

# Server Rules

## Server Regulations And Conduct Guidelines:

Our basic house rules focus on good sportsmanship and fair play, period.

Sportsmanship is defined by the The American Heritage® Dictionary of the English Language, Fourth Edition, as follows:

"Conduct and attitude considered as befitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing." Player Regulations:

1. We're all here to have fun. So have fun!
2. No swearing or abusive language of any kind.
3. No respawn camping. It's just not cool.
4. Absolutely no cheating of any kind! (we use UTAN and Anti TCC to keep the cheaters at bay)
5. There will be no teaming during Deathmatch games, period.
6. Apparent anti-social behavior will not be tolerated. Administrator Regulations:
  1. Admin mode is to be used for administration purposes only.
  2. Administrator will not engage in confrontation or debate while in admin mode.
  3. Admin will not use this privilege to threaten other players, for any reason.
  4. Once the required admin task is completed privileges are to be relinquished.
  5. All player bans are subject to review by Co30 collectively. General Conduct Guidelines:

Players (especially those with much experience) should consider their own skill level in relation to the other players, both during and at the end of each game. If your skills are beyond the average on the server at the time, then relax your playing style to give others space. You can check your FPH (frags per hour) rating during the game as a guide to your level - you don't need to be winning to be dominating play.\*\*

Co30 encourages the development of newbies. If you're an experienced player, try to make the atmosphere enjoyable for the new players. You were a newb once too!

Weapons: Gaming is much more challenging when your opposition actually has a chance of defeating you. Allow the newly spawned player to get a weapon other than the default, in order to apply reasonable resistance.

Spawning: If you have just spawned, be aware of those who pass you by, leaving you unharmed. Don't abuse their good will by shooting them in the back with the default weapon!

Invisibility: It should be noted that some players simply loathe this powerup. Be prepared to take some heat if you choose to use it, especially if you are already 10+ frags up on the next closest player on the score board.

Chatting: Some people like to chat. If you see a person with the green talk box above their head, it's not an invitation to get a cheap frag. Conversely, if you're the one chatting, find a nice out of the way location, so as not to disrupt players who are actively fragging. In addition we use a Chat Filter that will kick you off of the server for the rest of the current map when you say a "bad" word (no we will not share the list with you). You may re-connect when a new map starts, but don't say anymore bad words. The Chat Logs are reviewed daily and if a player is found to be extremely offensive a permanent ban may be put in place for that player.

Abusive behavior: While this can be considered debatable depending on ones personal demeanour, consider this: A) Would I do or say that in public?  
 B) Would I do or say that face to face?  
 C) Would I do or say that in front of my mother?  
 D) Am I really a mal-adjusted child who needs a good spanking?

If you answered yes to any of the above, then perhaps you should rethink your actions.

Seriously though, the Golden Rule is what applies here. Mutual respect is all that is asked of you, and if a friendship develops as a result, all the better!

\*\* Reposted from Truffs

If you have any questions or concerns regarding our Regulations and Guidelines you can contact ut-admin.

Happy Fragging!

