

RSC Behavior Rules And Guidelines

Breakdowns, Explanations, And Philosophies

1 Introduction

1.1 TL;DR

1.1.1 Don't be a jerk.

1.1.2 Remember there are kids in the server. Strong language is fine, though don't direct it at others; slurs, in any form, are not okay.

1.1.3 Don't spam.

1.1.4 Stick to the right channels for the topic you want to discuss.

1.1.5 Speak English, please.

1.1.6 Use pings appropriately; never ping pointlessly. Don't ping between midnight and noon ET unless it's an individual who was online within the last few minutes.

1.1.7 If you are in an event, don't leave the server; don't leave during the season at all if you are a member of a league.

1.1.8 Don't spoil media that has released within the last month.

1.2 Navigating This Document

1.2.1 I Just Want To See The Rules

1.2.1.1 You can find the rules and consequences here:

https://docs.google.com/spreadsheets/d/1nPb4nNGDROVvzaSimvYVm_zlFbDV51vRczU5DUN1ko/edit?usp=sharing

1.2.1.2 For details of each rule, see section 3. See section 4 for General Manager and staff-specific rules. Alternatively, use ctrl/cmd+f to search this document for the name or number of the rule.

1.2.2 I Want To Know How The Mods Are Going To Moderate

1.2.2.1 See section 2 for general stances, and section 5 for details.

1.2.3 I Want To Complain About Something

1.2.3.1 See section 5. If your complaint is outside of that, use the Player Committee Complaint Form: <https://goo.gl/forms/inXVD9vbe47QJKWP2>

1.2.4 I Want To Find The Introduction Section

1.2.4.1 You did it. Good job.

1.3 What Is This?

1.3.1 Breakdowns

1.3.1.1 Each of the misbehaviors listed in the new behavior rules are listed below, along with a breakdown of what is and isn't permitted, where moderation discretion may be more or less critical, and anything else that may be relevant.

1.3.2 Explanations

1.3.2.1 Each misbehavior is accompanied in this document by an explanation, to the best of the staff's ability to explain, as to why it is a rule, and anything else we feel is germane to the discussion of these rules.

1.3.3 Philosophies

1.3.3.1 This document also contains philosophies of rule creation, community inclusivity, and moderation. Though this is listed third in the title and is the least likely reason for an average member of the community to look at this document, this section comes before the behavior guidelines themselves. This is because they inform everything else in this document. Many arguments over whether or not something should be a rule is because the sides have conflicting views on these three areas.

1.3.4 Moderator Manual And Training Guide

1.3.4.1 This serves as a guide for moderation in RSC. Additionally, it works as a core part of the process of bringing on new moderators.

1.4 I Would Like To Contribute

1.4.1 Ways To Contribute

1.4.1.1 The channel #behavior-rules-discussion in the RSC Discord is the only place in the Discord we'd like to see these rules discussed. Please do not carry the discussion over into other channels. Suggestions regarding these rules should go there, not in #serious-suggestions or #serious-suggestion-discussion. Please reference section numbers as needed.

1.4.1.2 You can comment on this document itself! Note that a response may take longer, but it may be more useful to highlight things like grammar and spelling errors, or to leave notes for future conversations. This will only be extended upon request; contact cdrch#0069 by DM with your email and a note that you would like comment permissions.

1.4.2 Contribution Rules

1.4.2.1 Please be sure you have read the relevant parts of the documents before commenting. If you comment and it is clear that you have not read the documents, you will first be directed to read the relevant sections. On the second and following cases, you will be blocked from the channel until the following day. You are welcome to ask where to find a specific topic in the documents. Asking where to find a topic does not excuse you if you then speak in a way that makes it clear you have not read.

1.4.2.2 Please take this discussion seriously. If we feel like you are attempting to cause drama or harm the overall discussion, we will block you from the discussion channel. If you post pointlessly, whether just sharing unrelated memes or bringing up topics not germane to the discussion, you will likewise be blocked from the discussion channel. (Moderator discretion will apply in the case of highly relevant memes.)

1.4.2.3 Please do not level accusations or personal insults at specific people or groups, no matter how serious you may feel their transgressions are. Each accusation or mention of another name in a seriously negative light will count as a strike for “being generally disrespectful or rude”; the second case will see you blocked from the channel (in addition to another strike). Please instead use generic descriptions of situations; it isn’t that hard to give an example that doesn’t use a name. If you have a situation to report, speak to a mod or use the Player Committee complaint form, which is also seen by relevant staff:
<https://goo.gl/forms/inXVD9vbe47QJKWP2>.

1.4.2.4 Please do not accuse the staff of not trying, being dictators, or otherwise suggesting that they are creating and enforcing behavior rules for no good reason. If that was the case, this channel would not exist. We will consider this a case of “being generally disrespectful or rude”; the second case will see you blocked from the channel (in addition to another strike), as we can no longer assume that you are speaking in good faith.

1.4.2.5 If what you have to say is neither constructive nor positive, please do not say it. You may eventually be blocked from the channel if you only offer opinions of problems without alternatives or anything new to the discussion.

1.4.2.6 If you attempt to move the conversation into other channels after being blocked, it will be punished as two strikes for the misbehavior “misuse of channels”.

1.4.2.7 Given the serious and divisive nature of this topic, moderation on this channel will be especially strict. This may be a sign of the level of moderation to expect going forward, or it may be in fact more strict than we eventually settle on being. We are laying out the rules for behavior in this channel as carefully as possible.

2 Philosophies

2.1 Community Inclusivity

2.1.1 Summary

2.1.1.1 RSC should make people feel welcome.

2.1.1.2 RSC should not discriminate.

2.1.1.3 RSC members should not fear discrimination or attack from being present in the server.

2.1.1.4 RSC will select for some positions and opportunities based on estimated maturity level.

2.1.1.5 RSC should not ignore the concerns of its members, especially about the behavior of other members.

2.1.2 RSC is for everyone. That does not mean that everyone will enjoy every part of RSC's events. That does not mean that everyone will enjoy even a single RSC event. That does not mean that everyone will be friends, or even that everyone will get along. It does mean that RSC will endeavor to not turn people away when they have given us no cause to do so. It does mean that RSC will endeavor to make people feel welcome. It does mean that we will punish or ban individuals as needed if they harm this cause. It does not mean we will punish or ban an individual because a single other person does not want them there.

2.1.3 RSC does not discriminate against individuals based on their age, parental status, career/employment status, hobbies, disabilities, gender identity, sex, sexual orientation, lawful sexual activity, marital status, physical features, political beliefs or activity, physical conditions, race, ethnicity, religious beliefs or activities, social class, origins, or association with others based on any of the above characteristics. We may place limits on participation in specific events based on some of these characteristics, such as age (example: a tournament for those 30 and up, or those under 18). We will only ever do so in a polite, respectful, and fair way, when possible seeking to help some group through additional opportunities for them.

2.1.4 RSC should be a safe space, in the sense that people should not fear discrimination in any of the above categories, nor should they fear personal attacks. It does not mean that people will be shielded from new ideas, nor does it mean that we can prevent individuals from being put in situations that may affect them negatively due to their own history. It does not mean that RSC is opposed to freedom of speech. It does mean that we will not respect any “right” that individuals may feel they have to harm others through words or actions. It does mean that there should be rules of behavior to indicate what individuals should be prepared to encounter, and what they should expect to see punished.

2.1.5 RSC does not discriminate based on age, but it does reserve the right to discriminate based on maturity level. Some individuals, be they five or fifty-five, may act immaturely with great enough frequency that RSC may block them from taking up certain roles or participating in certain events. Maturity of an individual will be judged primarily based on two things: their ability to follow rules and their interactions with members of RSC.

2.1.6 RSC should pay attention to the concerns of its members, particularly in regards to the behaviors of others. If a member reports a concern about another member’s behavior, regardless of who the behavior was directed at or the severity of the offense, RSC should not forget the matter. RSC should endeavor to follow up with concerns according to the behavior rules and guidelines.

2.2 Moderation

2.2.1 Moderation should be done confidently. Moderators should feel empowered to enforce the rules. They should not feel like they will have their every action questioned.

2.2.2 Moderators should not be expected to be perfect, by the staff or the community. Mistakes happen. Apologies will need to be delivered, by the individual in question when possible and by the staff as a whole when needed.

2.2.3 Moderation should be as swift as is reasonably possible. Delayed consequences lead to lesser effect, and more disconnect between the event and the consequences. They can also lead to a snowballing effect in the community, leading to more trouble and encouraging others to commit similar misbehaviors.

2.2.4 Moderators should present a united front. Moderators may not always agree, but public argument leads to a reduction of faith in RSC staff. Disagreement should be handled in staff-only channels, and a final resolution be presented to the public as needed. Should moderation be recognized as probably problematic by the staff, lesser punishments (such as temporary mutes) should stay while greater punishments (such as match suspensions) should be lifted until a consensus is reached. Public statements should be minimal until a final official statement can be made.

2.2.5 Moderators should be as clear as possible when moderating. Specific rules should be referenced when broken. Catch-all misbehavior categories may be used when others do not fit, with several strikes delivered if needed. Members should be able to DM and ask questions. They are not entitled to more than one clear explanation, however, nor is a moderator expected to deal with a debate for every punished misbehavior. Not debating does not make the moderator's decision wrong. If a player wishes to make a formal complaint or have a moderator's behavior looked at by others, they should use the Player Committee complaint form: <https://goo.gl/forms/inXVD9vbe47QJKWP>

2.2.5 Moderators should not expect discussion before every moderation call. Any discussion should happen after the first moderator to respond chooses to take action or chooses not to. A moderator who chooses to not take action may change their mind.

2.2.6 For moderation calls of lesser consequence (where the punishments are things like simple timeouts, or where there are levels of warnings built into the system), moderators should lean towards preferring more decisive moderation. For moderation calls of greater consequence (suspensions or other cases where the individual is missing out on events of great importance to RSC), moderators should act with caution. For cases of permanent or difficult-to-undo moderation (bans), there should always be a reasonable amount of discussion first, except in rare cases (such as blatant spammers).

2.2.7 Moderators who are still being trained or otherwise limited should always defer to full moderators. Moderators should defer to admins. Any other set indicators of hierarchy in the staff should be obeyed. This does not mean silent acceptance, but it does mean not going against their final declarations on matters. Defiance of the set hierarchy in a non-constructive manner (such as making public references in a disrespectful manner) is an indication that an individual is too immature to moderate fairly and reasonably.

2.2.9 Moderators are not beholden to understanding the full context of a situation. Context of a misbehavior that reaches outside of the RSC Discord should be ignored by moderators, except as is made clear inside of the RSC Discord by members shortly before or after the misbehavior. (Note that videos, GIFs, long texts, or other material that takes some effort to absorb does not count as providing clear context.) Moderators are not expected to understand every reference made by members, and will have to judge each situation without external references except in rare cases. Even in the case of a moderator understanding a reference, they should consider how members who do not know the reference would see it, and if it breaks a rule without that context. Moderators should pay attention to misbehaviors in the context of past misbehaviors only in how they might make a misbehavior more severe.

2.2.10 Moderators should go outside of the set structure of consequences as rarely as possible. Leniency should be set by the structure and the rules, and further leniency should be given only very rarely. Harsher consequences than set forth in the rules should be given even more rarely. (Cases of multiple strikes for a single action, when following the guidelines given, do not count as going outside of the rules.)

2.2.9 Moderators are not the parents of the community. They have no obligation to try and teach you morality or improve your attitude in your out-of-RSC life. We are trying to run a community that is pleasant to be in. Therefore, there is a cut-off point where it is highly unlikely that a trouble-causing individual will improve their behavior, and they should be banned if the trouble is severe enough or occurred frequently enough. Likewise, there is a cut-off point for moderators taking time to ensure members understand the rules.

2.3 Rule And Consequence Creation

2.3.1 Clearer rules are better than vague rules. Moderator discretion is an important part of moderation, but the community should not have to rely on learning the personalities and tolerance levels of moderators in order to avoid breaking rules and receiving consequences.

2.3.2 Simpler rules are better than more complex rules. More complex rules are better than rules that are frequently misinterpreted.

2.3.3 Doing a misbehavior twice is worse than doing it once. Consequences should follow a logical scaling with repetition.

2.3.4 Consequences should be set in advance whenever possible.

2.3.5 Cases of bans should always be reviewed before an actual ban occurs (barring rare cases, usually related to spam or non-person members); they should instead receive an alternative severe punishment if the ban does not occur.

2.3.6 How consequences scale should reflect the severity of the misbehavior committed. Consequences may scale both in the severity of the starting and ending punishments, and by the linearity of the increase in severity as repetition of a misbehavior increases (that is, how quickly the punishments get worse).

2.3.6.1 Misbehaviors that are reasonably well defined should have no more than a single warning.

2.3.6.2 Misbehaviors that are vague or that heavily rely on context should have multiple levels of warnings, or else have their consequences scale up more slowly.

2.3.6.3 Misbehaviors that are minor should have lesser consequences throughout.

2.3.6.4 Misbehaviors that are serious should have rapidly increasing consequences and end with a ban

2.3.6.5 Misbehaviors that are extremely minor should not directly lead to an assumed ban.

2.3.6.6 Misbehaviors that are extremely serious should not use the full punishment scale before reaching a ban.

2.3.6.7 Misbehaviors that are commonly seen as misbehaviors should skip or minimize warnings before more severe consequences are delivered.

2.3.6.8 Misbehaviors that are inconsistently seen as misbehaviors should always deliver at least one level of warning.

2.3.6.9 Misbehaviors that are potentially harmful to the community as a whole and the reputation of RSC should be punished more severely than those harmful to individuals and smaller groups

2.3.6.10 Misbehaviors that are likely to be misunderstood by the moderators should start with warnings and ramp up consequences slowly

2.3.6.11 Misbehaviors that severely harm the reputation of an individual/group should be punished more severely, and consequently more quickly lead to a ban.

2.3.6.12 Misbehaviors that harm the integrity of RSCC or another RSC event, or their ability to operate smoothly, should be punished more severely and more quickly lead to a ban from the event.

2.3.6.13 Misbehaviors that are highly likely to be intentionally planned or performed with malicious intent should receive one or no warnings and rapidly increase in severity of consequence.

2.3.6.14 Misbehaviors that involve circumventing the structures and rules of RSC should be punished harshly and quickly lead to a ban.

2.3.6.14.1 Example: If you “fix” a game in RSCC, you should incur an RSCC penalty.

3 Behavior Rules (In No Particular Order)

3.1 General Misbehaviors

3.1.1 Being generally disrespectful or rude to community members

3.1.1.1 Breakdown

3.1.1.1.1 This is a catch-all misbehavior for any cases of rudeness. This should be used if a more specific form of rudeness is not already a rule.

3.1.1.1.2 Note that you can also receive strikes in meta misbehaviors as needed.

3.1.1.2 Explanation And Thoughts

3.1.1.2.1 Technically, if you wanted to be overly concise, every rule could be boiled down to this. Just about every other misbehavior is either rude to community members directly, or by making the server a more unpleasant place to be, or rude to staff by making them do more work than needed. Of course, having a single extremely vague rule to cover everything goes against the above moderation and rule-creation philosophies. That said, a catch-all rule is needed, or else we'd be creating new rules forever.

3.1.1.2.2 The consequence curve is fairly gentle. It progresses through all of the lowest levels once each until it reaches 7 strikes, which is a ban. It is gentle because, as a catch-all, it is likely that most behaviors marked as this are fairly minor, but nonetheless troublesome. By the 7th time, though, it is reasonably likely the person involved does not particularly care about how their actions are perceived by or affect others, and doesn't intend to attempt to change.

3.1.2 Abusing others

3.1.2.1 Breakdown

3.1.2.1.1 This refers to harassment of other players, including, but not limited to: verbal insults, text insults, and repeated, overt sarcastic responses in both text or voice chat. This can include DMs brought to the attention of the moderators. Generally only repeated cases of three or more, or extremely severe single incidents, should be logged as this. Each case thereafter should result in a separate strike (assuming a punishment happened in-between). One-offs or two-offs that are minor should be marked down as general disrespect.

3.1.2.1.2 The player's General Manager will be notified when this misbehavior occurs.

3.1.2.2 Explanation And Thoughts

3.1.2.2.1 The consequence curve is fairly sharp, as moderators are looking for evidence of consistent targeting. After the first case, the consequences involve RSCC match suspensions and eventually a season suspension.

3.1.2.2.2 Due to how serious this can be and how quickly it can lead to match suspensions, GMs will be notified when strikes are handed out for this.

3.1.3 General toxic behavior

3.1.4 Breakdown

3.1.3.1.1 Creating unnecessary drama, manipulation of others, or being overly judgmental or critical of others. Includes attacks or insults through in-game chat.

Evidence required.

Spamming "What A Save!" and the like (3+ times from a person or 5+ from a team) will be considered to break this rule if used consistently across one or more games in context that aren't clearly called for. For example: if someone makes a save and someone on the other team spams "What A Save!", that clearly isn't toxic.

3.1.4.0.2 The player's General Manager will be notified when this misbehavior occurs.

3.1.4.1 Explanation And Thoughts

3.1.4.1.1 Toxicity is a common problem that is difficult to define. The above will likely be an evolving definition as we work out exactly what forms toxicity takes in our community.

3.1.4.1.2 In-game chat is a major problem in Rocket League. Nearly everyone has run into someone who likes to be toxic through quick chats. Thankfully, we've only rarely had the problem in matches, but we have had them. Generally, we have to assume any chat that doesn't appear to have a good reason to be used is likely someone attempting to be toxic. If you don't have something nice to say (or at least something positive and constructive to your teammates), don't say it. This is a case where it's reasonable for the mods to assume the worst: if someone reports a team for toxicity and they are saying "bob" twenty times per game, it's reasonable to assume they aren't trying to speak the language of the Bobs, and probably have something mean-spirited behind the spam.

3.1.5 Threatening staff

3.1.5.1 Breakdown

3.1.5.1.1 Threatening staff with annoyances, spammy DMs, flaming (unfounded personal attacks, derisive comments or mockery, etc.), or other similar things. Threats of physical harm, stalking, or other more serious matters fall under the serious threats misbehavior.

3.1.5.1.2 The player's General Manager will be notified when this misbehavior occurs.

3.1.5.2 Explanation And Thoughts

3.1.5.2.1 If you want to make a joke, it should clearly be a joke. We'll understand that you trying to bribe us with Monopoly money is probably a joke. We'll even probably laugh at a RoSCoBucks bribe. Or a promise to beat us by 50 points in the next RSCC game we play. But don't make threats of something you could actually do. Staff does not need to deal with this. This is a special rule regarding staff because the staff is the most common target. Threats of this sort directed at other members of the server fall under abusing others (if repeated or borderline serious), toxic behavior, or being generally rude.

3.1.5.2.2 The consequence curve is steep and short: only three strikes to reach a ban. If an individual is repeating this behavior at all, there is a problem. If the second strike consequence of a week's timeout and a season RSCC ban doesn't convince a person that we take this seriously, I don't think much more will.

3.1.5.2.3 The player's General Manager is notified because this is likely indicative of a larger attitude problem that may affect their franchise.

3.1.6 18+ conversations

3.1.6.1 Breakdown

3.1.6.1.1 Conversations referring to sex or any topic that might make a movie rated R.

3.1.6.2 Explanation And Thoughts

3.1.6.2.1 Many of us in RSC are adults. Many of us are not. Additionally, very few of us come to a Rocket League Discord in order to hear random rated-R tales from other people. While the server is not child-friendly, there is near-zero reason for these topics to be discussed.

3.1.6.2.2 Given that the line between appropriate conversations and conversations forbidden by this rule can be fuzzy, the consequences ramp up fairly slowly.

3.1.7 NSFW images or descriptions

3.1.7.1 Breakdown

3.1.7.1.1 Posting any images or descriptions that are considered not safe for work (NSFW) or other public locations due to nudity, sexual content, gore, extreme violence, or other aspects. Drastically or overtly explicit materials will instantly incur 3 strikes.

3.1.7.2 Explanation And Thoughts

3.1.7.2.1 Like with 18+ conversations, there's little reason to have any of this in RSC. There is a high likelihood of driving people away if enough of this were to be present.

3.1.8 Excessively spamming text chat

3.1.8.1 Breakdown

3.1.8.1.1 Any case of having five or more copies of a message, or of similar messages, within a short period of time in RSC is spam. If the message is particularly long or large (such as a large image), three or more cases is the limit. Similar things, like chains of memes, may be counted as spam. This also applies to in-game chat (The counts are per-game) for games played with RSC members. In all these cases, spam does not have to be by a single member; the message(s) that lead to the rule-break are punished.

3.1.8.1.2 Exceptions may be granted if it is highly likely that Discord problems may be causing the duplicates to occur, or if it appears to the user that they only appear once. This is a case where a user should DM the mod who assigned the consequences in order to reverse the consequences.

3.1.8.1.3 This also includes spamming of reactions to any messages.

3.1.8.1.4 Additionally, it is not spam if you are following the expected format of certain channels with consistent post formats.

3.1.8.2 Explanation And Thoughts

3.1.8.2.1 We want our members to enjoy themselves and feel free to joke and meme, but spamming them is ignorant of those outside of the immediate group discussing as it clogs the channel with repeat messages.

3.1.9 Spamming voice chat/spam joining voice

3.1.9.1 Breakdown

3.1.8.1.1 Repeatedly joining and leaving voice chats 5 or more times in one minute.

Switching between several voice chats counts for this.

3.1.9.2 Explanation And Thoughts

3.1.9.2.1 This can be enormously irritating to any members currently in the call, and can cause lag within the server if done rapidly enough.

3.1.10 Posting scam/spam links

3.1.10.1 Breakdown

3.1.10.1.1 Any posting of links to harmful sites or repeated posting of links (i.e. other discord links). If evidence indicates malicious intent, this is instantly elevated to a ban.

3.1.10.2 Explanation And Thoughts

3.1.10.2.1 We want all members to be able to post links to sites if they feel it relevant to a discussion or would like to advertise other streams/discord (as long as they have approval to post in the #advertising-and-events channel), and we want our members to be able to follow these links. If these links are repeatedly spammed, others who wish to advertise will find their links buried. In addition, the posting of highly unsafe links poses a threat to our community.

3.1.11 Swearing directed at another member

3.1.11.1 Breakdown

3.1.11.1.1 Foul language directed at another member/group. Slurs or bigoted speech falls under “Using slurs or bigoted speech”. Repeated use of offensive language directed at others will also incur strikes in abusing others, or excessive spamming of text chat.

3.1.11.2 Explanation And Thoughts

3.1.11.2.1 As the rule name implies, foul language should be avoided in an all-inclusive audience that includes children, especially when directed at other members.

3.1.12 Using slurs or bigoted speech

3.1.12.1 Breakdown

3.1.12.1.1 Using highly offensive language (i.e. slurs), whether directed at members or not.

3.1.12.2 Explanation And Thoughts

3.1.12.2.1 RSC does not tolerate discrimination, and will strictly punish language that insults others. This will incur additional strikes if used directly at members. As a result of the highly offensive content that breaks this rule, there are no warnings given, and the punishment scale is very steep.

3.1.13 Impersonating members or staff

3.1.13.1 Breakdown

3.1.13.1.1 Any attempt to assume the role of another member or staff. This includes staff members, committee roles, or other elevated roles.

3.1.13.2 Explanation And Thoughts

3.1.13.2.1 We view this transgression seriously. Staff members are trusted members within our community that can be looked to to reliably answer questions or ensure the safety and enjoyment of our members. Those who falsely assume that responsibility and abuse the trust of our members tarnish our reputation. This is not something to joke around about.

3.1.13.2.2 Player’s GM will be notified of this infraction.

3.1.14 Known trade scamming

3.1.14.1 Breakdown

3.1.14.1.1 Intentionally misleading or outright lying to members in a trade, or attempted trade, with intention to scam the other member of one or more items.

3.1.14.2 Explanation And Thoughts

3.1.14.2.1 RLTrader is used for any member entering our discord. For those who have been flagged as 'scammers' by RLTrader, or if they are positively identified as scammers in another way, a lifetime Trade Ban will be immediately levied. If they circumvent this ban by conducting a trade, they will be banned.

3.1.15 Breaking Rocket League TOS

3.1.15.1 Breakdown

3.1.15.1.1 Violating Anything outlined in the Terms of Service for Rocket League by Psyonix. This includes, but is not limited to, offering boosting services.

3.1.15.2 Explanation And Thoughts

3.1.15.2.1 This is put in place as a major precaution in ensuring positive relations between RSC and Psyonix. In the event we attract the ire of Psyonix for allowing the TOS to be broken on our discord, our league can be shut down for good.

3.1.16 Misuse of channels

3.1.16.1 Breakdown

3.1.16.1.1 Anytime in which a member or members attempt to start a conversation in an inappropriate channel. This includes existing on-topic discussions that veer off-topic. This rule also includes any posting in the #serious-suggestion channel that is deemed not serious (which will incur strikes in Discussing suggestions or RSC updates without reading). This may only incur strikes after a member or staff has pointed out the appropriate channel.

3.1.16.2 Explanation And Thoughts

3.1.16.2.1 We set up our Discord in such a way that our text channels may be used for specific discussions or posts, and we want our members to be able to use them to find the appropriate discussions. When pointing out that the conversation is considered off-topic for the channel it is in, please indicate the proper channel for the conversation to continue.

3.1.17 Lying to staff

3.1.17.1 Breakdown

3.1.17.1.1 Any instance in which a member is found to have lied to any staff member. This includes, but is not limited to, intentionally revealing false information, or false proof used to make accusations.

3.1.17.1.2 Any confirmed reports where members have attempted to hide information from staff members. This includes deleting messages in chat, and denying their existence or lying about the content in said messages.

3.1.17.1.3 Expect multiple strikes for complex or long-term ongoing lies.

3.1.17.2 Explanation And Thoughts

3.1.17.2.1 Trust between RSC members and staff is incredibly important. Breaking this trust is a major issue, especially if major or repeated.

3.1.18 False accusations of serious offence

3.1.18.1 Breakdown

3.1.18.1.1 False or intentionally inaccurate accusations toward a member of any offence that has serious consequences, or accusations made without any real intent to investigate or prove.

3.1.18.1.2 Accusations of serious offense include, but are not limited to, any form of cheating, abusing elevated roles, or other major misbehaviors.

3.1.18.2 Explanation And Thoughts

3.1.18.2.1 We take any suspected infractions seriously, and do not want our staff's time to be wasted investigating reports that were ultimately founded on poor humor, or dishonesty from the reporting party. If you do wish to make a serious complaint or accusation, please use the Player Complaint Form: <https://goo.gl/forms/inXVD9vbe47QJKWP2>.

3.1.19 False accusations of serious offence towards staff

3.1.19.1 Breakdown

3.1.19.1.1 Falsely or intentionally inaccurate accusations of any offence toward a member of staff that has serious consequences, or accusations made without any real intent to investigate or prove.

3.1.19.1.2 Accusations of serious offense include, but are not limited to, any form of cheating, abusing elevated roles, or other major misbehaviors.

3.1.19.2 Explanation And Thoughts

3.1.19.2.1 Similar to false accusation of serious offence, however, with stiffer consequences, and a steeper curve on our punishment scale. RSC wants our staff members to be trusted members within the community, and that trust can be eroded if members see others accusing them of serious transgressions. We do understand that trust is earned, and if you have legitimate proof of staff members committing serious offences, we have appropriate forms to be filing those complaints(i.e. the player complaint form).

3.1.20 Serious (death/assault) threats

3.1.20.1 Breakdown

3.1.20.1.1 Any threat made that involves serious harm to another member, jokingly or not. This transgression uses a 3 strike system, the third being a ban, and these strikes never reset.

3.1.20.1.2 If made in a joking manner, this will incur one strike.

3.1.20.1.3 Two strikes will be applied immediately if suicide is brought up, joking or not.

3.1.20.1.4 Three strikes will be applied if this threat is apparently serious, has evidence suggesting serious intent, or is paired with other ongoing and severe harassment.

3.1.20.1.5 This infraction will not reset with the forgiveness cycle.

3.1.20.2 Explanation And Thoughts

3.1.20.2.1 This rule was put into place as we have built a community of members who strive to enjoy their time here, and to have fun with other RSC members. In ensuring a warm atmosphere, death threats will not be tolerated, joking or not, and will incur a sharp and swift punishment.

Suicide is no joking matter and threats of it in any fashion are unacceptable, and will be treated as such.

3.1.21 Discussing in topic discussion channels without reading

3.1.21.1 Breakdown

3.1.21.1.1 Any ongoing discussion, or repeated attempts to initiate discussions in the #serious-suggestions-discussion or #league-discussion channels without reading the appropriate material. This rule also includes any posting in the #serious-suggestion channel that is deemed not serious (which will incur additional strikes in Misuse of channels). Continuing to discuss these topics in other channels while on a Suggestion Ban will incur strikes in “Testing or baiting mods”, and at mod discretion, “Attempting to bypass punishments”.

3.1.21.1.2 Disclaimers and asking clarifying questions may lead to avoiding breaking this rule to a limited degree, per moderator discretion. Uninformed discussion should be kept limited.

3.1.21.2 Explanation And Thoughts

3.1.21.2.1 Similar to the misuse of channels rule, we have organized our channels to allow structured conversations that can provide useful suggestions that could help our league run better in many aspects. Unserious or spammed posts in this channel can really disrupt the conversation on critical suggestions that has much more impact than a casual conversation in #league-discussion. This is why we introduce a Suggestion Ban rather early in the scale, to help clear the discussion channel from unnecessary banter.

3.1.22 Non-English text in chat

3.1.22.1 Breakdown

3.1.22.1.1 Any repeated use of non-English text in any of our text chats.

3.1.22.2 Explanation And Thoughts

3.1.22.2.1 We run our Discord using English, and as a result, all official interactions from league staff are expected to comply. Our staff only universally knows English, and therefore cannot be expected to understand or work with non-English messages. We certainly don't want to discriminate against players simply for knowing a different language than English; however, the overwhelming majority of our members converse exclusively in English. If a moderator can translate the text and finds it to break any other rules, strikes will be applied accordingly.

3.2 RSC Championship & Other Event Misbehaviors

3.2.1 Throwing a match or fixing matches

3.2.1.1 Breakdown

3.2.1.1.1 Any discovered attempts at changing the outcome of a game. This can include throwing games, or arranging for other members to fix matches in any fashion.

3.2.1.1.2 This infraction does not reset with the forgiveness cycle.

3.2.1.1.3 The player's GM will be notified of this behavior.

3.2.1.2 Explanation And Thoughts

3.2.1.2.1 RSC does not tolerate cheating of any kind. We strive to be a league where our members can push themselves and their teammates to be the best in their skill tier every season, and talent should be the biggest role in crowning champions each season.

3.2.2 Rage quitting

3.2.2.1 Breakdown

3.2.2.1.1 Defined as leaving an RSC league match prior to official end of the match. This includes leaving a match before the game clock has reached zero seconds, but the ball has not hit the ground. If your name and score do not show up on the post-game lobby scoreboard, you will have been found to be in violation of this rule.

3.2.2.1.2 Players GM will be notified of this behavior.

3.2.2.2 Explanation And Thoughts

3.2.2.2.1 RSC is meant to be a fun and competitive atmosphere for all our members. Losing a match can often be frustrating, but good sportsmanship dictates playing a match to its conclusion, and hopefully congratulating the other team (win or lose) on their good games. In addition to this, our stats managers use the screenshots uploaded after the games to update player and team stats, and not having the name on the screenshot adds more time and work to a group that has to handle uploading several games a night.

3.2.3 Falsely/incorrectly reporting scores

3.2.3.1 Breakdown

3.2.3.1.1 Inaccurate reporting of scores or replays in the #score-reporting channel. Also includes intentionally or repeatedly incorrect uploading of replays and screenshots to the website.

3.2.3.1.2 Player's GM will be notified of this behavior.

3.2.3.2 Explanation And Thoughts

3.2.3.2.1 We want our league to run on accurate information. Ensuring that players know how to upload and report scores is a responsibility shared by player, staff, and GMs. As mentioned above, our stats managers have to read and upload hundreds of players' info each game, and if those reporting it are either intentionally making their job harder, or just refusing to learn how to properly submit things, they will be punished. Additionally, we want the player's GM to know as it is also their responsibility to ensure their players understand how to accurately report and upload that information.

3.2.4 Other cheating

3.2.4.1 Breakdown

3.2.4.1.1 Any intentional breaking of league rules not specifically outlined in the previous rules. This includes discovered smurfing (with proof and multiple witnesses) or other acts of intentionally misrepresenting information to the league.

3.2.4.1.2 Player's GM will be notified of this behavior.

3.2.4.2 Explanation And Thoughts

3.2.4.2.1 RSC is intended to be fun for all skill levels, and we have gone to considerable lengths to ensure as much balance as possible in RSCC matches (i.e. keeping grand champs from playing in a tier filled with platinum players). To that end, if players are discovered to have hidden account information or provided false information in an effort to change their placement within the league, or even within tiers, severe penalties will be levied. When supplying account information to the league, be sure to include ones you don't play often. For example, a grand champ can have a separate account that may be gold or platinum to play with lower-ranked friends, however, if they only provide the lower-levelled account and are placed accordingly into a tier, there would be severe consequences for hiding the other account.

3.2.5 Leaving the server while mid-event (including RSCC)

3.2.5.1 Breakdown

3.2.5.1.1 Defined as any member leaving the RSC discord in the middle of any RSC/RSCC-sponsored event.

3.2.5.1.2 This infraction does not reset with the forgiveness cycle.

3.2.5.1.3 Player's GM will be notified of this behavior.

3.2.5.2 Explanation And Thoughts

3.2.5.2.1 This entails an immediate removal from the event and the next instance of it, and in the event of the member being in RSCC, a 2 season-long ban being enforced. Our members have to be in this discord to stay informed of all relevant announcements and discussions, and it is much more difficult to stay up-to-date if not in the server. Some consideration will be given if proof is given of mechanical error, as there has been a report of someone being forcibly removed from all discord servers at one moment.

3.3 Mention/Ping Misbehaviors

3.3.1 Pinging between midnight and noon ET

3.3.1.1 Breakdown

3.3.1.1.1 Any ping or attempted ping of other members or groups between midnight and noon EST. Exceptions are given when the other member has given permission to do so, or has clearly been active within a reasonable timespan from the late ping.

3.3.1.1.2 From the 5th strike on, this also incurs strikes in toxic behavior.

3.3.1.2 Explanation And Thoughts

3.3.1.2.1 Our league is based on the Eastern Time Zone, as a large number of our members seem to be located closer to this timezone. After midnight ET, it is poor etiquette to ping people who have given no indication that they are online late at night. Just being online is not a valid reason to ping at this time.

3.3.2 Pointless pings or pinging without context

3.3.2.1 Breakdown

3.3.2.1.1 Defined as pings with no legitimate reason, or no context to explain the purpose of the ping.

3.3.2.1.2 From the 5th strike on, this also incurs strikes in "Toxic behavior".

3.3.2.2 Explanation And Thoughts

3.3.2.2.1 We value the time of our members, and do not appreciate their time being wasted if they are pinged without sufficient cause or context. Keep in mind, repeated pings that fall under this infraction can incur additional strikes in “Excessively spamming text chat” and/or “Being generally disrespectful or rude to community members”.

3.3.3 Misusing group pings

3.3.3.1 Breakdown

3.3.3.1.1 Defined as either pointless use of group pings, or use of ping roles for invalid reasons.

3.3.3.1.2 From the 5th strike on, this also incurs strikes in toxic behavior.

3.3.3.2 Explanation And Thoughts

3.3.3.2.1 In addition to the ability to ping group rules being highly restricted, improper use of group pings can be frustrating and time-consuming for the affected groups. As this impacts more people than pinging individual members, the consequence scale becomes much firmer after a few strikes have been applied.

3.3.4 Pinging a staff role as a joke

3.3.4.1 Breakdown

3.3.4.1.1 Defined as pings directed at staff roles with no legitimate reason, or no context to explain the purpose of the ping.

3.3.4.2 Explanation And Thoughts

3.3.4.2.1 Similar to both “Misusing group pings” and “Pointless pings or pinging without context”, our staff roles cannot be pinged without proper reason. If this happens repeatedly, staff members may begin to ignore them, and as a result be delayed in responding to more serious situations.

3.4 Forbidden Topic Misbehaviors

3.4.1 Spoiling recent media

3.4.1.1 Breakdown

3.4.1.1.1 Defined as intentionally revealing information about recent media (shows, movies, etc. that have come out within a month) that can spoil the enjoyment of members who are interested in that media, but have not been able to see it yet.

3.4.1.2 Explanation And Thoughts

3.4.1.2.1 Spoilers are no fun for those affected, and we want our members to act in good faith in ensuring that they make reasonable efforts to avoid revealing critical information.

3.4.2 Discussing politics, religion, or other serious real-life topics in bad faith or an offensive manner

3.4.2.1 Breakdown

3.4.2.1.1 Discussions regarding politics, religion, or other controversial or otherwise serious real-life topics in bad faith or an offensive manner. “In bad faith” refers to having an intent to deceive others or refusing to confront facts or choices. Attacking others in conversations related to these topics will likely receive strikes here and in other categories.

3.4.2.1.2 Moderators reserve the right to block certain topics from being discussed for a period of time if they believe it to be causing too much drama. Continuing to discuss prohibited topics will result in at minimum one strikes being applied to this rule, in addition to strikes being applied in “Testing or baiting mods”, per admin discretion.

3.4.2.2 Explanation And Thoughts

3.4.2.2.1 While we wish for our members to be able to engage in discourse about these topics in a calm or mature manner, overtly aggressive discussions on controversial subjects or hostile behavior regarding these discussions verges on offensive behavior or discriminatory acts. Infractions in this section are highly likely to incur strikes in “Using slurs or bigoted speech”, “Abusing others”, or “Being generally rude or disrespectful to community members”. Discussing these in RSC is a privilege, and if our members cannot conduct themselves in a composed manner, RSC may see fit to revoke the ability to discuss these topics in an effort to ensure everyone feels safe and welcome.

3.4.2.2.2 If a moderator feels that the discussion of certain topics has been repeatedly toxic or otherwise non-conforming to the behavior rules, we will block the discussion of the topic(s) to preserve the integrity and atmosphere of the discord.

3.5 Meta Misbehaviors

3.5.1 Asking for specific punishments for yourself or another

3.5.1.1 Breakdown

3.5.1.1.1 Defined as attempts for mods or other members of staff to levy punishment against themselves or other community members. More strikes may be incurred if action is demanded against staff members.

3.5.1.1.2 At the option of the staff, you may instead receive exactly what you asked for, applied to you, and additional strikes may be incurred in "Testing or baiting mods".

3.5.1.2 Explanation And Thoughts

3.5.1.2.1 We have rules and punishments outlined in these guidelines that we will use, without exception, when deemed necessary by relevant staff members. Demanding the staff levy a harsher punishment than what was given will also fall under this category. We do not mean to discourage our members from reporting suspected rule breaks (who can either submit it through the Player Complaint Form:

<https://goo.gl/forms/inXVD9vbe47QJKWP2> or other relevant forms), and we will never punish community members who submit complaints in good faith. However, asking or demanding punishment goes beyond reporting the issue.

3.5.2 Testing or baiting mods

3.5.2.1 Breakdown

3.5.2.1.1 Defined as any attempt to get negative reactions from moderators or trying to "bait" mods into levying punishments.

3.5.2.2 Explanation And Thoughts

3.5.2.2.1 Similar to asking for specific punishments for yourself or another, our moderators are hardworking members of our community who have agreed to ensure that all members stay within the rules to ensure a fun and inviting atmosphere, and it is important to not take their roles lightly. Attempts to elicit negative reactions or any administrative response are considered to be disrespectful of the time these members have put into the community, and will be punished accordingly. Strikes may be incurred in other areas such as "Abusing others" and "Baiting other community members" if deemed necessary.

3.5.3 Baiting other community members

3.5.3.1 Breakdown

3.5.3.1.1 Defined as any attempt to elicit a negative reaction or any attempt to push other community members into reacting in ways that could be punished.

3.5.3.2 Explanation And Thoughts

3.5.3.2.1 Similar to “Testing or Baiting Mods”, this rule can be ultimately condensed to “button-pushing”. Repeated attempts to bring up topics that can aggravate other members, or making remarks that hope to draw out a stronger, more negative response from the other member, but stop short of full-on derogatory remarks.

3.5.4 Attempting to bypass punishments

3.5.4.1 Breakdown

3.5.4.1.1 Defined as any attempts to subvert existing punishments or to prevent infractions being reported and punished. Includes the use of alternate accounts, or deleting offensive content in an attempt to hide it from mods.

3.5.4.1.2 Player’s GM will be notified of this misbehavior.

3.5.4.2 Explanation And Thoughts

3.5.4.2.1 We take the integrity of our rules seriously, and any attempts to commit infractions and prevents its detection will be viewed as a serious offence. This category can incur strikes with any other misbehaviors, and comes with a steep punishment scale.

3.5.5 Attempting to time misbehaviors to minimize punishments

3.5.5.1 Breakdown

3.5.5.1.1 Any revealed attempts to time potential misbehaviors in such a way as to minimize punishments.

3.5.5.2 Explanation And Thoughts

3.5.5.2.1 Similar to attempting to bypass punishments, this rule will always incur strikes in separate categories, and is broken when it is revealed the member has timed their offense to limit the maximum punishment that may be levied. This includes waiting until the Forgiveness Period has been reached and strikes have been reduced to avoid more serious consequences.

3.5.6 Encouraging drama or rule-breaking, or promising to do so

3.5.6.1 Breakdown

3.5.6.1.1 Any discovered attempts to encourage or bait other members into committing offences, or statements confirming intent to do so. If two or more members are found to have been working together encouraging others to violate rules, they may incur strikes in “Collaborating to commit misbehaviors”.

3.5.6.1.2 Player’s GM will be notified of this behavior.

3.5.6.2 Explanation And Thoughts

3.5.6.2.1 This is another catch-all category for behaviors that are intended to blatantly encourage members to break rules, or behaviors that show premeditated efforts to commit a misbehavior. This will incur additional strikes in the area in which the member was promising to break, and/or the rules in which the member was encouraging others to break. While this does not come with a ban for members who have reached No Sign of Relentment, the number of strikes incurred in other areas will likely reach ban status after gathering numerous strikes in this rule.

3.5.7 Collaborating to commit misbehaviors

3.5.7.1 Breakdown

3.5.7.1.1 Any confirmed efforts to work together to commit misbehaviors. Strikes in this area are applied to all applicable members involved who have been shown to actively participate in preparing for the infraction(s).

3.5.7.1.2 This does not refer to members who merely do the same misbehavior in close succession or otherwise, but only those who are intending to work together.

3.5.7.2 Explanation And Thoughts

3.5.7.2.1 This rule was intended to punish members who actively participate in groups to create discord in our Discord, and comes with steep consequences.

4 GM-Specific And Staff-Specific Rules

4.1 GM Misbehaviors

4.1.1 Abusing player trust

4.1.1.1 Breakdown

4.1.1.1.1 Taking actions that take advantage of the trust that players place in GMs, purposefully making use of that trust in a way that is against player desires or expectations. Alternatively, choosing to not take action in a way that produces these results.

4.1.1.2 Explanation And Thoughts

4.1.1.2.1 This is a fairly serious concern. If there is zero doubt that a GM was trying to take advantage of a player's trust, and the actions were not in the favor of the player, it is likely that the GM may skip forward several consequence stages.

4.1.2 Misleading players

4.1.2.1 Breakdown

4.1.2.1.1 Taking actions that result in misleading or confusing players through accident, ignorance, or apathy. Alternatively, producing these results through failing to take expected actions.

4.1.2.2 Explanation And Thoughts

4.1.2.2.1 The key difference between this and abusing player trust is the intention of the GM, to the best of the ability of the staff to determine. There is an important difference between a GM who is poor at communication, and a GM who is purposefully misinforming.

4.1.3 Failing to respond to player concerns

4.1.3.1 Breakdown

4.1.3.1.1 Not taking action when a player presents concerns, taking clearly insufficient action, or failing to communicate with the player regardless of how the concerns are dealt with.

4.1.3.2 Explanation And Thoughts

4.1.3.2.1 A GM who fails to respond to player concerns is one that will soon have a franchise that is collapsing under the weight of its own problems.

4.1.4 Breaking other GM guidelines

4.1.4.1 Breakdown

4.1.4.1.1 Blatantly going against the guidelines for GMs given in the GM Handbook or other official references.

4.1.4.2 Explanation And Thoughts

4.1.4.2.1 The GM Handbook is an always-improving guide to being a GM. It is something worth reading for all GMs.

4.1.5 Committing misbehaviors in the Meta category

4.1.5.1 Breakdown

4.1.5.1.1 Receiving strikes for misbehaviors in the Meta category.

4.1.5.2 Explanation And Thoughts

4.1.5.2.1 The misbehaviors in the Meta category are typically one of multiple rules broken at a time. Moreover, they tend to indicate clear disrespect towards staff or the structure of RSC. Those who break these rules are usually indicating that they are not fit to be a General Manager.

4.1.6 Committing other misbehaviors

4.1.6.1 Breakdown

4.1.6.1.1 Receiving strikes for misbehaviors outside of the Meta category.

4.1.6.2 Explanation And Thoughts

4.1.6.2.1 General Managers should serve as representatives of RSC to newcomers and long-time players alike. If they are breaking RSC behavior rules, they are setting a poor example for others, who will likely follow the lead of the GMs.

4.1.7 Toxic/unpleasant team Discord

4.1.7.1 Breakdown

4.1.7.1.1 Having a team/franchise Discord that regularly is the source of complaints or that is causing players to have a poor experience.

4.1.7.2 Explanation And Thoughts

4.1.7.2.1 Team/franchise Discord servers are generally moderated only by the GM and those they select. They set their own rules, however, general respect and a zero tolerance on discrimination is expected to be enforced by the GM.

4.2 Staff Misbehaviors

4.2.1 Abusing player trust

4.2.1.1 Breakdown

4.2.1.1.1 Taking actions that take advantage of the trust that players place in staff, purposefully making use of that trust in a way that is against player desires or expectations. Alternatively, choosing to not take action in a way that produces these results.

4.2.1.2 Explanation And Thoughts

4.2.1.2.1 This is a fairly serious concern. If there is zero doubt that a staff member was trying to take advantage of a player's trust, and the actions were not in the favor of the player, it is likely that the staff member may skip forward several consequence stages.

4.2.2 Misleading players

4.2.2.1 Breakdown

4.2.2.1.1 Taking actions that result in misleading or confusing players through accident, ignorance, or apathy. Alternatively, producing these results through failing to take expected actions.

4.2.2.2 Explanation And Thoughts

4.2.2.2.1 The key difference between this and abusing player trust is the intention of the staff member, to the best of the ability of the staff to determine. There is an important difference between a staff member who is poor at communication, and a staff member who is purposefully misinforming

4.2.3 Failing to respond to player/GM concerns

4.2.3.1 Breakdown

4.2.3.1.1 Not taking action when a player or GM presents concerns, taking clearly insufficient action, or failing to communicate with the player/GM regardless of how the concerns are dealt with.

4.2.3.2 Explanation And Thoughts

4.2.3.2.1 One of the key roles of being a staff member is to listen and act upon concerns from players and GM's. By not doing so or by not doing enough, the staff member is failing in representing their position as part of RSC staff.

4.2.4 Breaking other staff guidelines

4.2.4.1 Breakdown

4.2.4.1.1 Blatantly going against the guidelines for staff given in the Staff Handbook or other official references.

4.2.4.2 Explanation And Thoughts

4.2.4.2.1 The Staff Handbook is an always-improving guide to being a staff member. It is expected that all members of staff have read and understand these guidelines.

4.2.5 Committing misbehaviors in the Meta category

4.2.5.1 Breakdown

4.2.5.1.1 Receiving strikes for misbehaviors inside of the Meta category.

4.2.5.2 Explanation And Thoughts

4.2.5.2.1 The misbehaviors in the Meta category are typically one of multiple rules broken at a time. Moreover, they tend to indicate clear disrespect towards the structure of RSC. Those who break these rules are usually indicating that they are not fit to be a staff member

4.2.6 Committing other misbehaviors

4.2.6.1 Breakdown

4.2.6.1.1 Receiving strikes for misbehaviors outside of the Meta category.

4.2.6.2 Explanation And Thoughts

4.2.6.2.1 The misbehaviors in the Meta category are typically one of multiple rules broken at a time. Moreover, they tend to indicate clear disrespect towards the structure of RSC. Those who break these rules are usually indicating that they are not fit to be a staff member

4.3 GM And Staff Consequences

4.3.1 How GMs And Staff Members Are Punished

4.3.1.1 In addition to the regular behavior rules, GMs and staff are held to follow the above rules. For breaking these rules, they have a different set of consequences applied that dictate whether or not they will keep their positions. The following stages are tracked separately if they have both GM and staff roles.

4.3.2 Stages

4.3.2.1 No Problem

4.3.2.1.1 The “zeroth” stage. At this point, there are no real issues, or they have been handled.

4.3.2.2 Minor Discussion - a single potentially serious issue or concern; several rather minor problems

4.3.2.2.1 The first stage. This leads to a single discussion during a between-season (referring to RSCC seasons) meeting, and perhaps one additional discussion. It is very easy for an individual to reach this stage, and so is considered fairly minor.

4.3.2.2.2 If this meeting is missed, it can be rescheduled. Repeatedly putting it off, however, may lead to the next stage.

4.3.2.3 Monthly Check-In - a somewhat serious concern; frequently recurring minor problems or reports

4.3.2.3.1 The second stage. This requires a monthly check-in with a member of staff or an admin, going over the events of the past month in some detail, with a focus on ensuring the problems that led to this stage are not repeated.

4.3.2.3.2 If a meeting or discussion is missed without warning or not promptly rescheduled after notice of a missed meeting is given, the individual will move to the next stage.

4.3.2.4 Weekly Check-In - a very serious problem; repeat serious concerns or report; constantly recurring minor to major problems or reports

4.3.2.4.1 The third stage. This requires a weekly check-in with a member of staff or an admin, going over the events of the past week in considerable detail, with a focus on ensuring the problems that led to this stage are not repeated. Reaching this stage as either a staff member or GM will increase their stage by one in the other track.

4.3.2.4.2 If a meeting or discussion is missed without warning or not promptly rescheduled after notice of a missed meeting is given, the individual will move to the next stage. This means that these meetings are critical to attend.

4.3.2.5 Dismissal

4.3.2.5.1 The fourth and final stage. The individual has their relevant roles removed. Reaching this stage as either a staff member or GM will increase their stage by one in the other track. The individual will not be considered for the same role again (barring rare admin exceptions).

5 RSC Moderation Details

5.1 Consequences

5.1.1 The full consequences for rules are outlined in the companion spreadsheet to this document, accessible here:

https://docs.google.com/spreadsheets/d/1rnPb4nNGDROVvzaSimvYVm_zlFbDV51vRczU5DUN1ko/edit?usp=sharing

5.1.2 Consequence Scale

5.1.2.1 Explanation

5.1.2.1.1 The scale below is inspired loosely by the consequence scale used by the RL6Mans server.

5.1.2.1.2 The purpose of it is two-fold: to help moderators decide what counts as a single case or more than one, and to reduce the granularity of consequence steps to make it easier to comprehend the consequences.

5.1.2.1.3 Many infractions can incur strikes in more than one misbehavior category. Example: being insulting or overly rude while baiting a mod is not only baiting, but also disrespectful. This will be more common in repeated infractions (as repeatedly breaking a rule that we have punished can be viewed as disrespectful to staff or the other members potentially being targeted).

5.1.2.2 Initial Response

5.1.2.2.1 The first time an individual commits a misbehavior. Depending on the rule, an individual may receive a punishment or just a warning, or a lighter punishment that serves as a severe warning.

5.1.2.2.2 Do not give additional warnings beyond what is indicated in the rules.

5.1.2.2.3 In some cases, it may be reasonable to give multiple strikes for a first offense if it is severe enough.

5.1.2.3 Non-Conformity (2nd time)

5.1.2.3.1 The second time an individual commits a misbehavior. This should come after an individual has been punished before. (However, they may receive multiple strikes for their first offense if it was multi-stage or ongoing for a while before punishment was received.)

5.1.2.4 Repeated Offences (3rd and 4th times)

5.1.2.4.1 The third and fourth times an individual commits a misbehavior. By this point, an individual should understand the rules they have broken. Reaching this stage means that the forgiveness system cannot wipe the individual's record in a single season.

5.1.2.4.2 These two steps are combined for simplicity of the consequence system.

5.1.2.5 Chronic Offender (5th and 6th times)

5.1.2.5.1 The fifth and sixth times an individual commits a misbehavior. By now, it is likely that an individual does not care about breaking these specific rules. They probably have strikes across multiple rules. It will take at least three seasons of forgiveness in order to clear their record. At this point, "I didn't know" is very difficult to believe, even for the more vague rules.

5.1.2.5.2 These two steps are combined for simplicity of the consequence system.

5.1.2.6 No Sign Of Relentment (7+ times)

5.1.2.6.1 The seventh time an individual commits a misbehavior and beyond. An individual who reaches this point likely does not care about the rules in general, and is probably a net negative to the community. As this puts an individual up for consideration for a ban for many rules, they likely do not care if they stay in the community or not, and that should be kept in mind. These individuals also, most likely, do not think about or care about how their actions affect others. For those who seem genuinely apologetic, it will take at least four seasons of forgiveness in order to clear their record - over a year.

5.1.2.6.2 There is little point in offering specific punishments beyond seven steps.

5.1.3 General Types Of Consequences

5.1.3.1 Warning

5.1.3.1.1 A simple warning.

5.1.3.2 Timeout

5.1.3.2.1 A period of time during which an individual cannot type or talk in RSC.

5.1.3.2.2 This is considered relatively minor; if assigned consequences are brought into question, a timeout will not be ended until a final decision is rendered.

5.1.3.3 Match And Event Suspension

5.1.3.3.1 A suspension from a single match in any RSC league and a suspension from a single non-league event.

5.1.3.3.2 If the individual is participating in multiple leagues within RSC, then the next match is the one they are suspended from. Likewise, the next event is what they are suspended from, regardless of their intent to join it. (Community Nights do not count as events.)

5.1.3.3.3 If the individual is not participating in any leagues within RSC, then the match suspensions do not apply.

5.1.3.3.4 Any game in which a suspended individual plays is counted as a forfeit. This can also lead to additional consequences for the suspended individual.

5.1.3.3.5 This is considered relatively major; if assigned consequences are brought into question, individuals will not be required to serve suspensions until a final decision is rendered. Forfeits that are earned from ignoring suspensions will not be undone, however.

5.1.3.4 Ban

5.1.3.4.1 A ban from the Discord server and other RSC-controlled locations.

5.1.3.5 Channel Ban

5.1.3.5.1 A ban from some specific channel or group of channels in the Discord.

5.1.3.5.2 Attempting to move conversation that is meant to be put in that channel into another channel will be met with consequences.

5.1.3.6 Event Removal

5.1.3.6.1 Being removed from a current instance of an RSC event, the next one, or all future ones.

5.1.4 General Consequences

5.1.4.1 Warning: Written warning + optional 5 minute timeout

5.1.4.2 Short Timeout: 30 minute timeout, max. 0 suspensions

5.1.4.3 Standard Timeout: 1 hour timeout

5.1.4.4 Long Timeout: 24 hour timeout

5.1.4.5 Extended Timeout: 3 day timeout, min. 1 match and event suspension

5.1.4.6 Severe Timeout: 7 day timeout, min. 2 match and event suspensions

5.1.4.7 Season Timeout: 7 day timeout, suspended from all matches and events until the end of the current season (or the following season, if it is within 7 days of playoffs or later)

5.1.4.8 Enforced Break: 14 day timeout

5.1.4.9 Ban: Indefinite ban from all RSC platforms

5.1.5 Special Case Consequences

5.1.5.1 Trade Ban: Banned from the trade channel indefinitely

5.1.5.2 Suggestion Ban: Banned from posting to #serious-suggestions and other RSC serious discussion channels until the end of the current season

5.1.5.3 Removed From Event: Removed from the relevant event and the next instance of it

5.1.5.4 RSC Event Ban: Indefinite ban from all RSC events (RSCC, tournaments, etc.)

5.1.6 Consequence Breakdown

5.1.6.1 Warning: Written warning + optional 5 minute timeout

5.1.6.1.1 This is a simple warning, delivered in the text chat, DMs or via RoSCo through DMs. However, a RoSCo-based warning should always be delivered eventually (even if the initial warning was just given by a moderator in chat) in order to record the event.

5.1.6.1.2 Do not give warnings outside of the detailed consequence structure. If a potential infraction should get a warning first, the rule's consequences will have a warning listed.

5.1.6.1.3 The optional 5 minute timeout should be given in cases where the member is actively continuing to break a rule (that is, if you are interrupting a string of misbehaviors) or if a situation seems particularly heated. Once the member has received a warning, with or without the timeout, if they continue, then they should receive another strike rather than having the 5 minutes added or getting another warning.

5.1.6.2 Short Timeout: 30 minute timeout, max. 0 suspensions

5.1.6.2.1 This is often given as effectively a more severe warning, as a step leading towards greater consequences.

5.1.6.2.2 Note that it can never lead to an individual being blocked from an event or portion of an event.

5.1.6.3 Standard Timeout: 1 hour timeout

5.1.6.3.1 A basic timeout of noticeable length. May be used as an extremely severe warning.

5.1.6.3.2 If this overlaps with the official start time of an event, it can block the individual from participating in that event. (For simplicity, only the start time is used; if they are punished in the middle of an event, they are not removed from the event. Certain misbehaviors may have exceptions to this.)

5.1.6.4 Long Timeout: 24 hour timeout

5.1.6.4.1 A timeout of one full day. Occasionally used as a warning-equivalent for some very severe misbehaviors.

5.1.6.4.2 If this overlaps with the official start time of an event, it can block the individual from participating in that event. (For simplicity, only the start time is used; if they are punished in the middle of an event, they are not removed from the event. Certain misbehaviors may have exceptions to this.)

5.1.6.5 Extended Timeout: 3 day timeout, min. 1 match and event suspension

5.1.6.5.1 A strong consequence. Severe misbehaviors that directly affect event operations may begin with this as a first step.

5.1.6.5.2 If this overlaps with the official start time of an event, it can block the individual from participating in that event. (For simplicity, only the start time is used; if they are punished in the middle of an event, they are not removed from the event. Certain misbehaviors may have exceptions to this.) Regardless of whether or not it overlaps, the individual is definitely blocked from the next league match and the next non-league event that occur.

5.1.6.6 Severe Timeout: 7 day timeout, min. 2 match and event suspensions

5.1.6.6.1 A major consequence. Extremely severe misbehaviors that directly affect event operations may begin with this as a first step.

5.1.6.6.2 If this overlaps with the official start time of an event, it can block the individual from participating in that event. (For simplicity, only the start time is used; if they are punished in the middle of an event, they are not removed from the event. Certain misbehaviors may have exceptions to this.) Regardless of whether or not it overlaps, the individual is definitely blocked from the next two league matches and the next two non-league events that occur.

5.1.6.7 Season Timeout: 7 day timeout, suspended from all matches and events until the end of the current season (or the following season, if it is within 7 days of playoffs or later)

5.1.6.7.1 Consequences that essentially force the individual in question to take an extended break from all things RSC.

5.1.6.7.2 “Within 7 days of playoffs” is defined as up to seven days before the day in which the first RSCC playoff game occurs (in the tier that begins its playoffs first).

5.1.6.8 Enforced Break: 14 day timeout

5.1.6.8.1 An enforced break from RSC. For some rules, this is given instead of a ban for the seventh strike.

5.1.6.8.2 On the second enforced break, the individual should be considered for a ban.

5.1.6.8.3 If this overlaps with the official start time of an event, it can block the individual from participating in that event. (For simplicity, only the start time is used; if they are punished in the middle of an event, they are not removed from the event. Certain misbehaviors may have exceptions to this.)

5.1.6.9 Ban: Indefinite ban from all RSC platforms

5.1.6.9.1 A permanent ban from all RSC platforms. When an individual reaches this step, a ban is not guaranteed, as a discussion among moderation staff should always occur first. This is done because a ban cannot be easily undone - the individual may be impossible to contact after they are banned due to the nature of Discord.

5.1.6.9.2 When an individual is being considered for a ban, they will be placed on an enforced break. The staff has until the end of that two-week period to choose to assign or not assign a ban. If a ban is not given, the individual will serve out the remainder of the enforced break.

5.1.6.9.3 In addition to the various listed consequences that involve a ban, an individual should also be considered for a ban if they have received their second (or later) enforced break, or if they reach No Sign Of Relentment (7+ strikes) in any two misbehaviors.

5.1.6.10 Trade Ban: Banned from the trade channel indefinitely

5.1.6.10.1 The individual is barred from posting to the trade channel. If the individual is seen to be attempting to get around the channel ban or otherwise is still causing related problems, they may be barred from viewing the channel at a moderator's discretion.

5.1.6.11 Suggestion Ban: Banned from posting to #serious-suggestions and other RSC serious discussion channels until the end of the current season

5.1.6.11.1 The individual is barred from posting to #serious-suggestions, #serious-suggestion-discussion, and #committee-update-discussion. If the individual is seen to be attempting to get around the channel ban or otherwise is still causing related problems, they may be barred from viewing the channel at a moderator's discretion.

5.1.6.12 Removed From Event: Removed from the relevant event and the next instance of it

5.1.6.12.1 For leagues, this means that an individual is removed from the current season and banned from the following season as well. For non-league events, this means the current instance of the event as well as the following one.

5.1.6.13 RSC Event Ban: Indefinite ban from all RSC events (RSCC, tournaments, etc.)

5.1.6.13.1 You cannot participate in any current and future RSC events. Community Night is excluded from this.

5.2 Applying Punishments

5.2.1 Multi-Rule Breaking

5.2.1.1 If an individual breaks multiple rules at once, they receive strikes for each rule.

5.2.2 Multiple Strikes

5.2.2.1 If an individual commits an especially serious offense, they may receive two or more strikes for a single offense. Some rules have specific guidelines for this. Outside of these cases, this is up to moderator discretion. These cases should always be reviewed by other moderators. It is possible for some or all of the strikes to be overturned if the strikes were given unfairly.

5.3 GM Notifications

5.3.1 General Managers may receive notifications of a player receiving punishments under some circumstances. They will also be able to be informed of any significant misbehaviors for players they are interested in adding to the team.

5.3.1.1 General Managers will be notified any time their player is punished and a match suspension will be enforced.

5.3.1.2 General Managers will be notified any time their player has incurred strikes that put them within one strike of a minimum of 1 match suspension.

5.3.1.3 General Managers will be notified any time their player has been banned or is being reviewed for a ban.

5.3.1.4 General Managers will be granted the ability to look up any Free Agent players to determine if there are significant issues prior to signing them to a permanent or temporary contract.

5.4 Forgiveness Cycle

5.4.1 Forgiveness

5.4.1.1 Shortly after the end of the RSCC season (approx. every 15 weeks), all members will have their strike counts reduced by two in all areas in which they have not received a ban in. Some misbehavior are excluded from this, and their strikes do not decrease with time. (Be aware that the introduction of behavior rules will count instead of the forgiveness for the end of the season in which it is introduced.)

5.4.1.2 Within a few days of the Forgiveness Cycle restarting, any infractions committed in all relevant areas will receive double strikes, and at minimum 1 strike in mod baiting. At mod discretion, a minimum of 1 strike may also be applied in attempting to time misbehaviors to minimize punishments.

5.4.1.3 Suggestion Bans are lifted with the Forgiveness Cycle, regardless of the number of strikes remaining; they are reapplied if the appropriate number of strikes has been met or exceeded upon gaining another strike.

5.5 Channel Details

5.5.1 Off-Topic Conversations

5.5.1.1 By default, channels should have off-topic discussions directed to the appropriate channel, with consequences given if the conversation continues in that channel. Some channels should be handled more strictly.

5.5.1.2 The following channels should have any off-topic conversations deleted (with conversations screenshotted and placed in the appropriate channel, as is considered reasonable amounts of effort by the mod doing the deletion) in order to aid future readers: set-role, match-check-in, score-reporting, looking-for-scrim, serious-suggestions, member-streams, advertising-and-events, introductions, and faq. If the conversation immediately returns, then it counts as misuse of channels.

6 Appealing Moderator Actions And Requesting Moderator Reviews

6.1 What Is It?

6.1.1 Appealing moderator actions refers to going to a higher authority in RSC (than the individual moderator who took the actions in question) in order to have moderator actions partially or fully overturned.

6.1.2 Requesting a moderator review refers to asking a higher authority in RSC (than the individual moderator in question) to examine whether or not a moderator's actions and behavior is in line with RSC's views and the behavior rules and guidelines.

6.2 When To Do It?

6.2.1 You should appeal a moderator's actions when you believe you did not commit one or more of the misbehaviors you were given consequences for, or if you believe the punishment was out of line or inconsistent with the current behavior rules and guidelines.

6.2.2 You should not do it if you simply disagree with the behavior rules and guidelines. Just because you think a rule should not exist does not give you the freedom to break it whenever and wherever you wish.

6.2.3 You should request a moderator review if you feel they acted rudely or otherwise inappropriately for a moderator and representative of RSC. You can also request a moderator review if you believe a moderator is clearly acting with bias towards or against some individual or group.

6.2.4 You should not request a moderator review if you have no reason beyond personally not liking the moderator or because another individual asked you to.

6.3 How To Do It?

6.3.1 You can appeal the actions of a moderator-in-training by contacting any moderator (not in-training) and stating that you would like to appeal. For appealing the actions of a moderator, please contact an admin. For appealing the actions of an admin, please contact a different admin, and additionally send a brief note that you have done so to all other admins. Please include the specific actions and as many details as you can provide. Screenshots and other more accurate and harder-to-fake evidence are preferred.

6.3.2 You can request a moderator review through the same process, instead mentioning that you would like a review of the moderator, including your reasons and any details you can provide. Screenshots and other more accurate and harder-to-fake evidence are preferred.

6.4 What Can Happen?

6.4.1 If moderation actions are appealed, a group of at least three individuals (or fewer, if necessary due to staff shortages or conflicts of interest) from among the moderators and admins will look over the case; the original moderator will be able to speak their stance, but will not be included in this group. This may take up to a week. If they consider the case worth serious examination, the more serious consequences (such as suspensions, but not timeouts, although suspensions caused by timeouts do count) may be lifted; any lifted consequences may be reapplied in full should the consequences be deemed fair. Any of the following may happen:

6.4.1.1 The actions are judged fair and left alone. You will serve out the remainder of any consequences you were given.

6.4.1.2 The actions are judged unfair and undone. If you have any consequences remaining, they will be lifted.

6.4.1.3 The actions are judged fair, but modified based on previously unseen evidence. As a moderator is not obliged to know context, additional context will rarely lessen consequences; there is a possibility of worsening consequences if you self-incriminate.

6.4.1.4 The actions are judged partially fair but inaccurate. The number of strikes given may be raised or lowered. The exact rule broken may be reconsidered to be another rule or multiple rules.

6.4.1.5 Some combination of the above, or, rarely, another action judged by the group to be the best in order to make things right.

6.4.2 If a moderator review is requested, a group of at least three individuals (or fewer, if necessary due to staff shortages or conflicts of interest) from among the moderators and admins will look over the case; the original moderator will be able to speak their stance, but will not be included in this group. This may take up to a week. If they consider the case worth serious examination, the moderator may be temporarily barred from moderation duties until the case is closed. In all cases, the request for review will be added to the discussion list for the next regular staff review of the moderator. Any of the following may happen:

6.4.2.1 The moderator is judged to still be a fair moderator and representative of RSC.

6.4.2.2 The moderator is judged to be generally problematic to some degree. They may be temporarily barred from moderation or removed from the role entirely. Any other elevated roles they hold in RSC may be questioned as well. At minimum, they will be shifted one full stage on the staff consequence scale.

6.4.2.3 The moderator is judged to have had specific problems in the incidents that prompted the review request, due to bias or more temporary problems. Other staff will review each of those cases, and possibly any other recent cases involving the moderator in question. In the event of bias being a possible issue, past cases may be reviewed as well. Serious bias may lead to being temporarily barred from moderation or removed from the role entirely. Any other elevated roles they hold in RSC may be questioned as well. At minimum, they will be shifted to the first stage on the staff consequence scale, and may be shifted further.

6.4.2.4 The moderator is judged to have made mistakes in the incidents that prompted the review request, but for no particularly troublesome reason. Other staff will review each of those cases, and possibly any other recent cases involving the moderator in question. At minimum, the moderator will be shifted to the first stage on the staff consequence scale, and may be shifted further.

6.4.3 In some cases, it may take longer than a week to determine the final results and report them back to you. If it has been longer than a week, please message the original individual you reported your concerns to. If it has been longer than two weeks, please message an admin (preferably one who you have not already contacted in regards to this case).

6.5 What If That Isn't Good Enough?

6.5.1 If the final solution is not to your satisfaction, you have three routes: appealing to admins, submitting a complaint to the Player Committee, and appealing to the owner of RSC.

6.5.1.1 You can appeal to admins by messaging an admin - preferably one who you have not yet contacted as part of the process. All sitting admins will jointly decide on one of several options:

6.5.1.1.1 The appeal has been examined as thoroughly as is reasonable, and will not be heard by them again.

6.5.1.1.2 The appeal will be reexamined by a different group from the original one. There will either be no overlap with the original group, or the original group will be fully included, in order to avoid cases of stacking the results. (Those who are believed to have conflicts of interest may be removed.)

6.5.1.1.3 The appeal will be voted on by all sitting admins directly.

6.5.1.1.4 The appeal will be put off, and reexamined at a future date. Most likely, this will be during the next RSCC offseason.

6.5.1.2 You can submit a complaint to the Player Committee through using this form: <https://goo.gl/forms/inXVD9vbe47QJKWP2>. This method will guarantee that the Player Committee will see your concerns, but does not guarantee certain action from the staff. However, if you are not the only player complaining or this is not the only incident on record, the Player Committee will be able to open a new case and request staff action. Bringing in additional viewpoints from involving the Player Committee may also lead to change in staff viewpoints.

6.5.2 Be aware that public sarcasm, snark, snide comments, and other rudeness related to not getting your way through this process will be punished per the behavior rules and guidelines. At some point, you will have to accept the final decisions.