Kelton County Roleplay
Rules & Regulations
Est. 2025

Section A: Behavioral Standards

(1) Any and all members are required to show a level of respect towards other members of the community at all times.
(2) Slandering, and the use of any blacklisted word is prohibited at all times.
(3) Swearing or using any curse words directly at another member is also not permitted.
(4) Arguing verbally and/or via text chat is prohibited, If an argument is started, a member of staff is to be notified immediately, do not attempt to resolve the situation yourself.
(5) Respect towards staff members actions and decisions regarding any given situation is required at all times. If you feel that the staff member's decision was unjust, or you were treated unfairly, please submit an Internal Affairs Complaint Form.
(6) The use of curse words constantly for no apparent reason is not permitted, any may result in disciplinary actions.
(7) KCRP has a zero-tolorance policy on harassment, harassment of any kind, is prohibited.

Section B: Channels and Offices

(1) Going AFK on any public lounge, channel, or lobby is prohibited.
(2) Public Channels and offices should not be used to exclude other members from conversations.
(3) General hangout lobbies, lounges, or other channels open to the public are not to be used for private conversations, with the exception of 10-1 channels.
(4) If there are two (2) or more members in a designated 10-1 channel, or private channel, you are required to get permission from all members within the channel, including non-staff members, if this decision is about private matters, before joining the channel.
(5) Playing loud and obnoxious music or sounds in any public or private channel is prohibited. This includes the built-in discord soundboard.
(6) Undesirable sounds are prohibited in any public channel, this includes, yelling, bodily noises, background noise, etc.

Section C: Roles and Abilities

(1) Any role that gives one special abilities not normally obtained by regular members is not to be abused in any way, this includes moving someone without permission.
(2) Changing the name or description of a channel without permission from the channel owner is prohibited.
(3) Impersonation of Staff or higher is prohibited, and may result in removal from the community.

Section D: Community View

(4) All members display names are required to fit the KCRP name format, such as; First Name, Last Initial. Followed by a period at the end, and your primary department's callsign.
(5) All departments are required to have KCRP approved callsign, such as; #X-## (with the exception of Civilian Affairs). The department callsign must always use their department's assigned number at the start of their callsign, followed by a letter, and their position within the department. Such as;
    (a) Head Administration
        (i) "1A-##"
    (b) Police Department
        (i) "2L-##"
    (c) Sheriffs Office
        (i) "3C-##"
    (d) Communications Department
        (i) "4Z-##"
    (e) Highway Patrol
        (i) "5D-##"
    (f) Development Department
        (i) "6N-##"
    (g) Fire Department
        (i) "7F-##"
    (h) Civilian Affairs.
        (i) "CIV-###"
(6) All department callsigns are required to be displayed in Capitol Letters (example; CIV-193, instead of civ-193, or Civ-193.

Section E: Community Assets

(1) Distribution of any KCRP (past or present) asset is prohibited at all times.
(2) Distribution or selling any type of illegal or not safe for work (NSFW) content is prohibited.
(3) Distribution of images that contain other community members persons, items, or likeness if prohibited without written consent from the community member.
(4) Distribution of any illegal obtained asset or software is prohibited.
(5) Images, files or videos containing slandering, illegal, or inappropriate behavior is prohibited.

Section F: Server Guidelines

(1) Members are required to have push-to-talk enabled at all times when in a RTO channel, or In game.
(2) All members of the community are required to have a clear and working microphone to participate in patrols.
(3) All RTO (Radio traffic only) channels are required to be respected, and must remain strictly RTO in these channels.
(4) Members must be in their respective teamspeak/patrol channel before joining the community server.
(5) Members are required to follow their departments standard operating procedures and respective policies when patrolling.
(6) Members must be dedicated to patrols, duel-clanning, watching media, etc. is prohibited while patrolling.
(7) The use of external menus, scripts, or other assets not specifically approved by Head Administration is not permitted. Exceptions apply for “approved media members” who have been granted permission to use Menyoo, for approved content.
(8) If Staff In Training + gives the command to spread out, that command must be followed within an appropriate time frame, failure to follow the command may result in disciplinary actions.
(9) Personal testing or the use of thumbnail making must be created on the KCRP Test server.
(10) The use of external information gathered outside of the in-game server is prohibited, as this is considered meta-gaming.
(11) The abuse of in-game mechanics to gain an advantage of other players is prohibited as this is considered power-gaming.
(12) Forcing another player to accept an outcome in your roleplay — such as shooting them and declaring their character dead — is not permitted and is considered force RP. Every player has the right to determine the fate of their own character, provided their choices remain within the bounds of realism and do not break immersion.
(13) Once a character has been hospitalized or jailed, the corresponding time in hours (converted from seconds) represents the period during which the character cannot be used. If this time exceeds 300 seconds, the character is considered to be serving a life sentence and cannot be used again, unless one of the following exceptions applies — with the exclusion of exception C:
    (a) The character is appearing in court.
    (b) The character has been found not guilty in court.
    (c) The character has been released from jail.

Section G: Administrative Actions

(1) Community members are prohibited from asking for promotions constantly, if a member feels like they have been overlooked in a promotion cycle, they can contact a member of Senior Staff to request a promotion overview. If the promotion overview outcome determines that the person was overlooked, that promotion will take effect immediately.
(2) Head Administration decisions are considered final, the Head Administration team takes in the account of all persons before making a decision, do not disrespect or question decisions made by Head Administration.
(3) Lying or hiding evidence needed or requested by Internal Affairs is considered a breach of community standards, and will result in immediate removal from the community.
(4) Do not disrespect or question the decisions made by the Administration team, to voice your concerns, please follow the chain of command, if you feel like you have been treated unfairly during this process, please create an Internal Affairs Complaint Form.
(5) Members approached by Staff or internal affairs to aid in the investigation conduct by either party is required to provide any information request if available to such party.
(6) Do not skip the chain of command, even if the next ranking member can solve the problem.

Section H: Other Communities

(1) Members are permitted to be a community member is other roleplay communities with the following stipulations in place.
    (a) Members who are a part of other communities may not be a community recruit in any department. We require our recruits to have full attention to this community.
    (b) Members who are part of other communities may not hold a staff position within KCRP due to the sensitive nature of information shared.
    (c) Members may not join any community that requires an application through third party software, such as Discord, or a website.
    (d) Members are not permitted to duel-clan if the server is whitelisted and is utilized by multiple people. (with the exceptions for personal test servers.)
    (e) Members may not participate in any blacklisted communities.

Section I: KCRP Media

(1) Recording or streaming of any KCRP Asset to any website or online avenue is permitted by all members of the community.
(2) Members may not use any external mod menu or scripts without the explicit permission from Head Administration.
(3) English must be spoken at all times on any KCRP asset, and any media recorded or streamed on therefore.
(4) KCRP is not responsible for any communications held outside of official KCRP assets.
(5) The use of KCRP to personally gain benefit is prohibited.

Section J: Inactivity, Leave of Absence, and Community Transfers.

(1) A member becomes “inactive” if that member has not made any contact with any individual or has not logged into the community server for the past 14 days.
(2) A member may be removed from their position or the community if they have remained inactive for the last 30 days.
(3) Members who have been considered inactive or have been removed from the community for inactivity is eligible to apply for a retired position.
(4) Leave of Absences (LOAs) may be granted by Administration for a maximum of 30 days, while Head Administration may approve a maximum of 60 days. If a member requires more than 60 days, they must resign from the community and may re-apply once their absence has ended, though their previous rank may be forfeited.
(5) Members who resign from the community have a maximum of 30 days to reapply to the community to obtain the rank in the department. Failure to apply within the valid timeframe, will result in the member starting back out at the rank of recruit.
(6) Members must meet community and departmental requirement to transfer, department requirements can not and do not supersede community requirements.
(7) To transfer to any department the member must follow the following requirements.
    (a) The member must be in their current department for at-least 30 days.
    (b) The member must not be within their probationary stage, or a community recruit.
    (c) Upon transferring to another department, a 30-day cooldown will be immediately applied, which is separate from the original 30-day transfer eligibility period.
    (d) The member may apply for multiple reserve departments, however, they must meet their departments reserve minimum requirements.
(8) Once a member has been terminated from their main department, they may choose a reserve department to become their new primary department. If the member has no reserve departments available, they will be terminated from the community.