



=167= GAMING CLAN GENERAL ORDER



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TITLE: FIVEM SERVER RULE ENFORCEMENT	GENERAL ORDER: 4.1
EFFECTIVE: 22 JUL 2024	MODIFIED: 12 NOV 2024
RESCINDS: N/A	

SCOPE: All players in the FiveM server.

CONTENTS: This procedure consists of the following numbered sections.

- I. VIOLATION CLASSIFICATIONS
- II. RULE ENFORCEMENT

PROCEDURE:

I. VIOLATION CLASSIFICATIONS

- A. Server rule violations listed in *Chapter 4.0 – FiveM Server Rules & Policies* shall be alphabetically-classified, with classifications ascending based on the severity of the offense.
- B. Minimum and maximum points shall be attributed to each violation and will be issued at the discretion of the rebuking administrator. These points will be used to consider which form(s) of corrective action are appropriate. See table below.

CLASSIFICATION	SEVERITY / IMPACT	MINIMUM POINTS	MAXIMUM POINTS
CLASS A	MINIMAL	0	5
CLASS B	LOW	0	10
CLASS C	MODERATE	5	20
CLASS D	HIGH	20	50

- C. Any individual, who is the subject of a rule violation, who leaves a scene, Discord voice channel, or attempts to evade an administrator/moderator **will automatically be assigned double** the maximum point value assigned for the offense.



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II. RULE ENFORCEMENT & PENALTIES

A. Utilizing the point system referenced above, administrators will take into consideration the following factors when deciding the number of points issued for an offense:

- i. How many other players were impacted by the offense?
- ii. How seriously were other players impacted by the offense?
- iii. Was the offense performed flagrantly, or with disregard toward rules and staff?
- iv. Was the intention of the violation to cause aggravation to others?
- v. Was the individual violating the rule aware of said rule and did they understand it?
- vi. Was the individual previously warned for the same type of violation?
- vii. How many violations has the offender had within the past 30 days?
- viii. Is the behavior uncharacteristic of the individual? Could they just be having a bad day?

B. Penalty points shall compound indefinitely. Administrators rebuking individuals with multiple violations shall add the sum of all penalty points over the last 3 days, 7 days, and 30 days.

The below table recommends consequences for an individual based on their infractions. One or more columns should be met for the level of consequence being considered. Administrators may opt to use a lesser consequence based on their assessment as defined in *Section II, Paragraph A*.

CONSEQUENCE	LAST 3 DAYS	LAST 7 DAYS	LAST 30 DAYS
SERVER KICK	5	10	15
1-DAY BAN	10	15	20
3-DAY BAN	15	20	25
7-DAY BAN	20	25	30
PERMANENT BAN	50	75	75

C. Banned individuals can submit an appeal through our website [here](#). Only one appeal will be considered for each ban.

D. Individuals who have not had any violations over a 30-day period can petition server administration to have a reduction in penalty points or an expungement of some offenses.

E. Server administration shall maintain transparency with individuals who have received corrective action. Players shall always be entitled to know their point accumulations and list of offenses.



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- F. Server ownership and Headquarters also reserve the right to impose, in lieu of or in addition to warnings/bans, reasonable consequences on individuals who violate rules, up to and including:
- i. In-game monetary penalty.
 - ii. Death / forced respawn of character.
 - iii. Deletion of character.
 - iv. Deletion of vehicle.
 - v. Deletion of a house, stash, or business.
 - vi. Deletion of items.
 - vii. Reset of crafting level(s) back to 1.
 - viii. Loss of in-game job.
 - ix. Blacklisting from holding a job.
 - x. Blacklisting from possessing a license (such as aircraft).
 - xi. Loss of in-game gang.
 - xii. Loss of administrative/moderator powers.