CiD Black Ops Tactical Server Rules

Unless otherwise noted, violating any of these rules is grounds for a warning. Three warnings will result in a temp ban from the server. Flagrant violations may result in a 2 week ban from the server. Repeat offenders, as well as anyone treating the clan or other players disrespectfully, may be permanently banned from the server.

1. RUNNING/WALKING

    a. You must crouch when moving, and the only exceptions to this rule are listed below.

    b. Running/walking is permitted:

        i. To evade *direct* enemy fire

        ii. To evade a lethal airborne Enemy Kill Streak (e.g. Chopper / Bomber) in your immediate vicinity

            1. "Your immediate vicinity" means that it is close enough to kill you (or will be close enough on its current path).

            2. You may only run to *the closest* available cover.

            3. Once under cover you must return to crouch when moving.

        iii. To evade an enemy RC Car that is in your immediate vicinity

            1. Once out of danger from the car, you must return to crouch when moving.

        iv. To evade an enemy grenade

        v. For *one step* at the edge of a gap that requires you to "run" and jump

    c. Running is a DEFENSIVE action (run for cover), not an OFFENSIVE action (run and gun).

    d. If you run from the initial spawn, you will be kicked from the server, as running from the initial spawn can throw off the rest of the game.

        i. If you return to the server following an infraction of this rule, you will receive a warning.

        ii. If you continue to violate this rule, you may be temp banned (two weeks) without being warned out.

e. When standing at a window or obstacle you may take one step (maximum) right or left. Additional steps are considered walking.

f. Abusing run/sprint allowances will be punished.

g. Moving in prone is always permitted.

2. TEAM KILLING

a. Friendly-fire is enabled on our servers, so if you accidentally shoot a teammate, you are required to apologize.

   i. Apology must be in the *global* text chat (be aware that living players cannot see dead chat).

   ii. CiD admin may warn for repeated TKs, even with an apology.

b. Intentional Team Killing is not permitted. Offenders will be banned for two weeks.

3. HIP FIRING

a. Firing without your sites up is not permitted.

   i. If you accidently hip fire, apologize in *global* chat (be aware that living players cannot see dead chat).

   ii. Admin reserve the right to warn for hip fire, even with an apology.

   iii. This rule applies to all weapons discharges, even if you do not hit the target, and even if the target is a dog, window, barrel, etc.

b. The only exception is for weapons that cannot be sited up (e.g. Dual Pistols/SMGs, and/or Flamethrower/Masterkey).

4. SPAWN CAMPING

a. Spawn camping is not permitted.

b. Spawn camping is defined as:

   i. Camping *in* a spawn point

   ii. Camping *within firing* range of a spawn point; if you can shoot someone as soon as they spawn, then they are within your firing range.

c. It is acceptable to get spawn kills, but it is not acceptable to camp that point waiting for people to repeatedly spawn.

    i. If you kill other players at the same spawn point for more than one spawn in a row (i.e. you get kills at the same spawn point from two different spawn times within 30 to 45 seconds), you will be warned for spawn camping.

    ii. If the spawn points switch on you suddenly please get out of spawn asap.

d. Admin are permitted to verbally/textually warn without using a B3 warning, but this is an optional courtesy, *not* a requirement.

e. Going prone in spawn is only permitted as an evasive maneuver to avoid immediate gun fire.

f. Move through spawn and do not manipulate spawns.

g. Continued shooting into spawn for spawn kills is not permitted.

5. <u>PERKS</u>

a. The Second Chance/Last Stand Perk is not permitted.

b. Players using Second Chance may be kicked from the server without a warning.

c. If you were not warned before being kicked, and you return to the server, you may receive a warning then.

d. Admin are permitted to verbally warn first, but are not required to.

6. <u>DISALLOWED WEAPONS</u>

a. Grenade launchers are not permitted. This includes:

    i. The under-barrel grenade launcher attachment (i.e. "tube")

    ii. The China Lake grenade launcher

7. <u>JUMPING/BUNNY HOPING/DOLPHIN DIVING</u>

a. *Bunny hoping* and *dolphin diving* are forbidden.

    i. Bunny hopping is defined as:

        1. Repeatedly jumping up and down

2. Jumping to look over/shoot over an obstacle

3. Jumping solely to avoid enemy fire

4. Jumping solely to get an advantage on an enemy target

    ii. Dolphin diving is defined as: running and diving to prone.

b. Jumping to avoid auto climbing (aka "mantling") a window is allowed, as is jumping over gaps in the map.

c. Otherwise, <u>jumping</u> is forbidden.

d. You are not permitted to move forward (by any means) and jump to throw a grenade or hatchet.

e. You are *not* permitted to jump to throw a grenade.

f. Dropping to prone is allowed in any situation, except for dolphin diving.

8. <u>WALLING AND WALL-SPAMMING</u>

a. Walling is permitted, and is defined as: "shooting through a wall to kill an enemy."

b. Walling Spamming is not permitted, and is defined as: randomly shooting through a wall to get a kill or a hit marker

c. Shots through a wall are considered random if there is no reason to know (in game) that someone is behind that wall.

    i. Being told in game coms or in team-speak that an enemy is behind a wall is *not* considered a "reason" to know that an enemy player is present.

    ii. Getting a hit-marker from a grenade, whether lethal or tactical, is *not* a reason to know that an enemy is behind a wall.

    iii. Visual or aural confirmation is the *only* acceptable reason to know an enemy is behind a wall.

    iv. The following are considered visual confirmation:

        1. A marker on the map from an SR71 or a Spy plane

        2. Tactical knowledge of the location of an Enemy (e.g. tracer rounds, seeing someone walk past a window/door, etc.)

3. Confirmation must have occurred since your most recent spawn

9. <u>FOUL LANGUAGE AND RESPECT</u>

    a. Foul language in game, whether in text or in-game coms, including curse words and racial epithets, are not permitted.

    b. Disrespect to another player in game is forbidden. Disrespect includes, but is not limited to:

        i. Name-calling

        ii. Accusation of hacking

        iii. Trolling

        iv. Harassment

    c. You may be temp banned (two weeks) without warning for disrespect.

    d. You may be permanently banned for extreme disrespect towards other players and/or admin

        i. "Extreme disrespect" includes, but is not limited to:

            1. Cursing at admin for a warning (verbal, textual, or through B3)

            2. Making derogatory statements against CiD

            3. An infraction of "extreme disrespect" can include statements made verbally/textually in game, statements made on our website, as well as public statements made elsewhere on the internet.

            4. You may be perm banned without warning.

10. <u>ARGUING WITH ADMINS</u>

    a. Do not argue with admin

    b. Do not disrespect admin

    c. If you are disrespectful to an admin (of any rank) you may be perm-banned from all CiD servers and forums.

d. If you have an issue with how an admin is using his/her admin powers or with how you were warned/banned, please post in our CiD Forums under Ban Appeal or Report Hackers/Rule Breakers and a member of the Officer Group will look at your issue in a timely manner.

11. <u>RECRUITING ON CID SERVERS/TEAMSPEAK</u>

a. Recruiting on CiD game servers is not permitted

b. Recruiting on CiD TeamSpeak is *only permitted by CiD for CiD*

c. If you attempt to recruit players for another clan via our game servers or our Team Speak, <u>*we will permanently ban you*</u> from all servers, TeamSpeak, and our website.

12. <u>SPECTATE MODE</u>

a. Spectate Mode is for CiD Admins only

b. Spectate Mode should be used to check for rule violations

c. Public players are not permitted to use Spectate Mode

    i. Admin may make an exception for regulars who request a minute to run and do something, but after a minute you will be kicked

    ii. Admin are *not required* to make such exceptions

d. CiD members and recruits may be kicked from spectate mode if they are AFK for five minutes or more

13. <u>PLAYER NAMES</u>

a. Offensive names are not permitted in any language

b. Names are considered offensive if:

    i. The name is perceived by admin to be an invective directed at someone based on race, sex, gender, sexual orientation, religion, or place of origin

    ii. The name contains an epithet, using the following definition of "epithet": "a word, phrase, or expression used invectively as a term of abuse or contempt, to express hostility, etc."

    iii. More than one admin in TeamSpeak agrees that a name is offensive (if only one admin is in TeamSpeak, then the decision is theirs alone)

    c.   No 'Unknown Soldier X' names.

          i.   Black Ops requires at least 4 characters, with no ASCII characters.

         ii.   If you enter the server and your player name is changed to Unknown Soldier [number], you must leave and return with a valid name

14. <u>TEAM SWITCHING</u>

    a.   Team switching is permitted

    b.   Team stacking is not permitted.