



BF2 Moderator's SOP

V1.1 – 2006.03.16

Introduction:

- These Standard Operating Procedures (SOPs) are meant as a guideline for all Moderators, and not hard and fast rules. They are the result of input from the HT Leadership. Circumstances in-game will dictate how exactly the rules are enforced, including actions taken by moderators. All Moderators should bear in mind that they should be able to account for their actions, if called upon to do so by the Council.
- Above all else, always remember this is just a game, and that Moderators have accepted the responsibility of trying to make the games in the HAZTEAM server as fun and fair as possible. Moderators are all volunteers, and are all individuals with their quirks and mannerisms. Age, nationality and life experiences all play a part in making them who they are.

Tags:

- When an HT Member creates a BF2 username, the correct tags are: =HT=
- If you are not a clan member, you are not allowed to wear our tags.

Attitude:

- Attitude is everything. Members & Moderators are held to a higher standard than other clans. We are to show respect, courtesy, honor, and skill at all times. We are not here to cheat, cuss, harass or degrade other people.
- **There are going to be times when you get angry with another member, MOD, or fellow teammate. How you handle yourself in these situations will be a direct reflection of HT, and your future with HT. We will NOT tolerate any disrespect to any fellow members, MODs, or teammates.**
- If you are having a problem with a fellow member or MOD, please DO NOT get into an altercation with them. Simply leave and cool down. Once you cool down, try to handle the situation with maturity and respect. If you are still having problems, please go to a Council Member for help.
- DO NOT ever call out or disrespect someone via the forums, in the public or private section. If you have a complaint about how someone handled a situation, you may submit a post with feedback, but DO NOT include any names. The forum is a place for communication and correspondence, not a place to air out your dirty laundry. In most of these cases, it's simply a misunderstanding that can be worked out with a simple PM or email." (Sometimes a simple "I am sorry" can also do the trick)
- Harassment. Defined as taunting, name calling, degrading or humiliating individuals. This negative treatment will not be tolerated in HAZTEAM servers. A person exhibiting this type of behavior will be warned. If the behavior continues, they will be kicked. Upon their return to the server, if continues, they get banned.

Chain of Command:

- We believe that all teammates are equal; therefore, we do not have the traditional ranking system. However, we do have a Council that consists of clan leaders and veteran members to ensure the administration, organization and everyday operations run smoothly and to remove current members due to disciplinary problems.

Team Speak:

- Looking for the HAZTEAM communicate software? Download Team Speak here: [Team Speak](#) Please note that although it is primarily intended for HT Members and moderators, other players are welcome to use TS. TS Admins are allowed to grant temp (guest) access to other players in the community as they see fit.
- All users should take time to setup TS properly. Very important – if you use the voice activation microphone option, be sure to set it correctly. Hearing heavy breathing and muttering really doesn't aid communication!
- As much as possible, TS users should use the same name as they are playing with. Additionally, avoid using "Guest" names.
- TS is intended to enhance communication during game play. It's not a place to hang out and chat, play music, do impersonations etc. if there is a game being played. During Clan matches or practices, guest access may be restricted to ensure no interruptions. Also, if there is one, please keep an ear open for the designated leader's instructions – and avoid interrupting them.
- Opposing teams should use different TS channels. Be fair – if this is unfairly abused then access rights to TS will be rescinded.

Moderator In-game Console Command Usage:

- Once a BF2 username is registered as a in-game Moderator, that username can issue commands using the following console command:

![command] [username] [usage]

- [Command] is one of the server console commands.
- [Username] is either the entire name or a partial name.
- [Usage] is the argument to the server console command.

Command	Usage	Function
!help	!help	Displays All w/k/b reasons and Aliases
!w !warn	!w <ID or Name or Partial Name> <Reason or Shortcut> (br, vwhore, tk, n00b, language, spam, smack, padding, member)	Warns a player for the specified reason.
!k !kick	!k <ID> <Reason> !k <Name or Partial Name> <Reason or Shortcut> (br, vwhore, tk, n00b, language, spam, smack, padding, member)	Kicks a Player with the specified reason. You can use partial strings for the name. You can also use shortcuts for your reasons. See examples below.
!b !ban	!b <ID> <Reason> <optional ban time> !b <Name or Partial Name> <Reason or Shortcut> <optional ban time> > (br, vwhore, tk, n00b, language, spam, smack, padding, member)	Bans a Player with the specified reason. You can use partial strings for the name. You can also use shortcuts for your reasons. See examples below.
!ab	!ab	Shows AutoBalance Status
!ab	!ab on !ab 1 !ab off !ab 0	Turns AutoBalance On or Off
!change	!change <Map ID> !change <Map Name or Partial Map Name>	Changes to the specified Map. The map MUST already be in the Map List.
!setnext	!setnext <Map ID> !setnext <Map Name or Partial Map Name>	Sets the specified map as the Next map in the rotation. The map MUST already be in the Map List.
!runnext	!runnext	Runs the next map in the rotation.
!shownext	!shownext	Shows the next map in the rotation.
!restart	!restart	Restarts the current map round.

Actions & Reactions:

- Below are the offenses and actions required for a Moderator to use on the server. **Moderators are required to give a warning to an offender before a kick is warranted.**

Rule breaking SOP

Offense	Situation(s)	Action
1. Bad language	<ul style="list-style-type: none"> Subjective, but obvious. Action to take depends on context and severity. 	Warning – 1 st offense Kick – 2 nd offense Ban - 3 rd offense
2. Team Killing	<ul style="list-style-type: none"> Not allowed at any time. Depending on how many TK's the person gets, you may not have to do anything. The server will automatically do it for you. 	Warning – 1 st offense Kick – 2 nd offense Ban – 3 rd offense
3. Cheating	<ul style="list-style-type: none"> If Punkbuster doesn't catch a cheater, then you may need to issue a warning if you are positive someone is cheating. 	Warning – 1 st offense Kick – 2 nd offense Ban - 3 rd offense
4. User Names	<ul style="list-style-type: none"> Racist, Vulgar or Political user names that could be construed as such. 	Warning – 1 st offense Kick – 2 nd offense Ban - 3 rd offense
5. Harassment	<ul style="list-style-type: none"> Taunting, name calling, degrading or humiliating other players. 	Warning – 1 st offense Kick – 2 nd offense Ban - 3 rd offense
6. Stats Padding	<ul style="list-style-type: none"> Kill/revive/re-supply only for points. 	Warning – 1 st offense Kick – 2 nd offense Ban – 3 rd offense

Miscellaneous SOP

Situation	Guideline(s)
1. Booting players to make room on the server	<ul style="list-style-type: none"> If the server is full, then members and MODs get precedence over non-members/MODs.

Nymesis last updated this document on 2006.03.11. Any questions or concerns should be directed to a Council Member. In their absence, contact [Nymesis](#) directly.