

GATES OF HELL

GENERAL RULES

1. In-Game Name:

- Your in-game name must match your Discord name. ***This is Mandatory***

2. No Cheating or Exploiting:

- Hacking, external software, or game mechanic abuse (e.g., meatballing, moonwalking, dwarfing, render glitches, loot cycling) is strictly forbidden.

3. Respect:

- No harassment, mic spam (**SAFE ZONES**), threats, or hate speech.
- Banter is fine, toxicity is not.

4. Combat Logging,

- Wait 15 minutes after PvP before logging out.
- Applies to: Shooting, Capture the Flag, ATMs, Airdrops, Keycard Rooms.
- Exception: on going raid killed or surrendered (no logout with loot if surrendered).

5. Base Takeovers:

- You may take over bases without flags.
- Admins will not assist.

6. No Meta Gaming:

- Don't share base locations or announce raids or PvP.

7. No Teamkilling:

- Considered K/D boosting strictly prohibited.

8. No Griefing: (NOT EFFECTIVE DURING PURGE)

- Don't destroy loot, vehicles, Popcorning.

9. • Only dismantle what's required to access the base. Beyond that is considered griefing and is not allowed.

9. Reporting Rule Breakers:

- Don't accuse in chat or Discord.
- Submit a ticket with proof (video/screenshot).

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10. No Alt Accounts:

- Strictly prohibited.

11. No Stream Sniping:

- Forbidden.

12. Discord Rules Apply:

- In-game behavior must follow Discord server rules.

13. Bug & Glitch Support:

- Admins may assist but refunds are not guaranteed.
- Submit a ticket with evidence.

GROUP RULES

1. Max Group Size:

- 5 players max.

2. No Alliances:

- No Teaming up for PvP/raiding/defending with other groups.

3. Trading:

- Allowed between groups at your own risk.

4. Internal Disputes:

- Not handled by admins.

5. No Player Cycling:

- Don't swap members mid-PvP or raid.
- Group member swapping is allowed only when your team is not involved in or preparing for combat or a raid. (Before Raid Weekend Starts and After it Ends, **Not During**)

6. Vehicle Limit:

- 5 per group (Cars/Boats/Helis combined).

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SAFE ZONES RULES

- 1. No Stealing:**
 - Don't steal gear, items, vehicles or vehicles parts.
- 2. No Trolling/Spam:**
 - No harassment or disruption.
- 3. No Blocking:**
 - Don't block other players or roads.
- 4. Vehicles:**
 - Vehicles left in the open will be impounded after 24 hours.
 - Safe Zone garages free to use and should NOT be used for extra Vehicles Storage.
 - Safe Zone garages Max time is 24 Hours or Vehicles Will be impounded.
 - All impounded Vehicle will be Auctioned if not retrieved after 24 hours of it being impounded.
- 5. P2P Trader Use:**
 - Trade directly at your own risk, no admin refunds for scams.
- 6. Lock Your Vehicle:**
 - You are responsible.
- 7. No Camping Safe Zones:**
 - Do not camp Safe Zones.
 - Do not follow players out to kill/steal.
- 8. Non-Safe Zones Traders:**
 - Safe Zones rules do not apply outside safe zones.
- 9. Black Market:**
 - Some items sell for more here.
- 10. Proof Required:**
 - All reports/claims must include proof.

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VEHICLE RULES

1. Vehicle Despawns:

- Use car covers Required when not in use (Auto Car Cover is Enabled). DayZ bugs may still despawn them.

2. No Refunds:

- Admins do not refund lost / ruined / in water vehicles. • If the issue was caused by a server crash, open a ticket directly for that time frame.

3. Safe Zone Theft:

- May be refunded with valid proof.

4. Modded Limitations:

- Bugs can happen, admins can't fix all.

5. Drive/Fly Carefully:

- Always carry a hydraulic jack. Admins may only assist if the vehicle is stuck due to a game bug, not due to poor driving or misuse.
- Buy Vehicles at your own risk. No refunds.
- Areas marked as FLY RISK are hazardous by design. If you crash while flying into or around these areas, it is considered user error and will not qualify for admin assistance.

6. Lock Picking:

- Allowed anytime except inside Safe Zones.

7. Lost / Ruined Keys:

- Will not be replaced. (Make a copy and keep it safe)

8. Garages (Group & Safe Zones):

- Vehicles in garages are not guaranteed safe from bugs. Use at your own risk.
- One garage per group.
- Admins will not retrieve vehicles.
- Garages can be hacked. Use at your own risk.
- Garages are NOT global.

You take out the Vehicle from the same Garage you parked it in.

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RAIDING RULES

- 1. Record Everything:**
 - Always record to protect yourself and report others.
- 2. No Blocking/Building During Raids:**
 - Don't build or block once a raid begins.
- 3. No Rebuilding During Raids:**
 - No rebuilding/relocking doors for 30 minutes after last C4.
 - No new doors or locks.
 - No rebuilding through floors/walls/roofs/windows.
- 4. Logging Off in Another Base:**
 - Don't log off in another player's base.
 - If you glitch in, F11 immediately.
- 5. Boosting:**
 - From Player, vehicles and objects boosting is Allowed.
 - No stacking items into ladders.
- 6. Raid Times:**
 - Weekends only C4, Starts from the 2nd Weekend of the Wipe (Wipe Cooldown)
Check Event Calendar in Discord
 - Open windows/doors, Gaps, Wrong Building & Storage: 24/7
- 7. Combat Logging:**
 - Don't logout if a raid started unless killed/surrendered.
 - Surrender = leave loot.
- 8. Raiding the same base:**
 - If you successfully raided a base you are not allowed to raid the same base in the same weekend. It means you have reached main loot room, looted and left. You have won, move on!
- 9. No Griefing:**
 - Don't destroy loot, vehicles, Popcorning.
 - Only dismantle what's required to access the base. Beyond that is considered griefing and is not allowed.

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BASE BUILDING RULES

1. Base Limit:

- One base per group/player.
- No temporary raid bases.

2. Location Restrictions:

- Some No Build Zones are in the map posted below.
- In addition, at least:
 - 300m from small military (Tents - Check Points)
 - 100m from Dynamic events (Crashes - Airdrops - KOTH – Locked Rooms – So on)
- No building at police/fire stations, wells, hospitals, etc.

3. Size Limit:

- Max 30m radius.
- Anything outside despawns (unprotected by flag).

4. Design Restrictions:

- Must have ground-level access.
- No sky bases or blocking roads.
- One-floor overhang max.
- All peaks must be two-way (No Pixel / No Tiny Peaks / No Toe Peaks).
- No trap bases or balance beam rooms.
- Don't stash containers in bugged spots or no access/hidden air locks.
- Hanger Doors only to be used for Helicopter garage entrance.

5. Raiding Accessibility,

- No walls replacing doors or loot-blocking objects.

6. Layout Requirements:

- Corridors Width must fit 2 players side-by-side.
- Distance between 2 doors must be at least half a floor.
- Avoid forced animations (crouch, vault, ladder, etc.).

7. Code Lock Limit:

- Max 20 per base (excluding any storage).
- 2 Hangar doors = 1 if both locked.

8. No Double Stacking:

- No double anything.

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ADMIN CONDUCT & REPORTING

1. No Admin Abuse:

- Admins are held to the same rules as players.
- Admins may not use their abilities for personal or group advantage.
- Admins must not intervene in PvP, raiding, or looting unless officially in Admin Mode and responding to a ticket or issue.

2. Admin Accountability:

- Admin actions (e.g., bans, teleporting, spawning, etc.) are logged and monitored by senior staff and server owners.
- Admins must remain transparent and unbiased in all decisions.

3. Reporting:

- If you believe an admin has abused their power, submit a ticket in discord or report it thru the appropriate channels with solid evidence (video/screenshot).
- Public false accusations, harassment, or misinformation targeting the server, staff, or community is not tolerated under any circumstances.
- All admin complaints will be reviewed by senior admins or server owners privately and professionally.

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COMPENSATION POLICY

- We strongly recommend using recording software like Shadow play, OBS, or any other software you prefer.
- Clear evidence is required. Tickets lacking clear evidence are subject to deletion.
- Making fake tickets or creating fake scenarios will be punished.

1. Vehicle Compensation Policy

Approved:

- Vehicle stolen from Safe Zone.
- Did not receive key or vehicle from Trader when purchased (Note: Vehicles without doors do not come with keys).
- Vehicle destroyed illegally by another player.
- Vehicle doors or inventory are bugged/inaccessible.
- Vehicle lost due to cheater.

Denied:

- Lost vehicle on restart/crash.
- Flipped vehicle.
- Lost key.
- Vehicle stuck.
- Parked on uneven terrain.
- Parked in pre-built buildings.
- Vehicle stolen or raided legitimately.
- Destroyed engines.
- Water damage.
- Driving outside the map.
- Flying to the moon.
- Flying underground.
- Vehicle left in Trader.
- Vehicle left uncovered.
- If you log out in a locked room / bunker / no log out area.
- Flying to a Fly Risk Area.
- Tickets not filled out with proper evidence.

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2. Item Compensation Policy

Approved:

- Items stolen from Safe Zone.
- Did not receive item from Trader when purchased.
- Killed by cheater.
- Killed in Safe Zone.

Denied:

- Lost items on restart/crash.
- Lost items in a legitimate raid.
- Lost items from dying in PvP combat.
- Lost items from dying in PvE combat.
- Items or bodies falling into walls or floors.
- Missing or despawned items or base-related items (including the base itself) due to serving a ban.
- If you log out in a locked room / bunker / no log out area.
- Tickets not filled out with proper evidence.

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PUNISHMENTS

CONSEQUENCES FOR BREAKING THE RULES

1. Hacking / Modding / Ban Evading / Glitching:

- 1st Offense: Perm Ban

2. Stream Sniping / Meta Gaming / Breaking Raiding Rules / Trolling / Toxicity /

Racism / Homophobic slurs / Hate speech:

- 1st Offense: 2 Week Ban
- 2nd Offense: Perm Ban

3. Breaking other Game Server Rules:

- 1st Offense: 48 Hours Ban
- 2nd Offense: 1 Week Ban
- 3rd Offense: Perm Ban

Some Punishments might differ depending on the severity of the offense and admins decision

- Warning
- Muting
- 24 Hours Ban
- 48 Hours Ban
- 1 Week Ban
- 2 Week Ban
- Perm Ban

If you are banned and feel that it's unfair ban or admin abuse or based on incorrect information or lack of proof, you can submit a Ban Appeal through the provided channels.