

[RN]-Community | "Code of Conduct" {RNComGB}

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Preamble: We aim to create a gaming community that respects each other, complements and promotes everyone's gameplay. We want to ensure a friendly atmosphere among all members and protect the "[RN]-Community", the "[RN]-Gameserver", "[RN]-Teamspeak", "[RN]-Discord", and the "[RN]-Forum" from both external and internal negative influences and decisions. Our [rules](#)/informational documents are meant to achieve this goal. Every member is responsible for staying informed about any changes in the [rules](#). Once our [rules](#)/informational documents are changed, the new provisions take effect immediately after the change.

1 Article 1: General Provisions

1.1 Para. 1; Terms of Use

§1.0 Scope of Application

The following Terms of Use apply to the use of the **[RN] game servers**, the **[RN] Discord**, the **[RN] forum**, the **[RN] website**, and the **[RN] social media pages** and groups (e.g. platforms such as Steam, Discord, and others insofar as they are officially used by [RN]) in the relationship between the user and the founder/project management of the gaming community (hereinafter: **the Provider**).

§1.1 Registration, Participation, Membership

- (1) By entering, registering on, or using the [RN] platforms listed in §1.0, the [RN] [rules](#) are automatically accepted and the user becomes a member of the community.
- (2) In the event of non-compliance, sanctions may be imposed across platforms, up to and including permanent exclusion.
- (3) Unlawful actions (e.g. attacks on infrastructure, fraud, serious insults of criminal relevance) may—depending on the circumstances—be reported to the competent authorities and/or result in civil or criminal proceedings.

§1.2 Processing and Storage of Data (Reference)

- (1) By using the [RN] platforms, technically necessary data are processed (e.g. IP address, platform IDs/UIDs, server logs).
- (2) Details regarding type, scope, purpose, retention periods, recipients, and data subject rights are set out in the [RN] Privacy Policy.
- (3) Users have the right to information within the scope of the applicable statutory provisions.

§1.3 Disclosure of Data (Reference)

- (1) Personal data are disclosed only in accordance with the Privacy Policy and applicable legal bases.
- (2) Insofar as [RN] cooperates with external lists/partners to enforce house [rules](#) or server security (e.g. anti-cheat or [ban](#) lists), this is done exclusively in accordance with the Privacy Policy.
- (3) Upon request, users may, within the scope of statutory provisions, obtain information on whether and to whom data have been transmitted.

§1.4 Services of the Provider

- (1) The Provider permits the user to use community functions within the framework of these Terms (e.g. posting in the forum, using Discord text/voice channels, participation on game servers).
- (2) Services are provided free of charge within technical and economic capabilities. Continuous availability is sought but not guaranteed.
- (3) The Provider assumes no liability for the accuracy, completeness, reliability, timeliness, or usability of provided content.

§1.5 Disclaimer of Liability

- (1) Claims for damages are excluded unless otherwise provided below.
- (2) Excluded from this limitation are damages resulting from injury to life, body, or health, as well as cases of intent, gross negligence, or breach of essential contractual obligations.

§1.6 Obligations of the User

- (1) The user undertakes not to publish any content that violates applicable law or public morals, in particular content constituting criminal offenses or infringing third-party rights (copyright, trademark law, etc.), as well as insulting, racist, discriminatory, or pornographic content, and advertising without authorization.
- (2) In the event of violations, the Provider may [remove](#) or modify content and block access.
- (3) The Provider may delete content if it may contain a legal violation.
- (4) The user shall indemnify the Provider against third-party claims insofar as the user is responsible for them.

§1.7 Grant of Usage Rights (Forum/Posts)

- (1) Copyright remains with the user. By posting, the user grants [RN] the right to permanently retain, move, and combine the contribution for organizational purposes within the platform.
- (2) There is no automatic right to deletion of individual posts; legitimate requests (e.g. data protection) will be reviewed within the scope of statutory obligations.

§1.8 Termination of Membership

- (1) Users may terminate their membership at any [time](#); upon request, access will be blocked.
- (2) The Provider may temporarily or permanently block access in the event of rule violations or to preserve community peace (virtual house right).
- (3) After termination, the Provider may block or—where reasonable—delete content; any claim to the provision of content is excluded.

§1.9 Modification or Discontinuation of Services

- (1) The Provider is entitled to modify services.
- (2) The Provider is entitled to discontinue services; content may be deleted insofar as no statutory retention obligations prevent this.

§2.0 Choice of Law

The law of the Federal Republic of Germany shall apply. Mandatory consumer protection provisions of the user's country of residence remain unaffected.

1.2 Para. 2; Partnerships / Rights / Ownership

§1 Founder Data / Rights

The Founder (legal notice of the [RN] website) generally holds rights to the name "Respawn-Nation | Multigaming Community," the logo, and content/structures provided by him, unless otherwise agreed in writing.

§2 Ownership / Administration / Special Rights

- (1) Users and administrators do not possess ownership or rights of [disposal](#) over community structures without explicit authorization.
 - (2) Special rights may be granted and revoked.
 - (3) If a partner provides infrastructure, rights to names, graphics, scripts, game server configurations, and community-related data remain with [RN], unless otherwise agreed.
 - (4) Upon termination of a partnership, affected data/artifacts must be handed over in full according to the instructions of the project management, insofar as legally permissible and agreed.
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1.3 Para. 3; Rules of Use

§1 Respect & Ethics

Show respect toward others—regardless of nationality, religion, gender, age, or individual characteristics. This applies internally and externally, as members represent the community. Serious or repeated violations may result in exclusion.

§2 Community Rights / Duties

- (1) Tasks (e.g. moderation, server administration, graphics, organization) may be assigned to [support](#) the project management.
- (2) Assigned tasks must be carried out conscientiously and in a timely manner.
- (3) Applications/procedures take place via the channels designated by [RN] (forum/Discord/website form).

§3 Exclusion / Escalation

- (1) As a rule, violations begin with a notice or warning unless there is an immediate reason for a [ban](#).
- (2) In the absence of improvement or in the case of serious violations, exclusion will occur.

§4 Age Restrictions

Players must comply with applicable age ratings and [rules](#). In the event of justified suspicion, access to affected areas may be revoked.

§5 Financing / Allocation of Rights

- (1) There are no mandatory fees.
- (2) Costs are borne by a core group; donations/[support](#) models may exist.

(3) [Admin](#) rights are a privilege. Decisions regarding scope and duration lie with the project management.

2 Article 1.2: Prohibitions (Cross-Platform)

2.1 Para. 1;

§1.0 Scope of Application

The following prohibitions apply to all [RN] platforms listed in §1.0 unless expressly regulated otherwise.

§2 Duty to Inform

Users are required to independently inform themselves about the [rules](#). Ignorance does not exempt from sanctions.

§3 Hacking / Cheats / Exploits

Hacking attacks, DDoS attacks, exploitation of exploits, and unauthorized gameplay advantages (cheats, injectors, macro abuse, [ban](#) evasion) are prohibited. Attacks or manipulations may lead to permanent exclusion and, if applicable, legal action.

§4 Insults / Harassment

Insults, threats, targeted provocation, bullying, and harassment are prohibited.

§5 Third-Party Advertising / Poaching

Advertising or recruiting for other communities, servers, or projects without authorization is prohibited (text, voice, links, avatars, status messages, nicknames, audio).

§6 Naming

Prohibited names include, among others, right-wing extremist names, Nazi references, glorification of terrorism or crime, insulting names, impersonation of team members, and misleading clan tags.

§7 Tone of Communication

Interaction must be friendly and respectful. Verbal attacks, toxic behavior, and “joking insults” are prohibited.

§8 Avatars / Media

Avatars/uploads must not contain pornographic, racist, insulting, or unlawful content.

§9 Recordings / Publications

Recording or publishing conversations, videos, screenshots (especially [support](#) cases), and personal data without consent is prohibited. Exceptions apply only if all affected parties consent or a legal authorization exists.

§10 Right to Issue Instructions

Project management and authorized team members have the right to issue instructions. Repeated or serious refusal may be sanctioned.

§11 Advertising (General)

Any advertising without explicit authorization is prohibited (including indirect advertising via profiles, audio tracks, or status messages). Cooperations/advertising approvals are granted exclusively by project

management.

§12 Data Protection / Sensitive Data

Private data (phone numbers, addresses, passwords, payment data, etc.) must not be publicly shared. Team members will never ask for passwords.

§13 Reporting Obligation

Rule violations must, where reasonable, be reported to an [admin](#) or [support](#). Abuse or denunciation may be sanctioned.

§14 Defamation / Internal Conflicts

Targeted flaming, incitement, false allegations, or disruptive campaigns against the community on internal platforms are prohibited. Criticism is permitted if it remains factual. Organized defamation may result in sanctions and, if applicable, legal action, provided the requirements are met.

§15 [Support](#) Fraud

Deception of [support](#) (false statements, manipulated evidence, exploitation of procedures, evasion of sanctions) is prohibited.

§16 Dual Roles (Team/Management)

Without an explicit special agreement, team members are prohibited from regularly holding leading or administrative roles in competing projects in parallel if this creates conflicts of interest (in particular development, organization, event management). Exceptions require approval.

3 Article 2: Discord (Including Voice/Stage) – Main Platform

3.1 3.1 Para. 1: General

Discord is the central communication platform. All cross-platform [rules](#) apply, as well as the following additions.

§1 Naming

Nicknames should correspond to the in-game name or be clearly identifiable. Prohibited names see §6 (Prohibitions).

§2 Avatar

See §8 (Prohibitions).

§3 Tone / Voice Discipline

- (1) Friendly interaction; no shouting, no constant interruption, no targeted disruption.
- (2) Provocations, toxic baiting, sound spam, and targeted disruptive noises are prohibited.

§4 Text Channels / Order

- (1) Channels must be used according to their topic. Spam, off-topic content in rule channels, mass pings/tagging are prohibited.
- (2) Moderation instructions in channels must be followed.

§5 Voice Hopping / Join Spam

Constant switching between voice channels or repeated join/leave to disrupt is prohibited.

§6 Recordings / Streams

- (1) Recording only with the consent of all affected parties.
- (2) Live streaming “from Discord” (voice recording/overlay) only with approval from project management, where approval is required.
- (3) In [support](#) areas, recordings are generally prohibited unless there is explicit, documented consent by [support](#) or project management.

§7 Absence / [AFK](#)

In the case of prolonged absence, [AFK](#) areas must be used (if available). Users permanently occupying voice channels while [AFK](#) may be moved or kicked.

§8 Kicking/Banning (Discord Moderation)

Moderation measures serve to enforce the [rules](#). Inappropriate measures must be reported to project management.

§9 Begging for Rights/Roles

Roles/rights are granted only as needed. Repeated begging may be sanctioned.

§10 Right to Issue Instructions

See §10 (Prohibitions).

§11 Bots

- (1) Bots may only be added with permission.
- (2) Bot usage (e.g. music/sound) only in approved channels and only if participants agree.

§12 Uploads / Files

Unlawful, pornographic, racist, or copyrighted content must not be uploaded or shared.

§13 Data Protection

See §12 (Prohibitions).

§14 Channel [Rules](#)

Channel [rules](#) may supplement or specify existing [rules](#). They may not override higher-level [rules](#) unless determined otherwise by project management.

4 Article 3: Forum

§1 Tone

Friendly, helpful, factual. Insults and threats are prohibited.

§2 Thread Creation

Use the search function, choose the correct category, no duplicate threads.

§3 Content / Readability

Posts must be written clearly and comprehensibly. Illegible or intentionally chaotic content may be moderated or removed.

§4 Double Posts

No double posts; use the edit function.

§5 Spam

Spam is prohibited (repetitions, meaningless one-liners, off-topic content without relevance, flooding).

§6 Prohibited Content

No glorification of violence, discriminatory, inhumane, pornographic, or criminal content. No links to hacks/cheats. No advertising/recruitment/links to competing communities without authorization. No publication of email addresses in plain text.

§7 Insults/Threats

Prohibited.

§8 Forum Accounts

Multiple accounts are prohibited.

§9 Signatures

Signatures: max. 500 characters, font size 9–12 pt, max. 530 px wide and 250 px high.

§10 House Right

Project management reserves the virtual house right.

5 Article 4: Support Self-Resolution (Conflict Procedure)

Explanation

[Support](#) self-resolution is part of the “[RN] community system” for simplified handling of conflicts between users. The aim is de-escalation and independent resolution before [support](#) is used as an “arbitration authority.”

§1.0 Basic Rule

In [support](#) matters involving two parties (disputes, insults, disagreements), those involved should first attempt to resolve the issue directly before using [support](#) waiting rooms—provided the incident is not severe.

§2.0 Obligation to Initiate

The injured party informs the potential offender of the issue and requests clarification (DM/server message).

§3.1 Procedure

If the potential offender complies with the request, both parties should resolve the issue privately. Third parties are generally not involved unless both agree or it is a group conflict.

§3.2 Non-Participation / Withdrawal

- (1) If the potential offender does not comply with the request or evades it, the injured party may contact [support](#) after an appropriate waiting period (guideline: 10 minutes).
- (2) If the injured party withdraws from self-resolution without reason, this may be considered abuse of [support](#).

§3.3 Escalation

If self-resolution escalates, both parties may jointly involve [support](#). [Support](#) then decides on measures; sanctions may affect both parties.

§3.4 Abuse

Exploiting the [support](#) self-resolution process without genuine cause is prohibited.

6 Article 5: Direct Ban Reasons / Sanctions (Catalogue)

Note: The catalogue lists minimum measures. Higher penalties are possible (prior history, intent, scope, cooperation).

(H = Hours, D = Days, W = Weeks, M = Months, Y = Years, Perm = Permanent, Warn = Warning, Del = Deletion)

6.1 Para. 1; §99 Community (Cross-Platform)

- R1: Disrespect / Discrimination (24H)
- R2: Distribution of prohibited content (Del + sanction depending on severity)
- R3: Hacking/Cheating/Attacks/Exploit abuse (Perm)
- R4: Insult (24H)
- R5: Third-party advertising/recruitment (2Y)
- R6: Prohibited name/impersonation (1H)
- R7: Tone/Provocation/Toxicity (1H)
- R8: Prohibited avatar/media (Warn)
- R9: Recording/publication without consent (1D)
- R10: Refusal to follow instructions (1H)
- R11: Advertising (12H)
- R12: Data protection violation (2D)
- R13: Gross neglect of reporting obligation / concealment (1H)
- R14: Defamation/flame campaign (2D)
- R15: [Support](#) fraud/[support](#) abuse (1Y; Perm in severe cases)

6.2 Para. 2; §99 Discord

- R1: Prohibited name (1H)
- R2: Prohibited avatar/media (Warn)
- R3: Tone/voice disruption (1H)
- R4: Spam/Flood/Mass ping (Warn ? 1H on repetition)
- R5: Voice hopping/join spam (Warn)
- R6: Recording conversations/[support](#) (Warn ? 1D if published)
- R7: [AFK](#) abuse (Warn)
- R8: Inappropriate obstruction of moderation (Warn ? 1H)
- R9: Begging for roles/rights (Warn)
- R10: Refusal to follow instructions (1H)
- R11: Advertising (12H)

R12: Bots without permission (1H)
R13: Data protection (2D)
R14: Unwanted sounds/sound spam (1H)
R15: Upload violation/illegal files (1H to Perm depending on severity)
R16: Reporting obligation (1H)

6.3 Para. 3; §99 Forum

R1: Tone (1H)
R2: Incorrect thread creation/spam structure (Del)
R3: Content violation (Del + sanction)
R4: Double posts (Del)
R5: Spam (1W)
R6: Severe content (1W to Perm)
R7: Insult (1D)
R8: Multiple accounts (Del + [ban](#))
R9: Signature violation (Del)

6.4 Para. 4; §99 Support Self-Resolution

R1: Disregard of the rule (Warn)
R2: No initiation / immediate escalation without cause (1H)
R3: Interference by uninvolved parties (1H)
R4: Exploitation of self-resolution / abuse (2W)

7 Article 6: Final Provisions

§100 Amendment of the [Rules](#)

Project management may amend this rulebook. Amendments take effect upon publication.

§101 Severability Clause

Should individual provisions be invalid, the remaining provisions shall remain effective; an arrangement closest to the purpose of the invalid provision shall replace it.

§102 Closing Statement

This rulebook serves to protect the community and ensure fair and respectful interaction. Project management reserves the virtual house right.