DAYZ – SERVER HOSTING RULES – PUBLIC HIVE | 02.14

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.

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 40)
  - Server name (Within certain limitations, which are called out below)
  - Server mode (between Regular and Hardcore)
  - Server time at restart
  - Server MOTD (Message of the Day)
- You may perform the following actions on your server
  - Restart server
  - 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

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 40, 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
- You may not perform the following actions on your server
  - Restart server to farm loot
  - Restart server to protect your character integrity after dying
  - Kick players without just cause
  - Lock / Password the server

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