

SCP: Secret Laboratory VSR

Verified Server Rules

Effective date: April 7th, 2022

The Verification Operating Procedures (VOP), which can be found in this document, are an integral part of the Verified Server Rules. By agreeing to this document (VSR) you agree to the VOP as well.

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) ul. Bohaterów Westerplatte 10/7, 64-100, Leszno.
- 1.3. "Chief Information Officer", "CIO": The head of the Security Department of the Studio and in turn, the Verification Team.
- 1.4. "Verification Request": A request sent by a Server Owner to the Verification Specialists regarding the addition of their server to the Verified List. Verification Requests can be sent using any method authorized by the Chief Information Officer.
- 1.5. "Studio Staff": personnel affiliated with the Studio.
- 1.6. "We" ("Us", "Our", etc...), , "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", "Server": An instance of a game-dedicated server hosted by a Player or a verified hosting company.
- 1.9. "Verified Server": A Game Server which has been added to 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": Personnel designated by the Server Owner(s) to moderate, monitor, or manage the Game Server (or perform any similar or equivalent activities). This also applies to any in-game role that has permission to kick, ban, or mute.
- 1.12. "Server Technician": Personnel designated by the Server Owner(s) to develop, maintain, run, or configure the Game Server and/or server infrastructure.
- 1.13. "Verified List": A publicly-available list of Verified Servers, provided and controlled by the Studio.
- 1.14. "VSR": An abbreviation for the Verified Server Rules.
- 1.15. "Vanilla": A term used to refer to systems or features that are created and maintained solely by the Studio.

- 1.16. "Geoblocking": A solution that automatically blocks a Player's to a Game Server based on the country, continent, or other geographical region that the connection originates from.
- 1.17. "Global Moderator": A member of Studio Staff responsible for searching and banning cheaters on a global scale.
- 1.18. "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.
- 1.19. "Server Info": The content displayed when a Player selects a Verified Server on the Verified List or when a Player selects the "Server Info" button while playing on a Verified Server.
- 1.20. "Whitelist": A solution that restricts access to a Server by only making it available to specific players .
- 1.21. "Access Restriction": Any solution restricting access to a Game Server other than a 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.
- 1.22. "Verification Token": An unique identifier that the Studio assigns to a Verified Server. The Verification Token is the property of the Studio.
- 1.23. "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).
- 1.24. "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).
- 1.25. "Custom Gamemode Server": A Game Server in which every game round is an Event Round. Example: A TTT-Server, Deathmatches, Hide and Seek, etc.
 - 1.25.1. 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). The objectives should be changed for the entirety of every round (changed before the first Player joined the Game Server and are not changed back before the round restarts).
- 1.26. "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).
- 1.27. "Hub Server": A solution that allows the Player to switch between Game Servers without returning to the main menu of the Game.
- 1.28. "Skin": A non-default texture in Game assets made/used by the Studio.
- 1.29. "Custom Skin": The process of using primitive objects to modify the appearance of player models or items (whether it is transparent or non-transparent).
 - 1.29.1. Custom Skins can also be objects (created by the community) that follow Players, that cover/clip through/clip over/replace aspects of existing models or items.

- 1.30. “Event Rounds”: A game round in which the majority of the objectives are different from the Vanilla objectives.
 - 1.30.1. Having an occasional Event Round will not classify a Game Server as a Custom Gamemode Server.
- 1.31. “Authentication”, “Authentication Process”: All methods and systems used to confirm the identity of a Player connecting to a Server.
- 1.32. “Authentication Token”: Digitally signed data (including the signature) generated by the central servers (owned by the Studio) and sent to the game instance run by a Player. After joining a Game Server, the Game automatically sends it to the Server to verify the identity of the Player, their global permissions, owned Skins, and other information. An Authentication Token may have three parts:
 - 1.32.1. Secret (contains information about the identity, and some of the global permissions, of the Player).
 - 1.32.2. Global Badge (contains information about the Global Badge and related global permissions of the Player).
 - 1.32.3. Public (contains public information about 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 the 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. The 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 a Verification Request is at the Verification Specialist’s discretion. The decision does not have to be justified.
- 2.6. By sending a Verification Request, the Server Owner(s) are agreeing to SCP: Secret Laboratory EULA found at: (https://store.steampowered.com/eula/700330_eula_0).

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 for the machine it is hosted on, or using any other strong authentication method.
 - 3.1.1. Verified Servers must not use remote admin passwords.
 - 3.1.2. Any Game Server query administrator passwords must be at least 8 characters long, with at least 1 uppercase letter and one digit or symbol.
- 3.2. A Server Owner and their administration are responsible for keeping their Verified Server free of cheaters. All active cheaters must be banned and reported to the Global Moderators via The Studio's Polaris bot (instructions on how to add this bot can be found [here](#)), or any other official cheater reporting system, within a reasonable timeframe.
- 3.3. A Verified Server has to respect global bans issued by the Studio and any anticheat solution that is in use.
 - 3.3.1. It is forbidden to disable/circumvent any anticheats solutions used by the Studio, unless there is a config option to disable it, supplied natively in the game (without modifying the Game Server).
 - 3.3.2. It is permitted to modify native server-side Anti-Cheat to prevent false-positives caused by server modifications. The Anti-Cheat should be modified as little as possible, while still efficiently blocking cheats.
 - 3.3.3. No globally banned persons are allowed to act as Server Staff, Server Technicians, or Server Owners on a Verified Server.
- 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. These contact methods should be free of charge for anyone who is solely using the internet.
 - 3.4.1. For Players, in Server Info / Server name
 - 3.4.1.1. Every Player must be able to access the contact information and use it without downloading any files or software, 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 permitted 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 respond to 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 the content.
 - 3.6.2. This rule applies to any actions undertaken by Server staff, either in-game or within linked communities / communication channels.
 - 3.6.3. 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.
 - 3.6.4. Copyright violations, e.g. copying other people's Game Server name / Server Info, copyright violations related to private plugins installed on the Game Server, are regarded as illegal activities.
- 3.7. A Verified Server must handle all connected Players (up to the slot limit defined in the 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.
 - 3.7.1. A Verified Server may only have up to 60 player slots. This does not include reserved slots. If you believe your server can handle more than 60 players, contact the Verification Team.
- 3.8. Only colours from the "color" command in the Game Console can be used as badge colours. Using restricted colours is strictly prohibited. A list of available badge colours can be found here: <https://en.scpslgame.com/index.php?title=Docs:Permissions>
- 3.9. It is forbidden to put any advertisements in the Verified Server name, Server Info, and anywhere in the Verified Server. It is, however, allowed to put a link to your forum, Discord server, and partners.

Examples:

 - 3.9.1. <https://discord.gg/SomeServer> — a link to your Discord is allowed.
 - 3.9.2. somescpslserver.com — links to your website are allowed (applies to Steam group, Facebook group, etc.)
 - 3.9.3. Links to Patreon, Patronite, or any other donation page or store with items/services on your Game Server(eg. VIP roles) are allowed, if it's directly related to your Game Server.
 - 3.9.4. Links to Youtube channels / videos, or other video hosting sites are **forbidden for all links not directly related to the verified server.**
 - 3.9.5. Links to Twitch streams are only permissible if a server is running an event. The link must only remain in the server info temporarily (maximum time of 24 hours).
 - 3.9.6. Branding (eg. hosting provider name) in the Game Server name is allowed but we reserve the right 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) 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 this includes, but is not limited to, name, role names, and Server info. False information suggesting any special relations to the Studio and the people playing on the Game Server will be judged harshly. This includes, but is not limited to, claiming that the Game Server is partnered, an Official Server, or a Verified hoster when it is not the case. Suggesting that any member of Studio Staff or Studio partners are playing on the Server is not permitted.
 - 3.12.1. The player counter must represent the number of Players currently playing on the Game Server. Bots and NPCs may not 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 do not have to be included in the maximum number of Players mentioned above.
 - 3.12.4. If bots or NPCs prevent Players from using all the slots reported to Central Servers, the number of slots used by bots and NPCs must be subtracted from the maximum number 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 to 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 (e.g. The 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, colours or any other practices that can result in the Server Info being too hard to read).
- 3.14. The following permission nodes:
 - ViewHiddenGlobalBadges
 - PlayerSensitiveDataAccess
 - ServerConsoleCommands
 - SetGroup
 - PermissionsManagement
 - ServerConfigs

and all commands allowing a Player 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 the Server Owner has no authority over, eg. but not limited to paid roles, donors, Patreon supporters, and VIPs.

- 3.14.1. It's forbidden to monetise Server Staff positions and/or hold interviews for such positions.
- 3.14.2. It's forbidden to monetise the 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 the **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. This extends to ownership of linked communication methods.
 - 3.15.3. Promoting anyone to the position of Server Owner is treated as a change of Server Owners.
 - 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.
 - 3.15.5. All Server Staff must be at least 13 years old.
- 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 the native language of their Game Server.
- 3.18. It is forbidden to intentionally flood, clear or obstruct (in any way) the game console and/or text-based remote admin.

4. Whitelist and Access Restrictions

- 4.1. Using Whitelisting and Access Restrictions on Verified Servers is only allowed 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 that is verifiable via Discord is allowed.
- 4.1.2. A Game Server with additional verification to block cheaters and griefers is allowed.
- 4.1.3. A gaming community with two regular public Game Servers and a third only for VIPs and well-known community members is allowed.

- 4.1.4. A private Game Server for playing only with friends is not allowed. Instead, direct connect can be used 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 declared, such as adding “[MAINTENANCE]” at the beginning of the name of the Game 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 the Game Server is using a different Whitelist solution.
- 4.4. “server_access_restriction” in a Verified Server’s gameplay config must be enabled 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) to the name of the Verified Server.
 - 5.1.1. The tag has to be clearly visible (small or dark fonts are prohibited).
 - 5.1.2. It is allowed to use region codes e.g. [EU ONLY].
- 5.2. Users blocked by Geoblocking have to be kicked with the reason stated in English. It should clearly state that this Verified Server is only available to people from a specific country or region.
 - 5.2.1. Kicking a Player without that information or blocking connections (e.g. using a firewall) is forbidden, unless explicit permission from the Chief Information Officer (security@scpslgame.com) has been granted.
 - 5.2.2. Permission to block connections can be granted e.g. 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 (e.g. for the Verification Team and 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). These badges may not be blocked or modified to hide the role. .
 - 6.1.2. 1: used by Studio Staff. These badges may be hidden by default and the Global Badge may be blocked. Its permissions, however, may not be blocked.
 - 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 can access and use the remote admin panel on every Verified Server, regardless of any Game Server settings. This allows the Studio to keep Verified Servers free from cheaters.
- 7.2. Specially authorized Studio Staff members (e.g. Global Moderators) can join any Verified Server regardless of a ban, whitelist, Geoblocking, and/or any other access restriction.
- 7.3. The Studio is 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 (e.g. after a 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.
- 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 does not include changing permissions performed only by adjusting the Remote Admin configuration file.
- 7.7. Server Staff may not interfere with Global Moderators (e.g. disabling overwatch mode of a Global moderator 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 the API (e.g. trying to register fake Verified Servers) and/or submitting false information to the API (sending fake number of Players connected to the Server, the number of slots, fake Player list, or any other false information) is prohibited.
 - 8.1.1. Verifying multiple, redundant Game Servers to flood the Verified List will not be tolerated.
 - 8.1.1.1. The Studio reserves the right to remove verification or reject Verification Requests from Game Servers that have one slot, only a few slots, or are created to flood the Verified List. This includes Game Servers using a Hub Server and Custom Gamemode Servers.
- 8.2. Sharing a Verification Token between communities is allowed only if they are both using the same machine with the same IP address.

- 8.2.1. Sharing a Verification Token for commercial purposes is strictly prohibited.
 - 8.2.2. It's forbidden to sell, buy, trade and/or distribute the Verification Token.
- 8.3. Plugins and modifying server-side code limitations
 - 8.3.1. Any actions that can cause physical harm to a Player are forbidden, e.g. loud noises, flashing lights.
 - 8.3.2. If you make **any** changes to the Game Server other than adjusting configuration files (e.g. 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 does not 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 (e.g. 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 Community that hosts Verified Servers. Any hostile action towards a Community and/or any resource (e.g. 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 (e.g. harassment, bullying) is not allowed.
- 8.6. All attacks and/or threats (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 (e.g. 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) because of their game settings (e.g. Do Not Track enabled, hidden button to a steam profile).
- 8.10. Any obstructions of investigations performed by Server Verification Specialists are forbidden. If you deem requests made by Server Verification Specialists unlawful and/or 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 (e.g. but not limited to “Statistics tracking”, “Leveling System”).
 - 8.11.4. You are obligated to remove any data 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 the data.
 - 8.11.5.1. The consent allows you to ignore the “Do Not Track” 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 it will be processed. They further have to know whether or not the data will be visible to regular Players or any other users.
- 8.12. Modifications of accessibility features (eg. Subtitles) are only allowed if they are meant to enhance accessibility.
- 8.13. No achievements may be granted to players through the use of server modifications.

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). They must be verified and meet all requirements of Verified Servers (including those stated in this document).
 - 9.1.2. Forwarding or 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.
- 9.2. 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 the user to switch the Game Server and the “gsh” / “.gsh”) must be accessible 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 minimum slot 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 minimum number 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 the Game Server is a Custom Gamemode Server.
- 10.2. Do Not Track Exemptions
 - 10.2.1. If your Custom-Gamemode Server relies on having to save Player data, it is allowed to save only the necessary data from Do Not Track (DNT) enabled Players 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 the gamemode.
 - 10.2.1.2. The saved data about Players using DNT are absolutely necessary for the 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 colour).
 - 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 all Global Badges by default on your Custom Gamemode Server if your gamemode requires it.
- 10.4. Custom Gamemode Servers are exempted from the minimum number of slots if it’s needed by the gamemode.

- 10.4.1. Hosting more than three Custom Gamemode Servers below the required minimum slot requirement, as described in this document, requires using a Hub Server and hiding all Game Servers that have less slots than the minimum requirement from the Verified List.

11. Skins

- 11.1. You are not allowed to alter, add, or block any Skins of a Player which are saved in the Public segment 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 a Player's Skins.
- 11.3. You are only allowed to use a Custom Skins system if the server is designated as a Heavily Modded Server.
 - 11.3.1. This Custom Skins system may not interfere with any Vanilla-skins system.

12. Heavily Modded Flag

- 12.1. Your Game Server must report itself as Heavily Modded (this can be done by setting "heavily_modded_server" to true, or through server modifications automatically sending the Heavily Modded flag) to the Central Servers, if it meets at least one of the following criteria:
 - 12.1.1. Contains primitive objects that are added through server modifications.
 - 12.1.2. Adds new classes or SCPs.
 - 12.1.2.1. Adds new subclasses which provide players with an ability or statistic that may significantly disrupt the standard pattern of gameplay.
 - 12.1.3. Adds new interactable items.
 - 12.1.4. Adds new functionality to *SCP 914* (exceptions being the addition and modification of item recipes).
 - 12.1.5. Is a Custom Gamemode Server.
 - 12.1.6. Automatically (any actions other than applying changes which are lost upon round restart; such as manually modifying, spawning or removing one object at a time) applies changes to the map (eg. adds or removes doors, workstations) through server modifications.
 - 12.1.7. Meets at least two of the following criteria:
 - 12.1.7.1. Modifies the statistics or functionality of any item.
 - 12.1.7.2. Modifies the statistics or functionality of any human class or SCP.
 - 12.1.7.3. Modifies stamina values to an extent greater than 20%.
 - 12.1.7.4. Disables the stamina system.
 - 12.1.7.5. Modifies the spectator system.
- 12.2. Designating your server as Heavily Modded while it is not, and vice versa, is strictly prohibited.

12.3. Game Servers will not need to enable the Heavily Modded flag if they are using primitive objects to prevent unintentional exploits or bugs. These exploits should be reported [here](#) or to security@scpslgame.com (depending on the severity of the bug/exploit).

SCP: Secret Laboratory VOP

Verification Operating Procedures

Introduction

The Verification Operating Procedures is an integral section of the Verified Server Rules; detailing the common punishments used by the Verification Team.

Please be aware that these are standardised punishments. Most cases will refer back to them but non-standard issues will require unique solutions.

This document further discusses other requests that may pass through the Verification Team, as well as outlining the appeal process.

VSR Enforcement Methods

The Verification Team can use the following enforcement methods against servers violating the VSR.

- Warnings
- Temporary Server Suppressions (“Temporary Delist”)
- Permanent Server Suppressions (“Permanent Delist”)
- Staff removal requests
- Global Bans

Warnings

- Warnings are handed out for minor violations, and are delivered through the contact email set by the owner. Warning messages will contain information regarding the violation.
 - Server owners may be obligated to fix the issue they are receiving a warning for. Should this be the case, the email will specify as such. All issues must be resolved within 48 hours, or a Temporary Server Suppression will come into effect until said issues are resolved.
- Server Owners are obligated to notify the Verification Team after resolving the violation (replying to the original email will be sufficient).

Temporary Server Suppressions

- Suppressed Game Servers will not be visible on the server list.
- The Suppression may be applied to a specific server (specific port on a specific IP address), all servers on a specific IP address, or all servers owned by an individual (including all servers created after the Suppression issuance).
- Temporary Server Suppressions expire after a specified amount of time, or once the outlined conditions are met (eg. violations are fixed).

- The Verification Team will notify the Server Owner after issuing the Temporary Server Suppression, and specify the expiration time or conditions through email.
- Temporary Server Suppressions which aren't for a specified amount of time, are removed by the Verification Team after receiving a proper request sent by the Server Owner. An email requesting the removal of the Suppression must be sent to the Verification team.

Permanent Server Suppressions

- Permanent Server Suppressions function identically to Temporary Server Suppressions but lack any expiration conditions.
- The Verification Team will notify the Server Owner after issuing a Permanent Server Suppression, and inform them that the suppression is permanent. This will be done via email.

Staff removal requests

- The Verification Team may request the removal of a Server Staff member if they don't meet the Staff requirements as stated in the VSR, or if they were involved in the violation of the VSR. This procedure exists to limit the number of communities that are taken off of the Verified List.
 - This extends to all communities attached to a Verified Server, including Discord servers and any other means of communication.
 - This also applies to all developmental positions, both permanent and/or contractual.
- When applicable, the studio will contact the Server Owner to discuss the Server Staff's actions beforehand. Failure to remove a user from a Staff Team will result in a Temporary Server Suppression.

Global Bans

- Global Bans may be issued according to our *Illegal/Malicious Activities* section as stated in the game's Ban Policy..
- Bypassing Server Suppressions and severe VSR violations may be treated as Illegal Activities. Decisions regarding such activities will be at the discretion of both the Verification and Global Moderation Teams.

Contacting Server Owner

- The email address set as the contact address in the Server config will be used for all correspondence related to VSR Enforcement.
- We reserve the right to not send an email if the provided email address is invalid, or if it does not belong to the Server Owner.
- Emails which are not delivered due to the Server Owner (including situations mentioned above) will still be considered as delivered. Punishments will still be applied.

Verification Removal

- Verified Servers may be removed from our system if it hasn't connected to central servers within 14 days, or is permanently suppressed and the decision may not be appealed (and no appeal is being handled).
- Additionally, information about an IP address previously used to host a Verified Server may be removed from our systems once the 14 day period has elapsed.
- Verified Servers or information about a Verified IP address may be removed immediately upon receiving a proper request from the Server Owner.
- If a Verified Server will be offline for more than 14 days due to an emergency or other extraneous circumstance; and the Server Owner does not wish for it to be removed, the Verification Team should be informed. This includes information about the duration and state of the downtime. This request must be submitted at least 7 days prior to the end of the 14 day period.

Verified Servers may be removed without warning or notice in the following cases:

- A violation of VSR 8.2 or any of its subpoints.
- The Verification Token is being used to abuse the API.
- The Verification Token has been obtained by an unauthorized party, and it is not possible to determine the real owner of the Verification Token.

IP Address Change Request

- If, for any reason, the Machine and/or static IP which is being hosted on changes, an "IP address change request" may be sent to the Verification Team. This way all Verification Tokens can be kept. An email should be sent to the Verification Team outlining the request, along with the old and new IP addresses.

Geo-location Change Request

- If the geographical location of a Verified Server is incorrect, a "Geo-location change request" may be sent to the Verification Team.
- The Verification Team will manually change the coordinates of the Verified Server.
- There must be a valid reason for this request. These include, but are not limited to, the Game Server hosting a service in the wrong location (auto-verified hosting services cannot have their geo-location changed).
- The IP address of the Verified Server, the desired coordinates, and the reason for the request must be included in the correspondence.
- This only changes the location of the Verified Server on the Verified List, and will not affect connection of Players on the Verified Server.

Appealing Verification Team Decisions

All decisions made by the Verification Team, if they are believed to be made incorrectly; may be appealed unless it is stated otherwise in the VSR or VOP.

- Decisions may only be appealed by the Server Owner. Co-owners and other Server Staff may not send appeals.
- Appeals for the decisions made by the Verification Team are handled by the **Verification Manager**.
- Appeals must contain the following information:
 - The name and IP address of the Verified Server.
 - If applicable, the violated VSR points.
 - A detailed explanation as to why you believe the decision was made incorrectly.
 - If applicable, any evidence that may be important for handling the appeal.
- Appeals must be written in English, and sent to the Verification Manager by email (verification.manager@scpslgame.com) within 14 days after the punishment has been applied. Appeals sent through any other communication method will be **disregarded**.
- Appeals *may* be sent exceeding the 14-days period if there are new facts or evidence that heavily impact the original verdict.
- The Verification Manager may start the appeal process without receiving an appeal, if requested by the Chief Information Officer, or if there is reasonable suspicion that the initial decision had been made incorrectly.

Second Appeal Instance

- If it is believed that the appeal sent to the Verification Manager was handled improperly (due to a violation of VSR, VOP, Game EULA or any other related documentation issued by Northwood), the Server Owner may appeal the Verification Manager's decision to the Chief Information Officer. *All appeals beyond this scope will be left unread and unanswered.*
- Appeals to the Chief Information Officer must be sent within 14 days after the appeal in question has been handled by the Verification Manager.
- Appeals *may* be sent exceeding the 14-days period, if there are new facts or evidence that may heavily impact the second verdict.
- Appeals must be written in English and sent by email (security@scpslgame.com). They should contain the following information:
 - The name and IP address of the Verified Server.
 - If applicable, the violated VSR points.
 - A detailed explanation of the violation made by the Verification Manager while processing the questioned appeal.
 - If applicable, any evidence of that violation.
- The decision of the Chief Information Officer is **final** and **may not be appealed**.
- If the described violation is confirmed, the Chief Information Officer voids the initial decision made by the Verification Manager, and designates individuals who will investigate the case.