



**Death Inc (=]DI[=)**  
**Clan Membership Rules and Responsibilities Charter**  
**V 1.1 – 05/11/2007**

**1. TRIAL MEMBER RULES**

1. Trialees must undertake a two week trial period. At the end of that period they will receive an email or Personal Message indicating that they have been accepted, rejected or will be asked to re-trial for a further two weeks. This trial period may be lengthened or shortened at the discretion of the Clan Captains.
2. Trialees are required to have a working microphone in order to enter our Teamspeak server. Active participation in TeamSpeak is a requirement of membership of the clan.
3. Persons that are known in the community for hacking or cheating need not apply. Additionally, removal from the clan will be instant for any member found to be hacking.
4. Trialees are permitted to play in Ladder Matches and Scrim. They must, however, also attend any practice sessions required before that match to be eligible to play.
5. Trialees are required to use the Trialees Tag: =]DI[t until their 2 week trial period is finished. At the end of the trial, depending on the Clan Captains' decision, you may be able to place the Member Tag: =]DI[= on in-game.
5. Trialees with any questions should direct them to either a Clan Captain or the Clan Recruiting Officer. If the question is game related it should be taken directly to the respective Game Captain(s). If all else fails, any Captain or Senior Member should be able to assist with your inquiry.

**2. MEMBER RULES**

**General Rules:**

1. When wearing the =]DI[= tag you must behave in a respectable manner. Members are reminded that while wearing the tag they are representing Death Inc and should not participate in actions which would reflect badly on the clan.
2. Death Inc does not condone hacking. If you suspect a clan member of cheating it is your responsibility to the team to let a Clan or Game Captain know. Any member found to be concealing the use of hacks by another member may also face reprimand, at the discretion of the Clan Captains.
3. Upon confirmation of a clan member hacking, removal from the clan will be swift. The decision of the Clan Captains in this regard will be final.
4. Anyone caught using any exploits (ie: not hacks but unintended features of the game) will be required to explain their actions to the Clan Captains and may face disciplinary actions.

5. Death Inc has its own TeamSpeak and Game Servers. All members are expected to treat these services with respect. Members found to be abusing these services will be subject to review by the Clan Captains.

#### **Forums Colour Use:**

Colour spamming is defined as the excessive use of colour codes in a Forum post. In the most extreme circumstances, it can be considered as using so many colours in your post, that practically none of your text is in the default text colour any longer, rendering the post illegible. Therefore the following rules on colour use apply:

1. In general posts:

A - Use no more than 2 colours in your entire post;  
B - Excess use of colours will see an admin edit your post to remove all colours;  
C - Try to stay away from high-contrast colours, like red for example, or yellow, which contrast heavily against the current dark background and make it difficult to read.

2. In announcements by Moderators/Admins:

A - Colours can be used as seen fit by the admin, while trying to conform to (1);  
B - If excess colours are used, you will be asked to re-post your announcement.

#### **Match Rules**

1. Members representing Death Inc are to arrive in the appropriate TeamSpeak channel for the match approximately 30 mins before the start of the match. This is to facilitate any fine tuning of strategies and to finalize team list.
2. Keep all SPAM to a minimum. Listen to the relevant Channel Admins, Server Admins and Captains, and pay close attention to what is said.
3. Do not SPAM in-game chat. If the other team decides to protest any spam of the IGC it can result in a forfeit being issued against our team.
4. Where possible stay around in-game and in TeamSpeak for a post-match chat.

### **3. TEAMSPEAK RULES**

1. All clan members must be registered with the TeamSpeak server. Please ask a Server Admin in TeamSpeak to assist you with this.
2. Our Teamspeak Server is intended as a pleasant, friendly environment. Abusing other members and excessive swearing will not be tolerated. If you need a private room to discuss a matter in private, please ask a Server Admin to create one for your use.
3. Only Server Admins may create channels. Additionally, this should only be done after clearing it with a Clan Captain, unless it is a temporary channel (and it is named as such).
4. Don't change the channel names or descriptions without first consulting a Clan Captain.

### **4. FORUM RULES**

#### **General Rules:**

1. Keep the SPAM to a minimum, and keep it restricted to the designated SPAM subforum. Stay on-topic in threads.

2. We don't care about your e-Penis. Posts of an overwhelmingly self-promoting nature will be removed, at the discretion of the Moderators.
3. Keep swearing to a minimum. Posts with excessive swearwords will be removed or edited.
4. Respect your clanmates in the forums. Abusive or derogatory posts will be edited or removed, and the offending member may be subject to disciplinary actions.
5. Posts of an obscene nature will be removed. Remember that some clan members are not adults, and should not be exposed to graphic images through our forums.
6. Moderators may, at their discretion, edit or remove any content that is offensive, breaches the rules as stated above, or is in general bad taste. The decision of the Moderators in all forum matters is final.

#### **War Room Rules:**

1. Keep your War Room posts on-topic. Moderators may edit or remove posts which are not relevant to match discussions.
2. In all threads concerning map or time selections, the required responses from posters are: any combination of 123abc (or in whichever format the selections are shown), there is no need for additional text unless requested by the topic owner.
3. If it is a Match related post all that should be posted as YES, NO, TBC (To be Confirmed). Other posts or content may be edited for brevity, at the discretion of the Moderators.

#### **GameArena or other Public Forums:**

1. No SPAM is to be posted on any Public Forum. It will usually be deleted, and reflects badly on Death Inc.
2. Where possible, avoid swearing or abusive language of any kind
3. Any threads that can be considered baiting, or player/clan bashing should be avoided. If you are unsure of whether you should be posting in any thread, please consult your Game Captain.

### **5. THE ROLE AND RESPONSIBILITIES OF GAME CAPTAINS**

1. Game Captains are responsible for the administration of the individual games and teams they are assigned to lead.
2. Accepting/Making Challenges: The Game Captain is responsible for making and accepting challenges in Ladders and Competitions. Once a challenge has been accepted, the Game Captain is expected to create a thread with the details in the Game's War Room, as well as inputting the data onto the Forum Calendar.
3. It is the Game Captains responsibility to moderate their respective game's forum sections. This includes keeping Match threads in a simple YES/NO/TBC format, keeping count of Players and Dates and Times as per current template.
4. The Game Captain needs to make sure all Strategy posts are up at the earliest possibility to let the team study this start and practice where possible.

5. At the completion of a Ladder Match it is the Game Captain's responsibility to enter the Scores into the GameArena System. Also if our team is the Losing team the clan captain is responsible for writing up a game debrief on the GameArena forums.

6. It is also the responsibility of Game Captains to capture screenshots at the end of the match. These may become necessary to GameArena to confirm results. It is suggested, however, that as many team members as possible also take screenshots.

## **6. THE ROLE AND RESPONSIBILITIES OF CLAN CAPTAINS**

1. Clan Captains are responsible for the administration and smooth running of all aspects of the Death Inc Clan.

2. Specific tasks may be assigned to Clan Captains, and in that event, the roles of specific Captains may be adjusted. Possible roles may include: Clan Treasurer, Clan Recruiter, etc.

3. Clan Captains are expected to assist Game Captains wherever possible, without interference in the operations of the Teams or game administration unless required.

4. Clan Captains are responsible for appointing all levels of Senior Members, including the Game Captains and Recruiting Officer. Clan Captains are responsible for ensuring that all Senior Members are aware of their roles and responsibilities, and to ensure they do not overstep the bounds of their authority.

5. It is expected that Clan Captains will intervene and resolve any personal differences between Members if and when required. The Clan Captains will also work alongside the relevant Game Captain(s) when resolving these issues. However, it is expected that Members and Game Captains will be able to prevent these issues from occurring in the first instance.

## **7. REVISION AND VERSION CONTROL**

1. This is version 1.1 of the Death Inc Member Rules and Responsibilities Charter. Revisions may be issued from time to time at the discretion of the Clan Captains.