

KILL OR BE KILLED | DBD SOLO LEAGUE

Official Rulings

0. Competition rules

0a. This is a tournament style 1 vs 99 league where contestants will compete in a 6 cycle Series. Cycles are a grouping of 5 games . A match consists of 2 rounds, the contestant with the highest points earned in their cycle will move on to the 2nd round of the match. The contestant with the second highest score will be placed into a losers bracket. Winners and loser bracket contestants may both be invited for future matches and have the potential to win the competition. The 1st round of the competition will be a total of 25 contestants or 5 cycles. The winner of each cycle will move on to the 2nd round, the 2nd round of each match will consist of the 5 winners of the previous cycles as the 6th cycle. For the 2nd round of each match all points will be reset. The contestant with the highest highest score will move on to the finals. Matches will be played 3 days a week, 12 matches per day and contestants in the loser bracket of each cycle will be asked to participate in the runner up match of the competition and other entries will be asked to join into the future matches encouraging new entries weekly by email to KillorbeKilledEntry@gmail.com (make sure to tune in to the live www.twitch.tv/IntoTheFogTV)

0b. All matches will be hosted by a neutral host. The host may not compete in the competition. In the case of a match disconnect the trial will be repeated unless all gens are completed, in which case the remaining unhooked survivors will be counted as escapes and hooked survivors as a kill consuming all hook states. In the case of a player disconnecting before 1 gen has been completed the match will be restarted (1 time Per contestant), if after 1 gen is completed the survivor will keep their current score and move on into the next trial. In the case of a disconnect or disqualification the highest runner up in the loser bracket may be asked to fill in the spot.

0c. In each trial contestants will have to accomplish specific scoring events to earn points in each match of the cycle. 18 points is the max amount of points that can be earned by a contestant whether survivor or killer. At the end of each trial the contestant with the highest blood points will earn a bonus point, the bonus point is added after each trial. Hex totems will be a variance in these matches as they will award points to survivors when cleansed. Bringing a Hex totem as a killer may potentially hurt you by providing potential points. Hex totems are not always but oftentimes quite strong.

(For example the perks ruin and undying can provide immense slowdown and pressure for a killer but will also potentially allow 5 totem scoring events and using the perk Haunted grounds may just lure some naughty survivors in.)

0d. Contestants will be entered as a solo competitor. All contestants will enter a voice call. The killer will also be in this voice call. To participate you must have a discord account www.Discord.com. The survivors and killer will be in the match together and are authorized to trick each other. This limits the survivors using voice chat for information but also allows them to misinform the killer allowing for some interesting matches and commentary. The use of bad mannerism and taunting are prohibited in voice chats. The bullying of any contestants or use of

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hate speech of any kind will not be tolerated. Acting in such a way that is seen as hurtful by the referee will result in disciplinary actions.

(Taunting - 1st offense warning, 2nd offense -3 points to score, 3rd offense Disqualification
Hate speech is an automatic disqualification so let's have fun. GOOD SPORTSMANSHIP)

1. Special Rules

1a. The killer will be allowed to ban 1 perk and the survivors may choose 1 perk to ban collectively each game. Contestants will play 1 round as a killer and 4 rounds as a survivor.

1b. You can not use the same killer twice in a single match. This means if you advance to the 2nd round you will not be allowed to use the killer you used in the 1st round.

1c. Mori offerings are mandatory and no other offerings are allowed. There are also special conditions awarded to killers with mori's and perks that allow you to mori. A mori will count as a hook and a kill awarding both scoring events. A Mori includes The Executioner's final judgment, The Shade's tombstone, Devour Hope and rancor. A kill with the Pig's reverse bear trap will award All of the survivors remaining hook states as scoring events.

1d. Survivors will wear what we will call uniforms. Each survivor will be asked to wear the same skin throughout the competition. You may not change uniforms for the duration of the season. This is for recognizability and easy commentary. In the case of 2 similar skins one survivor will be asked to change a single outfit item.

1e. The use of items is allowed but survivors may only start with a flashlight, all other items may be found in the trial.

1f. All perks are allowed

1g. The use of iridescent add-ons as killers are restricted. (survivors may find items with iridescent add-ons)

1h. In the case of a draw between 2 contestants in a single cycle, the contestant who scored the higher bloodpoints as killer will move on. In the rare case both contestants draw in killer bloodpoints it will be decided by kill count and then time to kill or when the final hook state is consumed.

1i. The Killer will choose the map. Survivors may decide on 1 map to ban at the start of each trial. You may not choose the same map twice in a single match. (The killer order will be decided by the order in which contestants check in for the match the last to check in will be the 1st to play as killer, then second to last, third, second and finally the 1st... the scorekeeper is responsible for keeping track of the order)

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2. Killer Scoring

2a. Killer points are awarded as follows: When a survivor is hooked, when a survivor is killed, when all 4 survivors have been hooked once, when all 4 survivors have been killed or hooked. (a Survivor dying on the floor will not count as a point for killers or survivors)

2b. Each hook state will award the killer **1 point per**. A survivor left on hook will award 1 point to the killer when transferring hook states. Hook states are as follows, Escape stage, struggle stage, death stage. (total of 12 points)

2c. Killing or sacrificing a survivor will award **1 point**. (total of 4 points)

2d. Hooking all 4 survivors one time will award **1 point**.

2e. Killing all 4 survivors will award **1 point**. (survivors who bleed out on the floor don't count)

2f. In the case a survivor is killed by the end game collapse the killer will be awarded **1 point**.

2g. The total amount of points that can be earned is **18 trial points** and **1 bonus point**.

3. Survivor scoring

3a. Survivors are awarded points as follows: Completing Generators, safely unhooking survivors, cleansing hex totems, escaping and escaping through the hatch.

3b. Completing a generator will award all survivors remaining in the trial **1 point per**. (total of 5 points)

3c. Cleansing a Hex totem will award **1 point** and are awarded post trial. Hex totems vary on the killers decision of whether to allow his opponents opportunity to score. The killer does not score from hex totems. (proof may be requested see sect 4e.)

3d. Safely Unhooking a Survivor will award **1 point per**. Taking a hit for the unhooked survivor will automatically count as a safe unhook. (total of 6 points)

3e. Escaping the trial will award **1 point**. Escaping through the hatch will award **2 points**. In the case multiple survivors escape through the hatch all will be awarded 2 points. (if a key is found in game it may be used and fellow survivors may follow through the hatch)

3f. The total amount of points that can be earned is **18 trial points** and **1 bonus point**.

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4. Technical Rules

4a. All matches must have a scorekeeper and scoreboard.

4b. The scorekeeper will act as referee and must be present in the discord chat.

4c. Contestants will be notified of the current scores of all contestants at the end of each trial.

4d. Trial points will be updated during the trial

4e. Points for cleansing hex totems are not awarded immediately. In the case the scorekeeper can not confirm the cleanse survivors can and will be asked to provide proof of the cleanse. A screenshot of your avatar cleansing the totem and a second of the scoring event immediately proceeding will be sufficient proof.

4f. All contestants are required to record each trial to provide proof and is the sole responsibility of the contending party. Console users can use the recording services on the device and upload any submissions to youtube from the device. Pc users have other options. Feel free to contact us for supported game recording options and potential set up tips. (The scorekeeper may request proof of a scoring event and hold a point until proof is shown, in this case if the contestant fails to provide proof the point will not be awarded)

4g. All contestants agree to play fair. In the instance foul play is detected a player will be asked to submit a recording of the trial and be monitored closely throughout the remainder of the season. If the accused fails to present a recording they will be disqualified and the runner up will take their place. (If cheating is suspected beyond reasonable doubt, the scorekeeper has the right to stop the match)

4h. In the case a runner up replaces a contestant for any reason (DC or DQ) they will be awarded the current points that contestant had earned in the cycle. If the reason is due to cheating then the match will be restarted. (Under certain circumstances a match may be postponed for a later date.)

4i. Contestants are strictly prohibited from harassing other contestants, this includes outside of matches as well. Reports of harassment and bad mannerism outside of the matches may result in disciplinary actions. Reports dating prior to the start of the 1st match in the 1st season will be

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ignored. Contestants may submit any reports along with screenshots by email with the subject titled "Report_Contestant Name" to KillorBeKilledEntry@gmail.com

4j. The use of bad mannerism and taunting in game with characters (such as teabagging, flashlight clicking, moonwalking, and gesturing) is allowed. Survivors are not required to help fellow survivors and can allow them to die if they choose. Keep this in mind as you may want to build some sort of alliance to help you survive and gather the most points. Well I guess there's always the hatch!

4k. All matches will be streamed with live commentary.

5. Technical terms

5a. 4k refers to when a killer has received all 4 kills

5b. Gens refers to generators

5c. Teabagging refers to the act of repeatedly crouching in game

5d. Contestant/Players refers to the individuals who have agreed to participate fairly by entering this competition. (participants)

5e. Moonwalking refers to a backward running survivor or killer walking backwards

5f. BM refers to bad mannerism or toxic behavior

5g. Comms refers to the voice chat between the contestants.

6. Agreement and consent policy

6a. By entering into this competition you agree to fair play and to adhere to all competition rules and policies as a contestant.

6b. Upon entering the competition, and only for purposes related to the competition, you are allowing consent for the associated parties to publicly display your username and voice.

6c. These rules are subject to change. Changes cannot be applied mid-season. Changes must be enacted before the start of a new season.

6d. Contestants agree to the liability of their own score keeping and are required to provide their proof when contesting a scorekeeper.

6e. This competition does not award any monetary denominations as prizes.

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7. Disclaimer

7a. Kill or be Killed or any of its affiliates shall not be held responsible for any disputes, conflicts, arguments or civic unrest and shall furthermore do our best to create a fair and friendly gaming environment.

7b. Personal information such as email addresses and account information will not be used for any other purpose that is unrelated to the competition. We also reserve the right to email you about future tournaments and competitions.

7c. This competition does not award any monetary denominations as prizes. We reserve the right to gift season winners with a trophy. Season and match winners will be announced on social media and will gain bragging rights.

7d. Contestants are responsible for checking in on time for their cycles. Check in times are 30 min before their scheduled cycle.

7e. Contestants are responsible for their own connection quality. We are not responsible for your disconnects. Should a match disconnect due to a host then it will be restarted (see sect. 0b.)

Our Goal

To provide a fun and fair competitive community to Dead By Daylight. A spot where you can go head to head against friends, rivals and some of the best players out there. With your help we can showcase DBD for the amazing game we all know it to be. We plan to work up to continue to support the community. Together we can create an official league and Tournaments with prize pools and much more. Just making it this far let's us know how much you love and enjoy playing Dead By Daylight and we hope you will come join us for more fun.