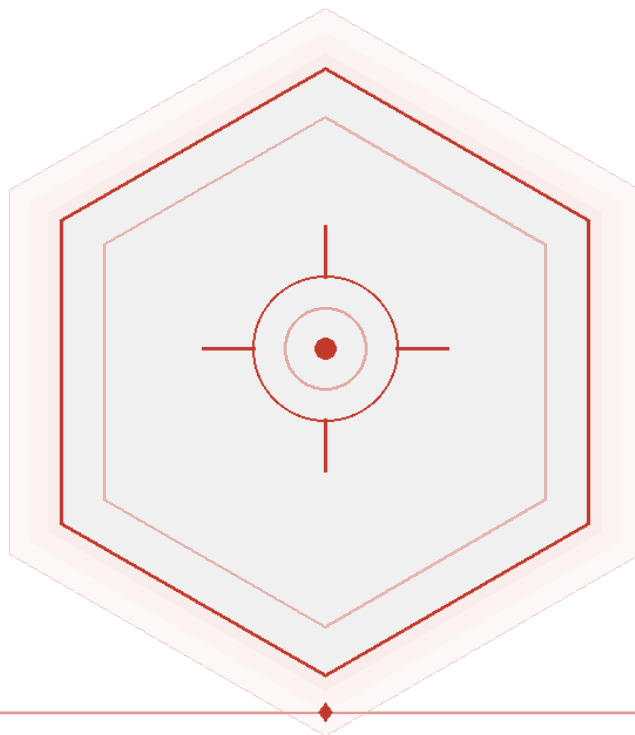




ZERO HOUR

SERIES

ZERO HOUR SERIES

OFFICIAL RULEBOOK

Rainbow Six Siege Tournament | Season 1

Game	Rainbow Six Siege (PC — Ubisoft Connect)
Format	5v5 — Single / Double Elimination (TBC)
Platform	PC only
Language	English only (all official communications)
Entry Fee	10.00 EUR per team (5 players)
Prize Pool	10.00 EUR x number of registered teams (100% of entry fees)
Organizer	Zero Hour Series Staff
Contact	Discord — #disputes / @Admin
Version	Season 1 Last updated: 09/05/2026

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1. General Information & Scope

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

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. Players exceeding 100ms may be required to reconnect or risk match interruption at Referee discretion.
- Ping disputes: If a team believes an opponent is exceeding the 100ms limit, they must provide screenshots from 3 different Action Phases clearly showing the affected player's ping. Without this evidence, a ping dispute will not be accepted.
- 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 2 substitutes. One of the 2 substitute slots may be designated as coach — this person fulfills both the coaching and substitute role and counts as one of the 2 subs. All members must be registered before the roster lock deadline.

- Minimum roster size to participate: 5 players.
- Maximum roster size: 7 members (5 starters + 2 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 2 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]
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

3.1 Format Overview

The tournament format will be announced prior to registration closing. ZHS may operate as Single Elimination, Double Elimination, or Group Stage followed by Playoffs depending on the number of confirmed teams. The organizer reserves the right to adjust the format to ensure fair and timely competition.

3.2 Match Format

- Qualifier Stage: Best of 1 (BO1) — single decisive map.
- 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 for ZHS Season 1 follows the current Rainbow Six Siege EML / Pro League competitive pool at the time of the tournament. Current 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
Best of 1	The left side team on the bracket decides who bans first. A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - A Ban - B Pick The team that did not pick the map receives Side Selection.
Best of 3	The left side team decides who bans first. The team with the highest series round differential receives Side Selection on the decider map. A Ban - B Ban - A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - Decider In the case of a tie in round differential, the left side team receives Side Selection on the decider.
Best of 5	The left side team decides who bans first. The team with the highest series round differential receives Side Selection on the decider map. A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - A Pick - B Pick - Decider In the case of a tie in round differential, the left side team receives Side Selection on the decider.

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

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. The following consequences apply:

- 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 issued to the team.
- Third no-show: automatic disqualification from the tournament. The team loses all results from the current stage.
- A no-show caused by a verifiable platform-wide outage (Ubisoft Connect, Discord, OPL) may be excused at Admin discretion, provided evidence is submitted within 30 minutes of the scheduled match time.
- Teams that repeatedly check in late — without reaching the no-show threshold — may receive sanctions at Admin discretion after 2 documented instances of lateness.

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 from these settings — intentional or otherwise — 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. The host can never be a player or staff member of the right-side team.

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

Server: EU Central. Voice Chat: Team only. Spectator slots are reserved for ZHS Referees and Admins only. Any settings not listed above follow the Rainbow Six Siege default.

4.3 Operator Bans — ZHS Ban System

ZHS uses the following operator ban structure for all matches. Each team has a total of 3 operator bans per map. Bans are conducted in two phases within each half:

Ban Structure per Half

- Pre-match ban phase (before Round 1): Each team bans 2 operators from the opposing team's pool — 2 attack-side bans and 2 defense-side bans. These 2 bans are active from Round 1 onwards.
- Mid-half ban phase (before Round 4): Each team bans 1 additional operator from the opposing team's pool. This third ban is added on top of the existing 2 bans and remains active for the remainder of the half.
- Total active bans per team per half: 3 operators (2 from pre-match + 1 from Round 4 phase).

Side Switch & Reset

- After 12 rounds (halftime / side switch), all operator bans are fully reset. Both teams begin the second half with a clean slate and the ban phases repeat as described above.

Overtime

- In overtime, bans are NOT reset. The 3 bans each team imposed during their respective half remain active throughout overtime rounds.
- No additional ban phase takes place during overtime. Teams continue to play with the bans already in effect.

General Rules

- The ban phase timer is 20 seconds per phase. Failure to complete a ban within the timer results in no ban being applied for that team in that phase.
- Bans are conducted via the in-game ban system in the custom lobby. Referees must verify the correct ban settings are active before each map begins.

ZHS follows all Ubisoft-mandated operator restrictions (e.g. emergency operator bans due to bugs or exploits) immediately upon official announcement. Referees will inform both teams of any changes before the affected match begins.

4.4 Cosmetics & Allowed Skins

ZHS follows the BLAST R6 Global Rulebook (Section 5.1.3.5) for all cosmetic restrictions. Players may only use the battle dress uniforms and headgears listed below. All other BDUs and headgears are banned from competitive play.

Permitted BDUs & Headgears

- Operator default skins (BDU and headgear).
- Pro R6Share team branded cosmetics.
- Six Major branded cosmetics.
- Esports Programs cosmetics — with the exception of the Thermite Legacy Set uniform and headgear, which are not permitted.

Unrestricted cosmetics

- Weapon skins: unrestricted — any weapon skin may be used.
- Weapon charms: unrestricted.

- Operator background cards: unrestricted.

Banned cosmetics

- All BDUs and headgears not listed above are banned.
- Drone skins: completely forbidden. Players may only use the default drone skin.
- Operator gadget skins: completely forbidden. Only default operator gadget skins are permitted.

Ubisoft reserves the right to update the list of permitted and prohibited cosmetics at any point during the season. ZHS will inform teams of any such update as soon as possible.

Penalty for cosmetics violations

- First offense: warning issued by Referee.
- Each subsequent offense in the same match: round loss awarded to the opposing team.

If a player is uncertain whether a cosmetic is permitted, they must ask a ZHS Referee before the match begins. Claiming ignorance is not a valid defense.

4.5 Tactical Timeouts

Each team is permitted exactly one (1) Tactical Timeout per map. The following conditions apply:

- Duration: 45 seconds maximum. The timeout ends automatically after 45 seconds.
- 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 a team has used their Tactical Timeout, no further timeouts are available for that map. There are no exceptions.
- 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

In addition to Tactical Timeouts, Technical Pauses may be called at any time by either team captain in the event of a genuine technical issue (e.g. hardware failure, internet disruption, game crash, peripheral malfunction). No Referee confirmation is required to pause — both team 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. They are entirely separate and do not affect gameplay standing.
- The calling captain must announce the Technical Pause in the match text channel immediately when the issue occurs. The opposing captain must acknowledge.
- Referees and Admins are not required to be present for a Technical Pause. They only intervene if a protest is raised or an Admin Call is made by one of the captains.
- If a Technical Pause exceeds 10 minutes, the team that called it must contact a ZHS Referee or Admin immediately. The Referee will assess the situation and decide whether to allow the pause to continue or declare a forfeit for the affected round.
- If a captain believes a Technical Pause is being misused tactically, they may raise a protest via the Admin Call system. The Referee will then review and may apply sanctions if misuse is confirmed (see Section 7).

4.6 Disconnects & Technical Issues

Disconnects and technical issues are handled as follows. The key principle is that matches continue where possible, and rehosts are available as a last resort — not a first response.

Individual Disconnects

- If a player disconnects during the action phase, play continues. The disconnected player may reconnect and rejoin the lobby between rounds.
- A Technical Pause (Section 4.5) may be called immediately to allow the player to reconnect. The team calling the pause does not lose their 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. A rehost may be requested at any time during the match — not only at the start. The following rules apply:

- A rehost may be requested for any genuine technical issue that cannot be resolved through a Technical Pause (e.g. game crash, complete lobby failure, persistent connection issues affecting multiple players).
- Once a team has used their rehost, no further rehost requests from that team are accepted for that match, regardless of the situation.
- After a rehost, the lobby is recreated with the exact same settings. The team that hosted the original lobby 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 (server crash, platform outage), it does not count against either team's rehost allowance.
- Requesting a rehost without a genuine technical reason, or attempting to use the rehost system tactically, is a violation subject to sanctions (see Section 7).

4.7 Break Between Maps

In BO3 and BO5 matches, teams are entitled to a short break between maps:

- 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.

5. Code of Conduct

5.1 General Behavior

All participants — players, substitutes, coaches, and team staff — must maintain professional and respectful conduct at all times, both in-game and on Discord.

- 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. MOSS is a free, lightweight anti-cheat capture tool that records active processes, hardware information, and game files during play to verify the integrity of each player's environment.

- Every player must have MOSS installed and active during all ZHS matches.
Download: nohope.eu
- Before each match, the Referee may request a MOSS report from any or all players. Players must submit their MOSS file within 10 minutes of the request.
- Failure to run MOSS during a match, submitting a tampered file, or refusing to provide a MOSS report when requested is treated as a cheating violation.
- MOSS files are reviewed by ZHS Admins. Suspicious results may be escalated to a full investigation before the match result is confirmed.
- How to install: Download at nohope.eu. Launch MOSS before opening Rainbow Six Siege. Start a capture session and keep it active. After the match, export the report and keep it ready for submission.

Prohibited actions

The following are strictly prohibited in ZHS:

- 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 or glitch. Discovered bugs must be reported to a Referee immediately.
- Ghosting / Stream sniping: Watching any live broadcast of your own ongoing match to gain information.
- 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. Immediate permanent disqualification.
- 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.

In-Game Chat

- The in-game text chat may only be used for essential match communication (e.g. calling a Technical Pause, confirming a setting). General conversation is okay but degrading, toxic or harassing comments directed at the opposing team are not permitted during a match.
- Any team that notices a violation in the in-game chat must file a dispute immediately after the match ends. In-game chat logs may be used as evidence.

5.4 Public Conduct

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

6. Disputes

6.1 Filing a Dispute

During a Match

If a rule violation occurs during an ongoing match, the affected team captain must announce a protest immediately in the match voice channel and contact an Admin or Referee via the #disputes 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 considered final and binding. To file a dispute:

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

Disputes without sufficient evidence may be dismissed at the Referee's discretion.

6.2 Evidence

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

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

6.3 Outcomes

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

- No action — Dispute dismissed; original result stands.
- Warning — Violation confirmed but insufficient severity for further sanction.
- Round replay — Affected round is replayed.
- Round awarded — Round awarded to the non-violating team.
- Map forfeit — Violating team forfeits the map.
- Match forfeit — Violating team forfeits the entire match.
- Disqualification — Violating team is removed from the tournament.

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. The table below outlines standard penalties:

Offense	Violation	Sanction
Minor	Unsportsmanlike behavior (taunting, trash talk)	Warning
Minor	Banned cosmetic (BDU / headgear)	Warning / Round loss (repeat)
Minor	Late check-in (under 5 minutes)	Warning
Minor	Late check-in (over 5 minutes)	Round penalty or forfeit
Medium	Bug abuse — non-intentional, first offense	Round replay
Medium	Bug abuse — intentional or repeated	Map forfeit
Medium	Tactical Timeout abuse / misuse of Technical Pause	Warning then match penalty
Medium	Failure to submit result within deadline	Admin decision stands
Medium	Use of unregistered player	Match forfeit
Medium	Missing MOSS upload after match	Warning + potential match forfeit
Medium	First no-show	Match forfeit
Medium	Second no-show	Match forfeit + formal warning
Severe	Third no-show	Disqualification
Severe	Cheating (hacks / third-party software)	Disqualification + Permanent Ban
Severe	Match fixing	Disqualification + Permanent Ban
Severe	Intentional team killing (repeated)	Match forfeit / Disqualification
Severe	Hate speech / threats / harassment	Immediate Ban from ZHS
Severe	Account sharing / impersonation	Disqualification
Severe	Ghosting / stream sniping (confirmed)	Match forfeit / Disqualification
Severe	Falsified / manipulated match media or MOSS file	Disqualification + Permanent Ban

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

8. Payment & Prize Pool

8.1 Entry Fee

The entry fee for Zero Hour Series Season 1 is 10.00 EUR per team (not per player). This fee must be paid in full before a team is considered officially registered. The entry fee contributes directly to the prize pool.

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 (see #payment-info).
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, unlocking all team channels.

8.3 Refund Policy

Refunds are issued only if:

- The tournament is cancelled by ZHS before it begins — full refund.
- A team is rejected by ZHS after payment for eligibility reasons — full refund.

No refunds for: team withdrawal after registration closes, disqualification for rule violations, or no-show / forfeit due to the team's own actions.

8.4 Prize Distribution

The total prize pool for ZHS Season 1 is composed of 100% of all entry fees collected. The prize pool is calculated as: 10 EUR x number of confirmed teams. The final prize pool amount is published publicly once registration closes.

- 1st Place: 50% of total prize pool.
- 2nd Place: 30% of total prize pool.
- 3rd Place: 20% of total prize pool.

Final distribution percentages will be confirmed and published in #payment-info before the tournament begins. Prize payouts are made 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 designated Discord channel. The following rules apply:

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

9. Privacy & Broadcasting

9.1 Data Collection

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

9.2 Streaming

ZHS reserves the right to broadcast any match. Players consent to their gameplay, username, and in-game activity being captured and broadcast publicly. Teams streaming their own POV must implement a minimum 3-minute stream delay to prevent stream sniping.

10. Team Withdrawal & Disqualification

10.1 Voluntary Withdrawal

A team that wishes to withdraw from the tournament must notify a ZHS Admin via the official Discord ticket system as soon as possible. The following consequences apply:

- All results achieved by the withdrawing team up to the point of withdrawal are voided. Opponents who played against them are not penalized.
- The entry fee is non-refundable upon voluntary withdrawal.
- A team that withdraws during the tournament forfeits any claim to prize money, regardless of their standing at the time of withdrawal.
- Teams that withdraw without notifying ZHS Admins (silent withdrawal / ghosting) may be banned from future ZHS events.

10.2 Disqualification by Staff

ZHS Admins reserve the right to disqualify any team at any point during the tournament. Grounds for disqualification include but are not limited to:

- Accumulation of severe rule violations (see Section 7).
- Three or more documented no-shows (see Section 4.1.1).
- Confirmed cheating, match fixing, or fraudulent conduct.
- Failure to pay the entry fee or providing false payment information.
- Conduct that brings the tournament into disrepute.

Upon disqualification, the team loses all results and prize money. The Admin decision is final.

10.3 Roster Changes During Tournament

Once the roster lock is in effect, no player changes are permitted except the use of pre-registered substitutes. If a team loses a player permanently (e.g. account ban, withdrawal) and cannot field the minimum number of players, the team must notify ZHS Admins immediately. Admins will decide on a case-by-case basis whether the team may continue.

11. Final Provisions

11.1 Staff Decisions

ZHS Admins and Referees are the final authority on all rulebook matters. Decisions made in good faith by ZHS staff cannot be contested after the fact. Written feedback may be submitted via Discord for consideration in future seasons.

11.2 Unforeseen Circumstances & Grey Areas

ZHS reserves the right to make decisions on matters not explicitly covered by this rulebook in the interest of fairness and competitive integrity. Such decisions will be documented and communicated to all participants.

- Teams may not deliberately exploit gaps, ambiguities, or grey areas in this rulebook to gain an advantage. Intentional exploitation of a rulebook gap is treated as a violation and sanctioned at Admin discretion.
- If a situation arises that is not covered by this rulebook, Admins will rule based on the spirit of fair competition. Their decision is final.
- Teams that identify a potential gap or ambiguity in the rulebook are encouraged to report it to ZHS Admins before attempting to act on it. Proactive reporting 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.

Zero Hour Series — Season 1 Official Rulebook

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