



=167= GAMING CLAN GENERAL ORDER



TITLE: MEMBER CONDUCT	GENERAL ORDER: 3.2
EFFECTIVE: 13 NOV 2019	MODIFIED: 7 APR 2025, 17 DEC 2024, 26 MAR 2024, 14 MAR 2024, 26 SEP 2020, 11 MAY 2020
RESCINDS: <i>COMMUNITY HANDBOOK (18 MAY 2019), COMMUNITY HANDBOOK (20 SEP 2014), IET HANDBOOK (7 JUN 2014), IET HANDBOOK (04 AUG 2013), APB ACADEMY HANDBOOK (19 MAY 2013), GENERAL ORDERS (29 MAY 2009), COMMUNITY HANDBOOK (29 NOV 2008), 167MAN (02 MAY 2008)</i>	

SCOPE: All units and members of the =167= Community.

CONTENTS: This procedure consists of the following numbered sections.

- I. **MEMBER EXPECTATIONS**
- II. **DISCORD RULES**
- III. **GENERAL CONDUCT**
- IV. **IN-GAME CONDUCT**
- V. **RECRUITMENT / PUBLIC AFFAIRS**
- VI. **MISCELLANEOUS POLICIES**

PROCEDURE:

- I. **MEMBER EXPECTATIONS**
 - A. When a member is wearing our tags or representing our community, they make an impression, perhaps the first impression, of the community to everyone they come in contact with. The impression a member gives others, on our behalf, will strongly influence what that person and their friends think about our community as a whole.
 - B. The community, as a whole, has a basic set of rules which are highlighted within this General Order. Each Game Unit may have additional rules and policies as needed to ensure successful operation.
 - C. Members are expected to be well-versed on the community rules and any policies which pertain to their Game Unit or any Game Unit in which they participate. 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.



=167= GAMING CLAN GENERAL ORDER

§

- D.** No exceptions or accommodations shall be made for individuals who do not wish to adhere to our policies or procedures. The =167= Community shall maintain uniform expectations and shall hold those who fail to meet them accountable. Excuses such as poor emotional/mental health or problematic life circumstances do not excuse violation of any policy or procedure. In good will, members who indicate having these shall be encouraged to seek professional assistance and may be asked to take a leave of absence from the community until they are capable of adhering to our policies and procedures.
- E.** Members are welcome to invite their close friends into our Discord and can encourage close friends to participate with the community in-game. Members are responsible for informing any invited guests of the applicable rules in which the visitors are expected to follow. Members shall assume full responsibility for the behavior of all guests they invite to participate with the community.

II. DISCORD RULES

- A.** Do not spam Discord with text, emojis, stickers, GIFs, etc.
- B.** Do not blast music over your microphone or use disruptive voice changers.
- C.** Do not post, stream, or direct message inappropriate content in our server or to other members of our community. "Inappropriate content" is defined as anything which involves racist/hateful content, nudity, gore, dismemberment, sex acts or bodily harm or death inflicted on people or animals.
- D.** Do not join voice chat if you are under the influence of anything that will alter your behavior enough to cause a problem. These could include alcohol, prescription medications, medical marijuana, etc. This rule does not explicitly forbid joining while under the influence, however, it does apply if a certain substance causes you to be disruptive.
- E.** Do not advertise or self-promote. This shall include posting links to your YouTube, Twitch, GoFundMe, or other platforms used to earn income or donations. This does not prohibit the sharing of content on YouTube or Twitch for the sole purpose of entertainment.
- F.** Do not ping everyone or entire groups, unless you hold NCO rank or higher, and have an official reason to do so.
- G.** Do not mute or block other members of the community. Also, do not ignore one another when in the same voice channel or call. Conflict in the community shall be addressed and resolved; not avoided.



=167= GAMING CLAN GENERAL ORDER



- H. English is the primary language in our servers. Using other languages to evade moderation is unacceptable, but general use may be permissible. Read the room. Those tasked with moderating chat cannot do so if they cannot understand what is being said. Members should avoid using a foreign language if multiple people in the channel cannot understand them; we don't want people feeling left out.
- I. When in a game-based voice channel, do not interrupt, distract, or talk over people if they are trying to communicate with one another or concentrate on a game. "Lobby" channels are for chatting and hanging out.
- J. Do not post Discord invite links or send DMs inviting others to join other personal, community, or community Discords. Links to official game developer Discords are permitted.

III. GENERAL CONDUCT

- A. Treat others with dignity.
- B. Do not single out a person for their race, sex, disability, religion, political beliefs, or personal appearance. Members can disagree, but may not personally attack others.
- C. Keep disagreements and smack-talking to a tolerable level.
- D. Being "offended" does not give members the right to break the rules or try to silence others. An individual, who may otherwise be seen as a victim, may be considered as a participant if they try to retaliate or engage in conflict. Instances where rules may have been broken should be reported to a member of the leadership team for investigation.
- E. Do not air personal disagreements, grievances against others, or grievances against community leadership, in public text channels, voice calls, etc. These issues should be discussed and resolved privately.
- F. Do not dox anyone. Sharing their full name, social media pages, location, photographs, or other personal information without their permission is strictly prohibited.
- G. Members are expected to act in a mature and respectable manner. If a member is unsure about the appropriateness of something they're about to say/type, they should refrain from doing so.



=167= GAMING CLAN GENERAL ORDER

§

- H.** Harassment is defined as intentional behavior intended to disturb/upset and is characteristically repetitive; it can also be threatening in nature. Harassment will not be tolerated.
- I.** Sexual Harassment is defined as unwelcome sexual or romantic advances. This can include repetitive, unwanted flirting and/or following another member around whenever they speak in text channels, join voice channels, play games, etc. Sexual harassment is immediate grounds for a permanent ban.
- J.** Threats are declarations of intention to inflict harm on someone or something, usually intended to cause fear. Threats, no matter how miniscule, are unacceptable. All threats shall be taken extremely seriously- even empty threats where the offender has no intention/ability of carrying them out or following through.
- K.** Do not spread rumors or misinformation.
- L.** Members shall support the policies, orders and procedures of the community. They shall not criticize or ridicule the community, its policies, orders, or personnel by speech, writing, or other expression which interferes with the maintenance of discipline, or otherwise undermines the effectiveness of the community or its leadership.
- M.** Members shall not interfere with leadership's ability to enforce rules or direct activities in accordance with all General Orders.
- N.** Members may not attempt to, or effectively, impersonate anyone else or falsely identify themselves as being in a significant position of authority, whether in a game or in the community. This includes GMs, Administrators, Community Leadership, etc.
- O.** Members may not solicit others for money. This includes requesting the gifting of a game, micro-transaction or donations of any kind. They shall not share links to GoFundMe or Patreon pages or share affiliate links which give them a kick-back. We are not here to profit from one another or take each other's hard-earned money.

IV. STAFF CONDUCT

- A.** Members who have been granted administrative privileges or authority may not use them to harass or otherwise upset other people. Additionally, they may not abuse their privileges or authority.
- B.** Staff members may not excuse the rule violations of other members in their presence. They may not permit members to break the rules and they may not selectively enforce the rules.



=167= GAMING CLAN GENERAL ORDER



- C. Members may not share access to / share information from a restricted-access Discord channel, private message or area on the website with any unauthorized individuals. (RULE OF THUMB: If a person doesn't have access, there is a reason- don't discuss it with them.)
- D. Staff members shall exemplify what it means to be a good member of the community. Failing to meet that standard shall be considered "Conduct Unbecoming of a Staff Member".

V. IN-GAME CONDUCT

- A. We define cheating as the use of any cheat, script, glitch, bug or exploit within a game which gives the offender an unfair advantage over other players. This includes macros, unauthorized modification of game configuration files, and anything deemed by a game developer as an illegal cheat or exploitation of an unintended bug. Anyone caught cheating will be banned, removed from the community, and their information may be forwarded to the appropriate game developers and anti-cheat organizations.
- B. Within games and servers which have items and personal storage kept within an open world, members may not steal from one another. For the purpose of this General Order, "stealing" shall be defined as a player intentionally taking an item that doesn't belong to them, without permission, OR borrowing an item that doesn't belong to them, with permission, and not returning it. The only exception is when they are participating in a Player-Versus-Player game mode and there is no expectation of teamwork.
- C. Within games and servers that have a guild bank or similar communal/shared storage, members may not take items they don't need, with the intention of selling them, destroying them, or using them outside of their intended purpose, without permission from a member designated to manage the storage area(s).
- D. Within games and servers that allow players to build their own structures or bases, members may not intentionally damage, destroy, or burgle a structure owned by another member of the community. The only exception is when they are participating in a Player-Versus-Player game mode and there is no expectation of teamwork.
- E. Within games where cooperation and teamwork are reasonably expected, members may not intentionally grief, teamkill, abandon, or refuse to assist other members for any reason.
- F. Within games where cooperation and teamwork are reasonably expected, and the objective is beating an enemy team, or defeating a boss, a member may not intentionally throw the game, sabotage their team, or significantly deviate from the primary goal of winning.



=167= GAMING CLAN GENERAL ORDER



- G.** Within games where shot-calling is conducive to success, the highest-ranking member present has the ability to appoint themselves as shot-caller, designate a shot-caller, or allow anyone present to be shot-caller. There shall only be one shot-caller and participating members are expected to follow their instructions. Debates and discussions about tactics should take place after the round has concluded.
- H.** Members are expected to adhere to the rules and terms of service surrounding any game they are playing in. They shall also adhere to reasonable instructions issued by game developers, administrators, moderators, or other individuals charged with policing conduct within games.

VI. RECRUITMENT / PUBLIC AFFAIRS

- A.** Do not post/distribute community material (including posts on forums, blogs or other websites) without the approval from the Headquarters Division.
- B.** Members may not take it upon themselves to create any social media profiles, blogs, personas, groups, communities, websites, in-game communitys/guilds or accounts anywhere on the internet which represent the community. If a member wishes to assist in this capacity, they should speak with the Headquarters Division or the Operations Division prior to the creation, or publishing, of any content.
- C.** Under no circumstances shall a member self-appoint themselves as an ambassador or attempt to address any public affairs-related situations without prior authorization. These situations include discussions on behalf of =167= with community allies, community rivals, game developers, server administrators, etc.

VII. MISCELLANEOUS POLICIES

- A.** ZERO-TOLERANCE FOR DRAMA - Server administrators and server ownership reserve the right to take corrective action toward actions/behavior(s) which they deem to be disruptive, unacceptable, or clearly detract from the fellow users' experience, even if the actions/behavior(s) do not directly violate a rule or policy listed in this General Order.
- B.** CRIME - If an individual here is suspected of committing a real-world crime, they may be reported to the appropriate authorities. We will accommodate and comply with any and all law enforcement requests should we be contacted. We previously reported and banned a sexual predator and will have zero hesitation to do so again in the future.



=167= GAMING CLAN GENERAL ORDER



- C. MONETARY TRANSACTIONS** - Community members are allowed to buy, sell, and trade tangible and digital items between one another as long as it is permissible by game licenses and law. Should they do so, it will be at their own risk. We recommend monetary transactions be done through PayPal, using a credit card, to maximize buyer and seller protection. With the presence of sufficient proof, anyone who intentionally scams or deceives another community member will be permanently banned. Management will not act as middlemen, debt collectors, or arbitrators for any real-world transactions. All transactions are private and are only between the parties involved.
- D. AUDIO RECORDING** - Our Discord server and most game servers can be accessed by anyone with our publicly-accessible and frequently shared invite links or server addresses. Voice calls and interactions may be recorded by staff or other participants. Any participant can record to their local device or stream to platforms such as Twitch, YouTube, etc. These individuals can share these recordings on the aforementioned platforms and with others. The most common instances of recording include when participants stream on platforms, such as Twitch, or take clips of gameplay using Discord, MedalTV, Shadowplay, or similar software. Community events and gameplay in our servers may also be recorded for documenting and future publication. By speaking in Discord voice channels or in-game voice chat, you consent to being recorded. You may refrain from speaking in voice channels any time you do not wish to be recorded. We have every intention of complying with all applicable laws and policies revolving around audio recording and wiretapping. Recording is not constant and despite this consent disclaimer, we discourage participants from doing so without notifying others first. Report any suspected abuse, bullying, etc. to us immediately.