

# DAYZ – SERVER HOSTING RULES – PUBLIC HIVE | 10.16

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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.

Breach of any of these rules may result in a temporary or permanent removal of the server.

*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](mailto:support@bistudio.com), or the respective game server provider.

Monetization rules can be found here <https://www.bistudio.com/monetization>

## **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)
  - Use any unapproved monetization (f.e. sell in-game items or a location of a base)
- Several BEC/Rcon functions are restricted on Public Hive servers
  - Whitelist
  - Ban
  - Kick
  - Autokick
  - Slot reserve

