

General Terms and Conditions of Service

Terms of Service of the DBDCompNet.

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1. Preamble

- (1) The Dead By Daylight Competitive Academy Group provides these general terms and conditions of service, general business terms and terms of service, about the DBDCompNet. website and the services it provides.
- (2) These terms include a general data protection and confidentiality for all participating members and member / partner organisations of the DBDCompNet. and the DBD Comp Academy. The data protection is valid on all domains, subdomains, and all parameters (example.com/[parameter/parameter2](#)) of the DBDCompNet.com website.
- (3) Authorities / Staff of the DBD Comp Academy Group is allowed enforcement of the general terms and conditions, business terms and terms of service across all parties of the DBDCompNet.
- (4) **Version history**

[illegible]

2. General business terms

2.1 Scope

- (5) The general terms and conditions of service, business terms and terms of service have an effect on all members of the DBDCompNet. and DBD Comp Academy including staff members and administrative executives and directors.

2.1.1 Excluded members

- (6) Excluded members of the general terms and conditions of service, business terms and terms of service are the Head-Executive of the DBD Comp Academy and overruled committee members and members with an [excused validation](#) permission.

2.2 Generalization and public mandate

- (7) The DBDCompNet. is under the public mandate of the DBD Comp Academy. The DBDCompNet. is under the generalization oath, that is permitting all interested parties to participate and play in all organizations' tournaments and the DBDCompNet. program.

2.2.1 Partner program

- (8) Every party, community, organization and content creator is permitted under the generalization to participate and join the DBDCompNet. network.

2.2.1.1 Definition and requirements: party

- (9) Parties are defined as groups that don't identify as organisations, which do not have regulations to regulate their organisation / group and name them as organisation.
- (10) Required are 200 members, 50 active players (in the last 90 days) and 3 tournaments on the DBD Comp Academy Conduct regulations.

2.2.1.2 Definition and requirements: community

- (11) Communities are defined as Dead by Daylight playing communities that create a player community and hosting events with no payment entry requirements. Communities' players are not permitted to sign-in to other organizations' tournaments on the DBDCompNet., unless they also play registered on those.
- (12) Required are 200 members, 30 active players (in the last 180 days) and 1 tournament on the DBD Comp Academy Conduct regulations.

2.2.1.3 Definition and requirements: organization

- (13) Organizations are defined as eSports communities with independency or dependency, including an official affiliation with Dead by Daylight or Behaviour Interactive or any company, organization with a game (Dead by Daylight) affiliation. Organizations are required to have a constitution¹ that states them as an organization with a head (lead commission) of minimum two people, which work as representatives of the organization.
- (14) Required are 300 members, 65 active players (in the last 365 days) and 4 tournaments on regulations and balancing that comply with the DBD Comp Academy Conduct regulations.
- (15) These are approved or denied after application within 24 hours. When denied, you can apply again under community or party.

2. General business terms

2.2.1.4 Definition and requirements: content creator

- (16) Content creators are defined as video producers for social media platforms such as YouTube, Twitch or X (formerly known as Twitter). Content creators can apply for content creator platform access for events or tournaments of any Dead by Daylight related kinds. Content creator platform access does not permit to sign-in under any other partnered or participating organizations' tournament, unless the team / players are already registered for them.
- (17) Required are 10.500² subscribers on YouTube, X (formerly known as Twitter) or Twitch (only one needs to be accomplished).

2.3 Changes and copyright

- (18) All changes to the general terms and conditions of service, business terms and terms of service are reserved to the DBDCompNet. administrative executives.
- (19) Changes need to be announced 30 days before validation, before the 30 days range, new regulations do not take into effect.

2.3.1 Copyright

- (20) The general terms and conditions of service, business terms and terms of service are under general copyright of the DBD Comp Academy, licensed to the DBDCompNet. network.
[Dead by Daylight Competitive Academy Group 2025 © all rights reserved.](#)

2.3.1.1 Copyright infringement

- (21) Using the DBDCompNet. constitution (General Terms and Conditions of Service) without provided right is prohibited and falls under copyright infringement of the DBD Comp Academy Group and will be handled as such, according to the german [copyright law](#)³.

2.4 Equality

- (22) All members, staff members, partners, participants and players are subject to the equality agreement.

2.4.1 Agreement to equality

- (23) The DBD Comp Academy under the DBDCompNet. network are subject to general equality despite sexuality, religion believes, skin colour, nationality, ethical believes, gender, position in an organisation, permissions in an organisation, affiliation with the DBD Comp Academy Group, affiliation with the DBDCompNet. network or team position and team player. We agree that everyone is treated equally the same as others in front of the constitution (General Terms and Conditions of Service).

2.4.1.1 Neglect of the equality agreement

- (24) When the agreement is neglected by anyone under the 2.4 equality required members, the neglecting members are punished with immediate loss of all positions, rights and permissions.
- (25) Punishments cannot be reversed.

3. Terms of Service

3.1 Preamble

- (26) PLEASE READ OUR TERMS OF SERVICE (“ToS”) BEFORE ACCESSING THE [DBDCompNet.com](https://dbdcompnet.com) WEBSITE OR ANY PARTNERED SERVICE. BY USING OUR SERVICE, YOU AGREE TO OUR TERMS OF SERVICE, UNTIL REVOKED. BY REVOKING YOUR AGREEMENT, YOU LOSE THE LICENSE TO USE OUR SERVICE INDEFINITELY, UNTIL AGREED AGAIN.

3.1.1 Who are we

- (27) We provide a service for all competitive players of the Dead by Daylight eSports scene, that allows individuals to connect with all registered organizations via our provided service, provided as the DBDCompNet. network (“Dead by Daylight Competitive Network” website).
- (28) Our services are provided from DBD Comp Academy⁴.

3.1.2 Access

- (29) The access to our services is under the public mandate⁵ of the DBD Comp Academy, which declares public use for anyone and everyone that is willing to participate and access the services.

3.1.2.1 DBDCompNet. account

- (30) To access more intern information such as organizations website access, teams’ intern access to change / register / sign-in for events / tournaments / organisations and the administrative moderation for the website, a DBDCompNet. account is required.
- (31) To gain access to an account, a verification-code is required. The accounts are created and managed by the DBD Comp Academy and the DBDCompNet. administrative moderation with permissions and logging actions.

3.1.2.2 Account contract⁶

- (32) To make an account we require a few information and permissions by an individual that is requesting access. We need information about your current and past team⁷, Discord public information such as Discord username and Discord ID and Steam ID.
- (33) Requesting individuals are required to sign (“eSign”) a power of attorney for data collection, that gives us your permission to get information from all the organizations that you participate in. By signing (“eSigning”) this power of attorney it is no longer revokable, unless the “player contract”⁸ ends between signer and organization.

3.1.2.2.1 Contract ending requirements

- (34) The account contract ends;
- (35) - with death of signer (“eSigner”),
- (36) - with cancelling “player contract” between [all](#) organizations and signer (“eSigner”),
- (37) - when contract is signed (“eSigned”) under a wrong name,
- (38) Only one requirement needs to apply for a contract to end. When a contract ends within 30 days of signing it, the signer (“eSigner”) is permanently prohibited from signing again.

3. Terms of Service

3.1.3 Violation of the ToS

- (39) A violation of our Terms of Service is considered a felony against the DBD Comp Academy and the DBDCompNet. administrative moderation. A violation is treated as such and will cause a right enforcement by the administration of us, to remove a violator permanently or temporarily with no chance of strike removal.

3.2 Community Guidelines

- (40) The Dead by Daylight Competitive Network allows direct contact between members to which we set these community guidelines as ground rules for interaction and conversation. Community guidelines are seen as our Terms of Service and a violation is treated the same as violating our Terms of Service according to 3.1.3.

3.2.1 General CG

- (41) Conversations are kept in a general and healthy way between all members and staff members. We prohibit eHarass, eDating, Threats, embarrass, or anything that may be unwanted by and for members. NSFW is strictly forbidden.

3.2.2 Data protection and usage

- (42) Personal, game, private and intern data information is not allowed to be shared with any third party or different extern person via our platform.
- (43) Using any of the described data information is a direct violation against privacy and the GDPR regulations⁹ by the European Union.

3.2.3 Communication

- (44) Communication is regulated in the following chapters.

3.2.3.1 Communication – Chapter 1 (Language)

- (45) Conversations on the DBDCompNet. are held only in english or any moderate-able language based on staff members of the DBD Comp Academy.

3.2.3.2 Communication – Chapter 2 (Wording)

- (46) Conversations on the DBDCompNet. are held in a polite wording, excessively avoiding harsh subjects and wording.

3.2.3.3 Communication – Chapter 3 (Topic — Politics)

- (47) Conversations on the DBDCompNet. are to be held without any political background or event. This includes passive and active usage of past / current / future political events, especially War and terrorism.

3.2.3.4 Communication – Chapter 4 (Topic — Dead by Daylight)

- (48) Conversations on the DBDCompNet. are generally held about Dead by Daylight, including eSports of Dead by Daylight.
- (49) All Dead by Daylight related topics are allowed.

3. Terms of Service

3.2.4 Law

- (50) Comply with general law's of all countries and regions and do not participate in illegal activity. Our network is no place for terrorism or planning illegal activity.

3.2.4.1 Selling & Marketing

- (51) Selling or marketing currency or eCurrency – (as in Dead by Daylight related “Auric Cells”) – is strictly prohibited. General selling or marketing is not allowed unless it has been permitted by the DBD Comp Academy or Dead by Daylight represented by an official member of Behaviour Interactive.

3.2.5 Alternative accounts (2nd Account)

- (52) Use our platform with only one account. We do not allow alternative accounts - (referred as alt account) - on our platform to change our statistics.
- (53) Accounts are prepared with information according to 3.1.2.1.
- (54) Evading account removals with alt accounts is considered fraud.

3.2.6 Minor usage

- (55) The DBDCompNet. is accessible under the Dead by Daylight age requirements of 18+ years of age. By using our website you agree that you are at least 18 years of age.
- (56) 17 and under is only allowed under parental supervision or with full agreement that the minor is allowed to use this website and be active on it.
- (57) The DBD Comp Academy does not provide a DBDCompNet. account to minors without parental agreement.
- (58) Minors are subject to face restrictions in communication.

4. DBD Comp Agreements

- (59) The DBD Comp Academy / DBDCompNet. / Partners / Account members agree to all of our Terms of Service, general business terms and general terms and conditions. All following agreements such as the Fair Judgement Agreement is also accepted by all.

4.1 Fair Judgement Agreement

- (60) All organisations that are partnered with us agree to a fair and unconditional judgement and treatment of all players / teams and other individuals. It is agreed that any unfair judgement or treatment can be reported to the DBD Comp Academy and will be set under investigation to ensure general fair judgement and treatment for all. A misconduct is agreed to lead to a blacklist mark for organisations, which restricts the organisation of receiving PAGCS information.
- (61) **It is agreed that a misconduct does not influence the DBDCompNet.**
- (62) It is agreed that a false report does not affect a player neither does an organisation get information about the report creator. It is also agreed that when a report creators name is published, that they not suffer from any different treatment than all other members under the Fair Judgement Agreement.
- (63) The Fair Judgement Agreement can be referred to as FJA.

4.2 Fair Pay and Compensation Agreement

- (64) All players agree that an organisation can request a deposit for safety and security of not more than 320€ (\$368,41¹⁰). This deposit is allowed to be used as prize money for players. It is agreed to that the deposit is seen as debt towards players / teams that made the deposit. Meaning defined that the players / teams have an entitlement to get their deposit back when at least one of the following requirements apply.
- (65) I. Death of team leader and
- (66) II. Team disbanding.
- (67) A single player is not entitled to the deposit or to get “their part” back unless it can be proven.
- (68) Organisations can also decide to give back individuals parts or the entire deposit whenever, this agreement does not a requirement it sets a right of players / teams (bare minimum) and organisations.
- (69) The deposit is seen from the DBD Comp Academy’s point of view as a compensation / trust fund deposit. It declares the playership / entrance to a tournament organisation and secures a participation / support.
- (70) It is also agreed that the DBD Comp Academy does not receive deposits for other organisations. Deposits for an organisation, sent towards the DBD Comp Academy is seen as a donation with no right to revoke.
- (71) Deposits via PayPal are to be sent as “Family & Friends” with no revoke right by PayPal.
- (72) Deposits via direct debit are not permitted.
- (73) Deposits from foreign countries under the Money Laundering Law of the organisations’ origin country, do not have to accepted but can. Money Laundering Law free countries’ deposits have to be accepted and declared as a deposit within 14 days of shipment.
- (74) A deposit can be set as entry requirement for a team registration but not tournament sign-in.

4. DBD Comp Agreements

- (75) Misconduct by players can lead to a permanent suspension without chance of removal.
- (76) Misconduct by organisations can be handled legally by law and court via the players. The DBD Comp Academy will function as witness against the organisation.

4.3 Code of Conduct Agreement

- (77) Organisations provide for their players a general or changing code of conduct which defines how players have to treat each-other in-game and out of the game / in a tournament and out of a tournament. It is agreed that a code of conduct is required. The code of conduct also mentions the DBD Comp Academy / DBDCompNet. Fair Judgement Agreement.
- (78) Misconducts are handled by each organisations' code of conduct internally.

4.4 Payment deduction to Secure Playability / Compensation Agreement

- (79) As compensation for organisations the Payment deduction to Secure Playability / Compensation System is created. When players don't attend their events accordingly to the Schedule provided for them, organisations have a right to deduct a teams' final prize back to 50%. The system works as follows: **this system shows the MINIMUM not maximum.**
- (80) 1st Schedule misconduct: 0,5% of 1st, 2nd and 3rd possible prize
- (81) 2nd Schedule misconduct: 1,0% of 1st, 2nd and 3rd possible prize (additional to already deducted prize)
- (82) 3rd Schedule misconduct: 1,5% of 1st, 2nd and 3rd possible prize (additional to already deducted prize)
- (83) 4th (and continuous) Schedule misconduct: 1,5% of 1st, 2nd and 3rd possible prize (additional to already deducted prize)
- (84) until 50% of the original prize (1st / 2nd / 3rd) has been reached.
- (85) The organisation can go lower than those 50%. Registered teams can submit a mistreatment report, that if proven to be correct, forces the organisation to pay the 50% minimum. If it cannot be proven, nothing will change.
- (86) Also referred to as Fairness to Host Agreement (FtHA).

4.5 Comp Awards Agreement

- (87) The DBD Comp Academy agrees that all current and future teams are permitted to be nominated by the Comp Awards Committee for any Awards if at least one full tournament has been played.
- (88) It also agrees that all hosts that have hosted at least one tournament can be nominated for the Comp Awards.
- (89) Organisations agree that the DBD Comp Academy is allowed to use media footage of it (organisation) in their Comp Awards livestream with copyright redirection.

4.6 Public Mandate Agreement

- (90) The DBDCompNet. under the DBD Comp Academy, falls under their public mandate which states that all current / future independent and dependent eSports organisations, communities and content creators are permitted to participate in the Dead by Daylight Competitive Academy and the Dead by Daylight Competitive Network.

4. DBD Comp Agreements

- (91) This agreement can only be changed by the DBD Comp Academy administration with at least 50,01% votes.

4.7 Dissolving an Agreement Agreement

- (92) It is agreed by organisations and the DBD Comp Academy whom provide the DBDCompNet. and the DBD Comp Agreements, that with more than 50% or votes, an agreement can be dissolved. To dissolve the Fair Judgement Agreement at least more than 85% of votes are required plus at least 35% of player votes (this includes all players together of all organisations)

5. DBDCompNet.

5.1 Copyright & License

- (93) The DBDCompNet. is licensed and copyrighted under itself and owned by the DBD Comp Academy without any restrictions.
- (94) By creating a DBDCompNet. account you own a copy of a restricted license, which allows you to use the platform with chats and intern functions for teams and players.

5.2 Dissolving the DBDCompNet.

- (95) The DBDCompNet. can only be dissolved by the Executive of the DBD Comp Academy. To dissolve the DBD Comp Academy no more than 1% of Executive votes are needed.

5.3 Responsible, Active and Validation

- (96) Responsible for the DBDCompNet. is the DBD Comp Academy as representative under law and business. All members of the DBDCompNet. moderational and administrative management are part of the representatives.
- (97) The general terms and conditions, business terms and terms of service for the DBDCompNet. are undefined temporarily active until changed.
- (98) Small changes such as grammar fixes, or wording changes are not mentioned in our announcements but in the version history. Bigger changes are mentioned and only affect the rules 30 days after the announcement.
- (99) This set of rules and terms / regulations take / took effect on the 01.01.2026 and count as include to the general ruleset of the DBD Comp Academy.
- (100) Dead by Daylight Competitive Academy Group © 2025-2026
Dead by Daylight Competitive Network © 2025-2026

Legends and end of Terms

¹A general set of rules of the server that also indicate and name the group as organization. ²Subscriber count is divided by 100 of the most subscribed to YouTube channel as of the 23.04.2025. ³Link leads to the german copyright law website, translated in English. ⁴The DBD Comp Academy provides the DBDCompNet. and is therefore the legal partner and owner of this document. Visit the DBD Comp Academy on dbdcompacademy.com. ⁵Read our public mandate agreement under 4.6. ⁶The account contract is a membership agreement that allows us to save and use your personal information. It also declares what you're allowed to do (these terms of use) and what happens if you break those. On the contract you have your information that this contract can be ended at any time. ⁷We save this data for other organizations and our PAGCS system to validate you and detect wrong users, fake names and generate a rating. Many name changes affect your rating. ⁸The player contract is an invisible agreement after getting registered. This contract is between team players (current and future) and the organization that was registered for. It ends with the unregistering of the team. ⁹The general data protection regulations are rules by the European Union on data protection which, since the organization that manages the DBDCompNet. is based in Europe, applies on the DBDCompNet. and the staff such as the users.

Legal: <mailto:mlegal@dbdcompacademy.com>

A handwritten signature in black ink, consisting of stylized, overlapping loops and strokes, positioned above a horizontal line.