



OFFICIAL RULEBOOK

SEASON 2

OPERATION: BEAR HAMMER

# Due Process League

## General Rules and Information

Version 2.8.1, Last updated on February 26, 2021 for Season 2 Week 8+

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# Terms and Definitions

**Due Process League** - Upper division of competitive Due Process

**DPL Rivals** - Open division of competitive Due Process

**Round** - A single map of gameplay completed by Attackers being eliminated, bomb detonation, or bomb defusal.

**Set** - Three rounds played on the same side

**Half** - Six rounds of three different maps played by both teams once each as Attacker and Defender

**Game** - Best of 12 Ranked Game

**Match** - Head to head matchup of two teams. Between 1 and 3 games played typically

**Attacker Spawn** - The area within and just outside of the Attacker vehicle determined as a space as wide and long as the exit doors of the vehicle and just outside of said doors. Roughly considered as a 2.5 x 2.5 meter box outside of the exit doors of the vehicle.

## 0. Purpose of the League

Have fun. That is all.

## 1. Code of Conduct

### 1.1. Offensive Behavior

**1.1.1. DPL has a Zero Tolerance Policy** in regards to inappropriate comments made in game or in community environments including, but not limited to Discord, Reddit, Twitter, Facebook, Twitch, or YouTube to other players, staff, or people in general. Comments involving, but not limited to the following are against DPL policy and will be acted upon:

- Race
- Sex
- Age
- Orientation
- Gender identity
- Body type
- Religion
- Ethnicity
- Disabilities
- Political Affiliation

*Violation of this rule will lead to suspensions from DPL ranging from a **Warning** up to a **Permanent Ban** from the league based on the severity of the offense as well as repeat offenses leading to increased punishment.*

### 1.2. Abuse of Community Standards

**1.2.1. Spamming** excessively with intent to cause a disturbance without purpose on any platform is against DPL rules.

*On social media platforms such as Discord, Reddit, Twitter, Facebook, Twitch, or YouTube, violators will be muted for extended periods or even permanently as deemed appropriate by the admin staff of DPL.*

**1.2.2. Memes** are allowed and encouraged provided they adhere to all other standards of community guidelines.

*On social media platforms such as Discord, Reddit, Twitter, Facebook, Twitch, or YouTube, violators will be muted for extended periods or even permanently as deemed appropriate by the admin staff of DPL.*

**1.2.3. Doxing and Stalking** are strictly prohibited. The revealing of any community member's identity, location, or personal information without their express permission is against the rules of DPL.

*On social media platforms such as Discord, Reddit, Twitter, Facebook, Twitch, or YouTube, violators will face a **Permanent Ban** from DPL and all of its social media platforms.*

- 1.2.4. Intimidation and Threats of Violence** are strictly prohibited. Attempts to threaten members of the community are against the rules of the league and will be taken seriously. Claims of "joking" or matters being "part of the game" will not be accepted as any form of excuse.

*On social media platforms such as Discord, Reddit, Twitter, Facebook, Twitch, or YouTube, violators will face a **Permanent Ban** from DPL and be reported to the appropriate authorities for additional action.*

- 1.2.5. Ban Evasion** on any social media platform will not be tolerated, accidental or otherwise.

*On social media platforms such as Discord, Reddit, Twitter, Facebook, Twitch, or YouTube, violators will be given extended punishment on top of their original punishment sentence as deemed appropriate by the admin staff of DPL and will face a **Permanent Ban** from DPL.*

### **1.3. Team and Player Aliases**

- 1.3.1. Team Names** shall conform to all community standards. Team names may not contain any wording deemed to be racially, sexually, etc. inappropriate nor contain any forms of vulgarity.

*Teams with inappropriate names will be asked to change them before the team may participate in DPL.*

- 1.3.2. Team Logos** must be presentable to audiences appropriate to the nature of Due Process (ages 13+). Logos containing imagery of a pornographic, politically charged, excessive gore, racist, sexist, etc. nature will be deemed inappropriate and disallowed from display.

*Teams with inappropriate logos will be asked to change them before the team may participate in DPL. Teams must also have the legal right to display the logos they use based on copyright and fair use policy.*

- 1.3.3. Teams may change their Name or Logo** at any point between the end of any season and before their first match of the next season, provided they inform DPL staff prior to the changes being made and that the changes conform to **Rule 1.3.1** and **Rule 1.3.2**.

- 1.3.4. Player Names** shall conform to all community standards. Player names may not contain any wording deemed to be racially, sexually, etc. inappropriate nor contain any forms of vulgarity.

*Players identified with inappropriate names will be asked to change them prior to competing in any match. Any player entering into a sanctioned DPL match with a name in violation of this rule will receive a suspension from DPL ranging from **Warning** up to a **Permanent Ban** from the league based on the severity of the offense as well as repeat offenses leading to extended ban times.*

- 1.3.5. Player Avatars** from Steam must be presentable to audiences appropriate to the nature of Due Process (ages 13+). Logos containing imagery of a pornographic, politically charged, excessive gore, racial, sexist, etc. nature will be deemed inappropriate. Player Avatars are NOT required to be the same as their team logo, though it is encouraged.

*Players identified with inappropriate avatars will be asked to change them prior to competing in any match. Any player entering into a sanctioned DPL match with an avatar in*

violation of this rule will receive a suspension from DPL ranging from **Warning** up to a **Permanent Ban** from the league based on the severity of the offense as well as repeat offenses leading to extended ban times.

- 1.3.6. Players May Change Their Name and/or Avatar** at any point during the season, provided the name change is noted with DPL staff first in order to avoid roster confusion and also provided the change is not in violation of **Rule 1.3.4**. Players may also change their Steam Avatars at any point provided the change is not in violation of **Rule 1.3.5**.

## **2. Standards of Due Process League Matches**

### **2.1. Organization of Teams and Players**

- 2.1.1. Divisions of Competitive Teams** will be divided into two tiers of play: The top tier referred to as **Due Process League**, and the open tier referred to as **DPL Rivals**.

*(a) Teams that wish to compete in Due Process League must first qualify for slots before the start of a season. Slots are limited based on the size of the competitive scene as a whole and the quality of matches that can be provided from the current interest in the league.*

*(b) DPL Rivals is an open division with no qualifiers or restrictions on skill level. Anyone is welcome to form a team and join DPL Rivals and it also serves as the stepping platform into Due Process League at the end of each season.*

- 2.1.2. Team Nationality** is not restricted in any form. The composition of a team may have players from any state or country comprising their roster.

- 2.1.3. Maximum Team Size** will be limited to a maximum of 8 rostered players. This is intended to provide a fairer playing environment and prevent teams from stacking rosters in an attempt to negate the competitive values of DPL.

*Teams rostering over 8 players will be disallowed from playing until they have remedied the situation. Failure to do so by the end of a weekly match period will result in the team receiving a forfeit loss.*

- 2.1.4. Minimum Team Size** will be limited to 4 players for any one week of the season but must return to 5 rostered players for the remainder of the season.

*Teams that are unable to maintain 5 or more players on roster for multiple weeks of competition will be put on a probationary period until the beginning of the following season of DPL. Failure to reach and maintain a proper minimum roster state by the beginning of the next season will disallow the team from competing in that season of DPL.*

- 2.1.5. Team Roster Additions and Removals** are permitted and separated through two periods of each season of DPL provided teams do not exceed the 8 player roster limit in **Rule 2.1.3**. A single player slot on a team being repeatedly switched for different players will only count as a single exchange of a team's 8 available roster slots.

*(a) Teams will be allowed to change out a maximum of three player slots between Week 1 of the season up until the end of Week 6. Any players added after the end of Week 6 will be ineligible to play in that season's playoffs and relegation matches but will be allowed to play in expansion tournaments and DPL hosted special events.*

*(b) Teams will be allowed to change out a maximum of three player slots between the end of the previous season and its playoffs and before Week 1 of the following season. Players*

added during this time will receive the status of being an original team member once the following season of play has begun.

**2.1.6. Players May Change Teams** during the active season of DPL, however, they are limited to playing for a maximum of three different teams in either Rivals or DPL in any one season and its playoffs and relegations. Team captains must immediately inform DPL staff or the tracking bot in Discord of players being added to their active roster to allow for the player to be eligible to compete in any upcoming matches. Players that join a team after the start of Week 7 will not be eligible to play in the final week of the season, tiebreaker matches, playoffs, or relegations. They will be eligible to play in the first week of the following season.

*Players that change teams after the start of Week 7 of the season or during playoffs will not be eligible to play until after the conclusion of that season's playoffs. However, players that change teams at this time will still be eligible to play in DPL expansion tournaments and any special events hosted by DPL. Players that change teams at any point of a season will lose their status as an original member for any team. Original member status is attained for the team they are rostered on at the start of Week 1 of any season.*

**2.1.7. Player Contracts** are discouraged, but permitted in DPL. Any contracts between players and teams will not be controlled, moderated, or enforced in any way by DPL staff. Players violating their contracts will not face punishment disallowing their play in DPL.

**2.1.8. Player Trades** are permitted during the season. All conditions of the trade are up to the teams and players involved to decide on their own terms and DPL staff will refrain from any involvement or moderation in player trades. Restrictions on player trades fall under the same conditions stated in **Rule 2.1.4** and **Rule 2.1.5**.

**2.1.9. Valid Team Rosters** must be maintained for the entirety of an active season, including playoffs and relegations. To maintain a valid roster, teams in DPL and Rivals must retain at least half of their original roster members including the team captain or more than half of their original members overall through this period. Original members are considered players listed on a team's roster prior to the start of Week 1 of a season and will maintain this status unless they switch to a different team.

*Failure to maintain a roster majority consisting of original members throughout the active season will classify a team as rogue and their spot in DPL will be forfeited at the conclusion of the season regardless of placement. Rogue teams will be placed down into Rivals to requalify for their spots in DPL through relegation or promotion tournaments. For teams already competing in Rivals this rule does not apply until they have qualified for placement into DPL through relegation or promotions.*

## **2.2. Sanctioned DPL Matches**

**2.2.1. Team Size** will consist of up to 5 players per team. A team may choose to enter into a match with fewer available players, however in doing so the results of the match cannot be disputed on grounds of unfair player count and the teams must play through and accept the final results once the match has started.

**2.2.2. Ranked Match Mode** will be used for all DPL matches in both seasonal games and playoffs. The current standard of a Best of 12 (Bo12) and 3 round halves with the first team to 7 wins being declared the winner of that match.

(a) Match overtime for qualifiers and seasonal games will not be used. A tied scoreline of 6-6 will be recorded at the end of 12 rounds regardless of in-game tiebreaker additions.

(b) Match overtime for playoff and relegation games will be done on a Bo6 round basis with both teams playing a pair of 3-round halves. Any team that records 4 round wins in a half will be the winner of that match.

**2.2.3. Score Reporting** will be done via submission of final score lines by both team captains to DPL staff over Discord upon the completion of the match that took place. Teams must report who won each game(s) played as well as the round scoreline of each half in the event that a half must be replayed for any reason.

*Any discrepancies between reported scores will require that both teams submit additional screenshots or recordings of the final score and if necessary they will also submit their player.log files.*

**2.2.4. Match Weeks** for DPL will officially begin 12:00AM EST Wednesday and end at 11:59PM EST Sunday of each week of play. The period from 12:00AM EST Monday through 11:59PM EST Tuesday will be used as a grace period for make up matches that could not be scheduled for any other possible time between teams as well as for organizational purposes in scheduling matches.

**2.2.5. Server Regions** will be determined based on the two teams involved in a matchup. If both teams agree on the same region to play their matches, then there is no need for intervention. Otherwise, the following defaults will be used:

*(a) Differing NA regions (ie: West vs East, East vs Central, Central vs West) will use the default of NA Central servers unless both teams agree on a different region being used.*

*(b) NA versus EU matchups will be played on NA East servers unless both teams agree on a different region being used.*

*(c) For any other combination of regions matchups will be played on NA Central servers unless both teams agree on a different region to be used.*

**2.2.6. In-Game Communications**, including map drawings, between players and teams will adhere to all aspects of **Section 1** of the official rulebook.

*Violations of this rule can lead teams being given a **Forfeit Loss** for their actions as well individual punishments to players involved ranging from a **Warning** to a **Permanent Ban** based on the severity of the actions as well as repeat offenses adding to increased punishment.*

*(a) Players must leave in-game chat enabled in the event important information is being relayed by the opposing team or referee. Information, such as calling out a half needing to be restarted, needs to be visible so as to minimize confusion between players and teams.*

*(b) Nonessential communications should be avoided while a round is actively being played to prevent the chat window from popping up and potentially distracting players. Comments such as, but not limited to, "NS", "HP?", "GG", etc. should wait until the end-of-round screen is visible. Important information, such as calling for a restart due to player crash in round 1, should be relayed immediately at any point of the round. It is up to teams to report chat infractions as affecting their gameplay.*

*If it is determined that nonessential chats affected a round of gameplay, the player involved will be given a **Warning** for the first offense, a **Final Warning** for the second offense, and a **One Game Suspension** for all following offenses that season.*

*The team involved will be given a punishment based on factors that DPL staff determine how severely a round was affected. Infractions that take place well outside of combat in the match actively taking place can lead to a simple **Warning** to the team. Infractions that take place during key moments of a round can lead to said round being removed from the round losses in the event the affected team wins the map and up to a **Forfeit Loss** and **Forfeit Win** being given to the offending and affected teams, respectively.*

*It is of note that this is an exceptionally subjective matter and it is asked of players and teams to only report these situations if they feel it negatively affected their match.*

**2.2.7. Match Start Times** once agreed upon by both teams or by the arrangement of DPL staff will be adhered to by all teams for all matches involved in DPL and DPL Rivals. A 20-minute window will be given after the scheduled start time for all players to be ready and for the match to begin

*Failure to have 5 players available for a match by the end of the grace window will result in the match beginning with the number of available players and the match not being streamed.*

**2.2.8. DPL Discord Voice Presence** must be maintained by a team captain or stand-in player actively competing in a live match in the event that DPL staff need to contact the team for important information regarding the match being played, such as restarts of the match due to a problem at an earlier point in the game. This only applies to DPL matches and not Rivals.

*Failure to maintain a member in Discord Voice will result in a **Warning** for the first and second offense and subsequent offenses will result in a **One Week Suspension**.*

**2.2.9. Bye Matches** are applied in the event of an odd number of teams being scheduled for a particular week or round of a tournament. Teams given a bye will be awarded the same ranking benefits of having won a match.

*In the case of weekly leagues, byes are awarded to the team that has the current median ranking that has not received a bye in the season to that point. In the event that all teams involved have already received a bye, then the cycle will start anew.*

*For tournament rounds, byes are awarded entirely at random to any team that has not received a bye in the tournament to that point. In the event that all teams involved have already received a bye, then the cycle will start anew.*

**2.2.10. Handling of Best of 3 Match Results** will be focused towards playing 3 matches at most unless a tiebreaker half is required at the very end to determine the match winner. A team with the following results appearing in any order will be deemed the winner of the matchup:

*Win - Win - (third round not necessary)  
Win - Loss - Win **OR** Loss - Win - Win  
Win - Tie - Win **OR** Tie - Win - Win  
Win - Tie - Tie **OR** Tie - Win - Tie **OR** Tie - Tie - Win*

Otherwise, tiebreaker halves will be played until one team wins 4 rounds in a single half of play. Results of matches requiring a tiebreaker are as follows:

*Win - Loss - Tie **OR** Win - Tie - Loss **OR** Loss - Win - Tie **OR**  
Loss - Tie - Win **OR** Tie - Win - Loss **OR** Tie - Loss - Win  
Tie - Tie - Tie*



## **3. Due Process League**

### **3.1. Qualifiers for Due Process League**

**3.1.1. Available Due Process League Slots** will be filled prior to the start of each season and after any relegation matches have been played in order to decide the teams that will be featured in the upcoming season of DPL.

**3.1.2. Best of 1 Matches** will be played in qualifiers. Extra rounds for tiebreakers will not be played and any 6-6 score lines will be recorded as a tie.

**3.1.3. Swiss Format - 6 Rounds** will be used for the qualification process of open slots into Due Process League. Challenge will be used to fairly and automatically queue the seedings and matches for the qualifiers.

**3.1.4. Qualifier Rankings** will be determined in the following order:

*(a) Points earned throughout the qualifier.*

*(b) Median-Buchholz System*

*(c) Head-to-head scoring against a team with the same point total.*

*(d) Any teams still tied for the final spot will play a Best of One tiebreaker matchup.*

### **3.2. Due Process League Seasons**

**3.2.1. The Format for DPL Season 2** will consist of a single matchup round robin between **8 teams** over the course of 7 weeks with a break period in the middle of the season and a 1 week rest period before playoffs at the end.

**3.2.2. Season Matchups** will consist of teams playing two ranked matches against one another during their scheduled time. A rest period of 5-10 minutes between matches is allowed. Extra rounds for tiebreakers will not be played and any 6-6 score lines will be recorded as a tie.

**3.2.3. Matchup Points** will be determined based on the results of both games played. Teams can score between 0 and 3 points per week based on their performance.

*(a) If a team wins both games they will receive 3 points and the losing team 0 points.*

*(b) If a team wins one game and ties the other they will receive 2 points and the team that loses one game and ties the other will receive 0 points.*

*(c) If both teams win one game and lose the other OR both teams tie for both games they will each receive 1 point.*

**3.2.4. Season Rankings** will be determined in the following order:

*(a) Points earned throughout the season.*

*(b) Head-to-head scoring against a team with the same point total.*

*(c) Most wins overall.*

*(d) Any teams still tied will play a Best of One tiebreaker matchup over Week 8.*

**3.2.5. Match Scheduling** will be arranged by DPL staff based on preferences of all teams providing requested times for their matches. By agreeing to play in Due Process League teams are required to make as much effort as possible to meet the available time slots for each week of play or risk facing a forfeit loss for that week.

Match 1: Fri 7-9 PM EST

Match 2: Fri 9-11PM EST

Match 3: Sat 2-4PM EST

Match 4: Sat 4-6PM EST

**3.2.6. Rescheduling of Matches** will be avoided at all costs but in the event of extreme circumstances DPL staff will arrange for a match to be rescheduled at a more appropriate time.

*Teams that are unable to make their scheduled match time with all players are allowed to play with fewer than 5 members but must accept the results of the match once play has begun between them and their scheduled opponent.*

**3.2.7. Teams that Abandon DPL** before their 3rd match of the season will have their match history for that season negated as far as points earned by other teams is concerned. Abandonment after their 3rd match the season will have all prior match results kept with later match opponents all receiving 3 points for a forfeit win.

**3.2.8. End of Season Outcome** will consist of the following:

*(a) Top 4 teams proceed to DPL Playoffs.*

*(b) 5th place team retains their qualification to play in DPL the following season.*

*(c) 6th place and below will face relegation challenges from DPL Rivals.*

### **3.3. Format for Due Process League Playoffs**

**3.3.1. Playoffs for Due Process** will be played by the top 4 teams at the end of the regular season in a double-elimination format.

**3.3.2. Seeding into Playoffs** is determined by a team's performance in the regular season as detailed in **Section 3.2.4**. The first round will be played in a 1vs4, 2vs3 format.

**3.3.3. Best of 3** format will be used for all playoff games and all points of **Section 2.2** will remain in effect for the playoff match format.

**3.3.4. The Grand Final Match** will take into account that the upper bracket winner has not had a match loss to that point. The lower bracket team will face single loss elimination while the upper bracket team will face double loss elimination in the final.

### **3.4. Due Process League Rivals Seasons**

**3.4.1. The Format for DPL Rivals Season 2** will consist of a Swiss style check-in system that will be played over the course of 7 weeks with an extra 8th week to decide tiebreaker matchups, if necessary between any teams.

**3.4.2. Season Matchups** will consist of teams playing one ranked match against one another during their scheduled time. Extra rounds for tiebreakers will not be played and any 6-6 score lines will be recorded as a tie.

**3.4.3. Matchup Points** will be determined based on the results of games played. Teams can score between 0 and 2 points per week based on their performance.

*(a) If a team wins the match, they will receive 2 points.*

*(b) If both teams tie after 12 rounds, they will each receive 1 point.*

*(c) If a team loses the match, they will receive 0 points.*

**3.4.4. Season Rankings** will be determined in the following order:

*(a) Points earned throughout the season.*

*(b) Head-to-head scoring against a team with the same point total.*

*(c) Any teams still tied will play a Best of One tiebreaker matchup over Week 8.*

**3.4.5. Match Scheduling** will involve a weekly check-in system to verify that a team is ready and able to play their matchup during the week ahead. Once matchups are determined, teams will arrange a time to play their match by contacting their opponent.

*Teams will have a check-in period every week starting at Friday 12:00AM EST and ending at Sunday 11:59PM EST to acknowledge their willingness and availability to play in the following week of Rivals.*

*Matches can be scheduled for play at any point during the week, however the agreed upon time must be arranged before Thursday 11:59PM EST of the match week. Teams that fail to provide any attempted contact with their opponent before this time will be given a forfeit loss for that match and their opponent, provided attempts at contact were made, will be given a forfeit win for the match.*

**3.4.6. End of Season Outcome** will consist of the top 3 willing teams from DPL Rivals challenging for a spot in Due Process League for the next season in the relegation matches. Should a team not wish to move into DPL their spot will be handed down to the next highest ranked team.

### **3.5. Due Process League Relegation**

**3.5.1. Relegation for DPL Teams** in the bottom 3 placements at the end of season will be challenged by the top 3 contending teams from DPL: Rivals.

*The winner of each matchup will take a place in the following season of Due Process League while the loser of the matchup will be placed in DPL Rivals for that season.*

**3.5.2. Best of 3** format will be used for all relegation matches. As a reminder, there will be no tied outcomes and Best of 6 tiebreakers will be played until a winner is determined.

**3.5.3. Match-ups of Relegations vs Rivals** will be against the following teams:

*(a) Match 1: Rivals #1 versus DPL #8*

*(b) Match 2: Rivals #2 versus DPL #7*

*(c) Match 3: Rivals #3 versus DPL #6*

**3.5.4. Relegation Matches** will take place in the week following the conclusion of DPL Playoffs. Matches will be organized across Saturday and Sunday as appropriate.

### **3.6. Broadcast and Display of Matches (Twitch, YouTube, etc.)**

**3.6.1. DPL Broadcasting** of live matches is reserved to official DPL channels when using the in-game spectator features of Due Process. No other spectator broadcasts will be allowed and take-down notices will be issued otherwise unless DPL is contacted first to gain permission.

*Players are allowed to broadcast their own POV streams provided the streaming content meets all standards of the community and streaming service used. It is recommended, but not enforced that players delay their streams for at least 3 minutes (180 seconds) to prevent stream sniping.*

**3.6.2. Stream VODs** will be uploaded to the official Due Process League YouTube channel once the involved stream has completed.

**3.6.3. Clips and Highlights** are allowed to be snipped from official broadcasts and used by the DPL community on social media provided that the DPL branding embedded in the stream is neither removed nor altered in any way. DPL reserves the right to claim monetization rights of any DPL broadcast footage used in other media.

**3.6.4. Spoiling of Match Outcome** before any broadcasts of the game have revealed the results is forbidden. Teams and streamers must wait until any DPL streams have completed their stream delay and viewers have seen the end to a match for themselves. This includes, but is not limited to, revealing the final scoreline in chats, saying “GG” in chat, or otherwise revealing that the match has completed in any way. Failure to follow these rules may result in temporary chat bans on Twitch or Discord.

## **4. Integrity of Gameplay**

### **4.1. Game Client**

**4.1.1. Official Releases of Due Process** are to be used for all matches. No modded clients or alternate branches are to be used unless specifically stated before match time by the DPL staff.

*Players caught using unofficial clients to compete in DPL matches can face suspensions from DPL ranging from **1 Game up to a Permanent Ban**.*

**4.1.2. Updates to Due Process** will happen regularly and potentially in the middle of a week already in progress of play. Players are expected to use the most up-to-date version of the game to play all matches in DPL for all matches.

**4.1.3. All Available Maps** will be pulled from for every match played even if the map list was recently updated and players have not seen nor played some of the maps at the time of their scheduled match and rescheduled match times will not be provided to circumvent such issues.

*In the event a released map is unplayable due to an unforeseen problem appearing that negatively affects the playability of the map in a profound manner, teams may contact the DPL staff for a review of the issue. If it is determined that the results of the round played on the problematic map affected the outcome of the match as a whole, DPL staff will have the match half or entire match replayed depending on the possible issues the map error created.*

**4.1.4. All Available Weapons and Equipment** will be used for each match. Teams will not be given limitations on the number and type of weapons and equipment they are allowed to bring into each round of a match provided that the type and number of weapons available are intended by

the design of the game. Exceptions to this are listed in **Rule 4.2.3** and examples are given in **Rule 4.2.5**.

*In the event an update to the game brings in new weapons or equipment that negatively affects the playability of the game in a profound manner, DPL staff will confer with each other and members of the community to determine whether or not the items should be allowed in official matches until an update to them allows for fair use.*

**4.1.5. Server Outage Mid-Game** can occur. In the event of a game server outage while a game is in progress teams will remake and replay the game from the half the outage occurred regardless of scoreline at the time of server failure. If the outage occurred in the first half of a game, then the entire game will be restarted and played normally. In the case of multiple-game matches, completed games will still have their results kept and only interrupted games will be replayed.

*In the event a map half is replayed teams must be aware of which team was starting Attacker and Defender side. As Due Process does not currently have the option for side selection, the option for starting side is up to random chance when the game begins. If teams find themselves on the inappropriate side for the half remake, then teams will arrange the appropriate round score that existed from the original game's first half as quickly as possible. Stats for these rounds will not be recorded to player records*

**4.1.6. Client Failure At Start of Game or Half** for any number of players will lead to a restart of the half being played. Client failures are defined as anything ranging from, but not limited to, game crashes, loading into the wrong map, inability to pick up weapons or items, or any issue that causes the starting round to be unplayable for any reason.

## **4.2. Bugs, Glitches, Exploits**

**4.2.1. Bugs** are defined in the DPL as any error in programming or design of the game that has a potential to negatively affect the game for one or both teams. Bugs can appear both in the physical design of the map and item operation being outside of the expected norm.

*(a) Bugs that occur in a match that are not intentionally triggered by a player or team and that equally affect both teams involved will not be acted upon as there is no measure to prevent or fix the situation in game at this time. Example: maps that always remove specific items from inventory.*

*(b) Bugs that occur in a match that are not intentionally triggered by a team that only affect one team will be dealt with on a case by case basis by DPL staff. If a team believes a bug negatively affected the outcome of their entire match they can provide evidence of the bug and DPL staff can determine if a match half or entire match should be replayed for fairness.*

**4.2.2. Map Glitches** are defined in the DPL as physical errors in the map design of Due Process where any player with knowledge of the glitch can take advantage of its existence but in doing so the outcome of the match is not negatively affected due to an extreme advantage.

*(a) Glitches that occur in a match that only affect the visibility of a player to a limited degree are allowed to be used such as part of an arm, leg, or weapon clipping into a piece of geometry. Majority concealment of a player by way of hiding their head or torso inside of map geometry is disallowed and falls under the definition of an exploit.*

*(b) Glitches that occur in a match that only affect the ability of a player to see through parts of map geometry that were not originally intended are allowed to be used provided the player is still visible from outside of the geometry in question.*

**4.2.3. Exploits** are defined in the DPL as any error in programming or physical map design which are intentionally triggered or used by a player that leads to an unfair advantage in the map not originally intended in the design. Exploits in DPL matches are not allowed and use of them will lead to teams losing rounds or maps as punishment for their abuse. It is to be noted that punishment will not be given if it is clear that a player accidentally stumbled into the use of such

*(a) Exploits that occur in a match that affect the ability of a player to give or receive damage when they should not be able to are not allowed to be used. This includes being clipped inside of geometry or using equipment and items in a way to block incoming damage in an unintended manner.*

*(b) Exploits that occur in a match that affect the ability of a player to be visible over a majority of their player model, namely the head and torso, are not allowed to be used. Hiding inside of improperly clipped objects that allow a player to see out without being visible themselves whether by intent or not is against the rules.*

*(c) Exploits that occur in a match that increase or enhance the availability of weapons or equipment beyond what is typically provided are not allowed to be used such as picking up an item in such a manner as to duplicate said item.*

#### **4.2.4. Specific Examples of Allowed Gameplay**

- Headglitch behind counters.
- Defenders opening doors or using windows to engage Attackers outside at round start, provided they have left Attacker spawn.
- Throwing grenades through windows in either direction prior to Attacker door breach. Throwing grenades or molotovs directly at Attacker spawn location is still disallowed.
- Looking or shooting through gaps in geometry that were not intended in the map design.
- Confiscating enemy weapons at round end to be used against them in following rounds.
- Drawing on the map for the sake of first person visibility enhancement.

#### **4.2.5. Specific Examples of Disallowed Gameplay**

- Defenders not selecting a primary weapon in pre-round in order to be given an extra free Gruber beyond the allotted number on the weapon select wall. The exception to this rule is if spare Grubers are left on the wall through the rest of the half such that only the number intentionally provided on the wall are ever selected through the half. Example: If an AFK player returns to the match and has been given a free Gruber, then only one of the remaining Grubers can be taken off of the wall for the remainder of the half. If both original Grubers have already been taken and a player spawns in with a third Gruber, then they must drop it.
- Boosting players onto map roofs without intended access via stairs or ladders which do not specifically state "Roof Access" in the design of the map or contains a catwalk or ventilation duct leading to it.
- Exiting Attacker spawn before appropriate time using geometry glitches.
- Shooting at or throwing grenades or molotovs at Attackers still in their spawn area during the first 5 seconds of a round. This includes through doors or windows with line of sight into the Attacker Spawn vehicle and exiting safe area. This rule is negated once Attackers open fire.
- Glitching the player or objects through walls. This includes reaching a backwards power breaker, phasing through a wall by using a misplaced cart or intentionally closing the vault door on a player.
- Un/intentional item duplication. Duplicated items must not be used.
- Placing utility on the ledge of Attacker spawn in order to retrieve them after exiting the vehicle.
- Utilising elevated (2 floor) Toxic which does not have an appropriately placed killbox. Players who find themselves either in the toxic pool or on the outer ledge that surrounds the toxic (in the toxic room) must seek out a damaging spot of toxic in which to die (Damage tends to be in the centre). If none can be found they are to look straight down to avoid gathering any visual

information and must relay their situation in game chat. They are not allowed to attack other players while in this state.

- Any and all admin/enforcer account exclusive features, including but not limited to: Free cam, any part of the admin panel (spawning items, respawning players, etc) and any debug menus (F3 menu) are disallowed. \*\*Due to the severe nature of this rule, any offense involving it will be considered as a third offense for terms of punishment.
- Defenders having their pucks locked in such a manner as to spawn inside of certain parts of map geometry. Players must attempt to unstick their spawn pucks before this happens. If unable to do so, any stuck player is not allowed to fire their weapon or use utility during the round, however they may still provide communications to their team during the round.

#### 4.2.6. Recommended Punishments for Section 4 Violations

	<b>Resulting Round is Won by the Infractioning Team</b>	<b>Resulting Round is Lost by the Infractioning Team</b>
<b>First Offense</b>	A minus one/plus two round penalty will be assessed to the infracting and affected teams, respectively, but match results will be kept <b>unless</b> the resulting scoreline changes the outcome. Examples: A 7-4 scoreline will become 6-5 but the win remains. A 6-6 scoreline will become 5-7 and the opposing team will earn the win instead of a tie.	Warning. No changes to scoreline.
<b>Second Offense</b>	A minus one/plus two round penalty will be assessed to the infracting and affected teams, respectively, but the match results will be kept <b>unless</b> the resulting scoreline changes the outcome. Examples: A 7-3 scoreline will become 6-5. A 7-5 scoreline will become 6-7 (despite this being an impossible score in-game) and the win will be reversed to the affected team. The infracting team will also be assessed a 1 point penalty in the event the match result is a win or a tie on their behalf.	If the result of the match is a win or tie for the infracting team, they will be assessed a 1 point penalty. If the result of the match is a loss for the infracting team, no changes to score will be made.
<b>Third Offense</b>	Infractioning team given FFL and team suspended for following week.	Infractioning team given FFL and team suspended for following week.

The Above punishments are guidelines and may not be certain cases, Anything after the 4th offense will be handled on a case by case basis

### **4.3. Cheating**

**4.3.1. The Use of Any Software or Hardware Designed to Gain an Unfair Advantage** in gameplay is strictly forbidden and any player caught using such in DPL will receive a **Permanent Ban** from the league. Forms of disallowed cheating include, but is not limited to:

- Aimbots
- Wallhacks or wireframe views
- Triggerbots/Clickbots
- Visual cheats to remove the effects of stun/flash
- Modifying the values of health or armor
- Modifying the values of weapon damage given or received
- Modifying the availability of weapons, ammo, or utility items
- Macroing key binds that give an unfair advantage in movement or actions

**4.3.2. Ban Circumvention** through the use of alternate accounts in either Due Process itself or in DPL is strictly forbidden. Any player caught circumventing an issued ban with the use of an alternate account will face a ban extension from DPL ranging from **1 Additional Game** on top of their original ban period up to a **Permanent Ban** considering the reason for the original ban as well as repeat offenses leading to increased time of punishment.

Additionally, teams that willingly took part in rostering a banned player using an alternate account can face removal from DPL or having match wins overturned for any matches the banned player took part in.

**4.3.3. Match Fixing** in any form is strictly forbidden. Teams competing in DPL matches must make every attempt to win their matches. Intentional sabotage of matches for reasons including, but not limited to altering potential placements in standings, affecting esports bets in any form, or moving allied teams into higher standing by awarding them points for a win will not be tolerated and any teams caught participating in such acts will have the match(es) in question immediately overturned along with the team being **Suspended** for the remainder of the season. Depending on the severity and depth of the offense, individual players and team members may also face a **Permanent Ban** from DPL and all hosted events.

## **4.4. Stream Sniping and Spectator Abuse**

**4.4.1. Stream Sniping** of players broadcasting their POV without delay will not be punished as it is the player's own choice and risk to show live matches without adequate precautions. Official DPL streams on Twitch will utilize a minimum of 3 minute (180 seconds) of delay to prevent live action from being seen by competing teams and used to their advantage.

**4.4.2. The Use of Spectator Mode** in DPL matches by non-critical staff is disallowed unless explicit permission is given by both teams. Anyone given access to spectator features that uses the system to relay information to either team will risk being stripped of their access privilege as well the team being assisted facing a Forfeit Loss for the match(es) in question.

## **5. Prizes and Accolades**

### **5.1. Awards to DPL Playoff Teams**

**5.1.1. At This Time No Awards Of Monetary Value or Esteem Are Planned.**

### **5.2. Awards to DPL: Rivals Teams**

**5.2.1. At This Time No Awards Of Monetary Value or Esteem Are Planned.**

## **99. Emergency Decisions for the Betterment of the League**

### **99.9. DPL Admins Have the Final Say**

**99.9.9. Every Rule Cannot Be Thought Of Premeditatively.** There will always be the chance that moments appear where the integrity of the competitive nature of DPL has been compromised by unforeseen circumstances where an existing rule does not already provide a path of determining fair play. If problems in gameplay are determined to be against the intended spirit of Due Process, then additional rules and regulations can be added to the rulebook through the course of the season as needed.

*Any decision made after invoking **Rule 99.9.9** will lead to the creation of a permanent rule in the appropriate section of the rulebook and all future decisions will thereafter follow the agreed upon decision. Only in the most extreme circumstances with this new rule be applied retroactively to the incident in question.*



# Change Log

## **V2.8.1**

- 4.2.2. Map Glitches: Reworded rule to be more appropriate in intention.
- 4.2.3. Exploits: Reworded rule to be more appropriate in intention.
- 4.2.4. Specific Examples of Allowed Gameplay: Added rule for map drawing for higher visibility.
- 4.2.5. Specific Examples of Disallowed Gameplay: Added rule for being stuck inside of geometry.

## **V2.7.1**

- 2.1.5. Midseason Roster Additions and Removals: Clarified roster lock and maximum player swaps.
- 2.1.6. Players May Change Teams: Clarified original member status.
- 2.1.9. Valid Team Rosters: Clarification of rogue teams and original roster members.
- 2.2.7. Match Start Times: Teams now allowed to play with fewer than 5 active players .
- 2.2.8. DPL Discord Voice Presence: Rule clarified for Discord communications.
- 2.2.10. Handling of Best of 3 Match Results: Added to signify how Bo3 results are determined.
- 4.2.5. Specific Examples of Disallowed Gameplay: Gruber spawning rule clarified.
- 4.2.6. Recommended Punishments for Section 4 Violations: section for listing common punishments.
- 4.3.1. The Use of Any Software or Hardware Designed to Gain an Unfair Advantage: No macros.
- 4.3.3. Match Fixing: Rule added.

## **V2.5.2**

- 2.2.8. Clarified captain discord voice chat rule to be clear about which matches are affected.
- 4.2.5. Clarified toxic rule and banned standing on the ridge that surrounds toxic.
- 4.2.5. Added rule disallowing any use of admin powers or tools.

## **V2.5.1**

- 2.2.6(a). In-Game Communications: Added rule to enable in-game chat for all players.
- 2.2.6(b). In-Game Communications: Added rule to minimise in-game chat usage.
- 2.2.8. Discord Communication: Team Captain must be in a discord voice channel.
- 2.2.9. Bye Matches: Added section detailing how byes are awarded.
- 4.1.6. Client Failure: Rule renamed and updated to better reflect its intentions and implementation.
- 4.2.5. Specific Examples of Disallowed Gameplay: rule on toxic without a working damage area.
- 4.4.2. The Use of Spectator Mode: Rule changed to better reflect the concerns of spectator abuse.

## **V2.2.1**

- Terms and Definition: Slight clarification to Attacker Spawn area.
- 2.2.7. Match Start Times: Added rule to prevent delays to match start.
- 3.6.4. Spoiling of Match Outcome rule added
- 4.2.3(b). Exploits: Clarified that unintended roof access is disallowed.
- 4.2.4. Specific Examples of Allowed Gameplay: Clarified rule on early round grenade use.
- 4.2.5. Specific Examples of Disallowed Gameplay: Specifically added rule about roof access.
- 4.2.5. Specific Examples of Disallowed Gameplay: Clarified rule on shooting into Attacker spawn.

## **V2.0.2**

- Terms and Definitions section added. This will be expanded upon in future updates.
- 2.2.3. Score Reporting: Clarified that game scores at half must be recorded.
- 3.2.7. Teams that Abandon DPL: Clarified what time periods are affected by this rule.
- 4.1.5. Server Outage Mid-Game: Noted that only affected halves must be replayed.
- 4.1.6. Client Crashes Mid-Game: Added rule detailing how crashes for players are handled.
- 4.2.1. Bugs: Fixed formatting to match similar rules.
- 4.2.3. Exploits: Provided more appropriate examples in (a) and (c).
- 4.2.4. Specific Examples of Allowed Gameplay: Clarified some examples.

- 4.2.5. Specific Examples of Disallowed Gameplay: Clarified some examples.