

SCP: Secret Laboratory

Verified Server Rules (VSR)

Effective date: April 13, 2021

1. Definitions

- 1.1. "Game", "SCP: Secret Laboratory", "SCP: SL": The game SCP: Secret Laboratory as available on Steam (App ID on Steam: 700330 and related App IDs) and Discord (on Discord server with ID 330432627649544202).
- 1.2. "Studio", "Northwood Studios", "Northwood": The owner and developer of the Game, a legal entity registered and located in Poland — "Hubert Moszka Northwood" (NIP: 6972375104).
- 1.3. "Chief Information Officer", "CIO": A Senior Manager affiliated with the Studio. The Chief Information Officer is the head of the department handling Verification Requests.
- 1.4. "Verification Request": A request sent by a Server Owner to Verifiers about adding their Server on the Verified List. Verification Requests can be sent using any method authorized by the Chief Information Officer, eg. by email to the Server Verifier or by using the automatic verification service.
- 1.5. "Studio Staff": people affiliated with the Studio.
- 1.6. "We" ("Us", "Our", etc...), "Verifiers", "Server Verification Specialists", "Verification Team": Staff designated by the Chief Information Officer to handle Verification Requests.
- 1.7. "Player": A person who downloaded and/or activated a license of the Game.
- 1.8. "Game Server": An instance of the Game dedicated server hosted by a Player or a verified hosting company.
- 1.9. "Verified Server". A specific type of a Game Server, which has been verified. (allowed to appear on the Verified List).
- 1.10. "Server Owner": The owner or owners (including co-owners and equivalent positions) of a specific Game Server.
- 1.11. "Server Staff": People designated by the Server Owner(s) to moderate, monitor, or manage the Game Server (or perform any similar or equivalent activities).
- 1.12. "Verified List": publicly-available list provided and controlled by the Studio, containing Verified Servers.
- 1.13. "Geoblocking": A solution that automatically blocks access of a Player to a Game Server, based on the country, continent, or other geographical region that the connection originates from.
- 1.14. "Global Moderator": A member of Studio Staff responsible for searching and banning cheaters on a global scale.
- 1.15. "Global Badge": A badge of a Player set globally by authorized Studio Staff members and sent to the Game as a badge-request-token after successful Authentication.
- 1.16. "Server Info": The content displayed when the Player selects a Verified Server on the Verified List or when the Player selects the "Server Info" button while playing on the Verified Server.

- 1.17. "Whitelist": A solution that restricts access to a Server by making it only available to specific players .
- 1.18. "Access Restriction": Any solution restricting access to a Game Server other than Whitelist or Geoblocking system. Access Restrictions should only be applied for the purpose of blocking cheaters and griefers. Blocking connections from Players using VPNs is not considered to be Access Restrictions.
- 1.19. "Verification Token": An unique identifier that the Studio assigns to a Verified Server. The Verification Token is a property of the Studio.
- 1.20. "Community": A group of people, including the Server Owner, who plays on a Game Server hosted by the Server Owner and/or who are members of the related resources (eg. Discord server, Steam group, forum of the Verified Server).
- 1.21. "Server Security": A collective term used to describe data that are needed for the sole purpose of keeping your Verified Server free of hackers, cheaters and griefers (including but not limited to: Round Logs, Game Server Console Logs, Game Server Exception Logs, IP bans, UserID bans, Custom Anti-Cheat Data, Teamkill Data, Cheating Evidence).
- 1.22. "Custom Gamemode Server": A gamemode in which all, or most of, the objectives of the round are different from the vanilla objectives.
 - 1.22.1. A Game Server is a Custom Gamemode Server if, and only if, the change in the objectives is performed automatically (eg. a Game Server modification) and objectives are changed for the entire round (changed before the first Player joined the Game Server and are not changed back before the round restarts).
- 1.23. "Game Console": A console (text-based user interface) in the Game. It can be opened by pressing the tilde key (using the default keybinds of the Game, on the US keyboard layout in Microsoft Windows).
- 1.24. "Hub Server": A solution that allows the Player to switch between Game Servers without returning to the main menu of the Game.
- 1.25. "Skin": A non-default texture in Game assets made/used by the Studio.
- 1.26. "Authentication", "Authentication Process": All methods and systems used to confirm the identity of a Player connecting to a Server.
- 1.27. "Authentication Token": A digitally signed data (including the signature) generated by the central servers owned by the Studio and sent to the game instance runned by a Player. After joining a Game Server, Game automatically sends it to the Server in order to verify the identity of the Player, their global permissions, owned Skins and other information. An Authentication Token may have three parts:
 - 1.27.1. Secret (contains information about the identity and some of the global permissions of the Player).
 - 1.27.2. Global Badge (contains information about the Global Badge and related global permissions of the Player).
 - 1.27.3. Public (contains public information of the Player, such as owned skins).

2. Server Verification

- 2.1. Server verification is an optional feature that the Server Owner(s) of a SCP: Secret Laboratory Game Server can use to make their Game Server visible on the Verified List.
- 2.2. Server verification is performed by Server Verification Specialists.
- 2.3. By sending a Verification Request, the Server Owner agrees that the IP address of the Game Server will be publicly visible on the Verified List.
- 2.4. Server verification is free of charge and Northwood has no obligations to keep a Game Server on the Verified List. We reserve the right to terminate this agreement, remove or suppress any Game Server from Verified List at any time.
 - 2.4.1. If it's technically possible, the Server Owner will be informed about terminating this agreement, suppressing and/or removing the Game Server from the Verified List. Server Owner will be notified by prominently displaying the message on the console of the Game Server (when pertaining to a suppression) and/or using contact info (if it's provided properly - as described later in this document).
- 2.5. The decision to accept or reject Verification Requests is up to the Verification Specialists. We do not have to justify the decision.
- 2.6. By sending a Verification Request, you are also agreeing with SCP: Secret Laboratory EULA found at: (https://store.steampowered.com/eula/700330_eula_0).
- 2.7. Any violations of this agreement caused by any Server Owner may result in verbal warning(s), removal (temporary or permanent) of the server from the Verified List, removal of the Verified Server status.

3. Verified Server Requirements

- 3.1. A Server Owner is responsible for keeping the Verified Server, and the machine on which the Verified Server is hosted, secure (this includes setting a strong admin password).
 - 3.1.1. If the Game Server uses a remote admin password, the remote admin password must be at least 8 characters long, contain at least 1 lowercase letter, 1 uppercase letter and 1 digit or 1 symbol.
 - 3.1.2. The same requirement applies to the Game Server query administrator password.
- 3.2. A Server Owner and their administration are responsible for keeping their Verified Server free of cheaters.
- 3.3. A Verified Server has to respect global bans issued by the Studio and any anticheat solution that We are using.
 - 3.3.1. It is forbidden to disable/circumvent any of our anticheat solutions, unless there is a config option to disable it supplied natively in the game (without modifying the Game Server).
 - 3.3.2. You are allowed to modify our native server-side Anti-Cheat to prevent false-positives caused by server modifications, but you must modify the anticheat

as little as possible. The modified Anti-Cheat must still be effective in blocking as many cheats as possible.

- 3.4. A Server Owner is obligated to make contact information (eg. e-mail address, invitation link to a Discord server, link to a forum, link to a contact form on the website of the Server) available (contact must be available free of charge for anyone using only the Internet):
 - 3.4.1. For Players, in Server Info
 - 3.4.1.1. Every Player must be able to access the contact information and use it without downloading any files or software, or going through any suspicious website, paid link shortener, or a website with multiple advertisements. Our suggested way is providing an email address or a link to a contact form or server social media (such as Discord, TeamSpeak, Facebook group, Reddit)
 - 3.4.2. For Studio Staff, in Game Server config (“contact_email” in gameplay config)
 - 3.4.2.1. At least one email address must be provided.
 - 3.4.2.2. It is allowed to add multiple email addresses.
 - 3.4.2.3. Other communication channels (eg. invitation to a Discord server) can be additionally added to the contact information.
- 3.5. Server Staff members are obligated to handle all requests sent, both by Players and Studio Staff, using the above-mentioned communications channels.
 - 3.5.1. Requests should be handled in a reasonable amount of time.
- 3.6. Game Server name, Server Info, address (if using domain name instead of IP address) and any data broadcasted using in-game features (eg. broadcasts, CASSIE) must not contain anything: racist, discriminating, any personal data and/or anything illegal.
 - 3.6.1. Adult only content (pornography and excessively vulgar content) is allowed only if it is behind an age gate that requires the user to be at least 18 years old to access that content.
 - 3.6.2. This applies to any resource (eg. a website or a Discord server) mentioned and/or linked through the use of any of the communication methods mentioned above.
 - 3.6.3. This applies to Server Staff behavior when using voice chat and intercom, as well.
 - 3.6.4. Advertising (potential) scams, illegal activities, and/or dangerous websites or services, in any of the above-mentioned communication methods will result in an instant removal from the Verified List.
 - 3.6.5. Copyright violations (eg. copying other people’s Game Server name / Server Info, copyright violations related to plugins installed on the Game Server are regarded as an illegal activity.
- 3.7. A Verified Server must handle all connected Players (up to slot limit defined in proper configuration file) without any lags and crashes that are caused by poor Game Server performance, network connection or other properties configured by the Server Owner.
- 3.8. Only colors from the “color” command in the Game Console can be used as badge colors. Using restricted colors is strictly forbidden.
- 3.9. It is forbidden to put any advertisements in the Verified Server name, Server Info and anywhere in the Verified Server, but it is allowed to put a link to your forum, Discord server, partners.
Examples:

- 3.9.1. <https://discord.gg/SomeServer> — it is a link to your Discord: allowed.
 - 3.9.2. somenscpslserver.com — links to your website: allowed (applies to Steam group, Facebook group, etc. too.)
 - 3.9.3. Link to Patreon, Patronite or any other donation page or store with items/services on your Game Server(eg. VIP roles): allowed, if it's directly related to your Game Server.
 - 3.9.4. youtube.com/... — links to your youtube channel, some videos are counted as advertisements **not** allowed — **applies to all links not directly related to the Verified Server.**
 - 3.9.5. “Event on this Server is live - see twitch.tv/...” — a **temporary** (few minutes, hours, maybe a day) event on the server that is currently happening and link to information about that event: allowed
 - 3.9.6. Branding (eg. hosting provider name) in the Game Server name is allowed, but we reserve the rights to not display the branding on the Verified List.
 - 3.9.7. If you are unsure, you can always contact the Verification team (server.verification@scpslgame.com).
- 3.10. We are not responsible for any breaches of privacy that are caused by the Server Owner and/or their administration. We are still bound to the General Data Protection Regulation (GDPR) and will process any request that falls under the GDPR.
 - 3.11. We are not responsible for any content (eg. Game Server name, Server Info, version, online number counter) placed on our Verified List by the Server Owner or their administration. The Server Owner(s) is/are responsible for any legal issues caused by violation of the rules stated in this agreement.
 - 3.12. It is forbidden to state any false information (eg. but not limited to: name, role names, Server Info), especially false information suggesting any special relations between the Studio and the Verified Server (eg. partnered, official) or Player(s) playing on the Game Server (suggesting that they are eg. Staff members, Studio partners).
 - 3.12.1. The player counter must represent the amount of Players currently playing on the Game Server. Bots and NPCs can't be counted as Players.
 - 3.12.2. The maximum number of Players (Game Server slots amount) must be equal to the highest number of Players that can play concurrently on the Game Server.
 - 3.12.3. Players playing on reserved slots don't have to be included in the maximum amount of Players mentioned above.
 - 3.12.4. If bots or NPCs prevent Players from using all the slots reported to Central Servers, the amount of slots used by bots and NPCs must be subtracted from the maximum amount of players reported to Central Servers.
 - 3.13. Server Info must contain server rules, if there are any, or link to a website where those rules can be found (rules must be visible for everyone on the website, without logging in, creating accounts, paying, waiting on a page with advertisements, downloading any file or software and/or going through a paid link shortener).
 - 3.13.1. Rules must be written in English (or have an English translation attached to the original language), unless the Game Server is clearly dedicated for non-English

speakers (eg. Server has a country tag in the name or the name of the Server is a non-English name).

3.13.2. If your Game Server does not have rules, you must state so in your Game Server name and/or Server Info.

3.13.3. Server Info must be readable in-game (i.e. do not use small text sizes, colors or any other practises that can result in the Server Info being too hard to read).

3.14. The following permission nodes:

- ViewHiddenGlobalBadges
- PlayerSensitiveDataAccess
- ServerConsoleCommands
- SetGroup
- PermissionsManagement

and all commands allowing to directly or indirectly:

- Modify permissions of a Player,
- Gain access to the Player's IP address, Authentication Token and/or pre-Authentication Token,
- View global permissions of a Player,
- View hidden global badges and/or remote admin permissions (including global RA permissions),
- Perform any action that would bypass or normally require any of the permission nodes described above,

are reserved for Server Staff only. It is forbidden to give access to users that Server Owner has no authority over, eg. but not limited to paid roles (including paid staff/admin/mod roles), donators, patreon supporters, VIPs.

3.14.1. It's forbidden to monetize Server Staff positions and/or interviews for such positions.

3.14.2. It's forbidden to monetize permissions mentioned above.

3.15. To run a Verified Server, the Server Owner must be at least 16 years old.

3.15.1. The age limit of the Server Owner does not apply to Game Servers verified before **13th of April 2021**, unless the Server Owner has been changed after that date.

3.15.2. If a Game Server has multiple Server Owners, every Server Owner needs to be at least 16 years old.

3.15.3. Promoting anyone to the position of Server Owner or demoting anyone from the position of Server Owner is treated as a change of Server Owners, as well.

3.15.4. Circumventing this rule by making an alt/fake account, or appointing someone as Server Owner while the person is not the real Server Owner, will result in removal of the Verified Server status.

3.16. A Verified Server must have at least 8 slots available to regular Players (Players without reserved slots and any roles or permissions on the Server).

3.17. The community related to the Game Server must meet the minimum social standards, which means that The Server Owner and Server Staff are expected to possess average language skills in native language of their Game Server.

4. Whitelist and Access Restrictions

- 4.1. Using Whitelisting and Access Restrictions on Verified Servers is allowed only if access can be granted to anyone meeting certain publicly specified requirements, listed in the Server Info.

Examples:

- 4.1.1. A Game Server with an age restriction, verification via Discord: allowed
 - 4.1.2. A Game Server with additional verification to block cheaters and griefers: allowed
 - 4.1.3. A gaming community with 2 regular public Game Servers and third only for VIPs and well-known community members: allowed
 - 4.1.4. A private Game Server for playing only with friends: not allowed, just use direct connect to join. These Game Servers will not be visible in the Verified List.
 - 4.1.5. Temporary Whitelisting or using Access Restrictions to perform maintenance is allowed. Long term maintenance (over 36 hours) needs to be stated in a noticeable way (such as adding “[MAINTENANCE]” at the beginning of the name of the Server).
- 4.2. Whitelist and Access Restrictions used by a Verified Server must be compatible with the “Staff cross-server permissions” section of this document.
 - 4.3. “custom_whitelist” in a Verified Server’s gameplay config must be enabled if, and only if, the Game Server is using a Whitelist solution different from native ones.
 - 4.4. “server_access_restriction” in a Verified Server’s gameplay config must be enabled if, and only if, the Game Server is using Access Restriction.

5. Geoblocking

- 5.1. If you are using Geoblocking you have to inform the players about it by adding “[AllowedCountryCodeHere ONLY]” (or a similar tag) tag to the name of the Verified Server.
 - 5.1.1. The tag has to be clearly visible (small or dark fonts are forbidden).
 - 5.1.2. It is allowed to use region codes (eg. [EU ONLY]).
- 5.2. Users blocked by Geoblocking have to be kicked with the reason stated in English, that clearly informs that this Verified Server is available only for people from a specific country or region.
 - 5.2.1. Kicking a Player without that information or just blocking connections (eg. using a firewall) is forbidden, unless a special permission from the Chief Information Officer (security@scpslgame.com) has been granted.
 - 5.2.2. Special permission to block connections can be granted eg. to mitigate DDoS attacks.
- 5.3. Players with “Bypass geo restrictions” set to “YES” in the Authentication Token (sent when joining the Game Server) have to be allowed to join the Verified Server regardless of Geoblocking (it’s eg. for the Verification Team, Global Moderators).

6. Global Badges on Server

- 6.1. Types of Global Badges (as defined in the game code and badge token)
 - 6.1.1. 0: used by Players that are not Studio Staff members (eg. Patreon supporters, Game partners, event winners). It's forbidden to hide these badges by default, block them or modify them (of course it is allowed to change it to the local role if the Player is eg. server admin, but it's forbidden to change it to intentionally hide that role).
 - 6.1.2. 1: used by Studio Staff. It is allowed to hide it by default and block the Global Badge, but not its permissions.
 - 6.1.3. 2: used by the Senior Management. It is allowed to hide it by default, but it is not allowed to block the badge nor its permissions.
 - 6.1.4. 3 and 4: used by the Global Moderators. "3" is already hidden by default and must remain hidden by default. It is allowed to hide "4" by default, but it is not allowed to block the badge nor its permissions.
 - 6.1.5. 5: used by the Verification Team. It is allowed to hide them by default, but it is not allowed to block the badge nor its permissions.

7. Staff cross-server permissions

- 7.1. Global Moderators and authorized members of Studio Management are able to access and use the remote admin panel on every Verified Server, regardless of any Game Server settings. This is only to allow us to keep Verified Servers free from cheaters.
- 7.2. Specially authorized Studio Staff members (eg. Global Moderators) can join any Verified Server regardless of ban, whitelist, Geoblocking and/or any other access restriction.
- 7.3. We are able to restart the round or the entire process of a Verified Server when it is needed to get it back on the Verified List (eg. after Central Server malfunction).
- 7.4. Studio Staff members can access the email address set as contact email for the Server Owner/administrator in the Game Server config, as well as the basic Game Server configuration (such as online mode, current Game Server IP).
- 7.5. It is forbidden to block, or restrict any permissions or features specified in this section of this document.
- 7.6. Changing or blocking any permissions or Global Badges that Global Moderators and authorized members of the Studio Management have is strictly forbidden.
 - 7.6.1. This doesn't include changing permissions performed only by adjusting Remote Admin configuration file.
- 7.7. It is forbidden for Server Staff to interfere with Global Moderators (eg. disabling overwatch mode of a global mod and/or exposing that he/she is a Global Moderator when their tag is hidden).
- 7.8. It is forbidden to inform anyone about any Player (non-Server Staff) who has a hidden Global Badge.

8. Miscellaneous

- 8.1. Abusing API
 - 8.1.1. Abusing the API (eg. trying to register fake Verified Servers) and/or submitting false information to the API (sending fake amount of Players connected to the Server, slots amount, fake Player list or any other information) is forbidden.
 - 8.1.2. Verifying multiple, redundant Game Servers to flood the Verified List is forbidden.
 - 8.1.2.1. We reserve the right to remove verification or reject Verification Requests from Game Servers that have only one slot, only a couple of slots or are created only to flood the Verified List. This includes Game Servers using a Hub Server and Custom Gamemode Servers.
- 8.2. As stated in the Definitions section of this document, the Verification Token is property of the Studio. You are not allowed to sell, trade and/or distribute the Verification Token in any shape or form.
 - 8.2.1. Sharing a token between communities is allowed, only if they are both using the same machine with the same IP address.
- 8.3. Plugins and modifying server-side code limitations
 - 8.3.1. Any modifications that can cause physical harm to a Player are forbidden, eg. loud noises.
 - 8.3.2. If you make **any** changes to the Game Server other than adjusting configuration files (eg. installing a plugin framework, adding/changing/removing line(s) of code or altering the code during runtime), your Game Server must report itself as modded to the central servers.
 - 8.3.3. The distribution of cheats, malware, game modifications and/or any potentially harmful (not generally known as safe) third party software on the Verified Server and/or in any place related to the Verified Server (eg. Discord server, website provided in Server Info) is strictly forbidden.
 - 8.3.4. Every automated kick or ban (except ones issued by native game functions) must be clearly described to the kicked/banned Player as an automated action not related to native game function, unless it clearly doesn't look like an automated action.
- 8.4. The secret part (and Global Badge part, if Global Badge is hidden) of the Authentication Token, and any section of that part, along with the IP addresses of Players are confidential. Sharing them, if not necessary for security purposes, is strictly prohibited.
 - 8.4.1. When needed, you can share them with your Server Staff, Server Staff of partnered Game Servers (eg. syncing bans or warn them about that specific Player), law enforcement and/or Studio Staff, but never with the general public.
- 8.5. Show respect to every, and any, Community that hosts Verified Servers for the Game. Any hostile action towards a Community and/or any resource (eg. IT resources like a Discord server, website or database) owned by a Community or Server Owner, is strictly forbidden.

- 8.5.1. Any hostile action towards your own community members (eg. harassment, bullying) is not allowed.
- 8.6. All attacks (including DoS and DDoS attacks) against any person, Game Server and/or their resources are strictly prohibited.
- 8.7. You are not allowed to give all Players any administrative permissions without a reason (including but not limited to “free admin” and “everyone is an admin” Game Servers).
- 8.8. UserIDs that are hashed or salted (eg. Player enabled DNT, has the option enabled to not show steam profiles on the Player list or has a salted UserID) may not be shared in plain-text form outside Server Staff.
 - 8.8.1. You are also not allowed to modify our hashing/salting system in any way.
- 8.9. It is forbidden to kick, ban or punish Players (in any way) only because of their game settings (eg. Do Not Track enabled, hidden button to a steam profile).
- 8.10. Any obstructions of investigations performed by a Server Verification Specialist are forbidden. If you deem requests made by the Server Verification Specialist unlawful or/and unjustified, ask for their superior by emailing security@scpslgame.com.
- 8.11. When your Game Server receives the “Do Not Track” (DNT) signal from a game client (as a server command and/or in Authentication Token) you are:
 - 8.11.1. Not permitted to store any data about the Player that are not necessary for ensuring Server Security.
 - 8.11.2. Not permitted to publish any data about the client (access to the data should be restricted to the Server Staff).
 - 8.11.3. Not permitted to use any data about the client for any other purpose than Server Security (eg. but not limited to “Statistics tracking”, “Leveling System”).
 - 8.11.4. You are obligated to remove any data that is not required to maintain Server Security when the client requests his/her data to be removed. Removal requests need to be honored within 72 hours.
 - 8.11.5. The rules described in this paragraph (8.11) related to “Do Not Track” do not apply if you have explicit consent from the Player to store that data.
 - 8.11.5.1. The consent allows you to ignore the “Do Not Track” only for the Players that gave the consent.
 - 8.11.5.2. The consent must be fully voluntary, conscious and unambiguous. It must be clear that the Player agreed to it, consents like “By joining the server you agree” are not valid.
 - 8.11.5.3. The Player giving consent must be aware of all data (not related to Server Security) that will be stored and how they will be processed. They further have to know whether or not the data will be visible to regular Players or any other users.

9. Forwarding and Proxying connections

- 9.1. You are allowed to forward (by using “REDIRECT” pre-Authentication response code or other game functions allowing to change the port on the client) or proxy (by using software forwarding connections to another IP address and/or port) only to Verified Servers.
 - 9.1.1. The target Game Servers do not have to be visible on the Verified List (they can be hidden by using proper central server commands in the Server Console or by contacting the Verification Team), but they must be verified and meet all requirements of Verified Servers (including the ones stated in this document).
 - 9.1.2. Forwarding and proxying connections is only allowed between Verified Servers owned by the same Server Owner, unless Server Owners of all target Game Servers have agreed to the use of such forwarding or proxying.
 - 9.1.2.1. A forwarding or proxying server must be owned by a Server Owner of at least one target Game Server, unless all Server Owners of all the target Game Servers have agreed to allow that particular server to forward or proxy traffic to their Game Servers.
- 9.2. If it is not possible to directly connect to the target Game Server (by providing IP and port from the configuration file) the target Game Server must be hidden from the Verified List and its name and/or info must contain the IP address and port that allows joining the Game Server.
 - 9.2.1. If the provided IP address and port connects to a Hub Server there must be a Remote Admin command or Game Console command (starting with a dot) for Studio Staff that allows easy specification of the target server (at least by IP and port, or name).
 - 9.2.1.1. There must be an RA command named “gsh” and the Game Console command named “.gsh” that will show the command name and usage of the command described above. The details must be sufficient to use that command.
 - 9.2.1.2. The commands described above (the one allowing to switch the Game Server and the “gsh” / “.gsh”) must be accessible, at least, to the Verification Team, Global Moderators and Studio Senior Management (Global Badge types 2, 3, 4 and 5).
- 9.3. Game Servers that use a Hub Server do not need to meet the minimal-slots requirement if only the Hub Server is visible on the Verified List and the sum of all slots of Game Servers available from the Hub (excluding the Hub Server itself) is greater than, or equal to 16.
 - 9.3.1. The minimal amount of 16 slots is not required if the Hub Server redirects only to Custom Gamemode Servers or at least to three Custom Gamemode Servers.

10. Custom Gamemode Server

- 10.1. Custom gamemode server mode (“custom_gamemode_server” in gameplay config, proper variables within the game code) must be enabled if, and only if, the Game Server is a Custom Gamemode Server.
- 10.2. Do Not Track Exemptions
 - 10.2.1. If your Custom-Gamemode Server relies on, and only functions when, you have to save Player data, then it is allowed to save only the necessary data from Do Not Track (DNT) enabled Players only if:
 - 10.2.1.1. You state in your Server Info that you are a Custom Gamemode Server and have to save data because of your gamemode.
 - 10.2.1.2. The saved data about Players using DNT are absolutely necessary for your gamemode.
 - 10.2.1.3. Players with DNT enabled are informed about saving the data and ignoring DNT via the broadcast system.
 - 10.2.1.3.1. The broadcast must be visible — displayed for at least 5 seconds and using a readable font (big enough and in a readable color).
 - 10.2.1.4. You still comply with data removal requests from Players (via contact information in your Server Info).
- 10.3. You are allowed to hide by default all Global Badges on your Custom Gamemode Server, only if your gamemode absolutely requires it.
- 10.4. Custom Gamemode Servers are exempted from the minimal slots amount, if it’s needed by the gamemode.
 - 10.4.1. Hosting more than three Custom Gamemode Servers below the required minimal slots amount (described in this document) requires using a Hub Server and hiding all Game Servers that have less slots than the required minimal amount from the Verified List.

11. Skins

- 11.1. You are not allowed to alter, add or block any Skins of any Player (this includes Server Staff) which are saved in the Public part of the Player’s Authentication Token.
- 11.2. You are not allowed to modify the Game Server in any way to alter, add or remove any Player’s skins.