



# ZERO HOUR SERIES

## OFFICIAL RULEBOOK

Rainbow Six Siege Tournament | Season 1

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<b>Game</b>	Rainbow Six Siege (PC — Ubisoft Connect)
<b>Format</b>	5v5 — Swiss System Qualifier + Group Stage + Final
<b>Platform</b>	PC only
<b>Language</b>	English only (all official communications)
<b>Entry Fee</b>	10.00 EUR per team (5 players)
<b>Prize Pool</b>	10.00 EUR x number of registered teams (100% of entry fees)
<b>Organizer</b>	Zero Hour Series Staff
<b>Contact</b>	Discord — #disputes / @Admin
<b>Version</b>	Season 1   Last updated: 14/05/2026

# TABLE OF CONTENTS

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## 1. General Information & Scope

---

- 1.1 Purpose
- 1.2 Authority
- 1.3 Rule Updates
- 1.4 Language

## 2. Eligibility & Registration

---

- 2.1 Player Eligibility
- 2.2 Team Composition
- 2.3 Registration Process
- 2.4 Roster Lock

## 3. Tournament Format

---

- 3.1 Format Overview
- 3.2 Match Format
- 3.3 Map Pool
- 3.4 Map Veto Process
- 3.5 Side Selection

## 4. Match Rules & Procedures

---

- 4.1 Match Start Timeline
  - 4.1.1 No-Show & Repeated Absence
  - 4.1.2 Minimum Player Requirement
- 4.2 Custom Lobby Settings
- 4.3 Operator Bans
- 4.4 Cosmetics & Allowed Skins
- 4.5 Tactical Timeouts
- 4.6 Disconnects & Technical Issues
- 4.7 Break Between Maps
- 4.8 Ingame Chat
- 4.9 Highping Regulation

## 5. Code of Conduct

---

- 5.1 General Behavior
- 5.2 Fair Play & Anti-Cheat

**5.3 Communication**

**5.4 Public Conduct**

**6. Disputes**

---

**6.1 Filing a Dispute**

**6.2 Evidence**

**6.3 Outcomes**

**7. Sanctions & Penalty Index**

---

**7.1 Penalty Overview**

**8. Payment & Prize Pool**

---

**8.1 Entry Fee**

**8.2 Payment Process**

**8.3 Refund Policy**

**8.4 Prize Distribution**

**8.5 MOSS Upload Requirement**

**8.6 Match Media & Retention**

**9. Privacy & Broadcasting**

---

**9.1 Data Collection**

**9.2 Streaming**

**10. Team Withdrawal & Disqualification**

---

**10.1 Voluntary Withdrawal**

**10.2 Disqualification by Staff**

**10.3 Roster Changes During Tournament**

**11. Final Provisions**

---

**11.1 Staff Decisions**

**11.2 Unforeseen Circumstances & Grey Areas**

**11.3 Acceptance of Rules**

# 1. General Information & Scope

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## 1.1 Purpose

This rulebook governs all competition within the Zero Hour Series (ZHS) Rainbow Six Siege tournament. It aims to provide a structured, fair, and consistent set of rules enforceable across all participants. By registering and participating in ZHS, all players, team staff, and representatives agree to be fully bound by these rules.

## 1.2 Authority

ZHS Admins and appointed Referees hold full authority over all tournament decisions. Their rulings are final. Any decision made in the interest of maintaining competitive integrity, fairness, or the smooth operation of the tournament supersedes individual player preferences.

## 1.3 Rule Updates

ZHS reserves the right to amend this rulebook at any time. Participants will be notified of significant changes via #announcements on Discord. Continued participation constitutes acceptance of any updated rules.

## 1.4 Language

English is the sole official language of ZHS. All official communications, result submissions, dispute filings, and interactions with staff must be in English. Team channels on Discord may use any language internally.

## 2. Eligibility & Registration

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### 2.1 Player Eligibility

To be eligible for ZHS, each player must meet all of the following at the time of registration and throughout the tournament:

- Own a legitimate copy of Rainbow Six Siege on PC (Ubisoft Connect).
- Have a Ubisoft account in good standing — no active bans, suspensions, or Terms of Use violations.
- Have an OPL account in good standing — no active bans, suspensions, or currently under investigation.
- Not be serving any competitive suspension issued by Ubisoft, BLAST, OPL, or any recognized organizer.
- Maintain a stable internet connection. Maximum permitted in-game ping: 100ms. See Section 4.9 for the full highping regulation.
- Be at least 16 years of age. Players under 18 require written parental consent.
- Not be registered on another ZHS team roster in the same season.

### 2.2 Team Composition

Each team must consist of exactly 5 registered starting players. Teams may additionally register up to 3 substitutes. One of the 3 substitute slots may be designated as coach — this person fulfills both the coaching and substitute role and counts as one of the 3 subs. All members must be registered before the roster lock deadline.

- Minimum roster size to participate: 5 players.
- Maximum roster size: 8 members (5 starters + 3 substitutes, one of whom may also serve as coach).
- Substitutes may replace any starting player between maps or before a match begins. Mid-map substitutions are not permitted.
- A substitute designated as coach may play as a sub at any time — they occupy one of the 3 substitute slots, not an additional spot. When not playing, they fulfil the coaching role for strategic support.
- Team name must not contain offensive, discriminatory, or trademarked content. ZHS reserves the right to reject any team name at its discretion.

## 2.3 Registration Process

Teams register by posting their roster in #register-here on Discord using this format:

```
Team Name:           [Team Name]
Team Tag:            [3-5 letter tag]
Captain IGN:        [In-game name] | [Ubisoft Connect ID]
Player 2 IGN:       [In-game name] | [Ubisoft Connect ID]
Player 3 IGN:       [In-game name] | [Ubisoft Connect ID]
Player 4 IGN:       [In-game name] | [Ubisoft Connect ID]
Player 5 IGN:       [In-game name] | [Ubisoft Connect ID]
Substitute 1 (opt.): [In-game name] | [Ubisoft Connect ID]
Substitute 2 (opt.): [In-game name] | [Ubisoft Connect ID]
Substitute 3 (opt.): [In-game name] | [Ubisoft Connect ID]
Coach (opt.):       [Name] | [Discord username]
Country / Region:   [Country]
```

Registration is confirmed only once payment is received and a ZHS Admin assigns the Registered Team role.

## 2.4 Roster Lock

The roster lock takes effect at check-in. (30 minutes before first match) After lock, no player changes are permitted except the use of a pre-registered substitute. Using an unregistered player results in immediate match forfeit.

## 3. Tournament Format

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### 3.1 Format Overview

ZHS Season 1 uses a Swiss System Bracket for Qualifiers (up to 32 teams, BO1, 5 rounds, 3 lives — 3 match wins needed to qualify), followed by a Group Stage (BO3) and Grand Final (BO5). The organizer reserves the right to adjust the format to ensure fair and timely competition.

### 3.2 Match Format

- Qualifier Stage: Swiss System Bracket — Best of 1 (BO1). Up to 32 teams. 5 rounds, 3 lives. A team needs 3 match wins to qualify. Top 16 qualify if 32 teams, top 8 if 16 teams.
- Group Stage: Best of 3 (BO3) — first team to win 2 maps advances.
- Grand Final: Best of 5 (BO5) — first team to win 3 maps is champion. Unlimited overtime applies.
- Each map: first to 7 round wins. Overtime at 6-6: first team to win 2 overtime rounds wins the map. Sides swap after each overtime round.

### 3.3 Map Pool

The active map pool follows the current Rainbow Six Siege competitive pool:

- Bank
- Border
- Chalet
- Club House
- Consulate
- Fortress
- Kafe Dostoyevsky
- Lair
- Nighthaven Labs

### 3.4 Map Veto Process

All map veto sequences are based on the BLAST R6 Global Rulebook (Section 5.1.3.2). The left side team on the bracket always starts the veto. Maps are played in the order they are picked. The team that did not pick a map receives Side Selection on that map. The team that did not receive Side Selection picks the Overtime Side Selection for that map.

Format	Map Ban / Pick Sequence
<b>Best of 1</b>	Swiss Qualifier: The left side team decides who bans first. The team that did not pick receives Side Selection. <b>A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - A Ban - B Pick</b>
<b>Best of 3</b>	Left side team decides who bans first. Highest series round differential receives Side Selection on decider. Tie = left side team. <b>A Ban - B Ban - A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - Decider</b>
<b>Best of 5</b>	Left side team decides who bans first. Highest series round differential receives Side Selection on decider. Tie = left side team. <b>A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - A Pick - B Pick - Decider</b>

### 3.5 Side Selection

The team that did not pick a map receives Side Selection (Attack or Defense) on that map. The team that did not receive Side Selection picks the Overtime Side Selection for that map. On decider maps, Side Selection is awarded to the team with the highest series round differential. In case of a tie, the left side team on the bracket receives Side Selection.

## 4. Match Rules & Procedures

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### 4.1 Match Start Timeline

- T+0:00 — Scheduled match time. Both teams must be present in the match room.
- T+0:10 — Fewer than 5 players present: 5-minute extension may be granted by Referee, open a ticket for this.
- T+0:15 — Team still cannot field 5 players: Either start 4v5 or forfeit the match.

#### 4.1.1 No-Show & Repeated Absence

A no-show is recorded when a team fails to field the minimum required players within 15 minutes of the scheduled match time.

- First no-show: match forfeit. The opposing team is awarded a win.
- Second no-show within the same tournament: match forfeit and a formal warning.
- Third no-show: automatic disqualification from the tournament.
- A no-show caused by a verifiable platform-wide outage (Ubisoft Connect, Discord, OPL) may be excused at Admin discretion.

#### 4.1.2 Minimum Player Requirement

A team must field a minimum of 5 eligible players to begin a match. The following applies:

- If a team cannot field 5 players at match start time, the match is either started 4v5 at +15 or forfeited.
- If a team begins a match with 4 players due to lateness, the 5th will not be allowed to join **mid match, but can join for maps after if in a BO3/BO5**.
- Playing with 4 players is only permitted if the opposing team agrees to continue. The opposing team may not be forced to play a 5v4, you must both agree to play otherwise it is a forfeit.

### 4.2 Custom Lobby Settings

All ZHS matches must be played with the following settings, based on the BLAST R6 Global Rulebook (Section 5.1.2). Any deviation must be reported to a Referee before the match starts. Intentional misconfiguration may result in a match restart or forfeit.

**Lobby Host:** The team on the left side of the bracket is responsible for creating and hosting the custom lobby.

Match Settings	
HUD Settings	Pro League
Game Mode	Bomb
Ban Phase	Pro League
Ban Timer	20
Number of Rounds	12
Attack / Defense Role Swap	6
Overtime Rounds	3 (or Infinite)
Overtime Score Difference	2
Overtime Role Change	1
Objective Rotation Parameter	2
Objective Type for Rotation	Rounds Played
Pick Phase Timer	15
Operator HP	100
Friendly Fire Damage	100
Friendly Fire in Prep Phase	Off
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On
Death Duration	2
Death Replay	Off
Tactical Timeout Requests per Team	1
Allow Requests From	Everyone
Timeout Duration	45
Role Swap Timeout	On
Role Swap Timeout Duration	120
Game Mode Settings	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Preparation Phase	45
Action	180

Server: EU Central. Voice Chat: Team only. Spectator slots are reserved for ZHS Referees and Admins only.

### 4.3 Operator Bans — ZHS Ban System

ZHS uses the following operator ban structure. Each team has 3 operator bans per map, conducted in two phases per half:

#### Ban Structure per Half

- Pre-match ban phase (before Round 1): Each team bans 2 operators from the opposing team's pool. Active from Round 1.
- Mid-half ban phase (before Round 4): Each team bans 1 additional operator. This third ban remains active for the rest of the half.
- Total active bans per team per half: 3 operators.

#### Side Switch & Reset

- After 12 rounds (halftime / side switch), all operator bans are fully reset. The ban phases repeat.

#### Overtime

- In overtime, bans are NOT reset. The 3 bans from the last half remain active. No additional ban phase.

#### General Rules

- The ban phase timer is 20 seconds. Failure to complete = no ban applied for that team.

ZHS follows all Ubisoft-mandated operator restrictions immediately upon announcement.

### 4.4 Cosmetics & Allowed Skins

ZHS follows the BLAST R6 Global Rulebook (Section 5.1.3.5). Players may only use the BDUs and headgears listed below. All others are banned.

#### Permitted BDUs & Headgears

- Operator default skins.
- Pro R6Share team branded cosmetics.
- Six Major branded cosmetics.
- Esports Programs cosmetics — except the Thermite Legacy Set.

#### Unrestricted

- Weapon skins, weapon charms, operator background cards.

#### Banned

- All other BDUs and headgears.
- Drone skins: forbidden. Default only.
- Operator gadget skins: forbidden. Default only.

#### Violation Procedure

If a player selects a banned cosmetic or operator, the Team receives a Warning, if reported instantly

If a player selects a banned cosmetic or operator again, the Team receives a Round Loss, if reported instantly

- The banned operator's gadgets may not be used.
- If the operator is still alive after 15 seconds or has dealt damage, the round is automatically lost.

First offense without teamkill: warning. Each repeat: round loss awarded to the opposing team.

## 4.5 Tactical Timeouts

Each team is permitted exactly one (1) Tactical Timeout per map:

- Duration: 45 seconds maximum. Ends automatically.
- Use the in-game timeout feature. If there is a bug or you are unable to use it, ask the host for a tactical pause.
- Once used, no further timeouts are available for that map.
- Abuse of the timeout system (e.g. calling a timeout when you have already used one) is a violation subject to sanctions (see Section 7).

## Technical Pauses

Technical Pauses may be called at any time by either captain for genuine technical issues. No Referee confirmation required — both captains handle this between themselves.

- Technical Pauses have no time limit. The match resumes once both captains agree the issue is resolved.
- Technical Pauses do not count against a team's Tactical Timeout.
- The calling captain must announce the Technical Pause in the match text channel immediately. The opposing captain must acknowledge.
- Referees only intervene if a protest is raised or an Admin Call is made.
- If a Technical Pause exceeds 10 minutes, the team must contact a ZHS Referee or Admin immediately. The Referee will decide whether to continue or declare a forfeit.
- If a captain believes a Technical Pause is being misused, they may raise a protest via Admin Call.

## 4.6 Disconnects & Technical Issues

Disconnects and technical issues are handled as follows. Matches continue where possible; rehosts are a last resort.

### Individual Disconnects

- If a player disconnects during the action phase, play continues. The player may reconnect between rounds.
- A Technical Pause (Section 4.5) may be called to allow reconnection. Does not count as Tactical Timeout.
- If the player cannot reconnect without a rehost, request a rehost to allow the player to rejoin.

### Rehost

Each team is permitted one (1) rehost request per match, at any time:

- A rehost may be requested for genuine technical issues that cannot be resolved through a Technical Pause.
- Once a team has used their rehost, no further requests from that team are accepted.

- After a rehost, the lobby is recreated with the same settings. The original host hosts again. If rehosting from prep phase, the round is restarted. If not, the round stands.
- If the rehost is caused by a Ubisoft-side issue, it does not count against either team's rehost allowance.
- Requesting a rehost without genuine reason or for tactical advantage is a violation (see Section 7).

## 4.7 Break Between Maps

In BO3 and BO5 matches:

- Maximum break duration: 10 minutes between each map.
- The break begins once both teams have left the previous lobby.
- If a team is not ready within 15 minutes, the late team will lose a round.
- If they are still not ready at +20, the map is forfeit.

## 4.8 Ingame Chat

The in-game all-chat is to be used for match organization only. General conversation is okay but degrading, toxic or harassing comments directed at the opposing team are not permitted during a match.

Permitted phrases:

- HF (Have Fun) · GL (Good Luck) · GG (Good Game) · WP (Well Played)
- RH (Rehost) · TechT (Technical Timeout) · TacT (Tactical Timeout) · Protest

Spam, provocation, or insults in chat will be sanctioned. In-game chat logs may be used as evidence in disputes.

## 4.9 Highping Regulation

Maximum permitted in-game ping: 100ms. A player whose average ping consistently exceeds this limit may be excluded from the match.

### Evidence Requirements

- The opposing team must provide ping evidence from at least 3 different rounds.
- Per round: minimum 2 screenshots required, at least one from the Action Phase.
- Additionally, the opposing team must document in the match chat that the affected player was notified about the ping issue.

### Procedure if Violation is Confirmed

- The team must immediately substitute the affected player and finish the map in a 4v5.
- If they refuse, the current map is forfeited.
- After the map ends, a substitute may be swapped in for subsequent maps.

### Intentional Ping Manipulation

Deliberately increasing ping (e.g. through downloads, software, or network manipulation) is strictly forbidden and will result in match forfeit and sanctions per Section 7.

## 5. Code of Conduct

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### 5.1 General Behavior

All participants must maintain professional and respectful conduct at all times:

- Treat all participants, staff, and community members with respect.
- No harassment, hate speech, discrimination, or threats of any kind.
- No offensive, racist, sexist, homophobic, or inappropriate language or usernames.
- Maintain sportsmanlike conduct regardless of match results.
- Comply with all staff instructions promptly and respectfully.

### 5.2 Fair Play & Anti-Cheat

#### MOSS Anti-Cheat — Mandatory

All ZHS matches are subject to MOSS anti-cheat monitoring. Every player must have MOSS installed and active during all matches. Download: [nohope.eu](http://nohope.eu)

- MOSS must be configured for Rainbow Six Siege before the match starts.
- Before each match, the Referee may request a MOSS report. Players must submit within 10 minutes.
- Failure to run MOSS, submitting a tampered file, or refusing to provide a report is treated as a cheating violation.

#### Prohibited Actions

- Cheating: Use of any third-party software, aimbots, wallhacks, triggerbots, or any tool providing an unfair advantage.
- Bug abuse: Deliberate exploitation of any unintended game mechanic. Report bugs to a Referee immediately.
- Ghosting / Stream sniping: Watching any broadcast of your own ongoing match.
- Account sharing: Playing on another person's account or allowing someone else to play on yours.
- Match fixing: Any attempt to predetermine or manipulate a match result.
- Intentional team killing: Deliberately killing a teammate under any circumstance.
- Spawn killing: Killing an opponent within the first 2 seconds of the action phase.

### 5.3 Communication

All in-game communication must remain respectful. Excessive toxicity, baiting, or targeted harassment toward opponents or teammates is a violation. See Section 4.8 for detailed in-game chat rules.

### 5.4 Public Conduct

Public statements damaging ZHS's reputation, defaming participants, or containing false match information may result in sanctions.

## 6. Disputes

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### 6.1 Filing a Dispute

#### During a Match

If a rule violation occurs during an ongoing match, the affected captain must announce a protest immediately in the match chat and contact an Admin via the ticket system. Play continues unless the Referee instructs otherwise. The protest must be formally submitted within 10 minutes of match end.

#### After a Match

Disputes regarding match results, rule violations, or conduct must be submitted within 10 minutes of match end. After this window, the result is final. To file a dispute:

1. Open a support ticket in #disputes on Discord.
2. State: team names, opposing team, match/round affected, clear description of violation.
3. Attach all relevant evidence: screenshots, video clips, or in-game replays.

Disputes without sufficient evidence may be dismissed.

### 6.2 Evidence

ZHS strongly encourages all teams to record their matches. Accepted evidence:

- End-of-match scorescreen screenshots (required from both teams).
- Video recordings (ShadowPlay, OBS, Medal.tv, etc.).
- In-game kill feed screenshots and chat logs.
- Ubisoft Connect match history.

### 6.3 Outcomes

After reviewing evidence, a Referee or Admin will issue one of the following:

- No action — Dispute dismissed; result stands.
- Warning.
- Round replay.
- Round awarded to non-violating team.
- Map forfeit.
- Match forfeit.
- Disqualification.

Admin and Referee decisions are final. No further appeals process exists.

## 7. Sanctions & Penalty Index

### 7.1 Penalty Overview

ZHS uses a graduated sanctioning system. All sanctions are at Admin discretion:

Offense	Violation	Sanction
<b>Minor</b>	Unsportsmanlike behavior (taunting, trash talk)	<b>Warning</b>
<b>Minor</b>	Banned cosmetic (BDU / headgear)	<b>Warning / Round loss (repeat)</b>
<b>Minor</b>	Late check-in (under 5 minutes)	<b>Warning</b>
<b>Minor</b>	Late check-in (over 5 minutes)	<b>Round penalty or forfeit</b>
<b>Medium</b>	Bug abuse — non-intentional, first offense	<b>Round replay</b>
<b>Medium</b>	Bug abuse — intentional or repeated	<b>Map forfeit</b>
<b>Medium</b>	Tactical Timeout abuse / misuse of Technical Pause	<b>Warning then match penalty</b>
<b>Medium</b>	Use of unregistered player	<b>Match forfeit</b>
<b>Medium</b>	Missing MOSS upload after match	<b>Warning + potential match forfeit</b>
<b>Medium</b>	First no-show	<b>Match forfeit</b>
<b>Medium</b>	Second no-show	<b>Match forfeit + formal warning</b>
<b>Medium</b>	Operator/skin violation — not teamkilled within 15 sec	<b>Round loss</b>
<b>Severe</b>	Third no-show	<b>Disqualification</b>
<b>Severe</b>	Cheating (hacks / third-party software)	<b>Disqualification + Permanent Ban</b>
<b>Severe</b>	Match fixing	<b>Disqualification + Permanent Ban</b>
<b>Severe</b>	Intentional team killing (repeated)	<b>Match forfeit / Disqualification</b>
<b>Severe</b>	Hate speech / threats / harassment	<b>Immediate Ban from ZHS</b>
<b>Severe</b>	Account sharing / impersonation	<b>Disqualification</b>
<b>Severe</b>	Ghosting / stream sniping (confirmed)	<b>Match forfeit / Disqualification</b>
<b>Severe</b>	Falsified / manipulated match media or MOSS file	<b>Disqualification + Permanent Ban</b>
<b>Severe</b>	Intentional ping manipulation	<b>Match forfeit + Disqualification</b>

Repeated medium-level violations may escalate to severe sanctions at Admin discretion.

## 8. Payment & Prize Pool

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### 8.1 Entry Fee

The entry fee for ZHS Season 1 is 10.00 EUR per team (not per player). Payment must be confirmed before a team is officially registered.

### 8.2 Payment Process

4. Team submits roster in #register-here.
5. ZHS Admin sends payment instructions via Discord.
6. Team completes payment via the designated method.
7. Team uploads proof of payment in #payment-proof:

Team Name:	[Team Name]
Amount Paid:	[EUR amount]
Date:	[DD.MM.YYYY]
Transaction ID:	[Reference / Transaction ID]

8. ZHS Admin confirms and assigns Registered Team role.

### 8.3 Refund Policy

- Tournament cancelled by ZHS before it begins — full refund.
- Team rejected by ZHS after payment — full refund.

No refunds for: withdrawal after registration closes, disqualification, or no-show.

### 8.4 Prize Distribution

Prize pool = 100% of entry fees (10 EUR x confirmed teams). Distribution:

- 1st Place: 50%.
- 2nd Place: 30%.
- 3rd Place: 20%.

Payouts within 48 hours of tournament conclusion. All amounts in EUR.

### 8.5 MOSS Upload Requirement

Every player must upload their MOSS file within 15 minutes of match end to the associated match OPL channel.

- MOSS must be configured to capture Rainbow Six Siege specifically before the match starts.
- The upload deadline is 15 minutes after match end. Uploads after this deadline are treated as missing.
- Technical issues must be reported to an Admin immediately. Failure to report within 15 minutes is not accepted as an excuse.
- Uploading an incorrect, incomplete, or manipulated MOSS file is a severe violation.

## 8.6 Match Media & Retention

Match Media includes all files relevant to result verification and rule compliance: scoreboard screenshots, MOSS files, recordings, and match statistics.

### Team Obligation

- Each team must save a screenshot of the scoreboard after every map (all players and final score visible).

### Player Obligation

- All players must retain their MOSS files in full and readable form for 30 Days after the Match.
- Files must be provided upon request during a protest or official inquiry.

### Missing Evidence

- If one team cannot provide a screenshot, the opponent's screenshot is used.
- If neither team can provide evidence, the match may be ruled 1:1 or at Admin discretion.

### Retention Periods

- Standard: 30 days from the day after the match.
- During active protest or investigation: 60 days from the incident date.

### Sharing & Manipulation

- Scoreboards, match statistics, and recordings may be published.
- MOSS / Anti-Cheat files may NOT be shared or distributed.
- Alteration or falsification of match media is a severe violation (see Section 7).

## 9. Privacy & Broadcasting

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### 9.1 Data Collection

ZHS collects in-game name, Ubisoft Connect ID, Discord username, and payment information for tournament administration only. Data is not shared with third parties.

### 9.2 Streaming

ZHS reserves the right to broadcast any match. Players consent to their gameplay being captured and broadcast. Teams streaming their own POV must implement a minimum 3-minute stream delay.

## 10. Team Withdrawal & Disqualification

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### 10.1 Voluntary Withdrawal

A team that wishes to withdraw must notify a ZHS Admin via the Discord ticket system as soon as possible:

- All results achieved by the withdrawing team are voided. Opponents are not penalized.
- Entry fee is non-refundable upon voluntary withdrawal.
- The withdrawing team forfeits any claim to prize money.

### 10.2 Disqualification by Staff

ZHS Admins may disqualify any team at any point. Grounds include:

- Accumulation of severe rule violations (Section 7).
- Three or more no-shows (Section 4.1.1).
- Confirmed cheating, match fixing, or fraudulent conduct.
- Failure to pay entry fee or false payment information.

Upon disqualification, the team loses all results and prize money. Decision is final.

### 10.3 Roster Changes During Tournament

Once roster lock is in effect, no player changes are permitted except pre-registered substitutes. If a team permanently loses a player and cannot field the minimum, they must notify ZHS Admins immediately.

## 11. Final Provisions

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### 11.1 Staff Decisions

ZHS Admins and Referees are the final authority on all rulebook matters. Decisions made in good faith cannot be contested after the fact.

### 11.2 Unforeseen Circumstances & Grey Areas

ZHS reserves the right to make decisions on matters not covered by this rulebook in the interest of fairness and competitive integrity.

- Teams may not deliberately exploit gaps or grey areas in this rulebook. Intentional exploitation is a violation.
- If a situation is not covered, Admins rule based on the spirit of fair competition. Their decision is final.
- Teams that identify a gap are encouraged to report it proactively. This will not be penalized.

### 11.3 Acceptance of Rules

By registering for Zero Hour Series Season 1, all players, captains, and team staff confirm they have read, understood, and agree to abide by this rulebook in its entirety.

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### Zero Hour Series — Season 1 Official Rulebook

For questions, contact ZHS Staff via Discord | #disputes | @Admin