

# OLD GITS HAVING FUN CLAN RULES

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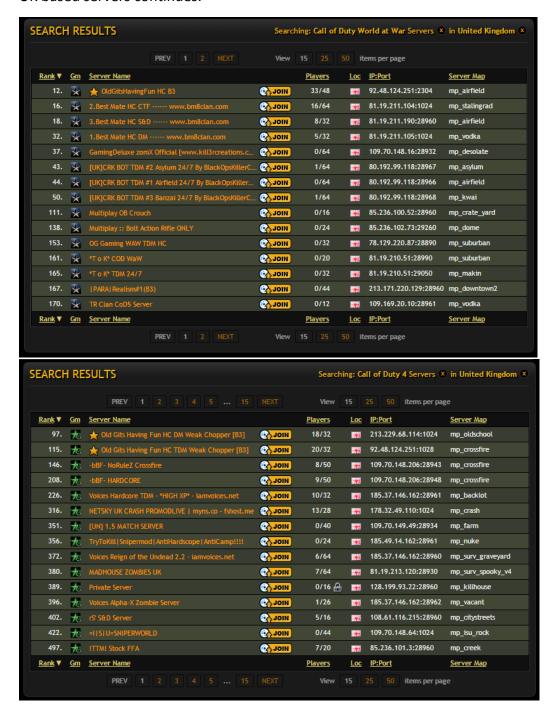
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## INTRODUCTION

The Old Gits Having Fun (OGHF) were created in 2008 following the release of Call of Duty: World at War. The founder and owner is Flatsix and the reason for the creation of the clan was to bring together older gamers by creating a fun and fair place for them to game. Over time a ruleset was created that ensured that our Call of duty server were popular places to have a fun game with an element of challenge.

This document is to ensure that moving forward every OGHF member has a clear understanding of what the rules are and to ensure that our success with the most popular UK based servers continues.



## GENERAL BEHAVIOUR.

Below are the rules relating to general behaviour, they are there to ensure that the OGHF stays a place that is used to have fun and focus on game based entertainment and does not turn it a place of worship or political debate. Even though everyone is entitled to an opinion as a member of the OGHF it is your responsibility as an individual to ensure that situations are resolved quickly and clearly. It will not be tolerated if individuals are believed to be trying to incite division.

No explicit foul language.

Absolutely no abusive language.

No racial or sexist comments.

No religious or politically comments.

No bullying.

If you have any issues with a member or admin do not post this in the public forums always PM the member to resolve the issue, if this does not work then involve a council member via PM or E-Mail.

We will apply a zero tolerance to member's whole break the rules.

The final decision will be made by Flatsix with regard to the issue based on any of the above.

# GAMEPLAY (INSTANT BAN)

The following will result in an instant ban from the OGHF and our servers.

Cheating

**Racist Insults** 

Hacking

# GAMEPLAY (WARNINGS ISSUED)

The following rules if broken will result in a warning being issued, either by an admin or by a BOT. After two warnings the next infringement will result in a kick. Any ban resulting from these warnings will/must be supported by either log based or video based evidence (Demo, Shadowplay or Fraps etc)

Don't spam on our server

No recruiting.

Do not use strong swear words or insult other players. (The Admin ruling is final)

**Do not Spawn kill (**Spawn killing is the act of waiting for another player to respawn at a spawn point and then killing them. If you accidentally spawnkill someone move or stop firing in the same place**)** 

Do not use jumping as a defensive move.

Jump and shoot /jump to avoid bullets /jump around corner are not allowed or Jump in a close combat is not allowed.

Have respect for other OGHF members and public players

Do not hassle players due to their game style

# GAMEPLAY (PEER TO PEER)

Due to some of the restrictions created by the developers of these games there are certain elements that maybe improved by the use third party tools. The ones listed below are approved for use by OGHF members.

**FOV Unlockers** 

**FPS Unlockers** 

Ping filters (ways to ensure you play games with players of similar ping levels)

The above may include software "hooks" that maybe be seen as tampering by the various systems used in these games, any issues arising from the use of these tools between the user and the game provider, is the responsibility of the user.

# GAMEPLAY (IN GAME RULES)

In many games it is possible stream text to the screen of the players, where possible this is used by the OGHF. It is the responsibility of any player who joins an OGHF server to read these rules and apply them to their gameplay. The following will be used during the application of any in game rules.

The rules if broken will result in a warning being issued, either by an admin or by a BOT. After two warnings the next infringement will result in a kick. Any ban resulting from these warnings will/must be supported by either log based or video based evidence (Demo, Shadowplay or Fraps etc)

# GAMEPLAY (GAMES USED)

We will provide servers that suit the community, sometimes these servers may include Mods. These Mods can be game add-on or whole game mods. Some of the servers we host may also include the ability to control the game/users in ways that were not programmed by the authors, this is to enhance the game experience for our members. At all times the user must use a genuine key to access our servers (This key can be brought from Key Store, Supplied with a digital download or Disk and can also be gifted to the user) we will not accept any member who uses stolen keys/serial numbers.

# GAMEPLAY (GENERAL)

The servers we provide are meant to have a different rule set and feel than others, if they did not what would be the point in us paying to host them in order to create our community.

Some players may find our rules and playing style not for them, rather than moan about or break our rules please move on to a server that suits you.

Please respect our Admins, you probably joined our server because it was full or at least busy, this is because we do have a large number of players who like what they do.

We do realise that most games have age ratings and they depict on-line virtual acts of combat. However extreme swear words are not tolerated (ie C\$\$t).

We do want to enable all our players to have fun but in a way that minimises offence and as many have said "If you walked up to a total stranger in a pub and called him a C\$\$t I am sure the reaction would be far greater that a temp ban for a few minutes".

## ADMINISTRATORS

We have two types of Administrator, system based bot and human. The amount of human admins we have is limited to ensure that we have a consistent approach to the task. The allocation of the role admin is given to individuals based on their gameplay and general attitude. It take time for the council and head admins to develop this understanding so it will not be an instant action.

All administration actions will be completed based on the rules, either documented here or in game.

Our Admins all work hard to create a good server, however if you feel they are doing so in an unfair way then please email flatsix@oghf.org.uk with full details of your issue.

## TEAMSPEAK

#### **Mutual Respect & Conduct**

Abusive, racist, sexist, sexual, homophobic comments (or any other type of bigotry), personal attacks and name calling are not allowed. This also includes making statements/comments which attack and/or question the moderators or administrators in regard to their resolutions on the actions of users. Please refrain from using extreme words (C\*\*T etc)

Any racist comments will result in a temporary or permanent ban \*WITH NO EXCEPTIONS\*

Allow others to talk, be aware when you are waffling on

#### **Channel Selection**

Please use relevant game channel when playing in groups Do not play music or any other sounds continuously into a channel

### **TS Guests**

Guest and Friends are freely allowed onto Teamspeak but they fist must register on the forum with a "hello" post once this is done an active member will need to sponsor them by asking one of the TSAdmins to create a token for them. TSAdmins will check with Game Admins before the Token is created. Once online you will be able to freely use the various channels but please respect that you are a guest.

#### **Administrator Instructions**

All users are to comply with all instructions of administrators and selected moderators on our Teamspeak 3 server. We try to have clear and decisive rules that allow preventive and administrative actions to keep the appropriate and desired environment on our servers. It should be understood that these rules and guidelines cannot always cover every single circumstance and situation, and we must depend on the judgment of certain individuals to ensure we maintain desired standards.

If an Admins asked you to move to another channel or "pipe down" then please respect the decision and oblige

Any player who breaks the spirit of the rules on more than one occasion maybe kicked or banned from our servers and if you are a Tag wearer you may be asked to leave the Clan.

If you feel anyone is in breach of these rules then please let a Senior Admin no. Please also feel free to use the "Make a Complaint" button within TeamSpeak. Just right click the user and select "Make a Complaint".

#### Complaint

Complaints will be dealt with on a case by case basis, the 3 strike rule will apply and they should be PM'd to head admins or council members.