

DAYZ – SERVER HOSTING RULES – PUBLIC HIVE | 9.16

In order to keep this document succinct and easily understood at a glance, we will break down the simple Do and Don't list for game server providers hosting DayZ.

It is not acceptable under –any– circumstance at this time to exploit game mechanics to sell in game items for real money.

Any questions regarding this can be directed to support@bistudio.com, or the respective game server provider.

Acceptable Usage of DayZ Servers (Also known as the “Do” list)

- You may change the following variables on your server
 - Player count (between 30 and 60)
 - Server name (Within certain limitations, which are called out below)
 - Camera mode (between 1PP and 1PP/3PP)
 - Crosshair mode (crosshair enabled/disabled)
 - Server time
 - Start time
 - Time acceleration
 - Time persistence
 - Server MOTD (Message of the Day)
- You may perform the following actions on your server
 - Restart server 5 times per day
 - View Admin Logs to enforce server rules or protect against cheating
 - Kick abusive players (harassment, cheating, exploiting bugs)
 - Be aware that this can tread a fine line, and if you are found to be violating this rule your server may be disabled until the issue can be addressed.
 - Turn the server off
 - Restore/Reset Persistence files
 - Once a day
 - Request has to be processed manually by game server provider

Unacceptable usage of DayZ Servers (Also known as the “Don’t” list)

- You may not change the following variables on your server
 - Password
 - Player count beyond 60, and below 30.
 - Message of the day to include slander, racism, sexism, or any general hate speak.
 - Signature Verification (Must always be enabled)
 - Server name must not contain any terms or phrases of the themes below
 - Player Versus Environment only
 - Player will be kicked
 - Server somehow has modified loot spawns, or other game data
 - Server is private
 - Server is “not operating properly”

- Hatespeak / Defamation of any person, place, or company
- Impersonating official DayZ servers (Stable or Experimental)
- Impersonate DayZ Development / Bohemia Interactive
- You may not perform the following actions on your server
 - Restart server to farm loot
 - Restart server to protect your character integrity after dying
 - Restart server more than 5 times per day
 - Set automatic server restart in your GSP (game server provider) control panel below or above 12 hours
 - Kick/Ban players without just cause
 - Use Admin Logs for any purpose other than server tracking exploiters/cheaters
 - Lock/Password the server
 - Install any 3rd party tools, modifications, or applications (aside from BEC – At this time)
- Several BEC/Rcon functions are restricted on Public Hive servers
 - Whitelist
 - Ban
 - Kick
 - Autokick
 - Slot reserve

