



=167= GAMING CLAN GENERAL ORDER



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TITLE: FIVEM SERVER RULES & POLICIES	GENERAL ORDER: 4.0
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RESCINDS: N/A	

SCOPE: All players in the FiveM server.

CONTENTS: This procedure consists of the following numbered sections.

- I. INTRODUCTION
- II. GENERAL RULES
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- XII. LICENSURE
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PROCEDURE:

- I. INTRODUCTION
 - A. All players are expected to be well-versed on the server rules. Ignorance of any clearly written and published rule or policy is not an excuse and all violations will be treated as if they are intentional.
 - B. All clan members must abide by community rules pursuant to *Chapter 3.2 – Member Conduct* and all other General Orders. Flagrant violations of this General Order by members may result in corrective action as defined in *Chapter 3.3 – Corrective Action*.
 - C. Violations of rules listed in this General Order shall hold a letter-classification and all enforcement actions shall occur pursuant to *Chapter 4.1 – FiveM Server Rule Enforcement*. Severity shall be designated by the ascension of letter-classifications.



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- D. All players are encouraged to record video when they play in the server. Utilizing OBS, Medal, or other software to document incidents will afford the best chance of corrective action being issued for violations and vindication when an individual did not actually violate the rules.

II. GENERAL RULES

- A. [Class-G] Per the ESRB “Mature” rating of Grand Theft Auto V, players in our server must be 17 years or older.
- B. [Class-A] All players must have a working, clear-sounding microphone. Microphones should be set to push-to-talk and players should make every effort possible in preventing background noise from being transmitted in-game.
- C. [Class-A] All players shall speak only English in voice and text chat. Moderators cannot do their jobs if they cannot understand what is being said.
- D. [Class-B] Character names must be reasonably realistic-sounding and cannot contain gross profanity. For example, the name “Dick”, short for “Richard”, is not profane in and of itself.
- E. [Class-C] Because we strive to be streamer friendly, all players must adhere to Twitch Community Guidelines. Intentional behavior intended to implicate a streamer in a violation of their guidelines will result in an immediate and permanent ban.
- F. [Class-C] Habitual and gross toxic behavior are not permitted. Being “in character” will not be a sufficient excuse for habitual or provocative behavior intended to harm or bother others.
- G. [Class-B] Do not play music or other content over your microphone. You may utilize resources in-game, such as car radios and televisions, which others have the ability to mute, to do so.
- H. [Class-E] Do not advertise for, or encourage others to join, other FiveM servers.



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III. REPORTING PROCESS & SERVER ADMINISTRATORS

- A. [Class-D] Players can be reported by using the */report* command. False reports and dishonesty with staff are prohibited.
- B. [Class-C] Administrators and Moderators will actively enforce rules and respond to reports. Interfering with their ability to do so, or arguing with them, is an immediate 1-day ban.
- C. Administrators are not your personal genie. They may not compensate losses, repair vehicles, teleport players, or give anyone items/money upon request. Losses incurred from lag, desync, a user's computer issues, etc. will be written off as "FiveM-isms" and no reimbursement shall occur.
- D. All administrative actions are logged and monitored by management. Administrators may not give themselves or players any items, money, vehicles, etc. unless one of the exceptions are met below:
 - i. Staff member is on their designated staff character performing development or administrative duties.
 - ii. Staff member is holding an event approved by management.
 - iii. Staff member is reimbursing an individual for loss resulting from a clearly documented / evidenced bug or rule violation.
- E. To ensure everyone is treated fairly, server administrators cannot enforce rule violations without evidence. When responding to a report about a rule violation, they may secretly spectate and/or interview involved parties. In the absence of witnessing the offense or proof beyond a reasonable doubt, such as a video clip or significant witness corroboration, they may not be able to rebuke violators.

IV. IN-GAME BEHAVIOR

- A. [Class-A] Stay in-character at all times unless an administrator is present and instructs you to break character.
- B. [Class-A] If someone breaks rules or character, try your best to finish the scenario while staying in character and abiding by the rules. Don't confront someone and say, "that's against the rules". Report the incident to server staff and let them handle it.
- C. [Class-B] Do not try to bait others into breaking character or violating server rules.



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- D. [Class-A] Do not use information learned outside of gameplay to influence your character's behavior. Additionally, do not use knowledge gained by playing one character to influence the actions of another. Your characters can never know each other and the one you are playing only knows what they've experienced or heard firsthand.
- E. [Class-B] Players cannot transfer items, vehicles, money, etc. between their own characters. This includes trying to use someone as a middleman. Anyone attempting to be a middleman for same-player-character transfers will be in violation of this rule.
- F. [Class-B] Do not use outside resources, such as Discord voice or DMs, to disseminate roleplay-related information to one another. (Example: If a criminal is acting as a spotter for a robbery crew, they can only use the in-game radio, cell phone, or proximity chat to communicate with the rest of their crew.)
- G. [Class-C] Players shall not unrealistically insert themselves into ongoing situations or shootouts. (Permissible Example: If a shooting or robbery occurs, non-police players / "good Samaritans" are allowed to intervene.) Players are allowed to defend themselves and other innocent players, and may even attempt to detain a criminal if reasonably and realistically plausible.
- H. [Class-A] OOC (Out-of-character) text chat should only be used for technical issues and questions about keybinds or commands. Questions/comments relating to in-game activities or features, such as locations of drop-off points, shops, etc. should only be asked of other players through VOIP while in character.
- I. [Class-B] Voice changers, soundboards, and music are prohibited in voice chat. Individuals wishing to utilize a voice changer for comedic and roleplay purposes may request an exception through server administration.

V. FAIL RP / REALISM

- A. [Class-C] Do not deviate from, or abuse, game mechanics in order to gain an advantage or cause a problem. (Example: Attempting to abuse emotes in order to get out of confinement.)
- B. [Class-B] When you are downed, you cannot continue to communicate effectively or coherently with others. When you are unconscious, you should not speak at all.
- C. [Class-B] Do not intentionally kill yourself, get yourself killed, or logout in order to evade any roleplay or staff situation. This includes ending every police chase in a gunfight so you can die and avoid jail time.



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- D. [Class-A] Do not habitually drive at unrealistic speeds (100+ MPH) or perform extremely dangerous maneuvers in vehicles without sufficient reason.
- E. [Class-B] Players cannot utilize unrealistic/unintended in-game mechanics to gain an advantage over other players. (Example: Abusing emotes so you can lay down inside a car to avoid gunfire.)
- F. [Class-B] External friendships should not have any influence over roleplay interactions with others. Business owners and employees cannot offer services or goods valued above \$1,000 for free to other players.

VI. DEATHMATCH POLICIES & SCENE INITIATION

- A. [Class-B] At bare minimum, a verbal confrontation / “scene” should be initiated and acknowledged by the receiving party before fists or bullets start to fly. Do not randomly attack another player without reason.
- B. [Class-C] Do not ram your vehicle into other vehicles or pedestrians unless a scene has already started. Randomly smashing into people without scene initiation is in violation of this rule.
- C. [Class-B] Do not attack, antagonize, harass, or try to bait a member of public safety for no reason. Creating a diversion for other criminals, as long as it is not a direct interference in another scene, is permissible and does not violate this rule.

VII. VALUE OF LIFE & TIME

- A. [Class-A] Players shall perform all actions while taking the lives of themselves and others (including NPC peds) into consideration. Reckless behavior for no articulable reason is not permitted.
- B. [Class-B] When you are picked up by a first responder, you cannot immediately sprint away or go back to what you were doing. You are seriously injured, possibly in critical condition, and may be fighting for your life. Your participation in the scene leading up to your injury is over.
- C. [Class-B] Getting into constant high speed chases or gunfights for no productive purpose is prohibited. We will consider this FAIL RP / NIRP (No intention to roleplay).



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- D. [Class-B] Players shall respect the value of each other's time. From the time of being restrained by non-police, kidnapped, downed, or arrested by police, an imprisoned individual shall not be held longer than 30 minutes real-time. After that time has passed, a player can assert, while remaining in character, to terminate the scene. This includes expediting the jailing process or reducing the time spent in jail.

VIII. NEW LIFE & SAFE ZONES

- A. [Class-B] POLICE STATIONS & HOSPITALS: These buildings and the surrounding areas, including annexed buildings, parking lots, and garages, are considered safe zones and cannot be intentionally attacked. Additionally, a crime cannot occur if players are conducting a trade or business in the parking lot of a police station.
- B. [Class-B] CASINO & ARCADE: The interior of the casino and arcade are safe zones. As soon as you enter the building, all conflict must cease. Players cannot attack or rob one another while inside these buildings. The driveways and parking lots, however, are not protected under this rule.
- C. [Class-B] CRAFTING WORKBENCHES: Since players partaking in crafting will be inside menus and unable to see what is happening around them, areas which contain crafting benches are considered safe zones. Players can be robbed/attacked outside the vicinity of the benches, such as outside the building or a distance away from the bench if it resides outdoors.
- D. Police are exempt from the *NEW LIFE & SAFE ZONE* rules contained within *paragraphs A, B, and C*. They can initiate scenes, serve warrants, respond to calls, interview individuals, and effect arrests inside of safe zones. Individuals on the receiving end of police activity within safe zones can resist and flee, but they may not initiate confrontations; they may only respond to police-initiated ones.
- E. [Class-C] If you respawn after death, your character has complete amnesia relating to the events leading to their death. You cannot re-enter any ongoing scenarios which you were part of following your discharge from the hospital. The only permissible exception is if an individual is able to subsequently interview witnesses and fill in the gaps of their lost memory.

IX. CRIMINAL ACTIVITY

- A. The purpose of this *CRIMINAL ACTIVITY* section is to support an equilibrium between police and those who commit crime. Police are expected to respond to any number of incidents, including medical calls at times, and cannot do so if they are constantly tied up in high speed chases and shootouts. Non-police players have previously expressed frustration when they weren't given aid after calling 911 twice in one night because the police were constantly tied up with robberies and shootings.



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- B.** [Class-B] Criminal activities, such as robberies and heists, are limited to five (5) participants at any given time. This includes lookouts/spotters, getaway drivers, individuals sabotaging a power station, and those staging a distraction for police. If a criminal is killed or arrested during a scene, they are still part of it and cannot be replaced by another.
- C.** [Class-A] If a criminal has no reason to believe they are wanted by police, or have no reason to flee/resist an officer, they're expected to be cooperative. Constantly fleeing from police or getting into shootouts with police for no reason are prohibited. No one flees a traffic stop at 90MPH to avoid a stop sign ticket.
- D.** [Class-B] 911 spamming is not permitted. One call per incident is the limit unless updated information/locations must be disseminated with first responders in real-time.
- E.** [Class-A] Priority cooldowns shall exist until we have established a sufficient player base in the server. Priority calls are defined as robberies, police pursuits, kidnappings, shootouts, and ongoing hostage situations. Only one priority scene shall occur at any given time and they should not be initiated until cooldown timers from antecedent priority scenes have expired.
- F.** [Class-A] First responders and government officials may not violate criminal law at any time; on or off duty. The only exception shall apply to undercover police officially doing so in accordance with their cover identity.
- G.** [Class-A] If a first responder unintentionally violates criminal laws or flagrantly violates/disregards traffic laws, they can and will be confronted by law enforcement. Egregious violations will be addressed by server administration.
- H.** An arrested player may be afforded the option of bail should their charges be of non-violent nature and should they cooperate without resisting. A general rule of thumb would be \$1,000 per month (real-time minute), in addition to all fines, and shall be paid in full prior to their release. Bail is not returnable to the offender unless they contest the charges in court and win.



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X. BUSINESSES & GOVERNMENT AGENCIES

- A. Anyone opening the first small business that serves a critical purpose in the server may receive a one-time stimulus or rebate, at the discretion of server administration, up to 50% of the cost required to start the business.
- B. The Los Santos County Sheriff's Office shall receive quarterly funding (four times per year real-time) from the State of San Andreas of \$6,000,000. This funding shall be used toward agency vehicles, agency vehicle upgrades, car washes, gas, law enforcement medical bills, equipment, etc. and shall be spent at the discretion of the Sheriff with oversight from server administration.
- C. The Los Santos County Fire-Rescue shall receive quarterly funding (four times per year real-time) from the State of San Andreas of \$3,000,000. This funding shall be used toward agency vehicles, agency vehicle upgrades, car washes, gas, employee medical bills, equipment, etc. and shall be spent at the discretion of the Fire Chief with oversight from server administration.
- D. The following businesses can be purchased using the store scripts for the amounts below. This amount will vary based on the area and amount of traffic and does not include inventory, parts, or any kind of stock.
 - i. Store (Electronics) - \$50,000 - \$100,000
 - ii. Store (Convenience) - \$60,000 - \$120,000
 - iii. Store (Grocery) - \$70,000
 - iv. Store (Hardware) - \$75,000 - \$150,000
 - v. Store (Liquor) - \$80,000 - \$160,000
 - vi. Store (Gun) - \$150,000 - \$300,000



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- E. The following businesses can be purchased through server administration for the amounts below. This amount will vary based on the area and amount of traffic and does not include inventory, parts, or any kind of stock.
- i. Taxi Company - \$60,000
 - ii. Package Delivery Company - \$70,000
 - iii. Law Firm - \$75,000
 - iv. Security Company - \$75,000
 - v. Restaurant / Bar / Club - \$75,000
 - vi. Towing Company - \$100,000
 - vii. Waste Management Company - \$100,000
 - viii. Mechanic Shop - \$100,000 - \$200,000
 - ix. Real Estate Company - \$120,000
 - x. Car Dealership - \$150,000 - \$300,000
- F. Owners of businesses are free to spend their business's money any way they see fit. If their business runs out of funds, is inactive for an extended period of time, and/or cannot fulfill the needs of its customers in a timely manner, server administration may seize the business and place it back up for sale to other players.
- G. Individuals who wish to own a business using a specific MLO that we do not have are welcome to purchase/donate it to the server. We will add it and grant them ownership of the property.

XI. LICENSURE

- A. The following licenses will be available to new players without petitioning server administration or government agencies:
- i. Driver's License
 - ii. Fishing License
 - iii. Commercial Fishing License
 - iv. Boating License
 - v. Diving License
 - vi. Medical Marijuana Card
 - vii. Hunting License
 - viii. Weapon License



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- B. The following licenses will be available to players by contacting a member of the Los Santos County Sheriff's Office command staff:
 - i. Pilot's License - \$20,000 (Must not have criminal history involving aircraft)
- C. Law Enforcement Officers can revoke any of the licenses listed within the chapter. In order to re-obtain licensure, players will have to speak with a member of the Los Santos County Sheriff's Office command staff. Requests may be outright denied based on criminal history.
- D. The fees to reinstate a license, if granted by a member of the Los Santos County Sheriff's Office command staff, are as follows:
 - i. Driver's License - \$150
 - ii. Fishing License - \$50
 - iii. Commercial Fishing License - \$75
 - iv. Boating License - \$100
 - v. Diving License - \$50
 - vi. Medical Marijuana Card - \$250
 - vii. Hunting License - \$50
 - viii. Weapon License - \$300

XII. MISCELLANEOUS POLICIES

- A. Server rules may be modified by server administration as needed. No exceptions or accommodations shall be made for individuals who do not wish to adhere to our server rules. Server administrations shall maintain uniform expectations and hold those who fail to meet them accountable.
- B. Server administrators and ownership reserve the right to take corrective action toward actions/behavior(s) which they deem to be disruptive, unacceptable, or which clearly detract from the fellow players' experience, even if the actions/behavior(s) do not directly violate a rule or policy listed within this General Order or others.
- C. All enforcement action taken will not take into consideration monetary donations of any kind. People who donate have to follow the same exact set of rules as everyone else and are not granted additional leeway.