

Guidelines for using plugins on Community Servers

When using plugins with your Rust server you should be listed under the *Modded section*. However you may use certain plugins under the *Community* section so long as you follow these guidelines.

1. No gameplay modifying plugins

Any plugin that affects a player's gameplay in any way. For example, a plugin that changes gather rate, item spawns, player spawns, or smelting mechanics.

Example of common plugins, but not limited to:

- [Furnace Splitter](#), [Gather Manager](#), [Rust Kits](#)

2. No plugins that create or alter user interfaces

Any plugin that displays any in-game UI or modifies the existing in-game UI. For example photos/logos.

Example of common plugins, but not limited to:

- [InfoPanel](#), [Loading Messages](#), [Skinbox](#)

3. Admin plugins are allowed

You may use plugins that assist in administration of your server so long as the plugin does not alter game play for the player. You may inform players of rules via plugins, but may not alter the game play. For example, you may inform a player they are breaking a group limit on your server, but you may not prevent them from doing so.

Example of common plugins, but not limited to:

- [Vanish](#), [Admin Radar](#), [Stash Traps](#), [Logger](#), [Group Limits](#)

4. Skip Queue and Chat Moderation are allowed