ZERO HOUR

SERIES

ONE LEAGUE, ZERO LIMITS

ZERO HOUR SERIES

OFFICIAL RULEBOOK

Version 2.2

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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
2.2	October 2026	Season 2 update: Strave.gg settings (check-in, MOSS, points & tiebreakers), qualifier & division format (Round Robin, Double Elimination, promotion & relegation), roster, E-Sub & transfer rules, coaching, reschedules, prize pool, clearer wording
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

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1. Introduction

This Rulebook contains the rules for every competition run by Zero Hour Series (ZHS).

Zero Hour Series is an independent European Rainbow Six Siege tournament organizer. Our goal is simple: fair, well-run and professional tournaments for every team, from entry level to the top division.

These rules apply to everyone involved in a ZHS event: players, substitutes, coaches, managers, staff members, organizations and Team Representatives.

Tournament Administration ("the Admins") interprets and enforces these rules. Breaking them can lead to penalties.

1.1 Acceptance of the Rules

By registering for or playing in a ZHS tournament, you confirm that you have:

- read this Rulebook in full,
- understood it,
- agreed to follow it,
- agreed to accept decisions made by the Admins, and
- agreed to cooperate if you are part of an investigation.

Not having read the Rulebook is never an excuse.

1.2 Rule Hierarchy

If two documents contradict each other, the one higher on this list wins:

1. Zero Hour Series Official Rulebook
2. Tournament-specific rules
3. Official tournament announcements
4. Admin decisions
5. Ubisoft Terms of Use
6. Rainbow Six Siege Code of Conduct

The Admins may make an exception to this order in a specific case, but only by announcing it officially.

1.3 Rule Changes

ZHS may update this Rulebook at any time, for example after game updates, Ubisoft competitive changes, new exploits, integrity problems or legal requirements.

A new version is valid as soon as it is published in the **#announcements channel of the official ZHS Discord server** and on the **official Rulebook page linked on Strave.gg**, unless the announcement says otherwise. The version on the official Rulebook page is always the one that

counts.

It is your responsibility to know the latest version.

2. Tournament Philosophy

Five principles guide every decision the Admins make. When a rule is unclear, it is read in the light of these principles.

2.1 Competitive Integrity

Matches are decided by skill, teamwork and strategy, nothing else.

Anything that threatens fair competition can be punished under **Section 20 (Penalty Matrix)** and **Appendix B (Standard Penalty Escalation)**, even if it is not listed anywhere in this Rulebook.

2.2 Fair Competition

Every team plays under the same conditions. Nobody may gain an unfair advantage through:

- software,
- hardware,
- exploits,
- outside help,
- manipulation, or
- abuse of admin processes.

2.3 Professionalism

Players, coaches, staff and organizations represent themselves, their team and the ZHS community, before, during and after matches.

Treat everyone with respect: opponents, Admins, broadcast staff, viewers, sponsors and partners.

2.4 Transparency

The Admins aim to make clear, consistent and neutral decisions and will explain the reasoning where possible.

Rulings are communicated through the **official ZHS Discord server** (ticket or direct message to the Team Representative). The Strave.gg match page may also show the outcome.

2.5 Respect

Harassment, discrimination, threats, hate speech, intimidation and abuse are not tolerated.

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Penalties follow **Section 20** and **Appendix B**. A one-off minor incident usually leads to a warning. Serious or repeated behaviour can lead to a suspension or a permanent ban.

3. Definitions

These terms have the following meaning throughout this Rulebook:

Term	Definition
Admins / Tournament Administration	The official ZHS tournament staff (see Section 4)
Team	The registered Main Players, Substitutes, Coach and Staff Members competing under one Team Name
Main Player	One of the five registered starting players of a Team
Substitute (Sub)	A registered replacement player (max. 2 per Team)
Emergency Sub (E-Sub)	A registered Staff Member who plays in place of a missing player (see Section 8.4)
Coach	The registered coach of a Team. Not a player unless registered as Sub or E-Sub
Staff Member	A registered non-playing team member, e.g. a manager or analyst
Team Representative	The person who handles all official communication between the Team and the Admins
Match	One complete official contest between two Teams (Bo1, Bo3 or Bo5)
Map	One individual game of Rainbow Six Siege within a Match
Round	One playable round within a Map
Qualifier	A one-day qualifying event that awards Placement Points
Life	In a Qualifier every Team has two Lives. Each Match loss costs one Life
Placement Points	Points awarded for the final placement in a Qualifier (see Section 10.3)
Overall Standings	The ranking of all Teams based on Placement Points from all Qualifiers
Division	A league tier (DIV 1, DIV 2, DIV 3) with 16 Teams, reached through the Overall Standings
Relegation Match	A Bo3 between a Team from a lower Division and a Team from the next higher Division (Section 10.10)
Transfer Window	A period in which Teams may add new players (see Section 8.7)
MOSS	The anti-cheat logging software required in every official Match (see Section 17)
Strave.gg	The official tournament platform

Term	Definition
Official Communication	Messages published through official ZHS channels

4. Tournament Administration

The Admins organize, supervise and enforce all ZHS competitions. Tournament Administration can include:

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

Casters, observers and other broadcast staff are part of the ZHS team, but they are not Admins and cannot make rulings (see Appendix E).

4.1 Admin Authority

The Admins have the final say on:

- how a rule is interpreted,
- match scheduling,
- penalties,
- evaluating evidence,
- anti-cheat investigations,
- technical rulings, and
- anything that affects tournament integrity.

Admin decisions are final unless this Rulebook explicitly allows an appeal (see Section 19.7).

4.2 Situations Not Covered by the Rules

If something happens that this Rulebook does not cover, the Admins decide based on these priorities, in this order:

1. Competitive integrity
2. Fairness
3. Consistency
4. Practical tournament operation

Such a decision becomes a **binding precedent** and will be added to the Rulebook. During a running event the Rulebook update can wait until the event is over, but the ruling itself **must be announced immediately in the Discord #announcements channel**.

4.3 Duty to Cooperate

Everyone must cooperate fully with the Admins. This includes answering quickly when asked for information, match evidence, MOSS files, screenshots, video recordings, Ubisoft Match IDs or other documents.

Unless the Admins set a different deadline, you must answer **within 45 minutes after your last match of the day**. Outside of match days, the deadline stated in the request applies. Protests about a match must be filed **within 15 minutes after the match ends** (Section 19.1).

Not cooperating is a rule violation of its own.

5. Official Platforms

5.1 Strave.gg

Strave.gg is the official tournament platform. It is used for:

- registration and rosters,
- check-in,
- match pages and scheduling,
- map veto,
- reporting results,
- MOSS uploads,
- brackets and standings, and
- protests.

Everything match-related must be done on Strave.gg unless the Admins say otherwise.

5.2 Discord

The official ZHS Discord server is used for announcements, support tickets, emergency communication and admin help.

Discord does not replace Strave.gg. If Strave.gg is down, the Admins will give instructions on Discord.

5.3 Official Language

The official language is English. All communication with the Admins must be in English unless the Admins agree to another language.

6. Eligibility

Only participants who meet every requirement in this section may play. You must stay eligible for the whole tournament. If you become ineligible, you can be removed without compensation.

The Admins may check eligibility at any time.

6.1 Player Eligibility

Every player must:

- own a legitimate copy of Tom Clancy's Rainbow Six Siege on PC,
- have a valid Ubisoft Connect account,
- follow Ubisoft's Terms of Use and Code of Conduct,
- not be suspended by ZHS,
- not be registered for another Team in the same season,
- meet the minimum age (Section 6.2), and
- be able to communicate in English with the Admins, **or be on a Team whose Team Representative speaks English and can translate for them**.

A player who does not meet these requirements can be removed immediately.

6.2 Minimum Age

Players must be at least 16 years old on the first day of the tournament, unless the tournament announcement says otherwise.

The Admins may ask for proof of age at any time, for example a national ID card, passport, driver's license or other government-issued ID. If you cannot provide it, you can be disqualified.

6.3 Ubisoft Accounts

You must play on your own legitimate Ubisoft Connect account. You may not:

- share an account,
- borrow someone else's account,
- use a bought or stolen account,
- register more than one account for the same tournament, or
- play under someone else's identity.

The account you register is your tournament account for the whole season. Changing it requires Admin approval.

6.4 Player Identity

The Admins may verify the identity of any participant, for example through government ID, Ubisoft account and profile checks or match history.

Giving false information during a verification is a serious violation.

6.5 Competitive Standing

The Admins may refuse a player who:

- is currently suspended by ZHS,
- has been permanently banned by ZHS,
- has tried to avoid a ZHS penalty, or
- uses a false identity.

The Admins may also refuse a player if there is credible evidence that they are a serious risk to competitive integrity.

6.6 Player Responsibilities

Every player is responsible for being ready to play. That includes:

- a stable internet connection,
- working hardware and peripherals,
- an up-to-date Rainbow Six Siege and Ubisoft Connect client,
- a working, up-to-date MOSS installation, and
- being available at the scheduled match times.

Problems on your side do not automatically justify delays, rematches or schedule changes.

6.7 Regional Eligibility

Unless stated otherwise, ZHS tournaments are open to Teams from the **EMEA region as defined by Ubisoft's official Rainbow Six Siege competitive structure**. The tournament announcement lists the eligible countries based on Ubisoft's current EMEA country list.

Tournament announcements may also set residency requirements or other regional rules. The Admins may verify regional eligibility.

6.8 One Team Per Season

A participant may only be on one roster per season, in any role. It is not allowed to:

- register for more than one Team,
- play under more than one identity,
- get around roster rules, or
- switch Teams outside a Transfer Window (Section 8.7).

Breaking this rule can lead to the disqualification of the player and every Team involved.

7. Registration

To take part, a Team must complete the official registration and be accepted by the Admins.

7.1 Registration Platform

All registrations are done on Strave.gg unless the Admins announce another method. Registrations through any other channel are not accepted.

7.2 Required Information

Each Team must provide:

- Team Name and Team Tag,
- Team Representative,
- Ubisoft IDs of all players,
- Main Players and Substitutes,
- Coach and Staff Members (if any), and
- contact information.

The Admins may ask for more information if needed.

7.3 Accurate Information

Everything you submit must be true and complete. False, misleading or incomplete information can lead to a rejected registration, forfeited matches, disqualification or a suspension.

7.4 Entry Fees

If there is an entry fee, the registration only counts once payment has arrived.

Once the Admins have accepted a registration, entry fees are not refunded unless the law requires it. Exceptions are only made if the tournament is cancelled or the Admins made a mistake.

Chargebacks without a legitimate reason can lead to a permanent ban from ZHS.

7.5 Registration Deadline

Every tournament has an official registration deadline. Late registrations are only possible if the Admins confirm that spots are still open.

7.6 Team Representative

Each Team appoints one Team Representative. They are responsible for:

- communication with the Admins,
- match confirmations,
- scheduling,
- roster management,
- protests, and
- accepting Admin decisions on behalf of the Team.

Official communication runs **mainly through the Team Representative**. However, **every player must still answer the Admins directly when contacted during an investigation or verification** (Sections 4.3, 15.15 and 16.8).

7.7 Acceptance of Registration

The Admins may accept or reject any registration, for example if eligibility requirements are not met, information is missing, payment has not arrived, information is false, the tournament is full, or accepting the Team would put integrity at risk.

A Team is only accepted once the Admins confirm it through an official channel.

7.8 Withdrawal

Teams that want to withdraw must tell the Admins as early as possible through an official channel.

A Team that withdraws after the bracket is published can receive further penalties, such as forfeits or exclusion from future events. Repeated withdrawals without a good reason can lead to restrictions on future registrations. Entry fees stay non-refundable (**Section 7.4**).

8. Team Rosters

Every Team must keep a valid roster for the whole season. Only players who are registered and approved by the Admins may play in official matches.

8.1 Roster Composition

A roster consists of:

- **5 Main Players** (required),
- **up to 2 Substitutes** (optional),
- **1 Coach** (optional), and
- Staff Members such as a manager (optional).

The Coach may also be registered as one of the two Substitutes.

8.2 Starting Line-up

A Team must field five eligible players in every official match. Only registered and approved players may play. Using an unregistered player is an illegal roster and can lead to a match forfeit, disqualification or suspension.

8.3 Substitutes

Registered Substitutes may replace Main Players between maps. This does not need Admin approval.

Substitutions during a running map are never allowed. If a player cannot finish a map, the Team either forfeits the map or continues 4vs5 under Section 11.11.

Substitutes must meet the same eligibility requirements as Main Players.

8.4 Emergency Sub (E-Sub)

If a Team cannot field five players from its Main Players and Substitutes, **one registered Staff Member may play as an Emergency Sub**. The following rules apply:

- The E-Sub must be announced in a Discord ticket **at least 2 hours before the scheduled match start**. Later requests are rejected.
- The Staff Member must already be on the Team's registered roster on Strave.gg at the time of the request.
- Only one E-Sub may play per match.
- The E-Sub must meet all player eligibility requirements (Section 6) and must not be registered for any other Team in the same season.
- While playing, the E-Sub is treated as a player and must follow every player rule, including MOSS.

Using a Staff Member as a player without announcing them in time counts as playing with an unregistered player.

8.5 Coach as Player

The Coach is not a player. A Coach may only play if they are registered as one of the two Substitutes, or if they are announced as the E-Sub under Section 8.4. In that case they must meet all player eligibility requirements and follow every player rule.

8.6 Roster Lock

The roster locks 2 hours before the scheduled start of each match. After that, a Team cannot:

- add players,
- remove players,
- move players between Teams, or
- replace registered players with unregistered people.

After the lock, only the registered Substitutes and an E-Sub announced in time (Section 8.4) may come in.

8.7 Roster Changes & Transfer Windows

New players can only be added during one of the two Transfer Windows of a season:

1. **Mid-Season Transfer Window** - the exact dates are announced on Discord.
2. **Second Transfer Window** - between the Division Group Stage and the Playoffs.

Outside of these windows, the Admins only make corrections to registration data (for example a typo in a Ubisoft ID).

Waiting period: a player added in a Transfer Window may not play in official matches for **14 days**, counted from the day the Admins approve the transfer. The only exception is if the opposing Team allows it. That permission:

- must be given by the opposing Team Representative in a Discord ticket before the match starts,
- only applies to that one match, and
- cannot be withdrawn once the match has started, and cannot be used as a reason for a protest afterwards.

Offering money or other benefits for this permission counts as match manipulation (Section 15.9).

8.8 Team Transfers

A player who has played an official match for one Team may only move to another Team during a Transfer Window. The 14-day waiting period from Section 8.7 also applies to them.

Trying to get around roster rules with alternate accounts, fake registrations or Staff Members who are really players is a serious violation.

8.9 Incomplete Teams

A Team that cannot field five eligible players can receive a match forfeit, be removed from the tournament or receive further penalties. Alternatively, the match can be played 4vs5 under Section 11.11.

The Admins will not postpone matches because of incomplete rosters.

8.10 Team Responsibility

Every Team is responsible for making sure that all players are correctly registered, all Ubisoft IDs are correct, contact details are up to date, every roster member is eligible, and all deadlines are met.

Mistakes caused by wrong registration data are the Team's problem, not the Admins'.

8.11 Discord Membership

All Main Players, Substitutes, Coaches, Staff Members and Team Representatives must be on the official ZHS Discord server for the whole season. Leaving the server during the season can lead to penalties.

If you miss an announcement because you were not on the server, that is your responsibility.

9. Coaches

A Coach is a registered member of the Team who supports the players. Coaches are Team Staff and must follow this Rulebook.

9.1 Coach Registration

Each Team may register one (1) Coach. The Coach must be registered before the Roster Lock (Section 8.6). The Coach may also be registered as one of the Team's Substitutes.

9.2 Coach Communication

The registered Coach may talk to their Team at any time during official matches, including during live rounds.

The ban on outside information still applies to Coaches in full. A Coach may **not** use or pass on information from the official broadcast, opponent streams, spectating the lobby or any other source that players could not get through normal gameplay. This is Ghosting (Section 15.7).

Only the registered Coach may be in the Team's voice channel besides the players who are currently playing (Section 15.6).

9.3 Coach as Player

A Coach may only play if they are registered as a Substitute or announced as the E-Sub (Sections 8.4 and 8.5). A Coach who is neither may not play under any circumstances.

10. Season Format

The format of every season is announced before it starts. The Admins may adjust the format if this is needed to keep the competition fair or to run the tournament properly. Changes are announced on Discord.

10.1 Season Structure

Unless announced otherwise, a ZHS season is played in two phases:

Phase	Format	Series	Teams
Qualifiers	4 Qualifiers, 2 Lives per Team	Best-of-One	Open
Division Group Stage	2 groups of 8, Round Robin	Best-of-Three	16 per Division
Division Playoffs	Double Elimination	Bo3 / Final Bo5	8 per Division
Relegation Matches	Higher vs. lower Division	Best-of-Three	2 per match

There are three Divisions (DIV 1, DIV 2, DIV 3) with 16 Teams each. Teams qualify for a Division through the Overall Standings after the last Qualifier (Sections 10.5 and 10.6).

Dates for the Division Stage are announced on Discord.

10.2 Qualifier Format

Every Qualifier is played in one evening using a **2 Lives** system:

- Every Team starts with two Lives.
- Every match loss costs one Life. A Team that loses its second Life is out of the Qualifier.
- Each Team plays a maximum of four (4) matches.
- **Teams that still have Lives left must play all of their matches.**
- All Qualifier matches are Best-of-One.

The final placement in a Qualifier decides how many Placement Points a Team gets (Section 10.3).

Leaving early: a Team that stops playing while it still has Lives left forfeits all remaining matches and receives **0 Placement Points** for that Qualifier. Throwing or skipping matches on purpose to influence the standings is match manipulation (Section 15.9).

10.3 Placement Points & Tiebreakers

Match wins and losses do not give points directly. Points are only given for the final placement in each Qualifier:

Placement	Points
1st Place	100 pts
2nd Place	75 pts
3rd - 4th Place	50 pts
5th - 8th Place	25 pts
9th - 16th Place	15 pts
17th - 32nd Place	10 pts
33rd Place and lower	0 pts

If Teams are tied, the following tiebreakers are used in this order:

1. **Wins Total** - match win percentage, including overtime wins
2. **Round Differential** - rounds won minus rounds lost
3. **Round Win Percentage** - rounds won divided by total rounds played
4. **Map Differential** - maps won minus maps lost
5. **Head to Head** - result of the matches between the tied Teams

Every round counts. Round Differential is the second tiebreaker, so giving up rounds in a match that is already won or lost can cost you your placement.

10.4 Overall Standings

The Placement Points from all Qualifiers are added up into the Overall Standings. Ties in the Overall Standings are broken with the same tiebreakers from Section 10.3, using the combined results of all Qualifiers.

The Overall Standings are published on Strave.gg and Discord after every Qualifier.

Qualifier	Date	Check-in (Europe/Berlin)
Qualifier 2	23.10.2026	17:00 - 18:30
Qualifier 3	30.10.2026	17:00 - 18:30
Qualifier 4	06.11.2026	17:00 - 18:30

10.5 Qualification for Division 1

The **top 8 Teams in the final Overall Standings after Qualifier 4** qualify for Division 1.

10.6 Qualification for Division 2 and Division 3

All Divisions are put together based on the final Overall Standings after Qualifier 4. There are no guaranteed Division spots from earlier Qualifiers.

Because of this, **every Team must play all remaining Qualifiers**. Points from every Qualifier count towards the final Overall Standings. A Team that misses a Qualifier receives 0 Placement Points for it.

All Division 2 and Division 3 spots are given out based on the final Overall Standings.

10.7 Division Group Stage

Every Division is split into **two groups of eight (8) Teams**.

- Every Team plays every other Team in its group once (**Round Robin**).
- All group matches are **Best-of-Three**.
- Group standings are ranked by the order in Section 10.3, starting with Wins Total.
- **The top 4 Teams of each group advance to the Playoffs** (8 Teams per Division).

The second Transfer Window is between the Group Stage and the Playoffs (Section 8.7).

10.8 Division Playoffs

The Playoffs are played in a **Double Elimination** bracket with eight (8) Teams. A Team is only out after its second loss.

- All Playoff matches are **Best-of-Three**, except the Grand Final.
- The last four (4) remaining Teams form the **Semi Finals**.
- The last two (2) remaining Teams play the **Grand Final** as a **Best-of-Five**.
- Seeding of the upper bracket: 1st Group A vs. 4th Group B, 2nd Group B vs. 3rd Group A, 1st Group B vs. 4th Group A, 2nd Group A vs. 3rd Group B.

Final placements: 1st = Grand Final winner, 2nd = Grand Final loser, 3rd = loser of the Lower Bracket Final, 4th = loser of the Lower Bracket Semi Final.

10.9 Final Division Standings

Places 1 to 8 are decided by the Playoffs (Section 10.8). Places 9 to 16 are decided by the group results of the Teams that did not reach the Playoffs:

Final Place	Group Result
9th - 10th	5th place in each group
11th - 12th	6th place in each group
13th - 14th	7th place in each group
15th - 16th	8th place in each group

Between two Teams with the same group placement, the better Team is decided by the tiebreakers in Section 10.3.

10.10 Promotion & Relegation

At the end of the season, Teams move between the Divisions as follows:

- **1st and 2nd** of DIV 2 and DIV 3 are **promoted directly** to the next higher Division.
- **3rd and 4th** of DIV 2 and DIV 3 play a **Relegation Match** against the **13th and 14th** of the next higher Division: 3rd vs. 14th and 4th vs. 13th.
- **15th and 16th** of DIV 1 and DIV 2 are **relegated directly** to the next lower Division.
- 15th and 16th of DIV 3 lose their Division spot and have to qualify again through the Qualifiers.

Relegation Matches are Best-of-Three. The winner plays in the higher Division next season, the loser in the lower Division. The Team from the higher Division is the higher seed.

A Team that does not show up to its Relegation Match loses it by forfeit (Section 11.5).

10.11 Seeding

The Admins decide the seeding. They may use previous results, Qualifier results, the Overall Standings, competitive rankings or a random draw, and may adjust the seeding where necessary.

10.12 Match Schedule

The official schedule is published on Strave.gg. Teams are responsible for checking their own schedule. Not knowing the schedule is not an excuse for being late.

10.13 Schedule Changes

The Admins may change match times, the match order, the tournament structure and the broadcast schedule. Teams will be told in advance whenever possible. Schedule changes do not entitle anyone to compensation.

11. Match Procedures

Every official match is played under this Rulebook and any tournament-specific rules.

Every Team must be **match-ready according to Section 11.1** (all players in the correct lobby, MOSS running, check-in done) before the scheduled match time.

11.1 Match Readiness

A Team is match-ready when:

- five eligible players are present,
- MOSS is running on every player's PC,

- all players are in the correct lobby,
- the Team Representative can be reached, and
- the check-in is completed.

Not being match-ready can lead to penalties.

11.2 Check-In

Teams must check in on Strave.gg during the check-in window for every stage or group they play in. The check-in times are shown on Strave.gg and are always in **Europe/Berlin time**.

For Qualifiers, check-in is open **from 17:00 to 18:30** on the Qualifier day (see the table in Section 10.4). For all other stages, the check-in window is announced on Strave.gg and Discord.

A Team that does not check in can be removed from the tournament, receive a match forfeit or be replaced by a standby Team. The Admins do not have to contact Teams that miss check-in.

Checking in and then not showing up is treated as a no-show (Section 11.5).

11.3 Match Time

The match time on Strave.gg is final. Be ready before it.

11.4 Reschedules

Matches are played at the published time. A reschedule is **only possible** if all of the following conditions are met:

- the match is **not scheduled for an official ZHS cast**,
- both Teams agree in a Discord ticket,
- the new time is within the deadline the Admins set for that round, and
- **an official Admin confirms and announces the new time** on Discord or Strave.gg.

An agreement between Teams alone is never enough. Until an Admin has announced the new time, the original time applies.

Qualifier matches cannot be rescheduled, because the whole Qualifier is played on one evening.

Once a reschedule is announced, the new time is binding and the normal no-show rules apply (Section 11.5).

Both Teams do not show up: both Teams receive a match forfeit. In Qualifiers, both Teams lose a Life. In group stages the match is recorded as 0-0 with no points for either Team. In knockout stages the higher-seeded Team advances, unless the Admins decide otherwise.

11.5 Failure to Appear

Teams must join their match at the scheduled start time. There is a **15-minute grace period**.

If a player is still missing 15 minutes after the scheduled start, the opposing Team must open a protest on Strave.gg to document the delay.

20 minutes after the scheduled start, the incomplete Team automatically loses the match by forfeit. The Admins may add further penalties.

Time a Team loses because of its own missing MOSS uploads (Section 17.4) or an unfinished veto (Section 13.5) counts towards this time limit.

If a Team cannot field five players, the match may be played 4vs5 under Section 11.11.

11.6 Lobby Creation

Unless announced otherwise, the host creates the custom lobby within five (5) minutes after the scheduled match time. Lobby details may only be shared through official channels.

11.7 Lobby Settings

Every official match uses the current ZHS settings (Appendix A.3). Teams must check the settings before the match starts and report wrong settings immediately.

If integrity has been affected, the Admins may order a round rollback, a map restart, a match restart or other corrections.

11.8 Match Start

As soon as both Teams are ready, the host starts the match. Delaying on purpose can be penalized under **Section 20 (Penalty Matrix) and Appendix B**.

11.9 Rehosts

A rehost means restarting the current round because of a technical problem. The following rules apply:

- A rehost is only allowed during the Preparation Phase, before the Action Phase starts.
- Each Team gets one (1) rehost per map, with a maximum of two (2) per map in total.
- If a player still has technical problems after both rehosts are used, the Team continues 4vs5 if the opposing Team agrees through an official channel, or forfeits the map. A Substitute can only come in for the next map (Section 8.3).

A rehost must be requested immediately and the technical reason must be stated. Using rehosts for tactical reasons is unsportsmanlike conduct.

11.10 Technical Pauses

A **Technical Pause** is an official pause of a running map using the in-game pause function, only to fix a real technical problem.

- The reason must be stated immediately.
- Each Team has a maximum of ten (10) minutes of technical pause time per map, unless the Admins allow more.
- The match only continues when both Teams are ready or the Admins tell the Teams to continue.

Technical Pauses are not extra tactical timeouts. Pausing without a real technical problem, or using the pause mainly for strategy talk, is abuse and will be penalized.

11.11 Incomplete Line-ups (4vs5)

If a Team cannot field five eligible players at the start of a match, the match may be played 4vs5 if:

- the opposing Team agrees through an official channel,
- a protest is opened on Strave.gg before the match starts to document the situation, and
- every player who plays is eligible.

Without the opposing Team's agreement, the incomplete Team loses by forfeit (Section 11.5).

The agreement is final. A Team that agreed to play 4vs5 cannot protest the result afterwards because the opponent played with four players, no matter how the match ends.

A match can never be played with fewer than four (4) players per Team.

11.12 Match Completion

Right after the match:

- the winning Team reports the result on Strave.gg,
- the losing Team confirms the result,
- the winning Team uploads its MOSS files on Strave.gg within 15 minutes (Section 17.3), and
- every player keeps their MOSS files and any other evidence (Section 17.7).

Not reporting results or not keeping evidence can be penalized.

12. Lobby & Match Settings

All official matches are played with the current ZHS settings and the official Rainbow Six Siege competitive settings.

Teams must make sure the lobby is set up correctly before the match starts. Not checking the settings does not protect a Team from the consequences of a wrongly configured match.

12.1 Official Game Version

Everyone must use the latest live version of Rainbow Six Siege unless the Admins announce otherwise.

12.2 Lobby Host

Unless stated otherwise:

- the higher-seeded Team hosts the first map,
- hosting alternates for each following map, and

- if there is no seeding, the Admins decide who hosts.

The host must create the lobby as soon as both Teams are ready. Where possible, an Admin, observer or caster hosts instead (Appendix A.3).

12.3 Lobby Configuration

The lobby must use the official ZHS settings, including the correct playlist, match format, number of rounds, overtime, pick & ban, server region, password and HUD settings. The full list is in **Appendix A.3**.

If Ubisoft changes the game, the Admins may publish new settings. New settings are **only published in the Discord #announcements channel** and replace Appendix A.3. The latest announcement always counts.

12.4 Wrong Lobby Settings

If wrong settings are noticed before the first round, the lobby is recreated with the correct settings.

If they are noticed after the match has started, the Admins decide what happens: the match continues, rounds are replayed, the map is restarted, a forfeit is declared or penalties are given. The decision is based on what keeps the result fair.

12.5 Match Recording

We strongly recommend that Teams record all official matches (gameplay, voice comms, scoreboard and results). The Admins may ask for recordings during an investigation.

Not having a recording is only a rule violation if the Admins specifically required one beforehand.

12.6 Streaming

Players may stream their own matches unless the Admins say otherwise. Your stream must not put integrity at risk. The Admins may require a stream delay, ask you to hide spectator information or tell you to stop streaming.

12.7 Spectators

Only authorized people may join an official lobby: Admins, broadcast staff, approved observers and people specifically allowed by the Admins. Everyone else is not allowed in the lobby.

12.8 Technical Issues

If a technical problem stops the match, tell the Admins immediately. Teams may not decide on their own to restart the match, replay rounds, change settings or change results. Only the Admins can do that.

13. Map Veto

All official matches use the ZHS map veto on Strave.gg. The Admins may change the map pool after official Rainbow Six Siege competitive updates.

13.1 Official Map Pool

The map pool is published before each tournament. Only maps in the pool can be played.

13.2 Best-of-One (Bo1)

- 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 is played.

The higher-seeded Team starts the veto unless announced otherwise.

13.3 Best-of-Three (Bo3)

- 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 is Map 3.

13.4 Best-of-Five (Bo5)

- 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 is Map 5.

13.5 Veto Start & Time Limit

Both Teams must start the map veto on Strave.gg at least 5 minutes before the scheduled match start.

Each Team has a maximum of **three (3) minutes per ban or pick**. A Team that misses this time limit loses that choice, and the Admins (or Strave.gg automatically) make it for them.

Time lost because a Team started the veto late counts towards its grace period (Section 11.5). Repeated delays can be penalized.

14. Side Selection

Side selection decides which Team starts each map as Attackers or Defenders.

14.1 Best-of-One

The Team that did **not** make the last map ban chooses the starting side.

14.2 Best-of-Three

The Team that did not pick a map chooses the starting side on that map. In other words, every Team chooses its side on the opponent's map pick.

On the deciding map, the Team that did not make the last ban chooses the starting side.

14.3 Best-of-Five

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

On the deciding map, the Team that did not make the last ban chooses the starting side.

14.4 Side Choice Deadline

The side must be chosen **within five (5) minutes after the veto ends**. Otherwise the Admins may assign the starting side.

14.5 Overtime

Overtime sides are set automatically by the in-game overtime settings (Appendix A.3: Overtime Rounds, Overtime Role Swap). There is no manual side choice for overtime.

14.6 Admin Authority

If technical problems or unusual circumstances make the normal veto or side selection impossible, the Admins may change the procedure. Their decision will focus on fairness and keeping the tournament running.

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15. Competitive Integrity

Fair play is the foundation of every ZHS competition. Everyone is expected to compete honestly and professionally.

Anything that makes the competition unfair can be penalized, even if it is not described in this Rulebook.

15.1 Fair Play

Matches are won through individual skill, teamwork, strategy, communication and game knowledge. Nobody may gain or try to gain an advantage through outside help or dishonest behaviour.

15.2 General Conduct

Players, Coaches and Staff must behave professionally before, during and after every match, and respect opponents, Admins, broadcast staff, spectators, sponsors, partners and the Rainbow Six Siege community.

15.3 Unsportsmanlike Conduct

The following is not allowed:

- harassment and personal attacks,
- hate speech, racism, sexism, homophobia and religious discrimination,
- threats and intimidation,
- excessive toxicity and repeated abusive language, and
- encouraging harassment or deliberately provoking conflict.

This applies everywhere related to the tournament: in-game, on Discord, on Strave.gg, on social media, during broadcasts and in private messages.

15.4 Cheating

Any form of cheating is strictly forbidden. This includes, but is not limited to:

- wallhacks, ESP and radar hacks,
- aimbots and triggerbots,
- recoil scripts, macros and hardware macros,
- AI-assisted gameplay and computer vision (CV) cheats,
- DMA devices,
- memory modification, code injection and packet manipulation,
- modified game files,
- any third-party cheat software, and

- overlays or external systems that give gameplay information.

Trying to cheat is punished the same way as cheating successfully.

Owning or having access to cheat software or hardware that can affect Rainbow Six Siege is a violation, no matter which game it was supposedly bought for. "It was for another game" is not a valid defence.

Serious cases lead to a permanent ban.

15.5 Exploiting Bugs

Abusing bugs or unintended game mechanics on purpose is not allowed. This includes map, collision, clipping, camera and audio exploits, invisible or invulnerable player bugs, and any exploit that Ubisoft has banned.

If you find a new exploit, tell the Admins immediately. Knowingly using an unreported bug can lead to severe penalties.

15.6 Third-Party Assistance

During official matches, **only the five players currently playing and the registered Coach** may communicate with the Team about the game. Nobody else may be in the Team's voice channel or give the Team information, including non-playing Substitutes, Staff Members, friends and spectators.

Forbidden examples include tactical advice, enemy callouts, information from spectators or the broadcast, outside scouting and live strategy tips from anyone other than the registered Coach.

15.7 Ghosting

Ghosting is strictly forbidden. Ghosting means getting game information from spectators, broadcasts, streams, people who are not playing or other outside observers.

This applies to players and Coaches alike. Any use of information that cannot be gained through normal gameplay can be treated as Ghosting.

15.8 Stream Sniping

Watching an opponent's stream during a match to get information (positions, utility, operators, tactics) is forbidden. The Admins may investigate suspected stream sniping using all available evidence.

15.9 Match Manipulation

Every Team must always play to win. The following is forbidden:

- losing, throwing rounds or throwing matches on purpose,
- giving up rounds on purpose to change the round difference of any Team,
- collusion and arranged results,
- manipulating standings, for example by skipping or forfeiting matches on purpose,
- offering or accepting money or other benefits for results or for a permission under Section 8.7, and

- any other form of match fixing.

Trying to manipulate a match is punished the same way as succeeding.

15.10 Betting

Participants may not bet on ZHS matches, get others to bet on manipulated results, share inside information for betting, or be involved in betting-related manipulation in any way. Violations can lead to a permanent ban.

15.11 Account Sharing

Every player must play on their own registered Ubisoft account. Sharing, borrowing, buying or selling accounts, or letting someone else play on your account, is a serious violation.

If a player owns or has access to several Ubisoft accounts, **these rules apply to all of them**, not only the registered one. If evidence (including MOSS data) shows that one of a player's accounts is banned or compromised, the player cannot defend themselves by saying the account was shared, borrowed or "not used during the tournament".

15.12 Smurfing

Playing on an alternate account to hide your identity or get around tournament rules is forbidden. The Admins may investigate suspected alternate accounts.

15.13 Ban Evasion

Trying to get around a suspension or ban, for example with a new account, a different identity, registering as someone else or playing for another Team, can lead to a permanent ban.

15.14 Queueing with Cheaters

Playing ranked or other public matches with someone who is later caught cheating is not automatically a violation. You cannot always know who your teammates are.

However, knowingly and repeatedly playing with known cheaters and profiting from it can be a violation. The Admins look at how often you played together, when the cheating happened, Ubisoft data, statements and other evidence. Every case is judged individually.

15.15 Investigations

The Admins may investigate any suspected violation using replays, MOSS logs, Ubisoft match history, screenshots, video, voice and stream recordings, witness statements and technical evidence.

Everyone involved must cooperate fully.

15.16 Reporting Violations

Please report suspected violations with as much evidence as possible. Knowingly making false reports or submitting fake evidence will be penalized.

15.17 Admin Discretion

No Rulebook can cover everything. The Admins may penalize behaviour that is not listed but clearly harms fair competition, competitive integrity, tournament operations or the reputation of ZHS.

Fairness always comes before a word-for-word reading of a single rule. Looking for gaps in the wording to gain an advantage is not a defence.

16. Anti-Cheat Policy

ZHS has a zero-tolerance policy towards cheating. Everyone must play with legitimate hardware, software and game mechanics only.

The Admins may investigate any participant when there is reasonable suspicion. By taking part, you accept all anti-cheat procedures in this Rulebook.

16.1 General Principles

Every player is responsible for making sure their PC follows these rules before every match. Not knowing the rules is not a defence.

16.2 Zero Tolerance

Confirmed cheating can lead to:

- an immediate match forfeit,
- disqualification from the tournament,
- loss of prize money,
- a temporary suspension, or
- a permanent ZHS ban.

Serious cases may also be reported to Ubisoft.

16.3 Prohibited Software

Using, running or installing software that gives an unfair advantage is forbidden. This includes, but is not limited to:

- aimbots, ESP, wallhacks, triggerbots and radar hacks,
- no-recoil, no-spread, auto-fire and auto-ping scripts,
- AI assistance and computer vision (CV) tools,
- memory editors, code and DLL injectors,

- cheat loaders and launchers,
- kernel drivers or DMA software used for cheating,
- overlays that show game information,
- packet manipulation software, and
- any future software built to get around fair play.

The Admins may classify new cheat software under this rule without changing the Rulebook first.

16.4 Prohibited Hardware

Hardware that gives an advantage beyond normal peripherals is forbidden, for example DMA devices, Cronus, XIM, Strike Packs, macro keypads set up for gameplay automation, modified controllers with automated actions and hardware built to get around anti-cheat.

The Admins may also investigate hardware not listed here.

16.5 Macros & Automation

Automating gameplay is forbidden. This includes macro chains, auto-lean, auto-fire, anti-recoil and rapid-fire scripts, automated movement or gadget use, multi-key automation and mouse or keyboard macros.

Normal manufacturer software for DPI, lighting or button mapping is allowed, as long as no gameplay automation is set up.

16.6 Artificial Intelligence

AI tools that help during a match are forbidden, for example real-time aim help, live strategy or operator suggestions, enemy detection, computer vision or real-time tactical analysis. This also applies to future AI tools with similar effects.

16.7 Overlays

Overlays that show information you could not see in the normal game client are forbidden, for example enemy tracking, hidden information, radar overlays, utility tracking or live tactical help.

Allowed: communication overlays (Discord, TeamSpeak, system notifications) and statistics overlays such as R6 Tracker or R6Stats, **as long as they only show public or historical information** such as ranks, K/D or past matches and never reveal live match information.

16.8 PC Checks

If there is reasonable suspicion, the Admins may check a player's PC, for example running processes, installed programs, services, startup programs, recently used applications, hardware and peripheral information, Windows event logs and MOSS logs.

Refusing a check is a violation of its own.

16.9 Screensharing

During an investigation, the Admins may ask for a live screenshare of your desktop, running applications, Task Manager, installed programs, File Explorer, the MOSS folder, the Ubisoft installation, browser history related to the investigation or other relevant information.

Refusing a reasonable screenshare request can lead to immediate penalties.

16.10 Confidentiality

Anti-cheat investigations are confidential. Do not publish ongoing investigations, internal evidence, Admin discussions or private messages about an investigation. The Admins may publish final penalties.

16.11 Duty to Cooperate

Everyone must help the Admins during anti-cheat investigations. Ignoring requests, stalling, giving incomplete information or refusing checks makes the penalty worse.

16.12 Circumvention

Trying to get around anti-cheat measures is a serious violation, for example hiding software, closing required programs, editing system logs, using virtual machines, second PCs, hidden storage devices or hidden hardware.

This can be penalized even if no actual cheating is proven.

16.13 Additional Measures

The Admins may introduce new anti-cheat measures at any time. They become mandatory as soon as they are officially announced.

17. MOSS

MOSS is the official anti-cheat logging software of Zero Hour Series. **It is mandatory for every player in every official match.** The download link and instructions are posted in the official Discord.

Breaking the MOSS rules can be penalized even if no cheating is found.

17.1 Mandatory Use

Every player must start MOSS **before** launching Rainbow Six Siege and keep it running from the start of the first map until the end of the last map of the match. This applies to both Teams.

Closing, restarting or interrupting MOSS during a match without Admin permission is forbidden.

17.2 Latest Version

Players must use the latest version of MOSS. Outdated versions can be rejected. The Admins may require a player to update before a match. A player who cannot run the required version may not play.

17.3 Upload After the Match

The winning Team must upload its MOSS files on the Strave.gg match page within 15 minutes after the match ends.

- Every player of the winning Team who played in the match must provide their own file.
- At least **four (4) different players** must upload on Strave.gg. Once four files are uploaded, Strave.gg marks the match as compliant.
- If the fifth player cannot upload on Strave.gg (for example because of a technical problem), they must **post their MOSS file in their Team Channel on the ZHS Discord** within the same 15 minutes.
- Uploads only count if they are complete, unedited and belong to the player who uploads them.

Uploads that fail because of player mistakes count as missing.

17.4 Next Match Blocked

Strave.gg uses hard enforcement: **a Team's next match cannot start until its MOSS uploads for the previous match are complete.**

Time lost because of missing uploads counts towards that Team's grace period for the next match (Section 11.5).

17.5 Missing Upload = Match Forfeit

If fewer than four players of the winning Team upload within 15 minutes and the Team has not opened a ticket with a critical reason before the deadline, the match is counted as a forfeit loss for that Team. The win goes to the opponent.

The same applies if the fifth player neither uploads on Strave.gg nor posts the file in the Team Channel in time.

A critical reason is a real technical problem that can be shown, for example a crash of MOSS or the PC. The Admins decide whether a reason is accepted. "Forgot" or "didn't know" is never accepted.

17.6 Losing Team

The losing Team does not have to upload by default, but every player on the losing Team must still run MOSS for the whole match and keep their files (Section 17.7).

The Admins may ask any player, from either Team, for their MOSS files at any time.

17.7 Keeping Your Files

Strave.gg deletes uploaded files after 7 days. Because of this, **every player must keep their own MOSS files on their PC until the end of the season**, or until the Admins confirm that they are no longer needed.

Do not delete MOSS files after a match. The Admins may ask for older files during an investigation.

17.8 Admin Requests

If the Admins ask for MOSS files, they must be submitted **within thirty (30) minutes of the request**, unless the Admins set a different deadline. Files are uploaded on the Strave.gg match page, or through a Discord ticket if the upload is not possible there.

Files that cannot be provided without a valid technical reason can lead to an official warning, a match forfeit, disqualification or a suspension, depending on the case.

17.9 Tampering

Manipulating MOSS in any way is strictly forbidden, for example editing, deleting or renaming log files, changing timestamps, stopping or interrupting recordings, changing MOSS configuration files or using software that interferes with MOSS.

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

17.10 Technical Problems

If MOSS stops working before or during a match, the player must tell the Admins immediately and may only continue with Admin permission. The Admins decide what happens next.

If a player only notices afterwards that MOSS was not working, they must tell the Admins **as soon as they notice it**. The rounds played stay valid **if there is no reasonable suspicion of a rule violation**. If there is reasonable suspicion, the Admins decide case by case and may count the affected rounds as lost from the moment MOSS stopped working.

17.11 Admin Checks

The Admins may check the MOSS version, recording and upload status, and the integrity, authenticity and timestamps of files. Players must cooperate fully.

17.12 Refusal

Refusing to start MOSS, keep it running, upload files, send requested logs or cooperate with MOSS checks can lead to immediate penalties. Repeated refusal can lead to exclusion from current and future ZHS events.

18. Evidence Requirements

All evidence sent to the Admins must be real, complete and verifiable. The Admins decide how relevant and believable evidence is. Sending evidence does not automatically lead to action.

18.1 Accepted Evidence

The Admins may accept:

- full gameplay recordings and video clips,
- MOSS files,
- match replays,
- screenshots,
- Ubisoft Match IDs,
- voice and stream recordings,
- official broadcast footage,
- system logs,
- witness statements, and
- any other evidence the Admins consider relevant.

18.2 Video Evidence

Videos should clearly show the incident and, where possible, what led up to it and what happened right after, with visible player names, scoreboard and game timer.

Edited or heavily cropped clips may count for less.

18.3 Screenshots

Screenshots can support a case but are usually not enough on their own, unless they clearly prove the violation.

18.4 MOSS Files

MOSS files are one of the main sources of evidence. Requested files must be the complete original files. Edited or incomplete files can be rejected.

18.5 Authenticity

Only send real evidence. Editing screenshots or videos, changing timestamps, cropping out important parts, removing audio, faking conversations or sending someone else's evidence is a serious violation.

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18.6 How Decisions Are Made

The Admins judge every case based on all available evidence: direct, circumstantial and technical evidence, several independent sources, expert analysis and their own observations. No single type of evidence automatically outweighs the rest.

18.7 Confidential Evidence

Evidence from investigations stays confidential. Do not publish investigation files, evidence screenshots, MOSS logs, Admin discussions or private messages without Admin permission.

18.8 False Evidence

Knowingly sending false, fake or misleading evidence is forbidden and is punished separately from the original case, up to a permanent ban.

19. Disputes & Appeals

ZHS has an official protest process to solve match problems fairly and quickly. Small issues should be solved during the match if possible. Serious issues are handled by the Admins only.

19.1 Protest Deadline

Protests about a match must be filed within 15 minutes after the match ends. Strave.gg closes the protest option after this time. Late protests are only looked at in exceptional cases.

19.2 Where to File

Protests are filed on the **Strave.gg match page**. If that is not possible, open a ticket in the **official Discord support channel**. Private messages to Admins do not count as a protest.

19.3 What to Include

A protest should include the match, both Team Names, what happened, when it happened (round and time) and supporting evidence. Incomplete protests can delay or prevent a decision.

19.4 During an Investigation

While an investigation is running, cooperate with the Admins, keep all evidence, do not make public accusations and do not share confidential details.

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19.5 Admin Review

The Admins review all available information, such as recordings, MOSS files, screenshots, statements, Ubisoft match data and technical analysis. They do not have to show every piece of evidence they used.

19.6 Possible Decisions

After an investigation, the Admins may reject the protest, give a warning, order a round replay where technically possible, award a map or match forfeit, disqualify a Team or give any other penalty allowed by this Rulebook.

19.7 Appeals

Admin decisions are final. An appeal is only possible if important new evidence appears, a procedural error clearly changed the outcome, or the Admins made a mistake. Disagreeing with a decision is not a reason for an appeal.

Appeals must be filed in a Discord ticket within 24 hours after the decision.

19.8 Abusive Protests

Repeatedly filing clearly unfounded or malicious protests, for example to delay a match or put pressure on an opponent, is misconduct and can be penalized.

20. Penalty Matrix

The Admins choose penalties based on how serious the violation was, its impact on the competition, intent, previous violations and how well the person cooperated.

The penalties below are guidelines. The Admins may give a harder or softer penalty if the situation justifies it.

Violation	Typical Penalty
Late Check-In	Warning / Match Forfeit
Failure to Appear	Match Forfeit
Playing with an Unregistered Player	Match Forfeit / Disqualification
Unannounced or Late E-Sub	Match Forfeit
New Player during 14-Day Waiting Period	Match Forfeit
Missing MOSS Upload (no ticket)	Match Forfeit
Leaving a Qualifier Early	Forfeit of remaining matches + 0 Placement Points
Unsportsmanlike Conduct	Warning to Suspension

Violation	Typical Penalty
Harassment or Hate Speech	Suspension / Ban
Abuse of Rehosts or Technical Pauses	Warning to Map Loss
Exploit Abuse	Round Loss to Ban
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

The Admins may also give penalties that are not listed here if this is needed to protect fair competition.

21. Prize Pool & Payments

The prize pool is published before the season starts. Prizes are given out based on the final official standings of each Division.

Prize money is only paid after the season has officially ended and all investigations are closed.

21.1 Season 2 Prize Pool

The total prize pool for Season 2 is **1,000 EUR**, made up of 480 EUR from entry fees and 520 EUR from sponsors. It is split between the three Divisions:

Division	Entry Fee Pool	Sponsor Contribution	Total
DIV 1 - Highest Competitive Level	240 EUR	310 EUR	550 EUR
DIV 2 - Intermediate Level	160 EUR	130 EUR	290 EUR
DIV 3 - Entry Level	80 EUR	80 EUR	160 EUR
Total	480 EUR	520 EUR	1,000 EUR

21.2 Prize Distribution

In every Division, the prize money is split **50% / 30% / 20%** between the top three Teams:

Division	1st Place	2nd Place	3rd Place
DIV 1 (550 EUR)	275 EUR	165 EUR	110 EUR
DIV 2 (290 EUR)	145 EUR	87 EUR	58 EUR
DIV 3 (160 EUR)	80 EUR	48 EUR	32 EUR

Each Division has 16 Teams. Third place goes to the loser of the Lower Bracket Final (Section 10.8).

21.3 Prize Eligibility

To receive prize money, a Team and its players must:

- follow this Rulebook,
- finish the season,
- not be under investigation for a serious violation,
- send all requested payment details, and
- cooperate with the Admins.

Prize money can be taken away if a serious violation is found after the season.

21.4 Payment Details & Recipient

Winning Teams must send their payment details within the deadline set by the Admins.

Unless agreed otherwise in writing, **the full prize amount is paid in one payment to the Team Representative**. The recipient must be at least 18 years old. If the Team Representative is under 18, the Team names an adult team member or a parent or legal guardian as recipient.

Splitting the money inside the Team is the Team's own responsibility. ZHS is not responsible for how the money is split after it has been paid.

Wrong or incomplete payment details can delay the payment. ZHS is not responsible for those delays.

21.5 Payment Method

Unless announced otherwise, prizes are paid by bank transfer (SEPA), PayPal or another method approved by the Admins. The Admins decide which methods are available.

21.6 Taxes

Players and Teams are responsible for paying any taxes on prize money in their own country. ZHS is not responsible for any tax obligations.

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21.7 Payment Processing

Payments are made after the season has ended, the final standings are confirmed, all investigations are closed and all payment details have been received. Processing times depend on the payment method and the banks involved.

21.8 Losing Prize Money

Prize money can be withheld or taken back if a Team or player is disqualified, found guilty of cheating or match manipulation, gave false information, or broke this Rulebook in a way that affected the competition.

The Admins may redistribute withheld prize money where appropriate.

22. Broadcasting & Media Rights

ZHS has the exclusive right to broadcast, record, reproduce, distribute and otherwise use official tournament matches. By taking part, you accept this section.

22.1 Official Broadcast

The Admins may choose official broadcast partners. Teams should cooperate with the broadcast schedule wherever possible.

22.2 Player Streaming

Players may stream their own matches unless the Admins forbid it. Your stream must not put integrity at risk. The Admins may require a stream delay, ask you to remove sensitive information or restrict streaming for certain matches.

22.3 Observer Rights

Only people authorized by the Admins may watch official matches in the lobby. Unauthorized spectators or observers **must** be removed from the lobby.

22.4 Media Usage

ZHS may use Team Names, Team Logos, player nicknames, match results, screenshots, broadcast footage, recorded gameplay and tournament statistics for promotion and commercial purposes. No extra payment is owed for this unless agreed in writing.

22.5 Interviews

The Admins may invite players, Coaches or Team Representatives to interviews before or after matches. Taking part is voluntary unless agreed otherwise.

22.6 Social Media

Feel free to promote the tournament on your own channels. When talking about ZHS in public, stay professional.

False, defamatory or misleading public statements about the tournament, its staff, sponsors or partners can be penalized if they seriously damage the reputation or operation of the competition.

23. Privacy & Data Protection

ZHS respects your privacy and only uses personal data where it is needed to run the tournament.

23.1 Data We Collect

This can include player names, Ubisoft IDs, Discord usernames, Strave.gg account information, team information, payment details, match results and technical information needed for anti-cheat checks. We only collect what is needed.

23.2 Why We Use It

For running the tournament, scheduling, integrity investigations, prize payments, broadcast production, statistics and legal obligations.

23.3 Data Protection

The Admins take reasonable steps to protect your data. However, no online system can be 100% secure.

23.4 Sharing Data

Your data is only shared with third parties if the law requires it, it is needed for payments, anti-cheat investigations or running tournament services, or you have agreed to it.

23.5 How Long We Keep It

Tournament data is kept as long as reasonably needed to keep records, solve disputes, investigate violations and meet legal obligations.

24. Final Provisions

This Rulebook is the official rule set for all ZHS competitions. Everyone should read it before registering. Taking part means accepting every rule in it.

24.1 Admin Authority

The Admins have the exclusive right to interpret, apply and enforce this Rulebook. Their decisions focus on competitive integrity, fair competition, consistency and keeping the tournament stable.

24.2 Unforeseen Situations

If something happens that these rules do not cover, the Admins decide based on competitive integrity, fairness, consistency, common sense and the long-term interests of ZHS. These decisions are official rulings (Section 4.2).

24.3 Rulebook Updates

ZHS may change this Rulebook at any time. New versions are valid as soon as they are published in the **#announcements channel of the official ZHS Discord server** and on the **official Rulebook page linked on Strave.gg**, unless stated otherwise (Section 1.3).

It is your responsibility to know the latest version.

24.4 Severability

If one rule turns out to be invalid or unenforceable, all other rules stay fully valid.

24.5 Acceptance

By registering for or taking part in a ZHS tournament, every player, Coach, Staff Member and Team Representative confirms that they have read and understood this Rulebook, agree to follow it, and accept the authority of the Admins.

Breaking these rules can lead to the penalties described throughout this Rulebook.

End of Rulebook

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Appendix A – Official Match Settings

This appendix lists the official in-game settings for all ZHS tournaments. The Admins may update them after official Ubisoft competitive changes (Section 12.3).

A.1 Game Mode

- Game Mode: Competitive
- Playlist: Custom Game
- Platform: PC
- Region: as set by the Admins

A.2 Match Format

Unless announced otherwise:

- Qualifiers: Best-of-One
- Division Group Stage (Round Robin): Best-of-Three
- Division Playoffs (Double Elimination): Best-of-Three
- Grand Final: Best-of-Five
- Relegation Matches: Best-of-Three

A.3 Lobby & Match Settings

Games are hosted on a local server with the following settings. They apply 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
Ban Timer	20	Death Replay	Off

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Setting	Value	Setting	Value
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 game should be hosted by an observer, an Admin or a caster. Players or Team Staff only host if the Admins explicitly say so.

A.4 Operators

All operators available in Ubisoft's competitive ruleset are allowed unless the Admins publish restrictions. Operators disabled by Ubisoft stay forbidden.

A.5 Maps

The map pool is announced before each tournament. Only maps published by the Admins can be chosen in the veto.

Appendix B – Standard Penalty Escalation

This escalation model is a guideline. The Admins may raise or lower penalties depending on the situation.

Offense	1st	2nd	3rd
Minor Unsportsmanlike Conduct	Warning	Match Penalty	Suspension
Late Arrival	Warning	Match Forfeit	Suspension
Missing MOSS Upload	Match Forfeit	Match Forfeit + Warning	Suspension
False Information	Match Forfeit	Suspension	Permanent Ban
Exploit Abuse	Round Loss / Map Loss	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	—	—

For severe violations the Admins may skip the escalation steps.

Appendix C – Administrator Code of Conduct

Admins represent Zero Hour Series and are expected to act professionally at all times. Every Admin must:

- stay neutral and impartial,
- treat all participants equally,
- avoid conflicts of interest,
- protect confidential information,
- apply the Rulebook consistently,
- communicate respectfully, and
- never abuse their admin rights.

Admins do not take part in decisions where they have a personal conflict of interest. Disciplinary decisions should be documented internally wherever possible.

Appendix D – Tournament Administration Procedures

This appendix sets out how the Admins work during ZHS competitions. Every Admin applies these procedures consistently, neutrally and professionally.

D.1 Admin Responsibilities

The Admins are responsible for:

- tournament operations,
- match supervision,
- rule enforcement,
- player support,
- dispute resolution,
- anti-cheat investigations,
- broadcast coordination, and
- competitive integrity.

D.2 Before the Match

Before every official match, the Admins should check that:

- both Teams have checked in,
- rosters are valid and any E-Sub was announced in time,
- the match page is available,
- the lobby host is assigned,
- the schedule is correct,
- the veto has been started, and
- broadcast requirements are communicated (if any).

D.3 During the Match

During official matches, the Admins keep an eye on lobby settings, team readiness, technical issues, rule violations, delays, communication between Teams and the broadcast status. They avoid stepping in unless it is necessary.

D.4 Technical Issues

When technical problems happen, the Admins decide whether play continues, the round continues, the map restarts or the match is postponed. Only the Admins can authorize interruptions or restarts.

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D.5 Forfeits

A match forfeit can be declared if a Team does not show up, has fewer than four eligible players, refuses to continue, misses its MOSS upload without a ticket, commits a serious violation, or if fair play can no longer be guaranteed. Forfeits are always documented internally.

D.6 Investigations

Every investigation should document the incident, the evidence collected, Admin observations, the relevant Rulebook sections, the final decision and any penalties. Investigations stay confidential unless officially published.

D.7 Internal Documentation

The Admins document warnings, forfeits, suspensions, disqualifications, appeals and other decisions. This keeps decisions consistent across tournaments.

D.8 Communication Standards

Admins communicate clearly, respectfully, professionally and consistently. They avoid arguments with players and refer to the relevant Rulebook section when making decisions.

D.9 Conflict of Interest

An Admin does not take part in a decision if they are connected to one of the Teams, have a financial interest, have a personal relationship that could affect their judgement, or otherwise cannot stay neutral. The case is then handed to another Admin wherever possible.

Appendix E – Broadcast & Observer Handbook

This appendix sets the standards for broadcast staff, casters and observers.

E.1 Broadcast Staff

Broadcast staff represent ZHS during official broadcasts and are expected to act professionally at all times.

E.2 Neutrality

Casters and observers stay neutral. Favouring a Team on purpose is not allowed. Professional analysis and criticism are fine.

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E.3 Observer Responsibilities

Observers should capture all important gameplay, avoid revealing competitive information by accident, follow production instructions and keep the broadcast quality high.

E.4 Confidentiality

Broadcast staff may learn confidential tournament information. It must not be shared publicly unless officially allowed.

E.5 Communication

Observers and casters never give game information to Teams that are playing, and never share anything that could influence a running match.

E.6 Broadcast Delay

Official broadcasts may use a delay to prevent stream sniping. The Admins set the delay before each tournament.

E.7 Broadcast Assets

ZHS branding, overlays, sponsor graphics and promotional material may only be used according to the official branding guidelines. Unauthorized changes are not allowed.

E.8 Professional Conduct

Broadcast staff treat players with respect, avoid offensive language and discriminatory remarks, stay away from political discussions on air, and represent ZHS professionally.

Appendix F – Official Communication Policy

Official tournament communication only happens through approved ZHS platforms:

- Strave.gg
- the official Discord server
- the official website
- official social media accounts

Private conversations with ZHS staff are not official rulings. Only the Admins can make binding decisions.

If information conflicts, this order applies:

1. Official Rulebook
2. Official tournament announcement

3. Official Admin decision
4. Discord announcement
5. Other communication

Teams must follow the official channels throughout the season.

Appendix G – Emergency Procedures

The Admins may pause or interrupt the tournament if something outside of normal play makes fair competition impossible, for example:

- Ubisoft server outages,
- Strave.gg outages,
- MOSS service outages,
- widespread internet problems,
- DDoS attacks,
- game-breaking bugs, or
- force majeure events.

In these cases the Admins may delay matches, pause the tournament, change the schedule, replay matches, declare forfeits where appropriate or cancel stages if necessary.

If Strave.gg is down, check-in, veto, results and MOSS uploads are handled through Discord as instructed by the Admins.

Players must follow all Admin instructions during emergencies.

Appendix H – Branding & Sponsorship Guidelines

This appendix sets the branding and sponsorship rules for all ZHS competitions.

H.1 Zero Hour Series Branding

The ZHS name, logo, graphics, overlays, promotional material and visual identity belong to Zero Hour Series. They may not be changed, distorted or misused.

H.2 Team Logos

Teams are encouraged to use their logos. The Admins may reject logos that contain:

- hate symbols,
- offensive images,
- copyright violations,

- political propaganda,
- pornographic material, or
- illegal content.

Teams may have to replace inappropriate branding before they can play.

H.3 Team Names

The Admins may reject or require changes to Team Names that are offensive, misleading, impersonate other organizations, are excessively vulgar, discriminatory or commercially misleading.

H.4 Sponsors

Teams are responsible for making sure their sponsors follow the law. ZHS may forbid sponsors connected to:

- illegal activities,
- gambling (where prohibited by law),
- cheats or cheat providers,
- malware,
- hate organizations,
- counterfeit products, or
- pornographic content.

The Admins may require prohibited sponsor branding to be removed.

H.5 Tournament Sponsors

Official ZHS sponsors get branding priority in broadcasts and promotional material. Teams may not cover official sponsor assets on purpose during broadcasts.

H.6 Commercial Rights

ZHS holds all commercial rights to tournament branding, broadcast graphics, promotional videos, official social media content and merchandise. Using official branding commercially requires written permission.

Appendix I – Disciplinary Guidelines

This appendix gives general guidance for disciplinary decisions. It does not limit the authority of the Admins elsewhere in this Rulebook.

I.1 Goals

Penalties are meant to:

- protect competitive integrity,
- promote fair play,
- keep things professional,
- encourage people to follow the rules, and
- prevent future misconduct.

I.2 Aggravating Factors

A penalty can be harder in case of:

- repeated violations,
- intentional misconduct,
- refusal to cooperate,
- trying to hide evidence,
- previous penalties, or
- major impact on the tournament.

I.3 Mitigating Factors

A penalty can be softer in case of:

- an immediate admission,
- full cooperation,
- a genuine technical failure,
- minor impact, or
- a first-time violation.

I.4 Consistency

The Admins aim to apply penalties the same way across all tournaments. Earlier rulings may be considered.

I.5 Immediate Action

If competitive integrity is at immediate risk, the Admins may take temporary measures before an investigation is finished, for example removing someone from the lobby, a temporary suspension, postponing a match or a temporary exclusion from the tournament.

Temporary measures do not mean that someone is guilty.

Appendix J – Definitions & Glossary

In this Rulebook, the following terms mean:

Term	Definition
Admins / Tournament Administration	The official ZHS staff responsible for running tournaments and enforcing this Rulebook.
Appeal	A formal request to the Admins to review an earlier decision (Section 19.7).
Broadcast Staff	People who produce the official broadcasts, including casters and observers.
Coach	The registered coach of a Team. May talk to the Team at any time, but is not a player unless registered as Sub or E-Sub.
Competitive Integrity	The principle that every match is decided only through legitimate gameplay.
Disqualification	Removal of a Team or player from the current tournament.
Division	A league tier (DIV 1, DIV 2, DIV 3) reached through the Overall Standings.
Emergency Sub (E-Sub)	A registered Staff Member who plays in place of a missing player, announced at least 2 hours before match start.
Forfeit	An automatic match loss given by the Admins because of a rule violation or failure to play.
Ghosting	Getting game information that is not available through normal gameplay.
Life	In a Qualifier, every Team has two Lives. Each match loss costs one Life.
Lobby Host	The person or Team that creates the official custom lobby.
Main Player	One of the five registered starting players of a Team.
MOSS	The official anti-cheat logging software required in every official match.
No Show	A Team that does not appear within the official grace period.
Overall Standings	The ranking of all Teams based on Placement Points from all Qualifiers.
Placement Points	Points given for the final placement in a Qualifier.
Relegation Match	A Best-of-Three between the 3rd/4th of a lower Division and the 13th/14th of the next higher Division (Section 10.10).
Player	A registered competitor eligible to play official matches.
Protest	A formal dispute filed with the Admins.
Roster Lock	The moment, 2 hours before each match, after which the roster can no longer be changed.
Staff Member	A registered non-playing team member, e.g. a manager or analyst.

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Term	Definition
Strave.gg	The official tournament platform used by ZHS.
Substitute (Sub)	A registered replacement player. Each Team may register up to two.
Suspension	A temporary ban from taking part in ZHS events.
Team	The registered Main Players, Substitutes, Coach and Staff Members competing under one Team Name.
Team Representative	The person who handles all official communication between the Team and the Admins.
Transfer Window	A period in which Teams may add new players (Section 8.7).