct

Includes:

- Excessive BM with provocative intent
- Prolonging a match without competitive objective
- Public mockery of opponents
- Intentional emotional manipulation

22.3 Competitive Manipulation

Will be considered a very serious infraction:

- Result agreements
- Coordinated intentional loss
- Altering performance to benefit third parties
- Betting related to one's own match

Standard sanction:

- Immediate expulsion
- Total loss of prizes
- Minimum suspension of 24 months

SECTION 23 – CUMULATIVE PENALTY SYSTEM

23.1 Disciplinary Points

A cumulative system is established:

- Minor infraction: 1 disciplinary point
- Serious infraction: 3 disciplinary points
- Very serious infraction: 6 disciplinary points

23.2 Automatic Thresholds

- 3 points → Additional formal warning
- 6 points → Automatic map loss
- 9 points → Suspension for 1 matchday
- 12 points → Season expulsion

Disciplinary points may expire at the end of the season.

SECTION 24 – PROTECTION OF COMPETITIVE INTEGRITY

24.1 Prohibition of External Interference

The following is prohibited:

- Coaching during a match
- Assistance by third parties
- External strategic communication
- Use of privileged information

24.2 Obligation to Cooperate

Players must:

- Provide recordings if requested
- Respond to requests within the deadline
- Not obstruct investigations

Obstruction will be considered a serious infraction.

SECTION 25 – DISCIPLINARY PROCEDURE

25.1 Initiation

May be initiated due to:

- Formal report
- Administrative detection
- Public evidence
- Statistical analysis

25.2 Phases

- Notification to the player
- Request for statement (deadline 24–48h)
- Evaluation of evidence
- Reasoned resolution
- Official publication (if applicable)

25.3 Provisional Measures

During investigation the GCL may:

- Provisionally suspend
- Freeze prizes
- Temporarily prevent participation

SECTION 26 – GUIDELINE DISCIPLINARY MATRIX

Conduct	Classification	Base Sanction
Minor delay	Leve	Advertencia
No show	Grave	Derrota + 3 pts
Toxicidad reiterada	Grave	Suspensión
Desconexión intencional	Grave	Derrota + puntos
Uso de exploit	Muy grave	Descalificación
Cheat	Muy grave	Expulsión permanente
Match fixing	Muy grave	Expulsión + veto

The organization may adjust sanctions according to severity and record.

SECTION 27 – PUBLIC IMAGE AND SOCIAL MEDIA

27.1 Public Statements

Participants may not:

- Publicly discredit the organization
- Spread false information
- Make accusations without evidence

Constructive criticism through official channels is permitted.

27.2 Sensitive Content

It is prohibited to associate the competition with:

- Illegal content
- Discrimination
- Hate speech
- Unlawful activities

SECTION 28 – CONFIDENTIALITY

28.1 Internal Information

The following is considered confidential:

- Ongoing investigations
- Unpublished sanctions
- Private conversations with administration

Disclosing confidential information may result in a serious sanction.

SECTION 29 – DISCIPLINARY APPEALS

29.1 Right to Appeal

The player may appeal within 48 hours from official notification.

29.2 Requirements

Must include:

- Grounded argumentation
- New evidence
- Regulatory reference

29.3 Final Resolution

The decision after appeal will be final and non-appealable.

SECTION 30 – STATUTE OF LIMITATIONS

Infractions may be investigated up to 12 months after commission if:

- They affect competitive integrity
- They involve fraud or manipulation

SECTION 31 – LEGAL NATURE OF THE COMPETITION

31.1 Private Nature

The Goats Cup League (GCL) is a private competition organized by an independent entity.

Participation:

- Does not create an employment relationship.
- Does not constitute an employment contract.
- Does not imply a corporate relationship between players and the organization.

Registration implies contractual acceptance of the rules established herein.

31.2 Participant Status

The player acts as:

- Independent participant
- Tax responsible for their prizes
- Exclusive holder of their game account

SECTION 32 – LIABILITY AND LIMITATION

32.1 Limitation of Technical Liability

The GCL shall not be responsible for:

- Official game server outages.
- Individual connection failures.
- Internal video game errors.
- Technical issues derived from external platforms.

32.2 Force Majeure

The following shall be considered force majeure causes:

- Global server outages.
- Mass platform failures.
- Natural disasters.
- Government legal restrictions.
- Widespread cyberattacks.

In such cases the organization may:

- Reschedule matches.
- Modify format.
- Temporarily suspend the competition.

SECTION 33 – PERSONAL DATA PROTECTION

33.1 Data Processing

The GCL may collect:

- Name or competitive alias
- Platform ID
- Contact information
- Tax information for payments

Data will be used exclusively for:

- Competitive management
- Official communication
- Prize payments
- Public statistics

33.2 Retention

Data may be retained for:

- Duration of the season
- Reasonable subsequent period for legal compliance

33.3 Participant Rights

The player may request:

- Access to their data
- Rectification
- Erasure
- Restriction of processing

Requests must be made through official channels.

SECTION 34 – IMAGE AND CONTENT RIGHTS

34.1 Grant of Rights

Participants grant on a non-exclusive basis to the GCL:

- Right of live broadcast
- Use of clips and highlights
- Use of image on social media
- Publication of statistics

This grant is:

- Free of charge
- Worldwide

- For the duration of the published content

34.2 Generated Content

Matches, clips and official broadcasts are the intellectual property of the organization regarding audiovisual production.

SECTION 35 – PRIZES AND TAX OBLIGATIONS

35.1 Nature of the Prizes

Monetary prizes constitute:

- Income subject to the applicable tax legislation of the player's country of residence.

35.2 Withholdings

The GCL may:

- Request tax documentation.
- Apply withholdings if required by regulation.
- Withhold prizes until documentation regularization.

35.3 Forfeiture of Prize

A player may forfeit their prize if:

- They are sanctioned for a serious or very serious infraction.
- Subsequent manipulation is proven.
- They fail to comply with required tax obligations.

SECTION 36 – GAME INTELLECTUAL PROPERTY

36.1 Ownership

Dead by Daylight is the property of its legal owners.

The GCL does not claim ownership over the video game, only over the competitive organization and associated audiovisual production.

36.2 Compliance with Licenses

Participants agree to comply with:

- Game terms of service.
- Platform regulations.
- Developer conditions.

SECTION 37 – REGULATORY COMPLIANCE (COMPLIANCE)

37.1 Anti-Corruption

The following is prohibited:

- Bribery.
- Hidden incentives.
- External benefits for altering results.

37.2 Anti-Fraud

Includes:

- Identity impersonation.
- Falsification of evidence.
- Document manipulation.

37.3 International Cooperation

The GCL may collaborate with:

- Official platforms.
- External organizers.
- eSports disciplinary entities.

In cases of serious infractions.

SECTION 38 – ARBITRATION AND DISPUTE RESOLUTION

38.1 Internal Resolution

Any conflict must first be resolved through internal administrative means.

38.2 Jurisdiction

In case of external legal conflict:

- The legislation of the country of registration of the organization shall apply.
- The competent jurisdiction shall be that corresponding to said territory.

(This clause may be adapted according to the definitive legal constitution of the entity.)

SECTION 39 – REGULATORY AMENDMENTS

39.1 Right of Amendment

The GCL may amend the regulations:

- For technical reasons.
- For competitive integrity.
- Due to changes in the video game.

Amendments will be officially communicated.

39.2 Entry into Force

Amendments shall enter into force:

- On the indicated date.
- Or at the beginning of a new matchday if they affect competitive format.

SECTION 40 – SEVERABILITY CLAUSE

If any provision is declared invalid:

- It shall not affect the remainder of the regulations.
- It shall be replaced by an equivalent valid provision.

SECTION 41 – EXPRESS ACCEPTANCE

Participation in the Goats Cup League implies:

- Full acceptance of the General Regulations.
- Acceptance of the Specific Game Regulations.
- Commitment to full compliance.

APPENDIX A – OFFICIAL LOBBY PROCEDURE

A.1 Host Designation

- The host will be determined by the organization.
- In case of regional equality, lower average ping will be prioritized.
- The host may not change configuration without consent.

A.2 Mandatory Pre-Match Checklist

Before starting:

- Active recording confirmed.
- Role confirmed (Killer/Survivor).
- Perks and addons verified.
- Correct map confirmed.
- Connection stability confirmed.

Both players must write “READY” in the official channel before starting.

A.3 Configuration Error

If an error is detected:

- Before starting → Immediate restart.
- After starting but without progress → Mandatory restart.
- With significant progress → Administrative evaluation.

APPENDIX B – DETAILED OFFICIAL SCORING SYSTEM

(This model may be adjusted per season, but will serve as regulatory basis.)

B.1 Killer Scoring

- 4K (4 sacrifices) → 10 points
- 3K → 7 points
- 2K → 5 points
- 1K → 3 points
- 0K → 0 points

B.2 Survivor Scoring

- Gate escape → 7 points
- Hatch escape → 5 points
- Eliminated after 3+ generators completed → 3 points
- Eliminated before 3 generators → 1 point

B.3 Best chase of the league

- Officially counted via VOD.
- Must exceed 60 seconds.
- Special cumulative tournament prize.

APPENDIX C – TECHNICAL INVESTIGATION PROTOCOL

C.1 Activation

Activated when there is:

- Formal report.
- Visual evidence.
- Anomalous statistical pattern.

C.2 Technical Phases

- VOD review.
- Behavior analysis.
- Request for additional recordings.
- Internal technical evaluation.
- Reasoned resolution.

C.3 Standard of Proof

The decision will be based on:

- Clear and convincing evidence.

- Reasonable behavioral analysis.
- Principle of competitive integrity.

APPENDIX D – OFFICIAL MATCH REPORT FORMAT

Each matchup must record:

- Participating players.
- Map played.
- Killer 1 result.
- Killer 2 result.
- Total score.
- Confirmation from both players.

APPENDIX F – PRIZE DISTRIBUTION PROTOCOL

F.1 Validation

Before payment:

- Confirmation of official standings.
- Confirmation of absence of open investigations.
- Identity verification.

F.2 Deadline

Payments and trophy delivery will take place within:

- 60 calendar days after official conclusion.

F.3 Best Chase Prize

- Will be validated after full tournament review.
- In case of exact tie, the prize will be split.

APPENDIX G – OPERATIONAL MANUAL FOR ADMINISTRATORS

G.1 Functions

- Supervise matches.
- Resolve technical incidents.
- Apply sanctions in accordance with regulations.
- Guarantee impartiality.

G.2 Principles of Action

- Absolute neutrality.
- Transparency.
- Reasonable promptness.
- Documentation of decisions.

APPENDIX H – OFFICIAL GLOSSARY

BO1: Best of 1.

BO3: Best of 3.

Exploit: Intentional use of a game error.

Match fixing: Result manipulation.

No Show: Failure to appear without notice.

VOD: Full match recording.

Host: Player who creates the lobby.

Chase: Direct pursuit of the Survivor by the Killer.

FINAL PROVISION

This Official General Regulations 2026 of the Goats Cup League constitutes the complete regulatory framework applicable to the 1v1 Dead by Daylight competition.

Any situation not contemplated shall be resolved by the administration in accordance with the principles of:

- Competitive integrity
- Equal conditions
- Professionalism
- Transparency

