Website League Code of Conduct

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Part I. Definitions and Interpretation

Rule 1. Definitions

In this document (the "League Code"), the following definitions apply:

- 1-1. With respect to the organisational structure of the Website League:
 - (1). The "League" means the Website League.
 - (2). A "League Node" means a website or server which:
 - (a). accepts the League Code as its Code of Conduct or a constitutional document thereof, whose Users are required by its Node Staff to comply with the League Code; and
 - (b). is capable of hosting Users' accounts in a manner which allows Users to interact with other Users on other League Nodes within the Website League.
 - (3). The "Website League" means:
 - (a). the network resulting from the interoperation of League Nodes;
 - (b). the entire set of League Nodes in the League; and
 - (c). the users of each League Node.
- 1-2. With respect to roles within the Website League:

- (1). A "**User**" means a person who participates in the League by being a member of a League Node, regardless of whether their participation is in any decision-making capacity or not.
- (2). "Node Staff" are Users of a League Node who have an elevated role with influence over League Node-level decisions. Together, these users have the ability and responsibility of upholding the code of conduct on their respective nodes.
- (3). "Node Moderators" are Node Staff who are responsible for facilitating governance and mediating intra-League Node and inter-League Node conflict. This includes, but is not limited to:
 - (a). nominating and appointing other Node Staff;
 - (b). facilitating discussions of governance on their respective nodes; and
 - (c). enforcing compliance by a League Node's users with the League Code.
- (4). "Node Operators" are Node Staff who are responsible for maintaining the functionality of whichever League Node they are Node Staff on.
- 1-3. In interpreting the following common words, any person interpreting the League Code shall use the following definitions:
 - (1). "must", "required", and "shall" mean that a given action or definition is an absolute requirement.
 - (2). "must not" and "shall not" mean that a given action or definition is an absolute prohibition.
 - (3). "should" and "recommended" mean that there might exist valid reasons in particular circumstances to vary away from a given action or definition, but the full implications must be understood and carefully weighed before choosing a different course.
 - (4). "should not" and "not recommended" mean that there might exist valid reasons in particular circumstances that a particular action or variation upon a definition is acceptable or even beneficial, but the full implications should be understood and the case carefully weighed before engaging in any variation described with this term.
 - (5). "may" and "optional" mean that there is a right to engage in a certain action or for a certain definition to apply. All Users and League Nodes shall be prepared to address conflicts arising from anything falling within this category in a manner which is in accordance with the entirety of the League Code.
- 1-4. In interpreting the following expressions which have varied legal meanings across the jurisdictions in which the League operates, any person interpreting the League Code shall use the following definitions:
 - (1). "age of majority" means the age at which a person attains the legal rights of an adult in a given jurisdiction.
 - (2). The "effective age of majority" in any given context is the oldest of:
 - (a). 18 years of age;
 - (b). the oldest age of majority which is applicable to a given person, where a specific person who is not a User is relevant;
 - (c). the oldest age of majority which is applicable to a given User, where a specific User is relevant;
 - (d). the oldest age of majority which is applicable to a League Node by virtue of where it is hosted, where its domain is registered, where other relevant service providers are located, or otherwise; and

- (e). the oldest age of majority which is applicable to any Node Staff on a given League Node.
- (3). "minor" means a person below the effective age of majority in the relevant context.

Rule 2. Interpretation

- 2-1. Any person who is interpreting the League Code shall interpret it by considering the text of the full original version of it to take precedence over any simplified versions or unofficial translations.
- 2-2. All Users shall interpret the League Code in a manner which gives effect to, in descending order of priority:
 - (1). The spirit of its contents and the underlying values which produced said contents, considered in light of how those values and that spirit have evolved since the implementation of the League Code.
 - (2). Avoiding blatantly unreasonable conclusions and outcomes.
 - (3). The plain and ordinary meaning of the text of the League Code, in light of the differing backgrounds from which its drafters and editors have come and explicitly not in a manner which enables pedantry, obfuscation, or obstructionism.
- 2-3. The following categories of persons shall apply these definitions in their interpretation of the League Code:
 - (1). Node Staff may interpret any prohibitions on conduct described within the League Code as also encompassing conduct outside of the League where they determine such to be appropriate in the circumstances.
 - (2). Any person outside the League who is interpreting the League Code for any reason shall do so in a manner informed by the international nature of the League and the multiple legal contexts which have informed the League Code.
- 2-4. The League may, via whichever governance channels it might have at some given time, amend the League Code in the future.

Part II. General Rights and Duties of Users

Rule 3. Duties and Rights of Users and Prospective Users

- 3-1. Any person who wishes to become a User shall only do so if their age equals or exceeds the effective age of majority.
- 3-2. Users shall, to whatever extent they reasonably can:
 - (1). uphold the League Code in their interactions with other Users;
 - (2). resolve conflicts amongst each other without escalating them to a point where the intervention of Node Staff is necessary; and

- (3). use technical affordances available to them, such as muting and blocking, to end or halt disputes which cannot be resolved but which do not entail any violations of the League Code or substantive threats to the well-being of the League and its Users.
- 3-3. Users should report to the relevant Node Staff any conduct which violates the League Code.
- 3-4. Users should use the reporting mechanism built into their League Node's software to make reports. However, Users may use other channels to make such reports if they determine that such channels would be more appropriate.
- 3-5. Users may appeal any moderation decisions taken or implemented against them.
- 3-6. Users shall not interpret the absence of condemnation of some given behaviour in the League Code as proving that said behaviour is condoned by the League or any members thereof.

Rule 4. Duties and Rights of Node Staff

- 4-1. Node Staff shall adhere to the League Code in a manner which does not take inappropriate advantage of their status as Node Staff.
- 4-2. Node Staff shall uphold the League Code on their League Node.
- 4-3. Node Staff on each League Node shall cooperate to arrive at whichever extensions of the League Code are appropriate for their League Node.
- 4-4. All extensions of the League Code:
 - (1). may include additional rules beyond the League Code to the extent that these additional rules do not directly or substantively conflict with the League Code;
 - (2). shall not remove any portion of the League Code; and
 - (3). shall not alter any portion of the League Code so as to implement looser requirements or standards.
- 4-5. Node Staff shall cooperate with other Node Staff both within and outside their League Node in capacities including but not limited to:
 - (1). collaborating on handling incidents and conflicts;
 - (2), giving and receiving feedback on the execution of one's or others' duties as Node Staff; and
 - (3). supporting one another in upholding the League Code.
- 4-6. Node Staff shall ensure all custom emoji, icons, and other imagery offered by their League Node adheres to the League Code.
- 4-7. Node Staff shall respect members' expectations of privacy. This includes but is not limited to:
 - (1). not viewing other Users' direct messages unless such messages are reported for potential moderation action;
 - (2). complying with all applicable privacy laws and regulations; and
 - (3). not using access to private information, such as a User's liked or bookmarked posts, to gain any kind of unfair social or economic advantage.

- 4-8. Node Staff, in enforcing new Rules or League Node rules which are likely to not be universally intuitive to Users, shall exercise a degree of leniency appropriate to the current degree of understanding of those Rules across the League or League Node rules across the League Node.
- 4-9. Node Staff shall encourage Users to resolve disputes between each other or use User-side moderation tools to mitigate or prevent conflict wherever such is reasonable and will not endanger any Users.
- 4-10. Node Staff may take whatever action they determine to be necessary to uphold the League Code or otherwise maintain the well-being of the League, including but not limited to:
 - (1). warnings;
 - (2). temporary suspensions; and
 - (3). permanent bans.
- 4-11. Node Staff may use automated tools to assist in detecting potential violations of the League Code; however, Node Staff shall not allow automated systems of any kind to make moderation decisions.
- 4-12. Node Staff should evaluate all meritorious appeals of moderation decisions with some degree of diligence. Regardless, Node Staff may dismiss appeals summarily if they believe the circumstances to warrant such.
- 4-13. Node Staff may apply whatever discretion they determine to be necessary to enforce the League Code and the principles and values underlying it, including determining that actions which are not literal violations of the League Code nonetheless require moderation responses.
- 4-14. Node Staff shall prioritise their own obligations, health, and well-being above the health of their League Node when one must prevail over the other.

Rule 5. Duties and Rights of Node Operators

- 5-1. Node Operators shall adhere to the League Code in a manner which does not take inappropriate advantage of their status as Node Operators.
- 5-2. Node Operators shall facilitate the operations of other Node Staff by providing access to moderation tools such as:
 - (1). report dashboards;
 - (2). User bans and suspensions; or
 - (3). analytics that may be surfaced by the League Node's software to aid moderation.
- 5-3. Node Operators shall keep their League Node accessible and operational for registered users.
- 5-4. If a Node Operator is unable to comply with Rule 5-3, the Node Operator shall clearly communicate such to the Users on their League Node.
- 5-5. Node Operators shall maintain their League Node so as to keep its operation in compliance with the League Code.
- 5-6. Node Operators shall clearly state somewhere in a portion of their League Node's website which is accessible to persons who are not logged into the League Node the following information:
 - (1). the jurisdictions which:

- (a). the Node Operators reside in;
- (b). the Node is hosted in; and
- (c). the Node is otherwise subject to the laws of;
- (2). that direct messages, private mentions, and similar "private messaging" features can be viewed by Node Staff, where a League Node accepts sign-ups; and
- (3). the effective age of majority for the League Node.
- 5-7. Node Operators shall comply with all software licences applicable to the software on which their League Node runs, including but not limited to those of any additional frontend software.
- 5-8. Node Staff shall not implement, and where they are already included in some software package for a League Node shall remove, the following technical features:
 - (1). follower or following counts;
 - (2). like, favourite, boost, or repost counts;
 - (3). follower or following lists for Users available to Users other than oneself;
 - (4). any sort of notification or other direct indication that one User has blocked another User; or
 - (5). "global" or "federated" feeds.
- 5-9. Node Staff shall discourage, and may take measures to prevent, the development of practices in the community which aim to circumvent the technical restrictions set out in Rule 5-8.

Part III. Abuse and Harassment

Rule 6. Bigoted and Oppressive Conduct

- 6-1. Users shall not post hateful or violent rhetoric directed toward any group of people on the basis of race, ethnic or national origin, caste, sexual orientation, gender identity, religious affiliation, age, disability, or disease.
- 6-2. Users shall not engage in patterns of behaviour which have the effect of enacting, entrenching, or advancing bigotry or violence on the basis of race, ethnic or national origin, caste, sexual orientation, gender or queer identity, religious affiliation, age, disability, or disease, whether on League Nodes or outside the League.

Rule 7. Other Harmful and Violent Conduct

- 7-1. Users shall not abuse, harass, or threaten others. In addition to any commonly-accepted meanings, this includes but is not limited to:
 - (1). attempting to contact any User who has taken action to stop the User from contacting them, either on or off site;
 - (2). intentionally referring to another person with incorrect pronouns or a former name/deadname;

- (3). engaging in a pattern of defaming most or all of one's critics, including but not limited to weaponised misuse of political, social justice, or therapy terminology; and
- (4). attempting to start campaigns which might have the effect of coercing Node Staff into making moderation decisions which are incompatible with the goals of the League or the spirit of any of the League's Rules.
- 7-2. Users shall not post material which is likely to set off photosensitive epileptic episodes, including but not limited to media with large flashing areas, without hiding it behind a content warning which unambiguously warns of that risk.

Part IV. Privacy and Legal Compliance

Rule 8. Privacy

- 8-1. Users shall not disclose the private information of a person without their consent, including but not limited to:
 - (1). physical addresses;
 - (2). contact information not made public by the person it refers to, including but not limited to telephone numbers or e-mail addresses; or
 - (3). government identification numbers (such as Social Insurance Numbers or Social Security Numbers).
- 8-2. Users shall not post intimate photos or videos of a person that were created without the person's consent, or post intimate photos or videos of a person without that person's consent, including but not limited to:
 - (1). adult material edited to appear to feature a different person;
 - (2). revenge porn; and
 - (3). deepfakes and other such programmatically generated adult material featuring the likenesses of non-consenting persons.
- 8-3. Users shall not harmfully impersonate others in a manner that is intended to, or does, mislead, confuse, or deceive others.
- 8-4. Users shall not publish or link to material which you know will, or you know is likely to, damage or disrupt another person's network devices or infrastructure (including but not limited to computers and phones) or compromise their privacy, such as malware.

Part V. Node and League Integrity

Rule 9. Users' Role in Protecting the League

- 9-1. Users shall not sell access to the League or any Nodes in unintended ways, including but not limited to registering accounts with names the User believes might become valuable in the future for the purposes of selling them later.
- 9-2. Users shall not attempt to interfere with the technical operation of any League Node or the Website League itself.
- 9-3. Users shall not evade bans or otherwise create multiple accounts with any intent to circumvent the moderation actions of Node Staff, whether to evade a ban within one League Node, a ban across multiple League Nodes, or a ban across the entire League.
- 9-4. Users who suspect that any League Node or the League itself has any technical issues which could impede the safe operation of the League Node or the League should contact the relevant Node Staff or others in appropriate positions within the League as appropriate.
- 9-5. Users shall not post material which implicates themselves in conduct which, if discovered by or brought to the attention of law enforcement or regulatory enforcement authorities in any relevant jurisdiction, might result in the User being subjected to sanctions which may curtail their liberty or legal rights otherwise.
- 9-6. Users shall not post material which, if discovered by or brought to the attention of law enforcement or regulatory enforcement authorities in any relevant jurisdiction, might result in any relevant Node Staff being investigated by said authorities or being subpoenaed, summoned, or otherwise compelled as witnesses in any legal proceedings.
- 9-7. Users shall not post material which is illegal in any of:
 - (1). the jurisdiction from which they are posting the material;
 - (2). the jurisdiction in which the League Node to which they are posting the material is hosted, has its domain registration, or any other jurisdiction which the Node is subject to; or
 - (3). the jurisdiction in which any of the League Node's Staff reside or are carrying out their duties as Node Staff;
 - or use the Website League to conduct or facilitate activities illegal in any of the above jurisdictions.
- 9-8. Users shall not post any material which could induce liability for the posting User or any League Node or its Node Staff on grounds including but not limited to defamation, copyright infringement, or dissemination of trade secrets.

Rule 10. Node Staff's Role in Protecting the League

- 10-1. Node Staff shall remove from their League Node any material:
 - (1). which is prohibited by law in the jurisdiction where the Node Staff resides or the jurisdiction where the node is hosted; or
 - (2). which is otherwise impermissible on the League Node in a manner that could bring about technical or legal sanctions which threaten:
 - (a). the League Node's ability to operate;
 - (b). any relevant Node Staff's ability to serve as staff on the League Node; or
 - (c). any relevant Node Operator's ability to operate the node.

- 10-2. Node Staff with the appropriate technical permissions may prevent their League Node from caching or otherwise storing material posted on other League Nodes which falls within the terms of Rule 10-1.
- 10-3. Node Staff may take moderation or reporting actions with respect to material of the sort described in Rules 9-5 through 9-8 including but not limited to:
 - (1). deletion;
 - (2). more severe moderation sanctions, to the extent such are required by law or are likely necessary to mitigate liability against the League Node and its Node Staff; and
 - (3). to the extent it is required by laws which are applicable to a League Node or any of its Node Staff such that enforcement of said laws could potentially imperil the operation of said League Node or any of its Node Staff, providing information to either law enforcement or affected private parties.

Part VI. Other Prohibited Material

Rule 11. Disinformation, Misinformation, and Malinformation

- 11-1. Users shall not post material that actively glorifies or promotes:
 - (1). self-harm in a general sense;
 - (2). lifestyle choices that are associated with self-harming behaviour, including but not limited to "pro-anorexia" or "suicide-positive" material;
 - (3). terrorism; or
 - (4). human trafficking.
- 11-2. Users shall not post misleading material that would be likely to cause physical harm, which includes but is not limited to:
 - (1). harmful misinformation about world events, including but not limited to:
 - (a). pandemic denial;
 - (b). genocide denial; and
 - (c). conspiracy theorism;
 - (2). other material which appears to provide medical advice which is in fact harmful;
 - (3). material which is likely to mislead people into unintentional property damage or injury; or
 - (4) material which is likely to mislead people into endangering themselves in the face of natural disasters or other natural phenomena.
- 11-3. Users shall not post material that interferes with the integrity of public office elections, at levels including but not limited to:
 - (1). supranationally;
 - (2). nationally or federally;
 - (3). regionally, provincially, or at the state level; and

(4). locally;

which includes but is not limited to material designed to intentionally suppress, intimidate, or confuse voters.

Rule 12. Spamming, Fraud, and Grift

- 12-1. Users shall not engage in spamming, which includes but is not limited to:
 - (1). repeatedly following users or sharing or liking their posts to an extent that it can reasonably be inferred that there is intent to pester them with notifications;
 - (2). posting large numbers of unwanted mentions or comments on other users' posts;
 - (3). posting low value material which contains off-site links in an attempt to improve their search engine result ranking;
 - (4). posting sponsored material without disclosing that you are receiving promotional consideration; or
 - (5). using an account or page largely to post solicitations to join:
 - (a). referral marketing programs;
 - (b). make-money-from-home schemes;
 - (c). multi-level marketing;
 - (d). Ponzi schemes; or
 - (e). other businesses or organisations which primarily derive revenue from new members joining as opposed to the sale of real services or products.
- 12-2. Users shall not promote any products, services, investments, or business opportunities related to cryptocurrency or non-fungible tokens unless they unambiguously do not fall into any of the categories listed at Rule 12-1(5).

Rule 13. Material Requiring Exceptional Enforcement Measures

- 13-1. For the purposes of this Part, "child sexual abuse material" means:
 - (1). realistic depictions of minors of a sexually explicit nature, whether actual photographs/videos or visual art difficult to distinguish from actual photographs/videos; and
 - (2). non-explicit realistic depictions of minors which are obviously intended to be sexual, including but not limited to creepshots, underage "fashion modeling", and other such material.
- 13-2. Users shall not post child sexual abuse material on any Node, regardless of whichever local laws are applicable to that Node or the User posting.
- 13-3. Node Staff shall:
 - (1). immediately and permanently ban any User who attempts to upload child sexual abuse material to any League Node any given Node Staff member is on the staff of;

- (2). immediately and permanently ban any User who they become aware has attempted to post child sexual abuse material on a different League Node; and
- (3). immediately report any attempts to post child sexual abuse material on a League Node which they are on the staff of to the relevant law enforcement authorities.
- 13-4. Node Operators shall permanently break federation with any League Nodes which fail to respond to any attempted posting of child sexual abuse material per Rule 13-3 within a reasonable period of time.

Part VII. Al-Generated Material

Rule 14. Obligations of Users Posting Al-Generated Material

- 14-1. Users shall not post material produced by "off the shelf" generative models ("Al-generated" content) to the Website League without labelling it:
 - (1). as "Al-generated", if the entirety of the post is Al-generated; or
 - (2). with a disclaimer before any portion of the post which is Al-generated, if only a portion of the post is Al-generated.
- 14-2. Users should tag partially Al-generated posts as being "Al-generated".

Rule 15. Prohibited Al-Generated Material and Conduct

- 15-1. Users shall not:
 - (1). post Al-generated material intended to mislead someone or spread misinformation of a nature that is likely to be believed;
 - (2). create a page solely to post material generated by large model generative Al products; or
 - (3). solicit donations or payment for material generated by large model generative Al products.

Part VIII. Adult Material

Rule 16. General Rules on Adult Material

- 16-1. For the purposes of this Part, "adult material" means:
 - (1). pornography or nudity, either photographic or drawn;
 - (2). other material which depicts or describes sexual acts in explicit detail; or
 - (3). material which is prohibited on a legal or regulatory level from being distributed to persons who are under the effective age of majority of a User or League Node.

- 16-2. For the purposes of this Part, "all-ages material" means any material which is not adult material.
- 16-3. For the purposes of this Part, whether any given material is "of a suggestive nature" shall be determined solely at the discretion of Node Staff. If there is any disagreement between different Node Staff in the event of any appeals or other review processes, the material shall be deemed to be of a suggestive nature.
- 16-4. Users shall ensure that the content warning field or subject line of any post containing adult material that they post contains the term "NSFW".
- 16-5. Users shall not post adult material in the following places:
 - (1). all-ages posts;
 - (2). the replies on all-ages posts; or
 - (3). on their profile picture or header image, regardless of their profile being marked as adult in nature.

Rule 17. Material to which Additional Requirements Apply

- 17-1. Users shall not post sexually explicit non-photorealistic visual art of characters who are, or are apparently, minors.
- 17-2. Users shall not post art which Node Staff determine could be reasonably interpreted to be of a suggestive nature involving minors without a descriptive, clear content warning.
- 17-3. Node Staff may take moderation measures including but not limited to deletion with respect to any material that falls within the scope of Rule 17-2, whether it has adequate content warnings or not, if they determine that such is necessary.
- 17-4. Users shall not post written material discussing sexual experiences involving minors, including when the minor in question is or was the User posting, which constitutes any of the following:
 - (1). written fiction involving real people who are minors or depicted as minors;
 - (2). material encouraging, glorifying, or advocating sex between adults and minors; or
 - (3). material whose dominant characteristic is the description, for a sexual purpose, of sexual activity with a person younger than the effective age of majority in the circumstances.

Part IX. Content Warnings

Rule 18. Obligations of Users Respecting Content Warnings

- 18-1. For the purposes of this Part, "sensitive material" includes but is not limited to:
 - (1). depictions of graphic violence or self-harm;
 - (2). depictions of sexual violence of all kinds;
 - (3). depictions of explicit racism, sexism, homophobia, transphobia, or other bigotry in a documentary capacity;

- (4). depictions of abuse, particularly of children or animals;
- (5). depictions of drug use and abuse, descriptions of self-harm, suicide, incitement to suicide, or threats to commit suicide in a documentary capacity; or
- (6). gross-out or shock material.
- 18-2. Users should apply descriptive, clear content warnings to any posts containing sensitive material.
- 18-3. Users shall apply descriptive, clear content warnings to any posts containing:
 - (1). depictions of non-consensual sexual conduct;
 - (2). material which is likely to induce photosensitive epileptic episodes; and
 - (3). personal accounts not prohibited by, but relating to the subject matter described in, Rules 17-2 and 17-4.

Rule 19. Rights and Obligations of Node Staff Respecting Content Warnings

- 19-1. Node Staff may take measures to remedy posts containing sensitive material with inadequate content warnings including but not limited to:
 - (1). adding appropriate content warnings to the post; or
 - (2). modifying the existing content warnings on the post.
- 19-2. Where a League Node's technological configuration does not permit addition or modification of content warnings by Node Staff, Node Staff may summarily delete posts containing sensitive material made with inadequate content warnings if they determine that the circumstances are too urgent for them to wait for the posting User to edit an inadequately warned post themself.
- 19-3. Node Staff shall take measures to prevent posts containing the material described in Rule 18-3 from being displayed to Users without adequate content warnings, including but not limited to hiding the relevant post.
- 19-4. Node Staff may take moderation actions such as deleting the relevant post(s) or banning the relevant User in the event of repeated or particularly severe breaches of Rule 18-3.

Part X. Other Behaviours to Avoid

Rule 20. Reposting and Attribution

- 20-1. Users shall not post or repost other people's material without attribution. Furthermore:
 - (1). If the material a User wants to share is already on the Website League, the User should use the built-in share feature to boost it instead of reposting it.
 - (2). If the material a User wants to share is not on the Website League, the User should link back to the source where possible.

- 20-2. Users shall only post the contents of private conversations in a non-anonymous manner where it is compatible with the letter and spirit of the rest of the League Code. For clarity:
 - (1). Users may call out bigoted, abusive, and otherwise highly harmful behaviour without anonymity.
 - (2). Users may share the contents of private conversations they consider to be funny or unusual if and only if the other participants in the conversation are kept anonymous.
 - (3). Users may share private conversations or remarks non-anonymously with the approval of the sources of the remarks.
- 20-3. If the creator of any given material reasonably requests the removal of any of their material posted on the Website League, Node Staff may perform such removal when the reposting User does not.
- 20-4. Node Staff may ban accounts on the basis that their primary form of posting is unsourced reposting.
- 20-5. Node Staff may take whatever moderation actions they determine to be necessary and proportionate to stop patterns of infractions of Rules 20-1 and 20-2.

Rule 21. Discretion with which to Address Patterns of Detrimental Conduct

- 21-1. The League, all decision-makers to whom discretion or authority is delegated by the League, and all Node Staff may limit, suspend, or ban any User for reasons outside the League Code or any given League Node's rules when a User's conduct or pattern thereof is determined to be detrimental to the well-being of the League or any given League Node. Examples of this conduct include but are not limited to:
 - (1). deliberate, bad-faith provocation of conflict;
 - (2). egregiously argumentative behaviour; or
 - (3). otherwise routinely being detrimental to others' enjoyment of the League.
- 21-2. Rule 21-1 shall be interpreted per the following:
 - (1). Node Staff should usually avoid discouraging arguing, snide remarks, and overt displays of anger against other Users. However, Node Staff may take administrative and moderation action against Users with an excessively frequent or intense pattern of such conduct.
 - (2). Users should make use of user-side safety tools such as muting or blocking as a first-line response. However, Users should report any patterns of conduct as described in Rule 21-1which appear to them to be excessively intense, protracted, or otherwise severe.
 - (3). Node Staff shall not interpret Rule 21-1 as permitting excessive policing the tone of users or ignoring the context in which remarks are made.
 - (4). Node Staff shall apply Rule 21-1 with a conscious, active awareness of the way in which their moderation actions might have discriminatory or bigoted effects regardless of intent, and shall actively consider the immediate, historical, and societal context surrounding any conduct which they perceive as potentially warranting action per said Rule.