



ZERO HOUR SERIES

ONE LEAGUE, ZERO LIMITS

ZERO HOUR SERIES

OFFICIAL RULEBOOK

Version 2.1

© Zero Hour Series — All rights reserved.

This Rulebook is the official ruleset governing all competitions organized by Zero Hour Series (“ZHS”). Participation in any Zero Hour Series tournament constitutes full acceptance of this Rulebook, any tournament-specific regulations, and any official decisions made by Tournament Administration.

Revision History

Version	Date	Description
2.1	July 2026	Review revision: terminology (Team Representative), deadlines, side selection fix, coaching & substitute harmonization, publication channels
2.0	July 2026	Complete rewrite of the official Rulebook
1.0	May 2026	Initial public release

Table of Contents

1. Introduction	3	13. Map Veto	28
2. Tournament Philosophy	4	14. Side Selection	30
3. Definitions	6	15. Competitive Integrity	31
4. Tournament Administration	7	16. Anti-Cheat Policy	37
5. Official Platforms	8	17. Detect.ac MOSS 2.0	42
6. Eligibility	9	18. Evidence Requirements	45
7. Registration	12	19. Disputes & Appeals	47
8. Team Rosters	14	20. Penalty Matrix	50
9. Coaches	17	21. Prize Pool	51
10. Tournament Format	19	22. Broadcasting & Media	53
11. Match Procedures	22	23. Privacy	54
12. Lobby & Match Settings	26	24. Final Provisions	55

Appendices

Appendix A — Official Match Settings	57
Appendix B — Detect.ac MOSS Quick Guide	58
Appendix C — Standard Penalty Escalation	59
Appendix D — Administrator Code of Conduct	60
Appendix E — Tournament Administration Procedures	60
Appendix F — Broadcast & Observer Handbook	63
Appendix G — Official Communication Policy	64
Appendix H — Emergency Procedures	65
Appendix I — Branding & Sponsorship Guidelines	65
Appendix J — Disciplinary Guidelines	67
Appendix K — Definitions & Glossary	68

1. Introduction

This Rulebook sets out the official rules and procedures applicable to all competitions operated by Zero Hour Series.

Zero Hour Series is an independent European Rainbow Six Siege tournament organizer committed to providing a structured, fair and professional competitive environment for players and teams.

The purpose of this Rulebook is to ensure transparency, consistency and competitive integrity across all Zero Hour Series events.

By participating in a Zero Hour Series competition, all players, coaches, substitutes, managers, organizations and team representatives agree to comply with this Rulebook and all official administrative instructions.

Tournament Administration retains the authority to interpret, apply and enforce these Rules whenever required to protect the integrity of the competition.

Failure to comply with this Rulebook may result in disciplinary action.

1.1 Acceptance of the Rules

By registering for or participating in any Zero Hour Series tournament, each participant confirms that they have:

- Read this Rulebook in its entirety.
- Understood the contents of this Rulebook.
- Agreed to comply with all Rules.
- Agreed to accept administrative decisions.
- Agreed to cooperate during investigations.

Participation constitutes acceptance of this Rulebook and all official decisions issued by Tournament Administration.

1.2 Rule Hierarchy

The following documents apply in the order listed below:

- 1 Zero Hour Series Official Rulebook
- 2 Tournament Specific Rules
- 3 Official Tournament Announcements
- 4 Administrative Decisions
- 5 Ubisoft Terms of Use
- 6 Rainbow Six Siege Code of Conduct

If a conflict exists between applicable documents, the document ranked higher in this hierarchy shall prevail unless Tournament Administration expressly states otherwise.

1.3 Rule Modifications

Zero Hour Series may amend this Rulebook at any time where such changes are required for tournament operations, competitive integrity or legal compliance.

Amendments may be made in response to:

- Game updates
- Ubisoft competitive changes
- Exploit prevention
- Competitive integrity concerns
- Administrative improvements
- Legal requirements

Updated versions become effective immediately upon official publication unless stated otherwise.

Official publication takes place via the **#announcements channel of the official Zero Hour Series Discord server** and the **official Rulebook page linked on Strave.gg**. The version published on the official Rulebook page constitutes the single authoritative source of this Rulebook.

Participants are responsible for reviewing and complying with the latest version of the Rulebook.

2. Tournament Philosophy

Zero Hour Series is governed by five core principles.

These principles guide administrative decisions and shall be used when interpreting any provision of this Rulebook.

2.1 Competitive Integrity

Competitive integrity is the primary standard of all Zero Hour Series competitions.

Matches must be decided solely by legitimate gameplay, player skill, teamwork and strategy.

Any conduct that compromises or threatens competitive integrity may result in disciplinary action in accordance with **Section 20 (Penalty Matrix)** and **Appendix C (Standard Penalty Escalation)**, even if not expressly listed elsewhere in this Rulebook.

2.2 Fair Competition

All participants shall compete under equal and fair conditions.

No participant may obtain an unfair advantage through:

- Software
- Hardware
- Exploits
- Third-party assistance
- Manipulation

- Administrative abuse

2.3 Professionalism

Players, coaches, managers and organizations represent themselves, their teams and the Zero Hour Series community.

Professional conduct is expected before, during and after each tournament.

Participants shall communicate respectfully with:

- Opponents
- Tournament Administration
- Broadcast Staff
- Viewers
- Sponsors
- Partners

2.4 Transparency

Tournament Administration aims to issue clear, consistent and impartial rulings.

Where reasonably possible, administrative decisions will include an explanation of the relevant reasoning.

Official rulings and administrative decisions are communicated to the affected Teams via the **official Zero Hour Series Discord server** (ticket system or direct contact with the Team Representative). Strave.gg match pages may additionally reflect the outcome of a ruling.

2.5 Respect

All participants shall treat others with dignity and respect.

Harassment, discrimination, threats, hate speech, intimidation and abusive conduct are strictly prohibited. Violations are sanctioned in accordance with **Section 20 (Penalty Matrix)** and **Appendix C (Standard Penalty Escalation)**. The severity of the sanction depends on the nature, context, and repetition of the conduct: isolated minor incidents typically result in a warning, while severe or repeated violations may result in suspension or permanent exclusion.

3. Definitions

Unless otherwise specified, the definitions below apply throughout this Rulebook.

Term	Definition
Administration	Official Zero Hour Series Tournament Staff
Player	Registered participant eligible to compete
Coach	Registered Team Staff member permitted under these Rules
Substitute	Registered replacement player
Team	A group of registered Players, Substitutes and Team Staff competing together under one registered Team Name
Team Representative	Official representative of a Team responsible for all communication with Tournament Administration
Match	One complete official contest between two Teams
Map	One individual game of Rainbow Six Siege
Round	One playable round within a Map
Series	A Best-of-One, Best-of-Three or Best-of-Five Match
Tournament	Any event organized by Zero Hour Series
Competitive Integrity	The principle that all matches are decided fairly without external influence
MOSS	Detect.ac MOSS 2.0 anti-cheat software
Strave.gg	Official tournament platform
Official Communication	Messages published through official ZHS channels

4. Tournament Administration

Tournament Administration is responsible for organizing, supervising and enforcing Zero Hour Series competitions.

Tournament Administration may include:

- Tournament Directors
- Tournament Administrators
- Referees
- Moderators
- Anti-Cheat Investigators

Broadcast Staff, Casters and Observers are part of the official tournament staff but are not part of Tournament Administration and hold no administrative authority (see Appendix F).

Tournament Administration acts on behalf of Zero Hour Series in all official tournament matters.

4.1 Administrative Authority

Tournament Administration has final authority over:

- Rule interpretation
- Match scheduling
- Penalties
- Evidence evaluation
- Anti-cheat investigations
- Technical rulings
- Tournament integrity

Administrative decisions are final unless an appeal process is expressly available under this Rulebook.

4.2 Emergency Decisions

Situations not expressly covered by this Rulebook shall be resolved by Tournament Administration according to the following priorities:

- 1 Competitive Integrity
- 2 Fairness
- 3 Consistency
- 4 Practical Tournament Operation

Emergency rulings establish binding precedent. Any ruling that establishes a new interpretation or rule shall be incorporated into this Rulebook as an amendment. If the tournament is already in progress, the formal amendment may be deferred until after the event has concluded; however, an official announcement highlighting the ruling and the amended rule **must be published immediately**

via the official Discord #announcements channel.

4.3 Duty to Cooperate

All participants must cooperate fully with Tournament Administration.

This includes responding promptly to requests for:

- Information
- Match evidence
- MOSS files
- Screenshots
- Video recordings
- Ubisoft Match IDs
- Other relevant documentation

Unless a different deadline is expressly communicated, participants must respond to administrative requests **within 45 minutes after the conclusion of their most recent match**, or within the deadline stated in the request outside of match days. Teams wishing to raise a complaint regarding a match must do so **within 15 minutes after the match has concluded** in accordance with Section 19.1.

Failure to cooperate may constitute a separate Rule violation.

5. Official Platforms

Zero Hour Series uses the following platforms for official tournament operations.

5.1 Strave.gg

Strave.gg is the official tournament platform for Zero Hour Series competitions.

It is used for:

- Tournament Registration
- Team Check-In
- Match Pages
- Scheduling
- Results Reporting
- Brackets
- Disputes

All match-related actions must be completed through Strave.gg unless Tournament Administration expressly instructs otherwise.

5.2 Discord

The official Zero Hour Series Discord server is used for:

- Announcements
- Support
- Emergency communication
- Administrative assistance

Discord is a communication and support channel and does not replace the official tournament platform.

5.3 Official Language

The official language of Zero Hour Series is English.

All communication with Tournament Administration must be conducted in English unless another language is expressly approved by Tournament Administration.

6. Eligibility

Only participants who satisfy all eligibility requirements set out in this Rulebook may compete in Zero Hour Series tournaments.

Eligibility must be maintained for the full duration of the tournament. A participant who becomes ineligible at any point may be removed from the competition without compensation.

Tournament Administration reserves the right to verify eligibility at any time.

6.1 Player Eligibility

Each Player must satisfy all of the following requirements:

- Own a legitimate copy of Tom Clancy's Rainbow Six Siege on PC.
- Possess a valid Ubisoft Connect account.
- Comply with Ubisoft's Terms of Use and Code of Conduct.
- Not be subject to any active Zero Hour Series suspension.
- Not be competing under another registered Team during the same tournament.
- Meet all age requirements specified within this Rulebook.
- Be able to communicate in English with Tournament Administration when required, or belong to a Team whose Team Representative is able to communicate in English and translate on the Player's behalf.

Failure to meet any eligibility requirement may result in immediate removal from the tournament.

6.2 Minimum Age

Players must be at least 16 years of age on the first day of the tournament unless the tournament announcement states otherwise.

Tournament Administration may request proof of age at any time.

Acceptable verification documents include:

- National Identity Card
- Passport
- Driver's License
- Other government-issued identification

Failure to provide satisfactory proof of age upon request may result in disqualification.

6.3 Ubisoft Accounts

Each participant must compete exclusively using their own legitimate Ubisoft Connect account.

Players may not:

- Share Ubisoft accounts.
- Borrow another player's account.
- Use purchased accounts.
- Use stolen accounts.
- Register multiple Ubisoft accounts for the same tournament.
- Compete under another player's identity.

The Ubisoft account submitted during registration remains the official tournament account for the full duration of the event unless Tournament Administration expressly approves a change.

6.4 Player Identity

Tournament Administration may verify the identity of any participant where necessary.

Verification may include, but is not limited to:

- Government-issued identification
- Ubisoft account verification
- Ubisoft profile information
- Match history verification
- Other reasonable methods of identity confirmation

Providing false information during identity verification constitutes a serious violation of this Rulebook.

6.5 Competitive Standing

Players must compete in good faith and must not be subject to sanctions that prevent participation.

Tournament Administration may refuse participation where a Player:

- Is currently suspended by Zero Hour Series.
- Has previously been permanently banned from Zero Hour Series.
- Is found to have intentionally evaded tournament sanctions.
- Is participating under a false identity.

Tournament Administration may also deny participation where credible evidence indicates that a Player presents a material risk to competitive integrity.

6.6 Player Responsibilities

Each Player is individually responsible for being fully prepared to compete.

This includes, but is not limited to:

- Stable internet connection
- Functional hardware
- Functional peripherals
- Proper game installation
- Updated Rainbow Six Siege client
- Updated Ubisoft Connect client
- Detect.ac MOSS 2.0 installation
- Availability for scheduled matches

Player-side technical issues do not automatically justify delays, rematches or schedule changes.

6.7 Regional Eligibility

Unless otherwise specified, Zero Hour Series tournaments are open to Teams competing within the **EMEA region as defined by Ubisoft's official Rainbow Six Siege competitive regional structure**. The tournament-specific announcement shall list the eligible countries based on the current Ubisoft-certified country list for the EMEA region.

Tournament-specific announcements may define:

- Eligible countries
- Regional restrictions
- Residency requirements
- Cross-region participation

Tournament Administration may verify regional eligibility where necessary.

6.8 Multiple Registrations

A participant may appear on only one registered roster in the same tournament.

The following conduct is prohibited:

- Register for multiple teams.
- Participate under multiple identities.

- Circumvent roster restrictions.
- Attempt to transfer between teams after registration unless expressly permitted by this Rulebook.

Violation of this rule may result in disqualification of the Player and the affected Team.

7. Registration

Participation in a Zero Hour Series tournament requires successful completion of the official registration process.

Registration is complete only once all required steps have been fulfilled and Tournament Administration has approved the Team's participation.

7.1 Registration Platform

All tournament registrations must be completed through Strave.gg unless Tournament Administration expressly announces an alternative registration method.

Only registrations submitted through official channels will be accepted.

7.2 Registration Requirements

Each Team must provide complete and accurate information during registration.

Required information includes:

- Team Name
- Team Tag
- Team Representative
- Ubisoft IDs
- Registered Players
- Registered Substitutes
- Coach (if applicable)
- Contact Information

Tournament Administration may request additional information where necessary.

7.3 Accuracy of Information

All information submitted during registration must be truthful, accurate and complete.

False, misleading or incomplete information may result in:

- Registration rejection
- Match forfeiture
- Team disqualification
- Tournament suspension

Tournament Administration reserves the right to verify all submitted information.

7.4 Entry Fees

Where an entry fee applies, registration becomes valid only once payment has been successfully received.

Unless otherwise required by applicable law, entry fees are non-refundable after Tournament Administration has accepted the registration.

Refunds may be granted only in exceptional circumstances, including:

- Tournament cancellation.
- Administrative error.
- Legal obligation.

Chargebacks initiated without legitimate justification may result in permanent exclusion from future Zero Hour Series competitions.

7.5 Registration Deadline

Each tournament shall publish an official registration deadline.

Late registrations may be accepted only where Tournament Administration expressly confirms that additional registrations remain available.

No participant may be added after registration has officially closed unless this Rulebook or Tournament Administration expressly permits an exception.

7.6 Team Representative

Each Team must appoint one Team Representative.

The Team Representative acts as the Team's official representative throughout the tournament.

The Team Representative's responsibilities include:

- Communication with Tournament Administration.
- Match confirmations.
- Schedule coordination.
- Roster management.
- Dispute submissions.
- Acceptance of official administrative decisions.

Official tournament communication (scheduling, confirmations, rulings, disputes) is conducted **primarily through the Team Representative**. Notwithstanding this, **individual Players remain obliged to respond directly to Tournament Administration when contacted in the course of an investigation or verification procedure** (see Sections 4.3, 15.15 and 16.8).

7.7 Acceptance of Registration

Tournament Administration reserves the right to approve or reject any registration.

Registration may be rejected where any of the following circumstances apply:

- Eligibility requirements are not fulfilled.
- Required information is missing.
- Payment has not been received.
- Fraudulent information has been submitted.
- Tournament capacity has been reached.
- Acceptance would compromise tournament integrity.

Submission of a registration form does not guarantee acceptance into the tournament.

A Team is officially accepted only once Tournament Administration has confirmed the registration through an official communication channel.

7.8 Withdrawal

Teams wishing to withdraw from a tournament must notify Tournament Administration as soon as reasonably possible through an official communication channel.

Repeated withdrawals without valid justification may result in restrictions on future registrations.

Teams that withdraw after the tournament bracket has been published may be subject to additional administrative penalties, including match forfeits or exclusion from future events where appropriate. Entry fees remain non-refundable in accordance with **Section 7.4**.

8. Team Rosters

Every Team participating in Zero Hour Series must maintain a valid and approved roster for the full duration of the tournament.

Only Players who have been officially registered and approved by Tournament Administration are eligible to participate in official matches.

8.1 Roster Composition

Each Team must register the following roster members:

- 5 Starting Players.
- Up to 3 Substitute Players (Coach)

A Coach may also be registered as a Substitute Player, provided all applicable eligibility requirements are satisfied.

No Team may exceed the maximum roster size established by Tournament Administration.

8.2 Starting Line-up

A Team must field five eligible Players for every official match.

Only registered and approved Players may participate.

Use of an unregistered Player shall constitute an illegal roster.

Tournament Administration may issue sanctions including, but not limited to:

- Match Forfeit
- Disqualification
- Suspension
- Additional penalties where appropriate

8.3 Substitute Players

Registered Substitute Players may replace Starting Players between maps unless the tournament format states otherwise.

Substitutions during an active map are not permitted under any circumstances. If a Player is unable to finish a map, the Team shall either forfeit the map or continue playing 4vs5 under the conditions set out in Section 11.12. Substitutions between maps do not require prior approval, provided the Substitute is officially registered.

Every Substitute must satisfy all eligibility requirements applicable to Starting Players.

8.4 Coach as Substitute

A registered Coach may participate as a Substitute Player only where all of the following conditions are met:

- The Coach is officially registered as a Substitute.
- All player eligibility requirements are satisfied.

A Coach registered as a Substitute is treated identically to any other registered Substitute. **No separate administrative approval is required.** When competing as a Player, the Coach assumes all responsibilities, obligations and restrictions applicable to Players.

8.5 Roster Lock

Roster Lock prevents Teams from modifying their registered roster after the applicable deadline.

Unless otherwise announced, Roster Lock takes effect 30 minutes before the Team's first scheduled match.

After Roster Lock, the following actions are prohibited:

- Registering additional Players.
- Removing Players.
- Transferring Players between Teams.
- Replacing registered Players with unregistered individuals.

Only officially registered Substitute Players may replace Starting Players after Roster Lock.

8.6 Roster Changes

Roster changes after registration are permitted only where Tournament Administration expressly authorizes them.

Permitted examples may include:

- Administrative correction of registration data.
- Approved emergency substitutions.
- Tournament-specific roster windows.

Requests for emergency substitutions must be submitted via the official Discord ticket system **no later than one (1) hour before the scheduled start of the affected match**. Requests submitted after this deadline will not be processed, and the general substitution rules of Section 8.3 apply.

Roster change requests submitted without valid justification may be denied.

8.7 Team Transfers

Unless expressly permitted by Tournament Administration or tournament-specific rules, Players may not transfer between Teams after participating in an official tournament match.

Any attempt to circumvent roster restrictions through alternate accounts, substitute abuse, or false registrations constitutes a serious Rule violation.

8.8 Inactive Teams

Teams unable to field five eligible Players for a scheduled match may receive:

- Match Forfeit
- Removal from the tournament
- Additional disciplinary measures where appropriate

Alternatively, the match may be played as 4vs5 under the conditions set out in Section 11.12.

Tournament Administration is under no obligation to postpone matches due to incomplete rosters.

8.9 Team Responsibility

Every Team is responsible for ensuring that:

- All Players are correctly registered.
- All Ubisoft IDs are accurate.
- Contact information remains up to date.
- Every roster member satisfies the eligibility requirements.
- The Team complies with all roster deadlines.

Administrative errors caused by inaccurate registration information remain the responsibility of the Team.

8.10 Discord Membership

All registered Players, Substitutes, Coaches and Team Representatives must be members of the official Zero Hour Series Discord server for the full duration of the tournament.

Leaving the server during an active tournament may result in administrative penalties.

Tournament Administration is not responsible for missed announcements resulting from a participant not being present on the official Discord server.

9. Coaches

A Coach is an officially registered member of a Team responsible for providing strategic guidance outside of active gameplay.

Coaches are considered Team Staff and are subject to this Rulebook.

9.1 Coach Registration

Each Team may register one (1) Coach.

The Coach must be registered before the applicable Roster Lock.

A Coach may also be registered as one of the Team's Substitute Players.

9.2 Coaching Permissions

Unless otherwise specified by Tournament Administration or the official Rainbow Six Siege competitive ruleset, Coaches may communicate with their Team only during authorized coaching periods.

Authorized coaching periods include:

- Before the official start of a map.
- During Operator Ban Phases where coaching is permitted by the current competitive ruleset.
- During Tactical Timeouts.
- During Role Swap Timeouts where applicable.
- During official breaks between maps.
- Any additional period explicitly authorized by Tournament Administration.

9.3 Coaching Restrictions

During active gameplay (as defined in Section 9.4), and outside the authorized coaching periods listed in Section 9.2, Coaches may not communicate strategic or gameplay-related information to Players.

Outside of active gameplay and official matches, Coaches may freely fulfil their coaching role.

Examples include, but are not limited to:

- Enemy positions.

- Rotations.
- Utility usage.
- Tactical decisions.
- Site setups.
- Adaptations.
- Information obtained through spectators.
- Information obtained through broadcasts.
- Information received from third parties.

9.4 Live Round Communication

Once the Action Phase begins, Coaches must immediately cease all gameplay-related communication with their Team until the next authorized coaching period.

Any strategic communication outside authorized coaching windows constitutes unauthorized coaching.

9.5 Technical Pauses

A **Technical Pause** is an official interruption of an active map, initiated through the in-game pause function by a Team or by Tournament Administration, for the sole purpose of resolving a genuine technical issue (see Section 11.11).

During Technical Pauses, Coaches may communicate only where explicitly authorized by Tournament Administration.

Unless permission has been granted, communication shall be limited exclusively to resolving the technical issue.

Strategic coaching during Technical Pauses is prohibited.

9.6 Verification

Tournament Administration reserves the right to investigate suspected unauthorized coaching.

Where reasonable suspicion exists, Tournament Administration may request:

- Voice communication recordings.
- Stream recordings.
- Screen sharing.
- Screenshots.
- Other relevant evidence.

Failure to cooperate may constitute a separate Rule violation.

9.7 Coach Participation

If a Team is unable to field five eligible Players and no other registered Substitute is available, a Coach who is **registered as a Substitute** may compete as a Player without additional approval, in accordance with Section 8.4.

A Coach who is **not** registered as a Substitute may not compete under any circumstances.

9.8 Unauthorized Coaching

Unauthorized coaching may result in disciplinary action.

Possible sanctions include:

- Official Warning.
- Round Loss.
- Map Loss.
- Match Forfeit.
- Team Disqualification.
- Tournament Suspension.

Tournament Administration shall determine the appropriate sanction based on the severity and impact of the violation.

10. Tournament Format

The format of each Zero Hour Series tournament shall be announced prior to the start of the competition.

Tournament Administration reserves the right to modify the tournament format where necessary to preserve competitive integrity or ensure successful tournament operation.

10.1 Tournament Structure

Unless otherwise announced, Zero Hour Series tournaments consist of the following stages, played in sequence:

Stage	Format	Series	Teams
Open Qualifier	Swiss System (4 groups)	Best-of-One	64 → 32
Group Stage	Single Elimination (4 groups of 8)	Best-of-One	32 → 16
Playoffs	Single Elimination (2 groups of 8)	Best-of-One	16 → 8
Quarter Finals	Single Elimination	Best-of-Three	8 → 4
Semi Finals	Single Elimination	Best-of-Three	4 → 2
Grand Final & Third Place Match	Single Match	Best-of-Five	2 + 2

Tournament Administration may adjust the number of Teams, groups or stages depending on the final number of registrations. Any adjustment shall be announced before the affected stage begins.

10.2 Open Qualifier (Swiss Stage)

The Open Qualifier shall be played using a Swiss System.

Default format:

- 64 Teams, divided into four (4) Swiss groups.
- Five (5) Swiss Rounds.
- Best-of-One Matches.
- Teams with three match victories qualify.
- Teams with three match defeats are eliminated.
- The qualified Teams of each group (32 Teams in total) advance to the Group Stage.

Tournament Administration may modify the number of Swiss Rounds according to tournament participation.

10.3 Group Stage

The Group Stage shall be played as follows:

- 32 Teams, divided into four (4) groups of eight (8) Teams.
- Single Elimination Bracket within each group.
- Best-of-One Matches.
- The top four (4) Teams of each group bracket advance to the Playoffs (16 Teams in total).

10.4 Playoffs

The Playoffs shall be played as follows:

- 16 Teams, divided into two (2) groups of eight (8) Teams.
- Single Elimination Bracket within each group.
- Best-of-One Matches.
- The top four (4) Teams of each group bracket advance to the Quarter Finals (8 Teams in total).

10.5 Quarter Finals

The Quarter Finals shall be played as follows:

- Eight (8) Teams.
- Single Elimination Bracket.
- Best-of-Three Matches.
- The four (4) winning Teams advance to the Semi Finals.

10.6 Semi Finals

The Semi Finals shall be played as follows:

- Four (4) Teams.
- Single Elimination Bracket.
- Best-of-Three Matches.
- The two (2) winning Teams advance to the Grand Final.
- The two (2) losing Teams advance to the Third Place Match.

10.7 Grand Final & Third Place Match

The Grand Final shall be played as a Best-of-Five series between the two winners of the Semi Finals.

The Third Place Match shall be played as a Best-of-Five series between the two losers of the Semi Finals and determines third place for the purposes of the prize distribution (Section 21.1).

Tournament Administration may announce an alternative format before the tournament begins.

10.8 Seeding

Initial seeding shall be determined by Tournament Administration.

Factors may include:

- Previous tournament performance.
- Qualification results.
- Competitive rankings.
- Random draw.
- Administrative balancing.

Tournament Administration reserves the right to adjust seeding where necessary.

10.9 Match Schedule

Official match schedules will be published through Strave.gg.

Teams are responsible for monitoring their own schedules.

Failure to appear on time does not invalidate the published schedule.

10.10 Schedule Changes

Tournament Administration may modify:

- Match times.
- Match order.
- Tournament structure.
- Broadcast schedule.

Whenever reasonably possible, Teams shall be notified in advance.

Schedule modifications do not entitle Teams to compensation.

11. Match Procedures

Every official match shall be conducted in accordance with this Rulebook and any tournament-specific regulations published by Tournament Administration.

All Teams are expected to be **match-ready in accordance with Section 11.1** (all Players in the correct lobby, MOSS running, check-in completed) before their scheduled match time.

11.1 Match Readiness

A Team is considered match-ready when:

- Five eligible Players are present.
- Detect.ac MOSS 2.0 is running on every Player's system.
- All Players have joined the correct lobby.
- The Team Representative is available for communication.
- The Team has completed all required check-in procedures.

Failure to meet these requirements may result in administrative penalties.

11.2 Check-In

Teams must complete the official check-in through Strave.gg. Unless otherwise announced, **check-in opens one (1) hour before and closes thirty (30) minutes before the Team's first scheduled match of the day.**

Failure to check in may result in:

- Removal from the tournament.
- Match Forfeit.
- Replacement by a standby Team.

Tournament Administration is under no obligation to contact Teams that fail to complete check-in.

11.3 Match Time

The official match time published on Strave.gg is final.

All Teams are expected to be ready before the scheduled starting time.

Being unaware of the published schedule shall not be accepted as justification for lateness.

11.4 No Rescheduling

Rescheduling of official matches is strictly prohibited.

Once the official tournament schedule has been published, every match shall be played at its assigned date and time.

Tournament Administration will not approve reschedule requests based on, including but not limited to:

- Player availability.
- Scrim.
- Ranked matches.
- Other tournaments.
- Work.
- School.
- Personal appointments.
- Vacations.
- Team preference.
- Mutual agreement between Teams.

Teams are expected to ensure player availability before registering for the tournament.

Mutual agreement between Teams does not permit a reschedule.

Only Tournament Administration may modify the official tournament schedule under exceptional circumstances affecting tournament operations.

If **both Teams** fail to appear for a scheduled match, both Teams receive a Match Forfeit. In Swiss or group stages, the match is recorded as **0-0 with no points awarded to either Team**. In single-elimination (knockout) stages, **the higher-seeded Team advances** unless Tournament Administration determines otherwise based on the circumstances.

11.5 Failure to Appear

Teams are expected to join their match immediately at the scheduled start time.

A grace period of 15 minutes shall apply.

If a Player of a Team is still missing 15 minutes after the scheduled match start, a protest must be opened through the official dispute procedure to document the delay.

A total delay of 20 minutes after the scheduled match start results in an automatic Match Loss (Forfeit) for the incomplete Team.

In addition, Tournament Administration may issue:

- Match Forfeit.
- Disqualification.
- Additional sanctions where appropriate.

If a Team is unable to field five eligible Players, the match may be played 4vs5 under the conditions set out in Section [11.12](#).

11.6 Lobby Creation

Unless otherwise announced, the designated host Team shall create the custom lobby within five (5) minutes after the scheduled match time.

Lobby information shall only be shared through official tournament channels.

11.7 Lobby Settings

Every official match must use the current Zero Hour Series competitive settings.

Teams are responsible for verifying lobby settings before the match begins.

Incorrect settings must be reported immediately.

Tournament Administration may order:

- Round rollback.
- Map restart.
- Match restart.
- Other corrective action where competitive integrity has been affected.

11.8 Match Start

Once both Teams confirm readiness, the host shall immediately begin the match.

Intentional delays may result in administrative penalties **as outlined in Section 20 (Penalty Matrix) and Appendix C.**

11.9 Warm-Up

Practice rounds are not permitted unless Tournament Administration explicitly authorizes them.

11.10 Rehosts

A rehost is the recreation or restart of the current round due to a technical issue.

The following rules apply to all rehosts:

- A rehost may only take place before the Action Phase begins (during the Preparation Phase).
- Each Team is entitled to one (1) rehost per Map.
- A maximum of two (2) rehosts per Map is permitted in total.
- Once both rehosts have been used and a Player continues to experience technical issues, the affected Player must be replaced by a registered Substitute, subject to approval by Tournament Administration.
- If no Substitute is available, the match may continue as 4vs5, provided the opposing Team confirms its agreement through an official communication channel.

Rehost requests must be communicated immediately and must state the technical reason.

Abusing rehosts for tactical purposes constitutes unsportsmanlike conduct and may be sanctioned in accordance with the Penalty Matrix.

11.11 Technical Pauses

Any Team may request a Technical Pause where a genuine technical issue prevents fair continuation of the match.

The following rules apply:

- The reason for the pause must be communicated immediately.
- Each Team may use a maximum of ten (10) minutes of technical pause time per Map unless Tournament Administration authorizes an extension.
- Strategic or gameplay-related communication during a Technical Pause is prohibited (see Section 9.5).
- The match may only resume once both Teams confirm readiness or Tournament Administration instructs the Teams to continue.

Abuse of Technical Pauses may result in disciplinary action.

11.12 Incomplete Line-ups (4vs5)

If a Team is unable to field five eligible Players at the start of an official match, the match may be played as 4vs5 under the following conditions:

- The opposing Team confirms its agreement through an official communication channel.
- A protest is opened through the official dispute procedure to document the situation before the match begins.
- All participating Players satisfy the eligibility requirements of this Rulebook.

Without the confirmation of the opposing Team, the incomplete Team shall receive a Match Forfeit in accordance with Section 11.5.

The opposing Team's confirmation is final and binding. Once a Team has confirmed its agreement to play 4vs5 through an official communication channel, it may not subsequently dispute the match result on the grounds of the opponent's incomplete line-up, regardless of the outcome of the match.

A match may never be played with fewer than four (4) Players per Team.

11.13 Match Completion

Immediately after the match:

- The winning Team must report the result on Strave.gg.
- The opposing Team must confirm the result.
- All Players must retain MOSS files and any requested evidence until the dispute period has expired.
- Where the Strave.gg match page supports file uploads, requested MOSS files shall be uploaded directly to the match page; otherwise, files shall be submitted via the official Discord ticket system.

Failure to report results or preserve evidence may result in disciplinary action.

12. Lobby & Match Settings

All official matches shall be played using the current Zero Hour Series competitive ruleset and the official Rainbow Six Siege competitive settings.

Teams are responsible for ensuring that the lobby has been configured correctly before the match begins.

Failure to verify lobby settings does not exempt a Team from the consequences of an incorrectly configured match.

12.1 Official Game Version

All Players must use the latest official live version of Tom Clancy's Rainbow Six Siege unless Tournament Administration announces otherwise.

Players using unsupported game versions may not participate.

12.2 Lobby Host

The designated Team shall create the custom game lobby.

Unless otherwise specified:

- The higher seeded Team hosts the first map.
- Hosting duties alternate for each subsequent map.
- If no seeding exists, Tournament Administration will determine the host.

The designated host must create the lobby promptly after both Teams are declared ready.

12.3 Lobby Configuration

The lobby must be configured using the official Zero Hour Series competitive settings.

This includes, but is not limited to:

- Approved Competitive Playlist
- Approved Match Format
- Correct Number of Rounds
- Overtime Enabled
- Pick & Ban Enabled
- Correct Server Region
- Password Protection
- Tournament HUD Settings

The complete list of official lobby & match settings is defined in Appendix A.3.

Tournament Administration may publish updated lobby settings at any time to reflect changes made by Ubisoft. Updated settings are published exclusively via the **official Discord #announcements**

channel and take precedence over Appendix A.3. The most recent official announcement constitutes the single authoritative source for lobby settings.

12.4 Incorrect Lobby Settings

If incorrect lobby settings are discovered before the first round begins, the lobby shall be recreated using the correct settings.

If incorrect settings are discovered after the match has started, Tournament Administration shall determine the appropriate remedy.

Possible remedies include:

- Continue the match.
- Replay affected rounds.
- Restart the map.
- Declare a forfeit.
- Apply administrative penalties.

The decision shall be based on competitive integrity.

12.5 Match Recording

Tournament Administration strongly recommends that every Team record all official matches.

Recommended recordings include:

- Full gameplay
- Voice communications
- MOSS recording
- Scoreboard
- Match results

Video recordings may be requested during investigations.

Failure to possess recordings does not automatically constitute a Rule violation unless Tournament Administration specifically required them.

12.6 Streaming

Players may stream their own matches unless Tournament Administration announces otherwise.

Players are responsible for ensuring that their stream does not compromise competitive integrity.

Tournament Administration may require Players to:

- Apply an appropriate stream delay.
- Disable spectator information.
- Stop streaming if necessary.

Failure to comply may result in disciplinary action.

12.7 Spectators

Only authorized spectators may join official match lobbies.

Authorized spectators include:

- Tournament Administration
- Broadcast Staff
- Approved Observers
- Individuals specifically authorized by Tournament Administration

Unauthorized spectators are prohibited.

12.8 Technical Issues

If a technical issue prevents the match from continuing, Players shall immediately notify Tournament Administration.

Teams may not independently decide to:

- Restart the match.
- Replay rounds.
- Change lobby settings.
- Alter match results.

Only Tournament Administration may authorize such actions.

13. Map Veto

All official matches shall use the official Zero Hour Series Map Veto procedure.

Tournament Administration reserves the right to modify the available map pool following official Rainbow Six Siege competitive updates.

13.1 Official Map Pool

The official map pool shall be published before each tournament.

Only maps included within the official pool may be played.

13.2 Best-of-One (Bo1)

The default veto process is:

- Team A bans one map.
- Team B bans one map.
- Team A bans one map.
- Team B bans one map.
- Team A bans one map.

- Team B bans one map.
- The remaining map shall be played.

The higher seeded Team begins the veto unless otherwise announced.

13.3 Best-of-Three (Bo3)

The veto process is:

- Team A bans one map.
- Team B bans one map.
- Team A picks Map 1.
- Team B picks Map 2.
- Team A bans one map.
- Team B bans one map.
- The remaining map becomes Map 3.

13.4 Best-of-Five (Bo5)

The veto process is:

- Team A bans one map.
- Team B bans one map.
- Team A picks Map 1.
- Team B picks Map 2.
- Team A picks Map 3.
- Team B picks Map 4.
- The remaining map becomes Map 5.

13.5 Failure to Participate

Teams must actively participate in the veto process. Unless otherwise announced, each Team has a maximum of **three (3) minutes per ban or pick decision**.

A Team that fails to respond within this time limit is considered non-responsive for that step, and Tournament Administration may make the remaining veto decisions on behalf of the non-responsive Team.

Repeated delays may result in disciplinary action.

14. Side Selection

Side Selection determines which Team begins each map as Attackers or Defenders.

14.1 Best-of-One

The Team that does not make the final map ban chooses the starting side.

14.2 Best-of-Three

The Team that did not pick the map chooses its starting side on that map (i.e. each Team selects its starting side on the opponent's map pick).

For the deciding map, the Team that did not make the final ban chooses the starting side.

14.3 Best-of-Five

The Team that did not pick the map chooses its starting side on that map.

For the final deciding map, the Team that did not perform the final ban selects the starting side.

14.4 Side Choice Deadline

Side selections must be communicated **within five (5) minutes after the veto process concludes**.

Failure to do so may result in Tournament Administration assigning the starting side.

14.5 Overtime

Overtime sides are determined automatically by the in-game overtime settings defined in Appendix A.3 (Overtime Rounds, Overtime Role Swap). No manual side selection takes place for Overtime.

14.6 Administrative Authority

Tournament Administration reserves the right to modify the veto or side selection process where technical issues or extraordinary circumstances make the standard procedure impossible.

Any administrative decision shall prioritize competitive integrity and tournament continuity.

15. Competitive Integrity

Competitive Integrity is the foundation of every Zero Hour Series competition.

All participants are expected to compete honestly, fairly, and professionally at all times.

Any conduct that compromises the fairness of competition may result in disciplinary action, regardless of whether the behavior is explicitly described elsewhere in this Rulebook.

Tournament Administration reserves the right to investigate and sanction any conduct that threatens the integrity of the competition.

15.1 Fair Play

Every match must be decided solely through:

- Individual skill.
- Teamwork.
- Strategy.
- Communication.
- Game knowledge.

Participants shall never obtain or attempt to obtain an unfair competitive advantage through external assistance or dishonest conduct.

15.2 General Conduct

Participants are expected to conduct themselves professionally before, during and after every match.

Players, Coaches and Team Staff shall:

- Respect opponents.
- Respect Tournament Administration.
- Respect Broadcast Staff.
- Respect spectators.
- Respect sponsors and partners.
- Respect the Rainbow Six Siege community.

Unsportsmanlike behaviour may result in disciplinary action.

15.3 Unsportsmanlike Conduct

The following behaviour is prohibited, including but not limited to:

- Harassment.
- Personal attacks.
- Hate speech.
- Racism.

- Sexism.
- Homophobia.
- Religious discrimination.
- Threats.
- Intimidation.
- Excessive toxicity.
- Encouraging harassment.
- Deliberately provoking conflict.
- Repeated abusive language.

Tournament Administration may impose penalties regardless of whether the behaviour occurs:

- In-game.
- On Discord.
- On Strave.gg.
- On social media.
- During broadcasts.
- In private messages related to the tournament.

15.4 Cheating

Any form of cheating is strictly prohibited.

Cheating includes, but is not limited to:

- Wallhacks.
- ESP.
- Aimbots.
- Triggerbots.
- Recoil scripts.
- Macros.
- Rapid-fire macros.
- Hardware macros.
- AI-assisted gameplay.
- DMA devices.
- Computer Vision (CV) cheats.
- Radar hacks.
- Memory modification.
- Code injection.
- Packet manipulation.
- Third-party cheat software.
- Modified game files.
- Unauthorized overlays providing gameplay advantages.

- External information systems.

Attempting to use such software or hardware shall be treated the same as successful use.

Owning, possessing, or having access to cheat software or cheat hardware capable of affecting Rainbow Six Siege — regardless of the game it is allegedly intended for — constitutes a violation of this Rulebook. The claim that such software or hardware was acquired for a different game shall not constitute a valid defence.

Permanent exclusion may be imposed for severe violations.

15.5 Exploiting Bugs

Players shall not intentionally abuse bugs or unintended game mechanics.

Examples include:

- Map exploits.
- Collision exploits.
- Clipping exploits.
- Invisible player exploits.
- Invulnerability exploits.
- Camera exploits.
- Audio exploits.
- Any exploit publicly prohibited by Ubisoft.

If a Player discovers a previously unknown exploit, they must immediately notify Tournament Administration.

Knowingly exploiting undisclosed bugs may result in severe sanctions.

15.6 Third-Party Assistance

During official matches, Players may not receive gameplay assistance from any person who is not actively participating as an eligible Player.

Examples include:

- Tactical advice.
- Enemy callouts.
- Spectator information.
- Broadcast information.
- External scouting.
- Real-time strategy recommendations.

Only communication expressly permitted under the Coaching section is allowed.

15.7 Ghosting

Ghosting is strictly prohibited.

Ghosting includes obtaining gameplay information from:

- Spectators.
- Broadcasts.
- Streams.
- Teammates not participating.
- External observers.

Any use of information unavailable through normal gameplay may be considered Ghosting.

15.8 Stream Sniping

Watching an opponent's livestream during an active match for the purpose of obtaining competitive information is prohibited.

This includes:

- Player positions.
- Utility usage.
- Operator selections.
- Tactical decisions.
- Communication delays.

Tournament Administration may investigate suspected Stream Sniping using available evidence.

15.9 Match Manipulation

Participants shall compete with the sole objective of achieving the best possible competitive result.

The following conduct is prohibited:

- Intentionally losing.
- Intentionally throwing rounds.
- Intentionally throwing matches.
- Collusion.
- Manipulating tournament standings.
- Arranging predetermined outcomes.
- Sharing prize money in exchange for results.
- Any other form of match fixing.

Attempting to manipulate a match is treated the same as successfully manipulating a match.

15.10 Betting

Participants may not directly or indirectly:

- Bet on Zero Hour Series matches.
- Encourage others to bet on manipulated outcomes.
- Share confidential competitive information for betting purposes.
- Participate in betting-related match manipulation.

Violation of this rule may result in permanent exclusion from Zero Hour Series events.

15.11 Account Sharing

Every Player must compete exclusively on their own registered Ubisoft account.

It is prohibited to:

- Share accounts.
- Borrow accounts.
- Purchase accounts.
- Sell tournament accounts.
- Allow another person to compete using your account.

Account sharing is considered a serious competitive integrity violation.

Where a Player owns or has access to multiple Ubisoft accounts, **these prohibitions apply to every account associated with that Player**, not only the registered tournament account. If evidence (including MOSS data) shows that an account associated with a Player is banned or compromised, the Player may not rely on the defence that the account was shared, borrowed, or "not used during the tournament".

15.12 Smurfing

Players may not intentionally compete using alternate Ubisoft accounts in order to conceal their identity or circumvent tournament restrictions.

Tournament Administration reserves the right to investigate suspected alternate account usage.

15.13 Ban Evasion

Players may not attempt to bypass suspensions or permanent bans by:

- Creating new accounts.
- Using alternate identities.
- Registering under another Player.
- Participating through another Team.

Attempts to evade sanctions may result in permanent exclusion.

15.14 Queueing with Cheaters

Playing Ranked or other public matchmaking modes with a Player who is later found to have cheated does not automatically constitute a Rule violation.

Tournament Administration recognizes that Players may unknowingly encounter individuals who later receive cheating sanctions.

However, knowingly and repeatedly playing with individuals who are known to be cheating, while intentionally benefiting from their actions, may constitute a violation of this Rulebook.

When assessing such cases, Tournament Administration may consider factors including:

- Frequency of matches played together.
- Timing of known cheating activity.
- Available Ubisoft data.
- Statements from involved Players.
- Any other relevant evidence.

Each case shall be evaluated individually.

15.15 Competitive Integrity Investigations

Tournament Administration may investigate any suspected Rule violation.

Investigations may include:

- Match replay analysis.
- Detect.ac MOSS logs.
- Ubisoft Match History.
- Screenshots.
- Video recordings.
- Voice recordings.
- Stream recordings.
- Witness statements.
- Technical evidence.
- Other relevant information.

Participants are expected to cooperate fully throughout every investigation.

15.16 Duty to Report

Participants are encouraged to report suspected Rule violations.

Reports should include as much evidence as reasonably possible.

Knowingly submitting false reports or fabricated evidence may itself result in disciplinary action.

15.17 Administrative Discretion

Not every possible form of misconduct can be anticipated within this Rulebook.

Tournament Administration reserves the right to investigate and sanction behaviour that, while not explicitly listed, clearly undermines:

- Fair competition.
- Competitive integrity.
- Tournament operations.
- The reputation of Zero Hour Series.

Administrative decisions shall always prioritize the integrity of the competition over literal interpretation of individual Rules.

16. Anti-Cheat Policy

Zero Hour Series maintains a strict zero-tolerance policy towards cheating.

All participants are expected to compete using only legitimate hardware, software and gameplay mechanics.

Tournament Administration reserves the right to investigate any participant whenever reasonable suspicion exists that competitive integrity has been compromised.

Participation in a Zero Hour Series tournament constitutes acceptance of all Anti-Cheat procedures described in this Rulebook.

16.1 General Principles

Every Player is responsible for ensuring that their system complies with this Rulebook before participating in any official match.

Players must not use any software, hardware or external assistance capable of providing a competitive advantage.

Ignorance of these Rules shall not constitute a valid defence.

16.2 Zero-Tolerance Policy

Zero Hour Series applies a zero-tolerance policy towards cheating.

Confirmed cheating violations may result in:

- Immediate Match Forfeit.
- Tournament Disqualification.
- Removal of Prize Eligibility.
- Temporary Suspension.
- Permanent Ban from Zero Hour Series.

Severe violations may also be reported to Ubisoft where appropriate.

16.3 Prohibited Software

The use, execution or installation of software designed to gain an unfair competitive advantage is prohibited.

This includes, but is not limited to:

- Aimbots
- ESP
- Wallhacks
- Triggerbots
- Radar Hacks
- No Recoil Scripts
- No Spread Scripts
- Auto Fire
- Auto Ping
- Artificial Intelligence assistance
- Computer Vision (CV)
- Memory Editing Software
- Code Injection Tools
- DLL Injection
- Cheat Loaders
- Cheat Launchers
- Kernel Drivers used for cheating
- DMA Software
- Overlay software providing gameplay information
- Packet manipulation software
- Any future software designed to bypass fair competition

Tournament Administration reserves the right to classify newly developed cheating software under this Rule without prior amendment of this Rulebook.

16.4 Prohibited Hardware

The use of hardware providing gameplay advantages beyond standard peripherals is prohibited.

Examples include:

- DMA Devices
- Cronus Devices
- XIM Devices
- Strike Packs
- Macro Keyboards configured for gameplay automation
- Modified Controllers providing automated actions
- Hardware specifically designed to bypass anti-cheat systems

Tournament Administration may investigate additional hardware not explicitly listed above.

16.5 Macros & Automation

Automation of gameplay is prohibited.

This includes:

- Macro Chains
- Auto Lean
- Auto Fire
- Anti Recoil Scripts
- Rapid Fire Scripts
- Automated Movement
- Automated Gadget Usage
- Multi-Key Automation
- Mouse Macros
- Keyboard Macros

Standard manufacturer software used exclusively for DPI, lighting or button assignment remains permitted provided no gameplay automation is configured.

16.6 Artificial Intelligence

Players may not use Artificial Intelligence systems during official matches where such systems provide gameplay assistance.

Examples include:

- Real-time aim assistance.
- Automated strategy recommendations.
- Operator recommendations based on live gameplay.
- Enemy detection.
- Computer Vision assistance.
- Real-time tactical analysis.

Future AI technologies that provide comparable advantages shall also be prohibited.

16.7 Unauthorized Overlays

Players may not use overlays that display gameplay information unavailable through the standard game client.

Examples include:

- Enemy tracking.
- Hidden information.
- Radar overlays.

- Utility tracking.
- Live tactical assistance.

Standard communication overlays such as Discord, TeamSpeak or system notifications remain permitted provided they do not provide gameplay advantages.

Statistics and analytics overlays (e.g. R6 Tracker, R6Stats or comparable services) are permitted **provided they exclusively display publicly available or historical information** (such as ranks, K/D statistics or past match data) and do not reveal hidden live-match information. Any overlay that provides real-time tactical information unavailable through the standard game client remains prohibited.

16.8 Hardware & Software Inspection

Tournament Administration may request verification of a Player's system where reasonable suspicion exists.

Verification may include:

- Running Processes.
- Installed Applications.
- Active Services.
- Startup Programs.
- Recently Executed Applications.
- Hardware Information.
- Peripheral Information.
- Windows Event Logs.
- MOSS Logs.
- Other relevant system information.

Failure to cooperate may itself constitute a Rule violation.

16.9 Screensharing

Tournament Administration may request live screen sharing during an investigation.

Players may be required to display:

- Desktop.
- Running Applications.
- Task Manager.
- Installed Programs.
- File Explorer.
- MOSS Directory.
- Ubisoft Installation.
- Browser History related to the investigation.
- Other relevant information.

Refusing a reasonable screenshare request may result in immediate disciplinary action.

16.10 Confidentiality

All Anti-Cheat investigations are confidential.

Participants shall not publicly disclose:

- Ongoing investigations.
- Internal evidence.
- Administrative deliberations.
- Private communications regarding investigations.

Tournament Administration may publish final sanctions where considered appropriate.

16.11 Burden of Cooperation

Every participant has an obligation to assist Tournament Administration during Anti-Cheat investigations.

Failure to cooperate may be treated as an aggravating factor when determining sanctions.

Examples include:

- Ignoring administrative requests.
- Delaying investigations.
- Providing incomplete information.
- Refusing verification procedures.

16.12 Circumvention

Attempting to circumvent any Anti-Cheat measure is itself considered a serious Rule violation.

Examples include:

- Hiding software.
- Disabling required applications.
- Altering system logs.
- Using virtual machines.
- Using secondary computers.
- Using hidden storage devices.
- Concealing hardware.

Attempted circumvention may be sanctioned even where no direct evidence of cheating is ultimately established.

16.13 Administrative Authority

Tournament Administration reserves the right to introduce additional Anti-Cheat measures at any time if necessary to preserve competitive integrity.

Such measures may become mandatory immediately upon official announcement.

17. Detect.ac MOSS 2.0

Detect.ac MOSS 2.0 is the official anti-cheat logging software of Zero Hour Series.

Its use is mandatory for every Player participating in an official match unless Tournament Administration explicitly announces otherwise.

Failure to comply with the requirements of this section may result in disciplinary action regardless of whether cheating is ultimately established.

17.1 Mandatory Use

Every Player must launch Detect.ac MOSS 2.0 before joining an official match.

MOSS must remain active for the entire duration of every official map.

Closing, restarting or interrupting MOSS without authorization is prohibited.

17.2 Latest Version

Players are responsible for ensuring they are using the latest officially released version of Detect.ac MOSS 2.0.

Outdated versions may be rejected.

Tournament Administration reserves the right to require Players to update MOSS before the start of a match.

Failure to do so may result in the Player being declared ineligible to participate.

17.3 Match Recording

A separate MOSS recording must be created for every official map.

Players shall ensure that the recording has started successfully before gameplay begins.

Tournament Administration may require Players to verify that recording is active.

17.4 Successful Upload

Where MOSS requires log uploads, Players are responsible for ensuring that uploads complete successfully.

Upload failures caused by Player negligence may be treated as missing evidence.

17.5 Log Retention

Players must retain all MOSS files until the tournament has concluded or until Tournament Administration confirms that the files are no longer required.

Players shall not delete MOSS files immediately after a match.

Tournament Administration may request historical MOSS files during an investigation.

17.6 Submission of MOSS Files

Tournament Administration may request MOSS files at any time.

Unless otherwise specified, requested files must be submitted **within thirty (30) minutes of the request**.

Failure to provide requested files without a valid technical justification may result in disciplinary action.

17.7 Missing MOSS Files

Missing MOSS files may significantly compromise an Anti-Cheat investigation.

Where required MOSS files cannot be produced, Tournament Administration may impose sanctions including:

- Official Warning.
- Match Forfeit.
- Disqualification.
- Tournament Suspension.

The severity of the sanction shall depend on the circumstances of the case.

17.8 Tampering

Any attempt to manipulate MOSS is strictly prohibited.

Examples include:

- Editing log files.
- Deleting log files.
- Renaming files to conceal information.
- Modifying timestamps.
- Preventing MOSS from recording.
- Interrupting recordings intentionally.
- Altering MOSS configuration files.
- Using software intended to interfere with MOSS.

Tampering with MOSS may be treated as evidence of attempted cheating.

17.9 Technical Problems

If MOSS encounters technical issues before or during a match, the affected Player must immediately notify Tournament Administration.

Players must not continue the match without authorization if MOSS is no longer functioning correctly.

Tournament Administration will determine the appropriate course of action based on the circumstances.

If a Player only becomes aware of a MOSS failure after the affected round(s) or map, the Player must notify Tournament Administration **immediately upon discovery**. Rounds played during an unnoticed MOSS failure remain valid **provided no reasonable suspicion of a Rule violation exists**. Where reasonable suspicion exists, Tournament Administration shall decide on a case-by-case basis and may declare the affected rounds forfeited from the point at which MOSS stopped functioning, in accordance with Section 17.7.

17.10 Administrative Verification

Tournament Administration may verify:

- MOSS Version.
- Recording Status.
- Upload Status.
- Log Integrity.
- File Authenticity.
- File Timestamps.
- Other technical information relevant to the investigation.

Players shall cooperate fully with these verification procedures.

17.11 Refusal to Cooperate

Refusing to:

- Launch MOSS.
- Keep MOSS running.
- Upload MOSS files.
- Submit requested logs.
- Cooperate with MOSS verification.

may result in immediate disciplinary action.

Repeated violations may result in exclusion from current and future Zero Hour Series events.

17.12 Administrative Authority

Tournament Administration reserves the right to introduce additional requirements relating to Detect.ac MOSS 2.0 whenever necessary to maintain competitive integrity.

Players are responsible for complying with any officially announced procedural updates.

18. Evidence Requirements

To ensure fair and consistent investigations, all evidence submitted to Tournament Administration must be authentic, complete, and verifiable.

Tournament Administration reserves the right to determine the relevance, credibility, and admissibility of all submitted evidence.

Submission of evidence does not automatically result in administrative action.

18.1 Accepted Evidence

The following forms of evidence may be accepted during an investigation:

- Full gameplay recordings.
- Individual video clips.
- MOSS log files.
- Match replay footage.
- Screenshots.
- Ubisoft Match IDs.
- Voice communication recordings.
- Livestream recordings.
- Official broadcast footage.
- System logs.
- Witness statements.
- Other evidence deemed relevant by Tournament Administration.

Tournament Administration may request additional evidence at any time.

18.2 Video Evidence

Video evidence should clearly demonstrate the reported incident.

Videos should whenever reasonably possible include:

- The full sequence leading to the incident.
- The incident itself.
- The immediate aftermath.
- Visible player names.
- Match scoreboard where relevant.
- Game timer where available.

Edited or heavily cropped clips may be assigned reduced evidentiary value.

18.3 Screenshots

Screenshots may support an investigation but will generally not be considered sufficient evidence on their own unless they clearly establish the reported violation.

Tournament Administration may request additional supporting material.

18.4 MOSS Files

Where MOSS is mandatory, MOSS files represent one of the primary sources of evidence.

Players requested to submit MOSS files must provide the complete original files.

Modified or incomplete files may be rejected.

18.5 Authenticity

Participants shall only submit genuine evidence.

The following actions are prohibited:

- Editing screenshots.
- Altering videos.
- Manipulating timestamps.
- Cropping evidence to conceal relevant information.
- Removing audio.
- Fabricating conversations.
- Submitting evidence belonging to another Player.

Providing manipulated evidence constitutes a serious Rule violation.

18.6 Burden of Proof

Tournament Administration shall evaluate every case based upon the available evidence.

Administrative decisions may rely upon:

- Direct evidence.
- Circumstantial evidence.
- Technical evidence.
- Multiple independent sources.
- Expert analysis.
- Administrative observations.

No single type of evidence shall automatically outweigh all others.

18.7 Confidential Evidence

Evidence submitted during investigations shall remain confidential.

Participants may not publish investigation material without the prior approval of Tournament Administration.

This includes:

- Investigation files.
- Screenshots submitted as evidence.
- MOSS logs.
- Administrative discussions.
- Private correspondence.

Violation of this provision may result in disciplinary action.

18.8 False Evidence

Knowingly submitting false, fabricated, manipulated, or misleading evidence is strictly prohibited.

Such conduct may result in sanctions independent of the original investigation.

Possible sanctions include:

- Official Warning.
- Match Forfeit.
- Tournament Disqualification.
- Temporary Suspension.
- Permanent Ban.

19. Disputes & Appeals

Zero Hour Series provides a formal dispute process to resolve match-related issues in a fair, timely and transparent manner.

Teams are expected to resolve minor issues during the match whenever reasonably possible.

Serious disputes shall be handled exclusively by Tournament Administration.

19.1 Dispute Deadline

Any dispute relating to an official match must be submitted within 15 minutes after the match has concluded.

Disputes submitted after this deadline will normally not be considered.

Tournament Administration may review late submissions only in exceptional circumstances.

19.2 Where to Submit

All disputes must be submitted through the official procedure designated by Tournament Administration.

Unless otherwise announced, disputes shall be submitted via:

- Strave.gg Match Page.
- Official Discord Support Channel.

Private messages to Tournament Staff do not constitute an official dispute submission.

19.3 Required Information

Every dispute should include, where applicable:

- Match ID.
- Team Name.
- Opposing Team.
- Description of the incident.
- Time of occurrence.
- Supporting evidence.
- MOSS files if requested.

Incomplete reports may delay or prevent an investigation.

19.4 During an Investigation

While an investigation is ongoing, Participants shall:

- Cooperate with Tournament Administration.
- Preserve all requested evidence.
- Refrain from public accusations.
- Avoid discussing confidential investigation details.

Failure to cooperate may result in additional disciplinary action.

19.5 Administrative Review

Tournament Administration shall review all available information before issuing a decision.

The review may include:

- Match recordings.
- MOSS files.
- Screenshots.
- Witness statements.
- Ubisoft Match Data.
- Technical analysis.
- Other relevant evidence.

Tournament Administration is not required to disclose every piece of evidence considered during an investigation.

19.6 Administrative Decisions

Following an investigation, Tournament Administration may:

- Reject the dispute.
- Issue a Warning.
- Order a Round Replay where technically possible.
- Award a Map Forfeit.
- Award a Match Forfeit.
- Disqualify a Team.
- Apply any other sanction permitted under this Rulebook.

All decisions shall prioritize competitive integrity.

19.7 Appeals

Unless explicitly stated otherwise, administrative decisions are final.

Tournament Administration may permit an appeal only where:

- Significant new evidence becomes available.
- A procedural error materially affected the outcome.
- An administrative error occurred.

Disagreement with a decision alone does not constitute valid grounds for appeal.

19.8 Frivolous or Abusive Reports

Repeated submission of clearly unfounded, abusive, or malicious disputes may itself constitute misconduct.

Tournament Administration may impose disciplinary action against Teams or Players who intentionally abuse the dispute process.

20. Penalty Matrix

Tournament Administration shall determine penalties based upon:

- Severity of the violation.
- Competitive impact.
- Intent.
- Previous disciplinary history.
- Cooperation during the investigation.

The penalties listed below are guidelines. Tournament Administration may impose a more severe or less severe sanction where justified by the circumstances.

Violation	Typical Penalty
Late Check-In	Warning / Match Forfeit
Failure to Appear	Match Forfeit
Playing with an Unregistered Player	Match Forfeit / Disqualification
Unsportsmanlike Conduct	Warning to Suspension
Harassment or Hate Speech	Suspension / Ban
Exploit Abuse	Round Loss to Ban
Unauthorized Coaching	Warning to Match Forfeit
Ghosting	Match Forfeit to Ban
Stream Sniping	Match Forfeit to Ban
Match Fixing	Permanent Ban
Betting on own Matches	Permanent Ban
Account Sharing	Suspension to Permanent Ban
Ban Evasion	Permanent Ban
Cheating	Permanent Ban
MOSS Tampering	Suspension to Permanent Ban
Refusal to Cooperate	Warning to Disqualification
Submission of False Evidence	Suspension to Permanent Ban

Tournament Administration reserves the right to apply sanctions not explicitly listed above where necessary to preserve competitive integrity.

21. Prize Pool & Payments

Where a tournament includes a prize pool, Zero Hour Series shall publish the total prize distribution prior to the start of the competition.

Unless otherwise announced, all prizes are awarded based on the final official tournament standings.

Prize money will only be paid after the tournament has officially concluded and all investigations have been completed.

21.1 Prize Distribution

Unless otherwise specified, the default prize distribution shall be:

Placement	Prize
1st Place	50%
2nd Place	30%
3rd Place	20%

Tournament Administration reserves the right to announce an alternative prize distribution before registration opens.

21.2 Prize Eligibility

To remain eligible for prize money, Teams and Players must:

- Fully comply with this Rulebook.
- Complete the tournament.
- Not be under active investigation for serious Rule violations.
- Submit all requested payment information.
- Cooperate with Tournament Administration.

Prize eligibility may be revoked where a serious Rule violation is discovered after the tournament has concluded.

21.3 Payment Information

Winning Teams shall provide all requested payment information within the deadline communicated by Tournament Administration.

Unless otherwise agreed in writing, the **full prize amount is paid in a single payment to the Team Representative** using the payment details submitted by the Team. The internal distribution of prize money among Team members is the sole responsibility of the Team. Zero Hour Series accepts no responsibility for the internal distribution of prize money after payment has been completed.

Failure to provide accurate payment information may delay payment.

Zero Hour Series is not responsible for delays resulting from incomplete or incorrect payment details.

21.4 Payment Method

Unless otherwise announced, prize payments may be made using:

- Bank Transfer (SEPA)
- PayPal
- Other payment methods approved by Tournament Administration

Tournament Administration reserves the right to determine the available payment method.

21.5 Taxes

Players and Teams are solely responsible for complying with all applicable tax laws within their respective countries.

Zero Hour Series accepts no responsibility for any tax obligations arising from prize payments.

21.6 Payment Processing

Prize payments will normally be processed after:

- Tournament completion.
- Confirmation of final standings.
- Completion of all pending investigations.
- Receipt of all required payment information.

Payment processing times may vary depending on the selected payment method and financial institutions.

21.7 Prize Forfeiture

Prize money may be withheld or revoked where a Team or Player:

- Is disqualified.
- Is found guilty of cheating.
- Is found guilty of match manipulation.
- Submitted fraudulent information.
- Violated this Rulebook in a manner affecting tournament integrity.

Tournament Administration reserves the right to redistribute forfeited prize money where appropriate.

22. Broadcasting & Media Rights

Zero Hour Series reserves the exclusive right to broadcast, record, reproduce, distribute and otherwise utilize official tournament matches.

Participation in a Zero Hour Series event constitutes acceptance of this section.

22.1 Official Broadcast

Tournament Administration may designate official broadcast partners to cover tournament matches.

Teams shall cooperate with official broadcast schedules whenever reasonably possible.

22.2 Player Streaming

Unless Tournament Administration explicitly prohibits it, Players may livestream their own matches.

Players remain responsible for ensuring that their broadcasts do not compromise competitive integrity.

Tournament Administration may require:

- Stream Delay
- Removal of sensitive information
- Broadcast restrictions for selected matches

Failure to comply may result in disciplinary action.

22.3 Observer Rights

Only individuals authorized by Tournament Administration may observe official matches.

Unauthorized spectators or observers **must** be removed from the lobby.

22.4 Media Usage

Zero Hour Series reserves the right to use the following for promotional and commercial purposes:

- Team Names
- Team Logos
- Player Nicknames
- Match Results
- Screenshots
- Broadcast Footage
- Recorded Gameplay
- Tournament Statistics

No additional compensation shall be owed for such use unless otherwise agreed in writing.

22.5 Interviews

Tournament Administration may invite Players, Coaches or Team Representatives to participate in interviews before or after official matches.

Participation is voluntary unless otherwise agreed through separate contractual obligations.

22.6 Social Media

Participants are encouraged to promote the tournament through their own social media platforms.

When discussing Zero Hour Series publicly, Participants are expected to maintain professional conduct.

Defamatory, misleading or intentionally false public statements directed toward the tournament, its staff, sponsors or partners may result in disciplinary action where they materially damage the reputation or operation of the competition.

23. Privacy & Data Protection

Zero Hour Series respects the privacy of all participants and processes personal information only where necessary for tournament administration.

23.1 Data Collection

Tournament Administration may collect information including:

- Player Names
- Ubisoft IDs
- Discord Usernames
- Strave.gg Account Information
- Team Information
- Payment Information
- Match Results
- Technical Information required for Anti-Cheat procedures

Only information necessary for tournament operations shall be collected.

23.2 Purpose of Processing

Collected information may be used for:

- Tournament administration
- Match scheduling
- Competitive integrity investigations
- Prize payments
- Broadcast production

- Statistical analysis
- Legal compliance

23.3 Data Protection

Tournament Administration shall take reasonable measures to protect participant information from unauthorized access.

However, no online system can guarantee absolute security.

23.4 Disclosure

Participant information shall not be disclosed to third parties except where:

- Required by law.
- Necessary for payment processing.
- Required for Anti-Cheat investigations.
- Necessary to operate tournament services.
- Explicitly authorized by the participant.

23.5 Data Retention

Tournament-related information may be retained for as long as reasonably necessary to:

- Maintain tournament records.
- Resolve disputes.
- Investigate Rule violations.
- Comply with legal obligations.

24. Final Provisions

This Rulebook represents the official regulations governing all Zero Hour Series competitions.

All participants are expected to familiarize themselves with these Rules before registering for any tournament.

Participation constitutes acceptance of every provision contained within this Rulebook.

24.1 Administrative Authority

Tournament Administration reserves the exclusive right to interpret, apply and enforce this Rulebook.

Administrative decisions shall prioritize:

- Competitive Integrity
- Fair Competition
- Consistency

- Tournament Stability

24.2 Unforeseen Circumstances

No Rulebook can anticipate every possible situation.

Where circumstances arise that are not explicitly covered by these Rules, Tournament Administration shall issue a decision based upon:

- Competitive Integrity
- Fairness
- Consistency
- Common Sense
- The long-term interests of Zero Hour Series

Such decisions shall be considered official tournament rulings.

24.3 Rulebook Updates

Zero Hour Series reserves the right to modify this Rulebook at any time.

Updated versions become effective immediately upon official publication unless otherwise specified. Official publication takes place via the **#announcements channel of the official Zero Hour Series Discord server** and the **official Rulebook page linked on Strave.gg** (see Section 1.3).

Participants are responsible for ensuring that they are familiar with the latest published version.

24.4 Severability

If any provision of this Rulebook is determined to be invalid or unenforceable, the remaining provisions shall remain in full force and effect.

24.5 Acceptance

By registering for or participating in any Zero Hour Series tournament, every Player, Coach, Manager and Team Representative confirms that they have:

- Read this Rulebook.
- Understood this Rulebook.
- Agreed to comply with this Rulebook.
- Accepted the authority of Tournament Administration.

Failure to comply with these Rules may result in disciplinary action as described throughout this Rulebook.

End of Rulebook

Zero Hour Series — Official Rulebook · Version 2.1

© Zero Hour Series. All Rights Reserved.

Appendix A – Official Match Settings

This Appendix defines the official in-game settings used for all Zero Hour Series tournaments.

Tournament Administration reserves the right to update these settings following official Rainbow Six Siege competitive changes published by Ubisoft.

A.1 Game Mode

- Game Mode: Competitive
- Playlist: Custom Game
- Platform: PC
- Region: As specified by Tournament Administration

A.2 Match Format

Unless otherwise announced:

- Open Qualifier (Swiss Stage): Best of One
- Group Stage: Best of One
- Playoffs: Best of One
- Quarter Finals & Semi Finals: Best of Three
- Grand Final & Third Place Match: Best of Five

A.3 Lobby & Match Settings

A game must be hosted on a local server with the following settings. These settings shall be used unless Ubisoft changes the competitive ruleset.

Setting	Value	Setting	Value
Game Mode	Bomb	Objective type for rotation	Rounds played
Plant Duration	7	Pick Phase Timer	15
Defuse Duration	7	Operator HP	100
Fuse Time	45	Friendly Fire Damage	100
Defuser Carrier Selection	On	Friendly Fire in Prep Phase	Off
Preparation	45	Reverse Friendly Fire	Off
Action	180	Injured	20
HUD Settings	Pro League	Sprint	On
Number of Bans	4	Lean	On

Setting	Value	Setting	Value
Ban Timer	20	Death Replay	Off
Number of Rounds	12	Death Duration	2
Attack/Defense Swap	6	Tactical Timeout Requests per Team	1
Overtime Rounds	3 (or Infinite)	Allow Requests From	Everyone
Overtime Score Difference	2	Timeout Duration	45
Overtime Role Swap	1	Time Out after Swap	120
Objective Rotation Parameter	2	Match Replay	Enabled

By default, the host of the game should be the observer, an admin or a commentator. The responsibility of hosting the game shall never fall on one of the Players or Team Staff unless Tournament Administration expressly specifies otherwise.

A.4 Operators

All Operators officially available in Ubisoft's competitive ruleset are permitted unless Tournament Administration publishes additional restrictions.

Operators disabled by Ubisoft remain prohibited.

A.5 Maps

The official map pool shall be announced before each tournament.

Only maps published by Tournament Administration may be selected during the veto process.

Appendix B – Detect.ac MOSS Quick Guide

The following procedure summarizes the mandatory use of Detect.ac MOSS.

Before the Match

Every Player shall:

- Launch Detect.ac MOSS BEFORE opening the Game.
- Verify the latest version is installed.
- Confirm logging has started successfully.
- Join the tournament lobby.

During the Match

Players shall:

- Keep MOSS running.
- Avoid restarting the application.
- Report technical problems immediately.
- Follow Tournament Administration instructions.

After the Match

Players shall:

- Verify that logs have been saved.
- Upload logs if required.
- Keep all files until Tournament Administration confirms they are no longer required.

Deleting MOSS files immediately after a match is prohibited.

Appendix C – Standard Penalty Escalation

The following escalation model serves as a guideline.

Tournament Administration may increase or reduce penalties depending on the circumstances.

Offense	1st	2nd	3rd
Minor Unsportsmanlike Conduct	Warning	Match Penalty	Suspension
Late Arrival	Warning	Match Forfeit	Suspension
Missing MOSS	Warning	Match Forfeit	Suspension
False Information	Match Forfeit	Suspension	Permanent Ban
Exploit Abuse	Round Loss	Map Loss to Suspension	Permanent Ban
Ghosting	Match Forfeit	Suspension	Permanent Ban
Stream Sniping	Match Forfeit	Suspension	Permanent Ban
Cheating	Permanent Ban	—	—
Match Fixing	Permanent Ban	—	—
Ban Evasion	Permanent Ban	—	—

Tournament Administration reserves the right to bypass the escalation process for severe violations.

Appendix D – Administrator Code of Conduct

Tournament Administrators represent Zero Hour Series and are expected to uphold the highest standards of professionalism.

Every Administrator shall:

- Remain neutral and impartial.
- Treat all participants equally.
- Avoid conflicts of interest.
- Protect confidential information.
- Apply the Rulebook consistently.
- Communicate respectfully and professionally.
- Refrain from abusing administrative privileges.

Administrators shall not participate in decisions where a personal conflict of interest exists.

All disciplinary decisions should, where reasonably possible, be documented internally to ensure consistency and transparency.

Appendix E – Tournament Administration Procedures

This Appendix establishes the operational standards for Tournament Administration during all Zero Hour Series competitions.

Every Tournament Administrator is expected to apply these procedures consistently, impartially, and professionally.

E.1 Administrative Responsibilities

Tournament Administration is responsible for:

- Tournament Operations
- Match Supervision
- Rule Enforcement
- Player Support
- Dispute Resolution
- Anti-Cheat Investigations
- Broadcast Coordination
- Competitive Integrity

Administrators shall always prioritize fairness and consistency.

E.2 Pre-Match Procedure

Before every official match, Tournament Administration should verify:

- Both Teams have checked in.
- Rosters are valid.
- Match page is available.
- Lobby host has been assigned.
- Match schedule is correct.
- MOSS requirements are understood.
- Broadcast requirements are communicated (if applicable).

E.3 Match Supervision

During official matches, Administrators should monitor:

- Lobby settings.
- Team readiness.
- Technical issues.
- Rule violations.
- Match delays.
- Communication between Teams.
- Broadcast status.

Administrators should avoid unnecessary interference unless required.

E.4 Technical Issues

Where technical problems occur, Tournament Administration shall determine whether:

- Play continues.
- The round continues.
- The map restarts.
- The match is postponed by administrative decision.

Only Tournament Administration may authorize interruptions or restarts.

E.5 Forfeit Procedure

A Match Forfeit may be declared where:

- A Team fails to appear.
- A Team fields fewer than five eligible Players.
- A Team refuses to continue playing.
- Serious Rule violations occur.
- Tournament Administration determines that competitive integrity can no longer be maintained.

Forfeits should always be documented internally.

E.6 Investigations

Every investigation should include:

- Description of the incident.
- Collected evidence.
- Administrative observations.
- Applicable Rulebook sections.
- Final decision.
- Applied sanctions.

All investigations should remain confidential unless officially published.

E.7 Internal Documentation

Tournament Administration should document:

- Warnings.
- Forfeits.
- Suspensions.
- Disqualifications.
- Appeals.
- Administrative Decisions.

Internal documentation promotes consistency across future tournaments.

E.8 Communication Standards

Administrators shall communicate:

- Clearly.
- Respectfully.
- Professionally.
- Consistently.

Arguments with Players should be avoided whenever possible.

Administrative decisions should reference the relevant Rulebook section where appropriate.

E.9 Conflict of Interest

An Administrator shall not participate in a decision where they:

- Are affiliated with one of the Teams.
- Have a financial interest.
- Have a personal relationship likely to affect impartiality.

- Cannot reasonably remain neutral.

Such cases should be transferred to another Administrator whenever possible.

Appendix F – Broadcast & Observer Handbook

This Appendix establishes operational standards for Broadcast Staff, Casters and Observers.

F.1 Broadcast Staff

Broadcast Staff represent Zero Hour Series during official broadcasts.

Professional conduct is expected at all times.

F.2 Neutrality

Casters and Observers shall remain impartial.

Intentional favoritism toward any Team is prohibited.

Professional analysis and criticism remain acceptable.

F.3 Observer Responsibilities

Observers should:

- Capture all important gameplay.
- Avoid revealing unintended competitive information.
- Follow production instructions.
- Maintain broadcast quality.

F.4 Confidentiality

Broadcast Staff may become aware of confidential tournament information.

Such information shall not be disclosed publicly unless officially authorized.

F.5 Communication

Observers shall not communicate gameplay information to participating Teams.

Casters shall never provide competitive information that could influence an active match.

F.6 Broadcast Delay

Official broadcasts may utilize an appropriate delay to reduce the risk of Stream Sniping.

Tournament Administration shall determine the required delay before each tournament.

F.7 Broadcast Assets

Zero Hour Series branding, overlays, sponsor graphics and promotional materials shall only be used in accordance with official branding guidelines.

Unauthorized modifications are prohibited.

F.8 Professional Conduct

Broadcast Staff shall:

- Treat Players respectfully.
- Avoid offensive language.
- Avoid discriminatory remarks.
- Avoid political discussions during broadcasts.
- Represent Zero Hour Series professionally.

Appendix G – Official Communication Policy

Official tournament communication is conducted exclusively through approved Zero Hour Series platforms.

The following platforms constitute official communication channels:

- Strave.gg
- Official Discord Server
- Official Website
- Official Social Media Accounts

Private conversations with Tournament Staff do not constitute official rulings.

Only Tournament Administration may issue binding tournament decisions.

Where conflicting information exists, the following order applies:

- 1 Official Rulebook
- 2 Official Tournament Announcement
- 3 Official Administrative Decision
- 4 Discord Announcement
- 5 Other Communication

Teams are responsible for monitoring official communication channels throughout the tournament.

Appendix H – Emergency Procedures

Tournament Administration may suspend or interrupt tournament operations where extraordinary circumstances prevent normal competition.

Examples include:

- Ubisoft Server Outages
- Strave.gg Outages
- Detect.ac Service Outages
- Widespread Internet Disruptions
- DDoS Attacks
- Game-Breaking Bugs
- Force Majeure Events

Tournament Administration may:

- Delay matches.
- Pause tournaments.
- Modify schedules.
- Replay matches.
- Declare forfeits where appropriate.
- Cancel tournament stages if necessary.

Administrative decisions shall prioritize competitive integrity while minimizing disruption to the tournament.

Players are expected to follow all instructions issued by Tournament Administration during emergency situations.

Appendix I – Branding & Sponsorship Guidelines

This Appendix establishes the branding and sponsorship standards applicable to all Zero Hour Series competitions.

I.1 Zero Hour Series Branding

The Zero Hour Series name, logo, graphics, overlays, promotional material and visual identity remain the exclusive property of Zero Hour Series.

Participants may not modify, distort or misuse official branding.

I.2 Team Logos

Teams are encouraged to use official logos throughout the tournament.

Tournament Administration reserves the right to reject logos containing:

- Hate symbols
- Offensive imagery
- Copyright infringement
- Political propaganda
- Pornographic material
- Illegal content

Teams may be required to replace inappropriate branding before participating.

I.3 Team Names

Tournament Administration reserves the right to reject or require changes to Team Names that are:

- Offensive
- Misleading
- Impersonating other organizations
- Excessively vulgar
- Discriminatory
- Commercially misleading

I.4 Sponsors

Teams remain responsible for ensuring that their sponsors comply with applicable laws.

Zero Hour Series reserves the right to prohibit sponsorships associated with:

- Illegal activities
- Gambling (where prohibited by law)
- Cheats or cheat providers
- Malware
- Hate organizations
- Counterfeit products
- Pornographic content

Tournament Administration may require removal of prohibited sponsor branding.

I.5 Tournament Sponsors

Official Zero Hour Series Sponsors shall receive branding priority throughout official broadcasts and promotional material.

Participating Teams shall not intentionally obscure official sponsor assets during official broadcasts.

I.6 Commercial Rights

Zero Hour Series reserves all commercial rights relating to:

- Tournament branding
- Broadcast graphics
- Promotional videos
- Official social media content
- Tournament merchandise

Use of official branding for commercial purposes requires prior written approval.

Appendix J – Disciplinary Guidelines

This Appendix provides general guidance regarding disciplinary decisions.

It does not replace the authority granted to Tournament Administration elsewhere within this Rulebook.

J.1 Objectives

Disciplinary action seeks to:

- Protect Competitive Integrity.
- Promote Fair Play.
- Maintain professionalism.
- Encourage compliance with the Rulebook.
- Deter future misconduct.

J.2 Aggravating Factors

The following circumstances may increase the severity of a sanction:

- Repeated violations.
- Intentional misconduct.
- Refusal to cooperate.
- Attempts to conceal evidence.
- Previous disciplinary history.
- Significant impact on tournament integrity.

J.3 Mitigating Factors

Tournament Administration may reduce sanctions where appropriate.

Examples include:

- Immediate admission of responsibility.

- Full cooperation.
- Genuine technical failure.
- Minor impact.
- First-time violation.

J.4 Consistency

Tournament Administration shall strive to apply sanctions consistently across all tournaments.

Previous rulings may be considered when determining appropriate disciplinary action.

J.5 Immediate Action

Where Competitive Integrity is at immediate risk, Tournament Administration may impose temporary sanctions before a full investigation has concluded.

Temporary measures may include:

- Removal from the lobby.
- Temporary suspension.
- Match postponement by Administration.
- Temporary tournament exclusion.

Temporary sanctions shall not imply guilt.

Appendix K – Definitions & Glossary

For the purposes of this Rulebook, the following definitions apply.

Term	Definition
Administration	Official personnel appointed by Zero Hour Series to organize and supervise tournaments.
Appeal	A formal request for Tournament Administration to review a previous administrative decision.
Broadcast Staff	Individuals responsible for producing official tournament broadcasts.
Coach	A registered Team Staff member permitted to communicate only during authorized coaching windows.
Competitive Integrity	The principle that every match is decided solely through legitimate gameplay.
Disqualification	Removal of a Team or Player from the current tournament.
Forfeit	The automatic loss of a Match awarded by Tournament Administration due to a Rule violation or failure to compete.
Ghosting	Receiving gameplay information unavailable through normal gameplay.

Term	Definition
Lobby Host	The Team responsible for creating the official custom lobby.
MOSS	Detect.ac MOSS 2.0, the official anti-cheat logging software required by Zero Hour Series.
No Show	Failure of a Team to appear within the official grace period.
Player	A registered competitor eligible to participate in official matches.
Protest	A formal dispute submitted to Tournament Administration.
Roster Lock	The point after which roster modifications are no longer permitted.
Stand-In	A Player temporarily replacing another Player in accordance with this Rulebook.
Strave.gg	The official tournament platform used by Zero Hour Series.
Suspension	A temporary restriction preventing participation in Zero Hour Series events.
Team	A group of registered Players, Substitutes and Team Staff competing together under one registered Team Name.
Team Representative	Official representative of a Team responsible for all communication with Tournament Administration.
Tournament Administration	Authorized Zero Hour Series Staff responsible for enforcing this Rulebook.