

Staff Guidelines For Dinkleberg's TTT



For future and current staff members.

This is the official staff handout for Dinkleberg's TTT. Important rules, materials, and resources are located in this Document. Made by Admins (Gabe and Matt), Re-Done by Les, reviewed by multiple current and former staff, and approved by Dinkleberg. Subject to revisions.

Last Edit July 2022.

Any Questions or concerns please talk to a Moderator or an Admin.

===Useful Information===

Discord:

<https://discord.gg/dinks>

Website:

<https://www.dinklebergsgmod.com/site/>

Rules:

<https://www.dinklebergsgmod.com/site/Thread-TTT-Rules>

Bans:

<https://www.dinklebergsgmod.com/tttbans/>

Family Sharing Alt Checker:

<https://tec.ahg.gg/>

Welcome To The Team

Welcome, this is an introductory tutorial and handout to give you the knowledge it takes to be a staff member on Dinkleberg's TTT.

In the past, staffing has been a bit erratic and unorganized. The purpose of this handout is to give you knowledge about being a staff member on Dinkleberg's TTT. This handout will also give you the necessary tools and information to pursue your staff career here on Dinks.

This handout will cover a multitude of sections regarding the server, rules, punishments, regulations, as well as behavioral expectations that we expect for all of our staff members.

To begin I'm going to explain what being a Staff Member is. A Staff Member is a player who regulates our community; these players are chosen for their maturity levels, how well they can handle players, how well they can treat players (including staff), and handle problems that arise.

The reason for being staff is to moderate, assist and help the players in any means necessary. They dedicate their time to this community for a reason, to keep it up and running because it's an enjoyable place to be and to have fun. As for being staff, we owe it back to the community to be the best it can be and make our server as enjoyable as possible. As staff, you're here to represent the server, show an example to the lower-ranked Staff, be a good role model, and to show your support.

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STAFF CAREER

Throughout your career here at Dinks, we would like you to interact with other staff members and collectively work as a functional team, not a dysfunctional team.

If you have any issues with any of our staff please feel free to discuss it with the Admins or bring it up in the discussion-time channel in the Staff Discord.

Here at Dinks, the performance and attitude you show will be assessed on a regular basis.

So, please ensure that you are doing/have the following things at all times:

- Try to stay active. If you are due to be absent for an extended period of time, try to make it known either on the forums or in the staff discord. You can contact an Admin too if you would like.

- Always help out on the server. This includes handling reports, monitoring the voice chat and text chat, as well as keeping an eye out for others that may be breaking rules.

Your job as a staff member is to help and improve our server.

- Do not argue with other staff members or players; respectfully disagreeing with something is completely different and is allowed. If you have an issue with another staff member or player, feel free to contact an Admin privately or make a staff abuse thread if it is related to that.

- Treat the rest of your staff team and players fairly and equally, no one is above anyone else despite rank differences.

Current Staff Ranks:

Trusted

Test Moderator

Moderator

Admin

Co-Owner

Owner

Staff Punishment Guidelines

Below are our current rules, as well as punishments and guidelines. We expect you to follow these guidelines to the best of your ability. If you are thinking about banning a player for a longer period of time than these guidelines say or cannot determine a specific discretion for one of them, please place a temporary ban on the user(s) and leave the discretion up to the Admins.

REMEMBER THAT YOU NEED VALID PROOF BEFORE ENFORCING ANY TYPE OF A BAN, IF THE PLAYER APPEALS AND THERE IS NO VIABLE/VALID PROOF, THE USER WILL BE UNBANNED. VALID PROOF MEANS VIDEO OR SCREENSHOTS.

Types of Punishments

<u>Type of Punishment</u>	<u>Punishment Explanation</u>
<u>Slay</u>	Auto-Kills a player at the start of the next round.
<u>Verbal Warning</u>	Serves as a pre-warning to a player before a proper punishment action is taken. Can Either be a Voice, PSay or CSay message to the player.
<u>Gag</u>	Disables the player's ability to use voice chat
<u>Perma Gag</u>	Permanently disables the player's ability to use voice chat until an ungag request is approved.
<u>Mute</u>	Disables the player's ability to use text chat. (Doesn't affect TTT_Radio binds)
<u>Warning System</u>	Logs punishments for all different types of offenses. This system is a point-based system to accurately track how often a player may break the rules.
<u>Kick</u>	Disconnects a player from the server
<u>Temp Ban</u>	Stops the player from connecting to the server for a set period of time.
<u>Perma Ban</u>	Stops the player from connecting to the server indefinitely or until an unban request is approved. (Player will need to be manually unbanned)

Tiers of Punishments

For ease of use when administering punishments, a new point-based warning system has been implemented to increase the consistency of staff and punishments distributed to those who choose to break the rules. Formally, staff had to follow the procedure of warnings before enabling them to ban. This proved to create an inconsistency with punishments across the board. To simplify this, the point-based system will allow staff members to issue punishments when players pass a threshold of active warning points. Any player that surpasses the remaining thresholds will need to have ban requests created. (*A Mod may ban instantly*) Below are the thresholds for punishments

- 1. 10 Points - 1 Day Ban**
- 2. 15 Points - 3 Day Ban**
- 3. 20 Points - 1 Week Ban**
- 4. 25 Points - 2 Week Ban**
- 5. 30 Points - Perma Ban**

Additionally, each type of warning has been associated with a point-value. To ensure that points do not continually accumulate for the duration of your play, each warning will have an expiration date for when the warning will be marked inactive. Below are the time frames and point values that are associated with each type of warning.

- 1. 2 Points - 1 Month Expiration**
- 2. 4 Points - 3 Months Expiration**
- 3. 6 - 8 Points - 6 Months Expiration**
- 4. 10 Points - No Expiration**

Breakdown of all warnings associated with points and expiration times.

- **2 points (1-month expiration)**
 - -Metagaming
 - -Chat/Micspam
 - -Delaying
 - -False reporting/Lying in reports
 - -T-baiting/Karma baiting
 - -RDM & Leave
- **4 points (3-month expiration)**
 - -Gag/Mute evasion
 - -Racism/Sexism/Derogatory Language/Slurs
 - -Intentional glitch abuse/map exploits/player exploits that gain an unfair advantage
 - -Earrape Queues
 - -Earrape into Microphone
 - -Prop Interfering
- **6 points (6-month expiration)**
 - -Moderate Teaming
 - -Moderate Ghosting
 - -Trolling
 - -Flaming
- **8 points (6-month expiration)**
 - -Pedophilia jokes
 - -Conversation about/around pedophilia
 - -Overly sexual conversation
 - -Targeting
 - -Harassment
 - -DDOS/Doxxing jokes (clarified threats vs jokes)
- **10 points (NO EXPIRATION)**
 - -Sexual Harassment
 - -DDOS/Doxxing threat (clarified threats vs jokes)
 - -Minge
 - -Server Crashing Glitches/Exploits

Using The Watchlist

For evidence gathering and tracking purposes, Information about reasons that a player has been punished should be logged in the #ttt-watchlist channel on discord. As a general rule of thumb ANY Temp Ban or Kick punishment should be logged in the Watchlist as well as all punishments from the following punishments:

- Map Exploits / Player Exploits / Glitch Abuse
- Trolling/Flaming/Harassment/Targeting/Minge
- DONOR ABUSE
- Scripting/Auto-Clickers and Macros
- Pedophilia/ Pedophilic Conversations

RDM/Attempted RDM

RDM is any kill made without just reason. A list of reasons is available at the bottom of our main rules, located [here](#). Also, ensure that a report was filed and not forgiven. A forgiven report will have a green ✓ next to it. If there was no report filed, you shall not issue punishment unless the victim was AFK. If the victim was AFK and was clearly rdmed, you can type !report and select “standard admin-report” to report the perpetrator on the victim’s behalf. If the victim disconnects before choosing to either forgive or keep the report, then the report is canceled. Its important to do an admin report on Players that kill AFKs because it prevents the game's auto spec from working as intended. Attempted RDM follows the same punishments. Attempted RDM can be defined as doing 20 damage or more to a player without just reason. Please ensure the damage is not a result of **accidental** crossfire or stray bullets when enforcing RDM or Attempted RDM.

<u>Type of RDM</u>	<u>Punishment, Explanation</u>
<u>RDM x1</u>	One slay.
<u>RDM x2:</u>	Two slays.
<u>MASS RDM:</u>	3 Unforgiven reports made the same round. The player is to be perma-banned, staff discretion may be used here and if deemed not intentional/non-malicious the ban may be reduced to 2 weeks (Only if they have no prior bans for MASS RDM).

	<p>Attempted Mass RDM is defined as 3 people significantly damaged for 20+ damage or a combination of RDM and ARDM. (REPORTS ARE NEEDED STILL FOR ARDM)</p> <p>Attempted Mass RDM and Mass RDM count in terms of the slays added. (So killing 2 players and doing 45 dmg to a 3rd is bannable under mass RDM)</p>
<u>AFK RDM:</u>	<p>One slay. Ensure that it was not overtime when the AFK was killed. Overtime starts 5 minutes into the round. Also, ensure that the AFK was not caught in reasonable crossfire or was not in a traitorous situation (e.g. being near a turret without taking damage). As stated before, to report on the victim's behalf, you may type !report, select the attacker's name, and file a "standard admin report."</p>
<u>T on T RDM:</u>	<p>1 to 2 slays per dead T buddy. Issue one slay if the kill was accidental. Issue 2 slays if the kill was on purpose. Accidental crossfire is not RDM. Not calling out the use of T weapons/killable T traps to T buddies can be both Accidental and Intentional. Use Staff discretion to determine which one it was.</p> <p>Examples:</p> <ul style="list-style-type: none"> • Throwing a holy into spawn where there is a T buddy = Intentional • Throwing a holy down a hallway whilst fighting Innos and your T buddy turning up last second and getting caught in the blast = Accidental. <p>KOSing T Buddies/Blatantly killing a fellow T buddy with no just reason is purposeful RDM. A T buddy ignoring a warning is not rdm. A T buddy dying to C4 or any object that is visible on the map to T buddies is not RDM.</p>
<u>RDM and Leave:</u>	<p>Look for the slay punishment above. RDM x1 and Leave= 2-Point Warning RDM x2 & Leave = 1440 Minutes or One Day ban. RDM x3 & Leave (Not Mass) = 10,080 minutes, or One Week ban.</p>
<u>Attempted RDM and Leave</u>	<p>If you can prove without a doubt the person who attempted to RDM was intentional and then leave, give one slay. If it was an accident then don't ban them.</p>
<u>Revenge RDM</u>	<p>Revenge RDM is RDM resulting from anger against a certain player. This can be hard to determine and you should look to see if the perpetrator has been targeting the victim verbally, in chat, or via damage before or after the occurrence of the RDM. This commonly happens after</p>

	a person gets slain via a report, so they kill the person that reported them. If you determine that an RDM was revenge RDM, give ONE slay and an AWarn for targeting.
<u>Consistent/ Constant RDM</u>	It's hard to give a textbook definition of Consistent/Constant RDM as it mainly relies upon discretion and context, so this is a general rule of thumb and guideline that should be followed: If a player is frequently rdm'ing with MALICIOUS INTENT over multiple rounds, maps, or days, then it can be considered Consistent RDM. <u>A general rule of thumb</u> is 5 Slays across 2 maps but can be more or less depending on the INTENT .

False Reporting/Lying in Reports - 2 Points

It is important to note that false reports and joke reports are two different things. A false report has **the** intent to get someone slain and has blatantly false information that is presented as true. If someone just puts something dumb in a report that does not violate any server rules, ignore it. False reports or lying in reports must be malicious in intent. If someone just misunderstands what happened to them and reports based on their point of view, that is not a false report. We don't want to punish people for being confused. Make sure that the player is actually lying and not just misunderstanding what happened to them. You can always psay either party to find out what happened. If they keep lying when you inquire further, you might then move on to punishment.

(Staff Discretion: Private message if unsure if serious or not. If serious and are just lying, issue a warning and do not slay)

* Don't be very strict on this unless they are spamming it obviously trying to get them slain or attempting to get a reaction out of it, it's easier just to finish the report and ignore it unless it's serious.

EarRape Queues - 4 Points

Extremely loud queues (Also known as EarRape) are not allowed on the server as they can be damaging to people's ears and annoying to the players on the server.

(Staff Discretion: You may verbally warn them to stop if you do not recognize them. If they are a regular donor and know better, instantly warn.)

Metagaming - 2 Points

Metagaming is defined as the use of outside information in the game. This isn't an immediately obvious offense in some instances, so you'll want to have solid evidence. Some examples and things to look for include:

- **METAGAMING EXAMPLES**
 - There are multiple people around a T Trap and someone hits it, then a player at random kills one of the players claiming "they hit the t trap" despite multiple people being around. This is metagaming. Slay them.
 - KOSing or SUSing people based on that person's M.O. This is metagaming.
 - For example, I hear or see a shuriken, So I KOS Murl because they always use them
 - KOSing or SUSing people for getting 1st place on a previous map. This is metagaming.

(Staff Discretion: Verbally warn first if apparent in new players.)

Teaming - 6/10 Points

Teaming is defined as partnering with another player to frustrate the purpose of the game. This occurs when the collaborating players are on opposite teams, with one being a traitor. Teaming is classified into two different categories: moderate and severe. Staff members should err on the side of caution when determining what category an instance of teaming should fall under. The examples provided in these guidelines are illustrative and are not a non-exhaustive list.

Moderate Teaming: - 6 Points

Moderate teaming involves situations where the teaming results in minor game disruptions. In these instances, at least one party is aware of the teaming and can reasonably expect that it will result in disruption to ordinary gameplay.

A detective providing a known traitor with health equipment for their exclusive use (like a bold booze, health station in a T room) is a form of moderate teaming.

An innocent following around a known traitor all map with neither killing the other and resulting in round delays is a form of moderate teaming.

A traitor giving an innocent a T weapon, with the innocent then using that T weapon to damage other innocents and being reported(unforgiven) is a form of moderate teaming.

A traitor reviving an innocent and letting that innocent kill them alone to allow them to boost their score and win the map is a form of moderate teaming. The emphasis here is that there must be an actual impact on the scoring.

Instant Warning

Severe Teaming: 10 - Points

Severe teaming involves situations where the teaming results in major game disruptions. In these instances, both parties are actively working together to achieve the other's objectives and are fully aware that their activities will defeat the objectives of the game.

A traitor letting an innocent person into the T room when it is, objectively, either an accident or with the intention of killing them, resulting in the deaths of at least one T buddy is a form of severe teaming.

A traitor reviving an innocent with that innocent then killing your T buddies, but choosing to spare you at any point is a form of severe teaming.

An innocent, or traitor, helping kill members of their own team in conjunction with a member of the opposite team is a form of severe teaming. This could be done so directly, such as an innocent and a traitor standing side-by-side and shooting anyone that enters a certain room. This could also be more indirect, such as by trapping multiple teammates in a room to allow a traitor to plant a C4 outside.

Instant Warning

Ghosting - 6/10 Points

Ghosting is the sharing of in-game information that a player might not otherwise have known. Ghosting is classified into two different categories, moderate and severe. NOTE: Telling T buddies where YOUR body is (so it can be defibbed) is NOT ghosting and the user should NOT be punished. An Innocent who gets revived by another Innocent and relays information they collected **legitimately** while they were dead is NOT ghosting. An example of this is telling players who killed them, etc. Note to Mods: If you are unable to decide between moderate and severe ghosting, place a temporary ban (if necessary) and leave discretion up to the admins.

Moderate Ghosting: 6 - Points

Can be defined as ghosting that is accidental, silly, or otherwise non-malicious.

Some examples include:

- psay messaging another player on the server with game-related information.
- New players who may not be familiar with rules talking to friends in Voice or Text Chat or outside of gmod, give them some slack and a warning to discontinue.

This is spamming. Give player warning to stop spamming chat and issue a short mute to the player

Gag/Mute Evasion - 4 Points

Players may disconnect then Reconnect to avoid the gag or mute, this is punishment evasion and not allowed. This only applies to staff gags or legit donor gags (Donors must have proof of the reason for Mute/Gag for a Gag/Mute Evasion punishment to be enforced).

(Instant Warning)

DDoSing/Doxing - 10 Points

A distributed denial-of-service (DDoS) attack is a malicious attempt to disrupt the normal traffic of the server, by overwhelming the target or its surrounding infrastructure with a flood of Internet traffic, which basically means that a DDoS attack sends so much stuff to the server that the server is unable to handle it and it lags out, crashes and increases the downtime of the server. DDoSing is illegal worldwide and is not tolerated in our community.

DDoSing/Doxing Jokes: 8 Points

All Jokes about DDoSing the server or Doxing people should not be taken lightly. Altho it may be a joke and not a threat, these jokes have no place on Dinks.

(Staff Discretion: You may provide a verbal warning to not continue this)

DDoSing Attempts/Doxing or DDoSing/Doxing Threats: 10 Points or Perma

<u>Threats or Actual DDoSing/Doxing</u>	<u>Punishment</u>
1	Perma Ban.

As far as attempting to DDoS or Doxing and threatening to DDoSing/Doxing goes, this is a Perma ban of Steam account and IP from all servers if sufficient evidence is provided. We provide a safe server to game on for all our players; Dink's isn't a place to DDoS/Dox. Any DDoSing/Doxing problem should be brought up to and handled by an Admin or Dinkleberg even if already handled by a Moderator.

Racism/Sexism/Derogatory Language - 4 Points

Racism, sexism, or derogatory language is **NOT** tolerated here on Dinks. This includes Anti-Semitism, Homophobia, Transphobia. Bigotry and Conversations around unsavory topics (Rape, Child Abuse etc). Once again, we provide a safe and clean environment for players to come and have a fun time on our servers. Racism is defined as any type of offensive language that is directed at other people based on race or ethnicity. “Nigger” or specific terms at the discretion of staff are NOT allowed. Sexism is any type of language used to discriminate or stereotype against the other gender, this is most commonly seen against females on the server. **This includes baiting for slurs or any other language not tolerated on Dinks.**

Note: Players slur spamming (Spamming Slurs repeatedly either through voice or chat) can be classified as Minging and follow Minge Guidelines

Each type will be an individual preset.

- **Racism**
- **Ethnic Slur**
- **Sexism**
- **Derogatory Language**

(Staff Discretion, you may choose to gag shortly or for a full round. Always instant warn for slurring or racism.)

Pedophilia Jokes/ Pedophilic Conversations - 8 Points

Pedophiles are not allowed on Dinks and neither are pedophilic jokes or conversations about pedophiles. **Players using extreme Pedophilic language can be permanently banned instantly**, even if it is a “Joke”. This includes language such as saying they like to rape kids, Continuing inappropriate comments towards members once they have been informed that they are a minor and Evidence of Grooming. Use staff discretion to determine the severity of the language as it is an incredibly sensitive area and has been the cause of much staff backlash.

Making false allegations that someone is a Pedophile will result in a warning of the above-listed points.

(Staff Discretion: Be careful with how you administer this. If someone is indirectly talking about the topic from instances elsewhere, please verbally warn them to stop. Otherwise, instant warning)

Hacking

<u>Hacking: All Offenses</u>	<u>Punishment</u>
1	Perma Ban

Hacking in any form is not tolerated on Dink's, we do try to do our best to prevent hackers on the server ;)

IMPORTANT NOTE: REMEMBER THAT YOU NEED PROOF BEFORE ENFORCING ANY TYPE OF A BAN, IF THE PLAYER APPEALS AND THERE IS NO VIABLE/VALID PROOF, THE USER WILL BE UNBANNED. VALID PROOF MEANS VIDEO OR SCREENSHOTS.

Scripting/Auto-Clickers and Macros

Scripting/Auto-Clickers and Macros are not allowed on dinks as it provides an unfair advantage over other players. Please refer to the hacking guideline and warning for punishment.

(Instant Warning- If unsure, please message an Admin or Mod)

Donor Abuse:

Donor abuse is when a player decides to use their donor abilities in an abusive way to either escape punishment or troll players on the server. This is usually done by either ungaging or unmuting themselves or others after punishment is given by staff or Gagging/Muting/Kicking players **to troll or harass them**. When dealing with donor abuse please remember to be situationally aware as players who are friends on the server might Gag/Mute/Kick each other and this is allowed as long as it's consensual.

(Staff Discretion: This will be included as a warning but will have 0 points. If you do warn, please share in TTT-Watchlist)

<u>Donor Abuse Offenses</u>	<u>Punishment</u>
1	Verbal Warning+ Warn
2	Kick +Donor Abuse Thread
3	Week Ban + Donor Abuse Thread

Trolling/Flaming/Harassment/Targeting: 6-10 Points

Flaming, Harassing, Trolling, or Targeting other players is prohibited.

To break it down into categories:

Trolling and Flaming - 6 Points

Trolling and Flaming are unusually non-malicious done for laughs and more of an unwanted annoyance to the player/players. They are considered **MINOR** punishments.

- *Flaming* is better described as “Roasting” or “Insulting” another player. It is usually to get laughs from other players. Consensual Flaming is allowed provided that it is not taken too far.
- *Trolling* is when someone either says or posts a provocative, antagonizing, irrelevant or offensive statement in order to bait other players' reactions for a laugh.

Targeting and Harassment 8 - 10 Points

Targeting and Harassment are intentional and malicious personal attacks on a player. Usually, due to a dislike or hatred of the player. They are considered a **MAJOR** punishment.

- *Targeting (8 points)* is specifically singling out a player to act against IN-GAME across multiple maps or days. For example, if every time you are a traitor you knife a specific person this could be considered targeting. Another example would be following the same player every round. Repeatedly doing amounts of damage that are not quite reportable can also be considered targeting.
- *Harassment (8 points)* is specifically singling someone out and aggressively intimidating or bothering the person based on appearance, personality, gender etc.
- *Sexual Harassment (10 points)* is behavior characterized by the making of unwelcome and inappropriate sexual remarks or advances.

(Staff Discretion: Always warn if you see harassment happening. If the player has an issue regarding the warning, they may appeal the warning on the forum.)

Note to Moderators: Use staff discretion when dealing with different levels of trolling, flaming, harassment and targeting as this is just a general guideline. Please ban fairly and appropriately based on severity. As always, if you need help, contact an Admin.

Minge - 10 Points

Minges are often players not playing seriously, with their sole purpose being to ruin other players' experience and have some short-lived fun. This usually consists of breaking a multitude of rules in a short period in order to annoy as many players as possible and disrupt gameplay.

Example: A player joins the server and starts screaming on the mic, slurring, harassing/trolling the players and RDMing all at once or within a short period of each other. This is considered minge.

<u>Minge Offenses</u>	<u>Punishment</u>
1	Warning System = Day Ban
2	Perma Ban

Map Exploits / Player Exploits / Glitch Abuse 4- Points

Exploiting largely applies to map exploits with people trying to get to places they should not access. Examples of such places are outside the walls of Bank, going underneath the map on aircraft, and the top of many buildings in Amsterville. Generally, if a player cannot be shot or reached where they are, it's a map exploit. Player Exploits are exploits used to either break or change the hitboxes of the player model. Glitches are niche scenarios where a player does an action to achieve a result normally achievable. (E.g. Using the glitch that allows you to queue 2 songs at once) Use common sense, or ask an Admin if you aren't sure. An unofficial list of exploits can be found [here](#)

- Players will be banned according to how serious the exploit is. To Moderators, place a one day ban if player exploits after repeated warnings. Further lengths will be determined by the discretion of Admins after consulting the staff involved.
- **Remember, we reward players/staff that point out and notify us of exploits for non-malicious reasons, we don't punish them.**

Server Crashing Glitches/Exploits: 10 - Points

Any Glitch or Exploit used with the goal of Lagging or crashing the server are not tolerated in the slightest on Dinks.

(ie:Richland exploit is cause for a warning.)

Miscellaneous:

The following are minor/other infractions that are still punishable but all of these offenses should receive light punishments. Typically are warnings followed by gags, mutes, or slays unless otherwise stated.

Calling Bounties: 4 Points

Calling bounties is the act of offering points or other things in exchange for killing a certain player regardless of whether it would be RDM or not.

(Staff Discretion: You may provide a verbal warning to a player. Try and reserve this for guests. If a regular player is calling bounties feel free to instant warn.)

Prop Interfering: 4 Points

The act of possessing props while a player is dead and interfering with gameplay. This can include but is not limited to damaging players, attempting to damage players, trying to block vital doorways/hallways in use, or otherwise blocking paths or map objectives vital to current gameplay.

(Staff Discretion: Verbal warn players controlling props to not interfere. If they do, instantly warn.)

T-Baiting/Karma Baiting: 2 Points

Players baiting someone into KOSing or shooting them for the purpose of killing them or reducing their Karma. **If the player was T-Baiting and reported, no punishment is issued regardless of other factors (E.g. Player was proven).**

Delaying: 2 Points

The act of running out of time as a traitor or failing to kill/significantly damage anyone for **2 minutes once becoming the last traitor** OR hiding in a location that is unreachable or where you cannot be attacked within normal means of movement (without having to prop surf) for an extended period of time. Note that delaying has to be intentional, not **accidental** in order to

administer slays. If a player is **ACTIVELY** trying to search for or kill players, then do not punish right away.

(Staff Discretion: You may provide a verbal warning to new players. Try and suggest they purchase a radar if lost. If a regular player is delaying, feel free to instantly warn and give auto-slay.)

Names that do not contain at least 3 English characters:

In order to have a legitimate name on our server, it must contain three English characters and be pronounceable. We do this so it is easier for players to understand and pronounceable as well as making it easier for us to staff as well. Examples: '(or blank name), ニコラス, etc. Use common sense here, if it doesn't have 3 English characters or isn't pronounceable, tell them to change it.

<u>Name Offenses</u>	<u>Punishment</u>
1	2 Verbal Warnings
2	Kick
3	Kick + AWarn
4	12 hour Ban

Note:

2 Letter names that can be easily pronounced can be alright (eg AO, AE and FX).

The Kick should be done in between rounds.

Intentionally copying name of another player.

AFK/TimeFarming:

Defined as sitting idle / AFK in spectator mode if a user is not playing. You may kick a user that AFKs more than an hour. The only exception is: kicking by necessity in order of people who have been AFK for the most amount of time if the server is getting close to full, generally around 30 players. Try to not **heavily enforce** the first bit as much as the second bit.

Behavioral Expectations

Below are our expectations for your behavior both on the server and in the community. We

expect you to uphold the reputation of the TTT staff throughout your time on the staff team. Be aware that what you do and how you act in the community and on the server reflects on the entire staff team.

Rules for Staff to follow

1. Follow the punishment guidelines, as well as the ban guidelines unless discretion allows.
2. Do not use your Staff position for personal advantage. You were chosen to moderate the community, not to destroy it. This includes abuse, we will find out. You can't hide it.
3. Follow your specific guidelines regarding your rank, everyone has a different position and rank on the server, it's for a reason because everyone has a job to do that needs to be done to help the server. No matter how small it is.
4. Treat all the players including staff members of other Dinkleberg servers with the respect and compassion that they deserve, your job as a Staff is to moderate the community and be in touch with the players, not to disrespect them and make them want to leave the server.
5. Be active and help in-game, no matter what position you are in. We want to send a message to the players that we're here to help and assist them by any means possible.
6. Treat all staff with respect, and they will do the same with you...hopefully. We will treat anyone with respect, player or staff until they show us otherwise and don't deserve the same level of respect as others.
7. Promote the community! (Don't advertise in other communities, as it does not show a proper level of maturity.) But get people involved! Try to use the Forums! Be active! Talk to players on our Discord! Bring friends on! See what they want to be integrated into the server!

To TMods+: Similarly to the pre-round prop killing rule under rule 6 in motd, you are not allowed to randomly teleport-kill people during pre-round unless they consent. Doing this on a repeated basis will get you demoted.

Professionalism

Please try to act to a certain degree of professionalism in chat, that means don't encourage players to break rules, egging on situations, or otherwise act in a way that negatively impacts the quality of moderation and gameplay. If you have a problem with something feel free to bring it up in staff chat or an Admin.

Here's a previous example (This example is not intended to single anyone out, just prior examples):

- This [here](#) is not professional at all, egged on the situation, and makes it look like we run a clown show, which we don't. Yes, there were demotions involved in this.

Treating Everyone Equally

Treat all Players the same regardless of if they are a Guest, Regular, or a fellow staff member. Regardless of if you are friends with a player or hate their guts, every player on Dinks TTT is bound to the same rules and punishments.

Examples:

- Let's say your best friend says the N-word in chat. Give him/her a mute even though they are your friend. If you're caught selectively punishing your friends/foes differently, you'll be warned and possibly demoted.
- Your friend is mass rdm'ing right in front of you, instead of giving them a perma ban, you give them a 3 day ban. No, that is not tolerated as a staff member. If you're caught doing this, it will result in a demotion.

Tips and Tricks for Staff on what NOT to do

If a Staff has a problem with another Staff, take it to a private message or channel on Discord where you can work it out. If things get out of hand be sure to contact an Admin to deal with it.

- Never argue with another Staff, there is only problem solving on Dinks, not creating problems. Consistent arguing in public channels on Discord or chat could possibly get you into trouble and/or demoted. We are problem solvers, not problem creators.
- Racism and harassment are never tolerated.
- Favoritism is never tolerated.
- Ask for help if you need it, it's always okay to ask for help rather than handle something incorrectly.

Commands For Staff Ranks

Note*: You must provide a reason whenever you issue a punishment command.

Trusted:

- !menu | opens all of the commands you have access to. You can bind this by typing in console: bind "key" "ulx menu"
- Pressing F8 | Opens damage logs and RDM Manager, where reports can be handled. There is a "Take Action" menu that allows you to issue punishments on specified reports.
- !aslay (player) (number of slays) (reason) Ex: !aslay Gabe 1 RDM | Another way to slay people outside of RDM Manager.
- !aslayid (steam id) (number) (reason) | Allows you to slay people by steamid, mostly used for those who are offline.
- !kick (player) (reason) | Ex: !kick gabe afk for 2+ rounds | This removes players from the server with the ability to join back.
- /warn | opens up the AWarn menu, allows you to see players who have been warned and why they were warned, you can also warn people from here.
- !warn (user) (reason) | warns a player for breaking the rules.
- !gag (user) | Prohibits users from talking over voice chat.
- !ungag (user) | allows the user to talk in voice chat again.
- !mute (user) | Prohibits users from talking in text chat.
- !unmute (user) | allows the user to talk in text chat again.
- !ss (user) | This command allows you to screenshot a players screen using the ttt_relay in discord.
- Friends Command | go to your ulx menu to use this, select the user's name, then you will get a list of people the specified user is friends with.
- @(message) | allows you to message staff chat and talk to other staff members.

Test Moderator:

- All previous commands
- !karma (user) (amount) | This command is only to be used to set someone's karma to 0 in order to ban them for an hour until a **Moderator** + can get on to administer a proper ban for someone that needs to be banned for an extended period of time such as mass RDMers or trolls. If you are caught abusing this command you will be demoted.
- !bring (user) | allows you to teleport a user to you, only use this command for its intended purpose, which is to get players unstuck if they happen to get stuck in something on a map and cannot get out, or is outside of the map. (You must be either alive and or in spectator mode to work) If you are caught abusing this command you will be demoted.
- !fspec (user) | forces the player to spectator mode.

- !unspec (user) | forces a player to join the living.
- !getcommandtable (user) | prints the command table for a player to the console, some hacks will appear here.

Moderator:

- All previous commands
- !ban (user) (time in minutes) (reason) | bans a user for a specified amount of time.
- !banid (id) (time in minutes) (reason) | bans a user for a specified amount of time using steamid, most used for offline players.
- !unban (steamid) | only to be used if the Moderator makes a mistake or is given permission by Admin to unban a user after an appeal was accepted.
- !dban | opens a menu of disconnected players for the map, allowing you to ban from there.
- !tp (user) | Teleports the player to the location you are looking at
- !send (user A) (user B) | Teleports player A to player B's Location

Follow these guidelines and you'll do a great job at being staff!