

SCP: Containment Breach Multiplayer Community Server Host Guidelines

Purpose

This document outlines the requirements for any community host seeking verification for an SCP: Containment Breach Multiplayer server. It is designed to establish baseline expectations for ownership verification, staff accountability, server transparency, player safety, fair moderation, privacy, and platform integrity.

Verification is a privilege, not an entitlement. A server may be denied, delayed, suspended, removed from the verification process, or stripped of its status at any time if staff determine that the server owner, server staff, infrastructure, or community resources do not meet these requirements or create risk for players or the game ecosystem.

Definitions

Central Services

Any official services controlled by the SCP: Containment Breach Multiplayer team that authenticate players, distribute server visibility, display server tabs (currently known as “Official & Community”), process verification status, or otherwise support community server operations.

Community Resource

Any social platform, site, page, or public-facing channel associated with a server or its staff, including Discord servers, websites, donation pages, Steam groups, announcement feeds, or other external communication spaces.

IT Infrastructure

The machine, virtual machine, container, host node, or related infrastructure on which the server runs, together with any systems directly used to administer, monitor, proxy, secure, or log server activity.

Modification

Any plugin, module, hook, patch, external admin utility, gameplay add-on, scripted extension, or other change that alters or supplements default server behavior, other than ordinary configuration of built-in server files and startup arguments.

Server Owner

The individual or legal entity that applies for verification and is ultimately responsible for the server, its staff, its infrastructure, and its community resources.

Server Staff

Any person appointed by the Server Owner to moderate, administer, manage, supervise, develop, support, or otherwise act on behalf of the server.

Community Tab

The staging area for newly accepted verification candidates. A server placed on the Community tab is under review and observation and has not yet transitioned into full Official-tab status.

Official Tab

The destination status for a server that has successfully completed the Community-tab observation period and any additional checks required by staff. Servers in this category may still be subject to occasional and/or random health & safety checks.

Agreement and Scope

By requesting verification, the Server Owner accepts this document and agrees to ensure that the server, staff, infrastructure, and associated community resources comply with it.

The Server Owner is responsible for all conduct carried out through the server and by its staff, including moderation decisions, community management, third-party services, and infrastructure practices.

Verification Process

Initial Ticket Requirement

Any prospecting server host must first join the official SCP: Containment Breach Multiplayer Discord server (Links can be found on the Steam Store page for the game), and open a ticket in the #players-report channel stating the clear and express intent to verify a server in said ticket.

The verification request is incomplete unless the prospecting host provides all required ownership and server details immediately (as outlined below), without waiting to be prompted by staff.

Required Upfront Submission

The prospecting host must provide all of the following at the moment the verification ticket is opened:

- A link to the main Steam account used by the host to play SCP: Containment Breach Multiplayer.
- The exact timestamp at which that Steam account logged into the official EU-1 game server.
- The upcoming server's public IP address and port.
- The host's timezone offset from UTC, written as UTC plus or minus the relevant offset. (Example: 12:45 UTC+7; 17:38 UTC-6, etc.)
- The server's proposed name.
- The server's rules as they will appear in advanceddescription.txt, or the final rule text intended for that file.
- Any other ownership or operational details specifically requested by staff during review.

Ownership Verification

The Steam account supplied in the ticket must be the applicant's real primary gameplay account. The account must log into the official EU-1 game server so staff can verify ownership through the reported event record.

The host must state the local timestamp of that login and include the corresponding UTC offset so staff can confirm the event accurately (examples listed above). If staff cannot verify the event, or if

the provided timestamp information is inaccurate, incomplete, misleading, or unverifiable, the verification request may be denied, reset, or cancelled.

Appointing a false, alternate, borrowed, or misleading account as the owner account is prohibited.

Account Eligibility

The Steam account used for ownership verification must satisfy at least one of the following criteria:

- The account is more than 2 years old.
- The account has at least 150 hours played in SCP: Containment Breach Multiplayer.

If neither criterion is satisfied, the verification request is not eligible to proceed.

Server Information Requirements

The prospecting host must provide the server's public IP address and port during the ticket process.

The server owner must also ensure that the server's name includes a region tag such as US, EU, RU, CN, KR, or another accurate regional identifier. (Example: "[EU] Game Server"; "Game Server EU", etc.)

This region-label requirement is aligned with the same general transparency principles of this document.

Rules in `advanceddescription.txt`

The server owner must clearly state the server's rules in `advanceddescription.txt`. Merely posting a Discord invite, community link, or generic instruction to join a Discord server is insufficient.

Staff Review and Staged Verification

Once a ticket has been accepted and claimed by staff, it enters active review. If staff determine that the ownership claim, account eligibility, server information, rules presentation, and any other required checks are satisfactory, the server may be placed onto the Community tab.

A server on the Community tab remains there for a variable review period determined by staff, but never longer than 30 days. At the end of that observation period, and only if staff remain satisfied with the server's operation and compliance, the server transitions to the Official tab.

The exact duration may vary substantially from case to case because staff may judge servers on a range of operational, conduct, technical, or community factors.

Community Tab Uptime Requirement

During the Community-tab review period, the server may not be offline for more than 24 hours in total, measured on a combined basis over that period.

If this limit is exceeded, the verification attempt is nullified. The server is removed from the verification process for becoming an Official-tab server and must restart the verification process from the beginning if the owner wishes to apply again.

Staff Requirements and Administrative Permissions

The Server Owner is responsible for all staff appointments and must ensure that every staff member is trustworthy, reachable, and capable of following these rules.

No owner or staff member may use a false identity to conceal who actually controls the server. No server may operate on an "everyone is admin" basis or grant blanket administrative powers to all players without a legitimate operational reason.

Any user who is globally banned from official SCP: Containment Breach Multiplayer spaces, official multiplayer services, or equivalent game-wide enforcement systems may be barred from serving as owner or staff at game staff' discretion.

Required Server Configuration

The server must be genuinely reachable by players in its declared region and may not require unnecessary third-party software such as VPNs, tunnel tools, or special access methods unless explicitly disclosed and approved.

Server information must accurately describe the server and may not intentionally copy, imitate, or impersonate another server's name, presentation, or identity.

The server owner must maintain a valid contact method for player reports, appeals, or operational issues. If a community resource or support channel is advertised, staff should answer within a reasonable time (within a maximum permissible time of 96 hours), and official game staff inquiries should be answered promptly (within a maximum permissible time of 48 hours).

If the server is targeted to a specific language, country, or geographic region, that limitation must be stated clearly in the server's name or description.

Modding and Reporting Accuracy

Any server using gameplay-changing plugins, custom modules, altered mechanics, custom moderation systems, or other substantive modifications must disclose that fact accurately through whatever modding-status indicator or listing mechanism the game provides. Usually, the description is sufficient, or a Discord channel with the information in the Discord server for the game server.

Administrative-only or quality-of-life tools that do not materially alter gameplay may be treated more leniently, but staff retain final discretion on whether a server is effectively modded.

A server may not falsify player counts, spoof data, misreport status, hide its actual function, or otherwise submit inaccurate information to official listing or authentication services.

The server may not interfere with anti-cheat, authentication, moderation visibility, or verification systems except to the extent strictly necessary to prevent false positives or maintain ordinary compatibility, and only in a narrowly tailored way. Any deviations from this ruling would be grounds for immediate termination of verification.

Community Conduct

Players and other communities must be treated with respect. Harassment, targeted abuse, humiliation campaigns, malicious baiting, organized disruption, slander, libel, or similarly reputation-damaging statements made without factual foundation (except where proven facts are demonstrated), are not acceptable on a verified server or in its associated community spaces (including Discord). Within this constraint, and provided speech is not otherwise expressly outlawed by this conduct clause, any language—including insults and heavy slurs—is permitted, in line with the 18+ nature of the game and the “old Internet” / MW2-era-lobby speech culture. Each server may choose to enforce stricter moderation or censorship beyond these baseline rules; if they wish to tightly control or censor speech, they may do so, and if they choose not to, they may leave speech comparatively open so long as it still complies with the disallowed behaviours outlined above and the core respect requirement.

Content that includes pornography, explicit sexual material, or excessively vulgar adult-only material that goes beyond speech is prohibited. Extremist advocacy, malware distribution, cheat distribution, raiding, denial-of-service activity, and the promotion or facilitation of harmful or illegal conduct are likewise prohibited.

The server name and description should remain free of inflammatory political, ideological, or religious messaging unrelated to ordinary server identification.

No server may falsely claim to be endorsed by, partnered with, employed by, or officially affiliated with the developers unless that status has actually been granted.

Official Oversight and Access

To preserve platform integrity, staff responsible for verification, safety, moderation, anti-cheat, infrastructure, or platform compliance may require reasonable access necessary to inspect, verify, or investigate a server participating in the verification process or already holding verified status.

Server staff may not obstruct official investigations, hide relevant evidence, selectively deny access needed for compliance review, or retaliate against staff performing oversight functions.

If the game provides official badges, developer overrides, reserved inspection permissions, or equivalent platform-level access controls, verified or prospecting servers may not intentionally block those permissions where they are needed for legitimate review, security, or compliance tasks. Any deviations from this ruling would be grounds for immediate termination of verification.

Privacy and Data Handling

The Server Owner and Server Staff must respect the privacy of players and secure all infrastructure associated with the server.

IP addresses, authentication tokens, internal identifiers, private logs, and any other non-public technical information relating to players must be treated as confidential unless disclosure is legally required or strictly necessary for security handling.

If the game supports privacy preferences, tracking opt-outs, or similar controls, staff may not punish players merely for using those controls.

Enforcement and Termination

Verification, Community-tab placement, and Official-tab placement may be revoked at staff discretion if a server violates these rules, misleads staff, becomes abandoned, repeatedly goes offline, threatens player safety, damages the reputation of the game, or otherwise ceases to meet the standard expected of verified community infrastructure.

A host may withdraw from the process at any time, but any future application may be reviewed as a fresh verification request.

Submitting multiple redundant servers to flood public listings, clutter the review queue, reserve names, or artificially increase visibility is strictly prohibited.

Here are polished, policy-style versions of the two clauses you asked for.

Official-Staff Bypass Clause

Official global staff members, including the game owner and those formally recognized under the titles “FCS – Global Administrator” and “FCS – Game Owner,” may not be banned from any verified server under any circumstances. If a server owner or staff member has concerns, disputes, or operational issues involving such individuals, those matters must be escalated directly to the game owner through the official SCP: CBM Discord server rather than being enforced via server-side bans or restrictions. This requirement ensures that central oversight and dispute-resolution authority remain unobstructed and that server-level moderation does not override core platform-level governance.

Monetization and Revenue-Share Clause

Monetization of verified SCP: CBM servers is permitted, including but not limited to donations, subscriptions, or other forms of player-facing revenue. However, if a server consistently generates a monthly profit exceeding 30€ after deducting necessary maintenance and infrastructure costs directly tied to hosting the game, the server owner must contribute a flat 5% of that monthly profit to the official SCP: CBM Ko-fi page in order to contribute to the maintenance and upkeep of the entire game's network infrastructure as well. This revenue-share obligation is separate from server verification itself; failure to comply may result in the revocation of the server's monetization permission, while the server's verified status may otherwise remain intact at the discretion of the oversight team. The premise of retaining verification status while losing monetization permission is based on the understanding that, if monetization permission is revoked and the server continues to operate its monetization systems without disabling or removing them within a reasonable period (within a maximum permissible time of 48 hours), the server may also lose its verification status following failure to comply with the requirement to cease monetization.

Document Changes Clause

This document may be amended, revised, expanded, reduced, or otherwise modified at any time at the discretion of the SCP: Containment Breach Multiplayer administration or game owner. Any such changes take effect immediately upon publication or communication through an official SCP: CBM platform, unless stated otherwise. It is the responsibility of server owners, staff, and other affected parties to remain informed of the most current version of this document and to ensure continued compliance with it.

X -Fusion Creators Studio
