BF2Hub Systems
(www.bf2hub.com)
RULES OF ENGAGEMENT (ROE)

Last update March 2015

RANKED SERVERS - AN OVERVIEW

The ranked server program and ranking system for Battlefield 2 was introduced by DICE and EA and is continued by BF2Hub. It is designed to promote a system of statistics gathering and rewards for players on a level playing field in which players can expect the same standard configuration and playing environment on any ranked server they play on. These standards are achieved and maintained by ensuring that all server providers and server administrators are abiding by a common set of rules as determined by BF2Hub.

1. RULES AND POLICIES FOR TRUSTED PARTNERS / SERVER HOST PROVIDERS

BF2Hub is limiting trusted server software distribution to our network of Trusted Partners in order to protect the integrity of the code system. We want everyone to be able to play Ranked Servers if they choose. It is imperative that all of these Rules and Policies be adhered to in order to create a level playing field for everyone.

1.1 Server Configuration

1.1.1 Ranked Servers have a number of settings hard-coded so that users cannot adjust them. These settings are all set as below to keep the competition on Ranked servers balanced across all providers:

minPlayers: 16+ (minimum server size is 16 players)

sv.password = "" (empty string - Ranked servers may not be password protected. Ranked servers are intended to be available to all players.)

sv.numPlayersNeededToStart = (6 for 16-31 maxPlayers, 8 for 32-64)

sv.spawnTime 15

sv.manDownTime 15

sv.ticketRatio 100

sv.teamRatioPercent 100

sv.punkBuster 1

1.2 Server Content

1.2.1 Ranked servers must be entirely "pure" with no customization outside of the default content shipped by DICE/EA or BF2Hub. Ranked servers are not allowed to run customised games or Mods, as we cannot ensure the balance of these components.

1.2.2 Whenever there is a new patch released Ranked Partners are required to upgrade their servers.

Ranked servers are not to run upcoming content early nor out of date content.

1.3 Server Access

1.3.1 BF2CC may be used to access and adjust server settings not defined above but hosts must be able to demonstrate that the ranked server code is secure. No FTP access or other direct access to the files is allowed.

1.4 Maps

1.4.1 Custom maps are never permitted on ranked servers, although we do permit map sizes to be defined independently of maximum players.

2. RULES AND POLICIES FOR ALL SERVER ADMINISTRATORS MANAGING RANKED SERVERS

These are rules and policies that all people running ranked servers are expected to observe. Failure to do so can result in the server being delisted or banned from the ranking system.

2.1 Copyright Infringements and Advertising

2.1.1 Server Administrators may not market, promote or advertise other services or products than BF2Hub on any ranked servers (excluding trusted partners, EA/DICE content and in game server messages).

2.2 Game Setting Changes

2.2.1 Server Administrators may not change any server settings preset by BF2Hub (as listed above).

2.2.2 Server Administrators may not load up custom maps or modifications to Ranked Servers.

2.2.3 Server Administrators may not exploit the ranking system in any form by intention.

3. RULES AND POLICIES APPLYING TO ALL PLAYERS ON RANKED SERVERS.

The following rules are ones that players are expected to abide by while playing on ranked servers. Any use of third-party programs or game exploits not listed below should be reported through one of the channels listed below.

3.1 Use of Cheats or Hacks

3.1.1 Players may not change (hack) any core games files or effectively change game settings by employing external programs or cheats for the purposes of giving themselves an unfair advantage over other players. This would include but not limited to:

(a) MSX and other 3rd party software.

(b) Modification of weapons code, aka Tank turrets exploit.

(c) CVAR hacks which would make players appear Neon

(d) CVAR hacks that let players see thru walls or buildings

(e) Mini-Map hack so all players are visible

(f) Modification of Player Names which would alter their size or colors.

3.2 Game Exploits

3.2.1 Players may not use or exploit game mechanisms to artificially boost their score ("stats padding") and Server administrators may not knowingly allow or encourage this activity on their servers.

This would include but not limited to:

(a) Using tag teams to take turns to kill and revive each other in turn (using knives, pistols, etc.)

(b) Playing on Knife and/or Pistol only Servers

(c) Playing on Knife only Servers

(d) Playing on "High Points" Servers

(e) Playing on "No Artillery" or "No Armour" Servers (except when using Infantry only server-side option)

(f) Using Vehicles removed from battlefield for purposes of artificially inflating points

(g) Turning boats upside down and constantly repairing them

(h) Glitching inside buildings (using building model glitches to attack out without risk of being hit).

4. REPORTING VIOLATIONS OF THE ROE

Anyone who observes violations of the ROE based upon server rules or player actions should report these violations (with screenshots) as soon as possible.

Any action taken against players or Server Administrators will be taken by BF2Hub and may include having ranked servers being delisted (unranked) or banned from the ranking system or having player accounts reset to remove all global points and awards.

Violations (or suspected violations) can be reported to any of the following authorised groups:

BF2Hub Support: http://bf2hub.com/support

Punkbuster: Cheats, hacks or exploits can be reported to research@evenbalance.com

5. CHANGES TO THE ROE

BF2Hub may change this ROE from time to time, and all changes will be effective at the time we post them. If we believe there is a significant change, we may indicate on the BF2Hub websites that our ROE has changed. The then-posted version of the ROE supersedes all prior versions. Your continued access to or use of any of the BF2Hub services shall be deemed your acceptance of the ROE.