Policy for the Administration of the Black Ops Server

1. All CiD members playing Black Ops are *required* to administer the server rules.

2. All CiD members who play Black Ops are *required* to read and *fully understand* the server rules.

3. In general, we use a three-warning system, and administrators are expected to give three warnings before kicking, but *there are exceptions* (see the rules for exceptions).

4. Players who are new to the server should be sent the rules (!rules or !r).

5. If a new player violates a rule, administrators are permitted to do any of/all the following:

    a. Verbally inform the player through in-game communications.

    b. Textually infrom the player through Global chat (or Team chat if they are on your team).

    c. Warn the player (!w [insert rule violation]).

    d. (Re)send the player the rules (!rules or !r).

6. If a player reaches three warnings, an administrator of the rank of Full Member or higher may kick the player (!k [insert reason]).

7. CiD members ranked as Senior members or higher may ban a player for two weeks (!b [insert reason]) if the player intentionally team kills or is flagrantly disrespectful to CiD as a clan, any CiD member, or any other players.

8. A member of the Officer Group may permanently ban a player for using hacks.

9. A member of the Officer Group may permanently ban a player for repeated offenses (after a player has been previously banned for two weeks).

10. A member of the Officer Group may permanently ban a player for egregious displays of disrespect.

11. CiD server rules apply to *everyone* playing on the server, including CiD members, and therefore CiD administrators should warn each other for violations as well by:

    a. Use B3 to warn lower ranking members (i.e. a Leader can warn an Officer, etc. down the line).

    b. Type out a warning in the Global Chat for higher ranking members (i.e. a Full Member can type a warning to a Leader for a rule violation).

    c. If a higher-ranking member is consistently violating the server rules, then CiD members are encouraged to submit a Court case on the CiD forum.

12. Administrators may use the command !Makeroom to open a spot for another CiD member or recruit.

    a. This command may not be used to make room for Public Players.

    b. Administrators are *required* to warn and kick *any* Public Player in Team Speak who "steals" a legitimate !Makeroom command in order to gain access to the server.