

Fair Play 40K



40K Player Misconduct Reporting System

Summary/TL;DR

- Player misconduct works like points on a driver's license, with 9pts to a ban.
- Players accrue points through misconduct reports submitted by TOs. More severe misconduct results in more points. Being reported by a TO triggers an active judging period for that player.
- Players can also submit reports on their opponents (bystanders cannot report). Player reports do not accrue points, but accumulating four player reports will result in an active judging period.
- Categories include Problematic Conduct (behavior/attitude), Problematic Play/Angle Shooting (rules/game issues), Hate Speech, Intentional Cheating and Illegal Activity.
- Max of one report per game; gaining more than 6pts in a single event is unlikely but possible.
- Reports must be submitted within 7 days of the end of the event in question.
- Players in an active judging period will be flagged to participating TOs for active judging.
- First ban lasts 1 year with active judging afterward, subsequent bans may be permanent.
- Every 12 consecutive months with no reports erases 3pts of past misconduct.
- Players who submit a significantly higher-than-average number of reports may have their reports reviewed and voided to prevent abuse.

Version 1.1 (11/19/2025)

The Misconduct Reporting System is in a period of alpha testing and active revision in response to feedback. Changes to the system will always be applied in the most generous possible way to existing reports, so that nobody is penalized retroactively.

Changelog:

- Player reports no longer add points to a reported player's record. This more accurately reflects the role of player reports as a way to alert TOs about the possibility of misconduct, rather than a way for players to directly penalize other players. The number of points on the scale has been reduced to account for this change.
- Mechanism added for players to contest TO reports. Section added to explain rationale for not contesting player-submitted reports (in conjunction with above removal of points value for player reports).
- Point depreciation changed from 6 per 24 months to 3 per 12 months. Separate player report depreciation added.

Mission Statement

Fair Play 40K and this Misconduct Reporting System are designed to improve the play experience of the competitive Warhammer 40,000 community by providing a transparent, structured and fair process for identifying and addressing player misconduct during tournaments. Its goals are to provide an avenue for players to report misconduct, assistance for TOs in enforcing penalties for misconduct, and provide opportunities for players reported for misconduct to address their behavior prior to significant consequences.

Player Misconduct Tracking

Fair Play 40K uses a 9 point system to track misconduct. Accruing 3 points through TO reports triggers an active judging period. Accruing 9 points triggers a one year ban from participating events. Every 12 consecutive months with no TO reports made reduces existing points by 3. Accruing four player reports (no point value) also triggers an active judging period. Every 6 consecutive months with no reports erases the oldest player report on record.

Misconduct reports are private and will not be broadcast to the larger community. Offending players will be notified of each TO report, and will also be notified if they accrue 3 player reports. Identities of reporting players will not be shared with a reported player, although anonymity might not be possible if a conflict was apparent at the table. Active judging periods will be known to participating TOs and discussed with the offending player. Bans and ban length will be public, but the nature of the ban will not be publicly discussed.

Participating TOs/Organizations

A list of participating organizations and TOs can be found [here](#). TOs interested in participation can complete [this form](#) to indicate their interest.

Reportable Actions

This system only applies to participating GTs and RTTs listed in BCP. For **problematic conduct** or **play** to be reportable, it is typically present in multiple instances throughout the game or for a significant period of time; most people occasionally get rules or measurements wrong, or get frustrated at bad luck. However, players might consider particularly significant single actions as reportable. **Hate speech** or **verifiable cheating** are reportable based on a single instance, and should be brought to a TO/judge for confirmation immediately. The following descriptions are examples of reportable actions but *not an exhaustive list*. It is impossible to fully account for every iteration of problematic conduct in a game as complex and socially based as 40K. For a more comprehensive description of reportable actions please refer to the [FLG Code of Conduct](#) (this system is not affiliated with FLG). Reports can be made by opponents of the offending player, or by a TO independently of the players.

Problematic Conduct: Antagonistic behavior towards opponent (belligerence, name-calling, etc.). Displays of violence at the table (throwing or breaking objects of any kind). Personal attacks that don't qualify as hate speech. Other unsportsmanlike behavior that doesn't impact gameplay but makes for a negative play experience. Behavior that causes problems for the event venue. Excessive intoxication that impacts opponents' play experience. This DOES NOT cover simply being standoffish/low-energy, or getting frustrated at bad dice/losing, unless that frustration is directed at the opponent.

Problematic Play/Angle Shooting: Rolling dice without declaring the purpose of the rolls. Picking up dice without the opponent being able to verify, through overly fast rolling or rolling dice behind terrain/out of sight. Repeated and egregiously sloppy model movement resulting in extra movement. Repeatedly misplaying rules for personal benefit. Weaponizing the clock. This covers situations where there is **Problematic Play** but there is not a clearly identifiable intent to cheat. However, **Problematic Play** that is confirmed across multiple games at a single event or continues after a TO warning may be upgraded to **Intentional Cheating** at the discretion of the TO.

Hate Speech: Insulting or demeaning a player using their race, ethnicity, sex, gender identity, religion, disability status, or neurodivergence (e.g. autism, ADHD). This covers both direct and indirect references to these characteristics.

Intentional Cheating (In-Game): Using loaded or trick dice, or manipulated datacards/game aids. Deliberately misrepresenting or lying about rules. Concealing game information in response to direct questions, or lying about the game state. Egregious measurement, rules or dice errors that demonstrate clear intent to cheat. **Problematic Play** that occurs across multiple games at a single event, or continues after a warning from the TO. Must be confirmed by TO/judge at the time it happens, or with demonstrable proof after the fact (such as stream footage). The TO/judge makes final determination on whether clear intent to cheat is present - without clear intent, the action typically falls under **Problematic Play**.

Intentional Cheating (Out-of-Game): Collusion or attempted collusion between players to agree on a game outcome beforehand or manipulate game results to the benefit of both players. Playing with units not listed in one's army list.

Illegal Activity: Stealing from an LGS, event or player. Selling hard drugs such as cocaine during an event. Sexual misconduct of any kind.

TO Reports: Misconduct Points per Offense

Points	Offense
2	Problematic Conduct
3	Problematic Play/Angle Shooting
6	Hate Speech
6	Intentional Cheating (In-Game)
6	Intentional Cheating (Out-of-Game)
9	Illegal Activity

Confirmation by a TO/judge uses their discretion. They do not necessarily have to directly witness the offense, and can use their best judgment as to whether to make a report. A confirmed offense might also have in-event consequences based on the event's own misconduct rules, such as a yellow or red card. Reports otherwise have no immediate/in-event consequences.

Making a Report

Players can make misconduct reports against their tournament opponents. Players cannot make "third-party" misconduct reports for misconduct they witness; those situations should be brought to the TO's attention. To make a player misconduct report, you can fill out the Google Form found [here](#) or use the QR code below. You will need to include your name, BCP email, opponent's name, the name of the event, as well as a description of the misconduct. If a TO/judge was present, they can either submit a report themselves or will be asked to verify if needed. Reporter identity is not shared with the reported player, but might be inferred given that both parties will often be aware of a conflict that occurred at the table.

Misconduct Reporting Form - Player Version:



The **deadline** for making a player misconduct report is one week (**7 days**) from the last day of the event at which the misconduct took place. Action will not be taken based on the report until after this period. Therefore, players will be unable to reactively report on someone who reports them - players must decide whether their opponent's behavior is report-worthy independently of knowing whether they'll be reported on themselves.

Making a misconduct report against another player may be difficult for many people. If you are unsure about whether doing so is appropriate, you can contact the TO or the conduct committee for guidance on whether a report is warranted. Remember, player reports have no consequences individually - players will only be flagged for active judging if four different reports are submitted.

Receiving a Report

Players will be notified once they have accrued three player reports, or any TO report. Players are not notified of the first or second reports because everybody has bad days - there may be a portion of players who are reported once or twice per year without an ongoing misconduct issue being present. When you receive a notification about player misconduct, you'll get as much detail as possible about what caused the report(s). The conduct committee member and any relevant TOs will be available to discuss the reports and advise if desired on how to prevent further reports.

Contesting a TO Report

Players are able to contest a TO report made against them. Contesting a report is not likely to succeed, because TOs are the final word at their events. However, reported players will always have an opportunity to put any disagreements on the record, and if there are extenuating circumstances or genuine proof that the report is inaccurate (such as texts or DMs showing the TO making a biased ruling in favor of a personal friend), the TO report will be overturned.

Why Can't I Contest a Player Report?

The purpose of a player-submitted report is not to establish definitive facts about the reported game. If it was, reported players would absolutely be able to contest reports made against them. However, without TO involvement the only two people who know what happened at the table are the two players involved and we have no way to determine who is right, or establish definitive facts about that game. Player reports are instead meant to be taken in aggregate form - a higher number (four) of player reports suggests that a problem *might* be present even if the contents of each specific report can't be verified. Player reports are therefore used to identify when TOs need to be aware of potential issues; TOs may be more likely to issue a TO report if misconduct at the table matches a player's history of player reports.

Reports per Game/Event

Players can potentially accrue multiple player reports across an event if they are reported by multiple opponents in the course of that event. Players will typically get no more than one TO report per event, although multiple TO reports are possible. Examples include if a player was caught intentionally cheating and responds to being called out by the TO with problematic conduct, or if a player is reported by a TO for problematic conduct and then continues to engage in that problematic conduct after a warning. While these sorts of rare instances are possible, players should generally max out at 6pts of verified offenses over the course of a tournament. Players will therefore have at least one more chance to discuss and correct their behavior prior to a ban in all but the most egregious cases.

Consequences of Player Misconduct

Active Judging Period:

When a player reaches a total of 3 misconduct points or 4 player reports, their record of reports will be reviewed by the conduct committee. This review will look for patterns in any player reports, and relevant TOs will be contacted to provide feedback on the reports. The goal of this review will be to confirm that the content of the reports represents valid and good faith concerns prior to initiating an active judging period. After this review, the player will enter an active judging period which will last 12 months starting from the most recent report against that player, **or** five participating events - whichever is longer. A player who reaches this point will be informed that the active judging period has started, as will all participating TOs. The triggering offenses will be clearly communicated, and the conduct committee will invite the offending player to have a collaborative discussion about what has happened and how to move forward. The goal of this active judging period is to help players change their behavior and prevent continued misconduct. TOs/judges will be actively soliciting feedback about the player's behavior during or after tournament games, using their discretion to talk with any or all of the player's opponents to assess their behavior. This may result in TO reports.

Points will reduce by 3 at the conclusion of the active judging period, and will further reduce by 3 after another 12 consecutive months without TO reports.

One Year Ban:

If a player reaches a total of 9 misconduct points, they will be immediately banned from all participating events for a period of 12 months from the date of the ban. If misconduct at a recurring yearly event triggered the ban, this period will always include next year's event. The only cause for immediate ban is illegal activity. The player is responsible for maintaining the ban and attempts to evade the one year ban will result in a lifetime ban.

If the banned player is interested in addressing the behavior that led to the ban, conduct committee members and/or TOs will be available for conversations with the player to develop a plan to prevent further offenses.

Further Offenses from Repeat Offenders:

After the conclusion of the ban period, a player's misconduct points total will reduce from 9 to 3. At this point, they are still in an active judging period for the next 12 months, and their points will reduce afterward as normal. If the player ever reaches 9 points a second time, they will receive another ban, for a minimum of 2 years and a maximum of lifetime depending on factors such as the severity of the actions and the perceived willingness of the player to acknowledge and change their behavior.

If reports against a player are timed in such a way as to suggest the player is "gaming the system" to cheat intermittently without triggering an active judging period or ban, the player may be notified and the time it takes for their points to expire may be changed.

Overuse or False Reporting:

This system relies on honest and good faith reporting by community members to identify and address misconduct; this is the highest priority to ensure the integrity of the conduct system. Generally speaking, we expect that a majority of players will be able to play through an event without encountering report-worthy behavior, and that most players who do report will only make one report per event. There will certainly be times where two (or more) reports per event occur, and we do not want anyone to be dissuaded from making valid reports. However, if a given player is making multiple reports per event across multiple events, we may contact that player about their threshold for reporting and/or void previous reports.

Any reports that are determined to be demonstrably false or misleading (such as trying to get someone banned as a result of personal dislike, in the absence of genuine misconduct) will result in a conversation between the reporting player, the conduct committee and any involved TOs, along with voiding the false reports. Any further false reports after that will result in an immediate one year ban for those making the report(s).

Player Conflict Arbitration:

If two players experience repeated conflict during tournaments to the point where problematic conduct is reported multiple times and neither player has received reports from other sources, both players can choose to opt into conflict arbitration rather than continue accruing reports from each other. They can talk with the conflict committee and/or relevant TOs to work through their differences and find a mutually agreeable solution.

Any confirmed harassment of any kind by a player towards another based on reports, whether towards a reporting player or reported player, will be treated as a verified offense. Retaliation against a player for reporting misconduct is unacceptable, as is publicly shaming a player accused of misconduct.

For TOs:

For this system to be used at an event, the TO needs to indicate that they are participating in the system. If a TO chooses to participate, they will have the support of the conduct committee in assessing offenses and final authority to determine what they report, but must abide by the system's active judging and ban lists.

Miscellaneous:

Questions and Concerns:

All questions and concerns about the system can be directed to 40KPlayerReport@gmail.com. TOs interested in participating can use [this Google Form](#) to express their interest.

What About Really Great Opponents?

Give them a Sportsmanship Shout-Out [here](#)!

Conduct Officials and Oversight:

This system is overseen by a committee of conduct officials, in collaboration with participating TOs. Situations where a decision is required are voted on by all members of the conduct committee. Individual committee members will be recused from situations where they are involved as a participant in some way - no committee member will ever be making a decision about their own misconduct. Conduct committee members also cannot submit player reports on their own behalf through the system.

Conduct Committee Members:

John Van Dusen
Christian Valle

Wesley “Nemo the Fish” St. Hines
Nathan “Stats Dad, PhD” Henning

Legacy Bans

Although not common currently, there are individuals who are the subject of current bans by various TOs/organizations. When a TO/organization joins Fair Play 40K, any preexisting bans enacted by that organization will be evaluated and potentially applied within Fair Play 40K. Decisions on incorporating such bans will attempt to balance the principles that 1) the competitive 40K community has generally struggled to effectively punish bad behavior and thus preexisting bans are likely to be well justified, and 2) everyone deserves an opportunity to correct their behavior.

Shower Thoughts for Reporting Players:

It's easy to feel like the bad guy when you're reporting someone you've played with, and to brush things under the rug. That's why a single player report won't trigger any action or notification, and will disappear after 6 months if your experience wasn't part of a larger pattern with more reports. So, there's no reason not to make the report. If you've just had a game that made you question your enjoyment of the hobby, you making a report is ultimately helping yourself, the TOs and the community as a whole.

Shower Thoughts for Players with Misconduct Points:

Everyone has bad days, and everybody makes a decision at some point that goes against their best intentions. Getting reported does not automatically mean you're a “problem player.” If you are genuinely committed to being an honest and respectful opponent, this system is designed for you to get any feedback you might want to make that happen.