

Server Rules

Please note that if you are caught breaking the rules frequently, you may receive a permanent ban.

<u>Rule</u>	<u>Punishment</u>
<p>Hacking is completely forbidden on Valiant Roleplay. The term "hacks" is very broad and refers to anything that may give a potential advantage to players in use of a program/modification to their game. If you are uncertain of a modification to the game, speak with a member of staff. Having any program/modification with hacking potential, e.g. Sampfuncs, can result in a ban. CLEO is allowed but using modifications that can provide advantage via CLEO is disallowed. See above and speak to a member of staff regarding CLEO modifications.</p>	Ban/Permanent Ban
<p>Advertisement of another SAMP server on the Valiant Roleplay server, forum or discord is disallowed. If one wishes to inform a player of another server, they can do so in private messages on discord, if the player wishes to receive such information and it does not fall under "encouraging players to leave Valiant Roleplay" (see below). This also goes the other way in the sense that one is disallowed from advertising this server elsewhere, without direct permission. Advertisement also extends to YouTube channels, and other forms of media.</p>	Permanent Ban/Blacklist
<p>Evasion of any punishment on the Valiant Roleplay server, forum or discord is prohibited.</p>	Warn/Ban/Permanent Ban
<p>Deathmatching (Attacking or killing a player without roleplay/without a roleplay reason) is forbidden without the permission of a member of staff. Permission is only valid when a member of staff explicitly states that one can Deathmatch in this instance.</p>	Warn/Prison/Ban

Powergaming (Performing unrealistic actions in roleplay/Not allowing another party or parties in roleplay a fair chance to react to actions you perform) and Metagaming (The mixing of In Character and Out of Character information) are not allowed. Powergaming covers a wide range of actions, but the general rule is that if one cannot perform an action they do in roleplay in real life, it is considered unrealistic. Note that a roleplay scenario involving a fight where both parties are able to attack the other (generally robberies), outnumbering of one party by another exceeding a 2 to 1 advantage (2v1, 4v2 etc.) IS powergaming. Based on severity or repeat offences, the punishment may vary.

Warn/Prison

Insulting/flaming is not prohibited, unless the player who is the victim of this accepts it. A member of staff can act if they believe with good reason that the player is not accepting of being insulted/flamed. A victim of such insulting/flaming should report the player to a member of staff.

Warn/Mute/Ban

Treat members of staff and other players with a certain level of respect. This generally means not ordering staff around, and instead asking politely when requesting something from staff members.

Warn/Mute

Non-English is not allowed on the server, forum or discord in public sections, unless it is explicitly stated that it is allowed. On the server, this means that only English must be spoken when using global means of communication.

Warn/Mute

Hate speech is prohibited. Hate speech is defined as any kind of communication in speech, writing or behaviour, that attacks or uses pejorative or discriminatory language with reference to a person or a group on the basis of who they are, in other words, based on their religion, ethnicity, nationality, race, colour, descent, gender or other identity factor. This is enforced with a zero-tolerance policy.

Ban/Permanent
Ban/Blacklist

Abuse of commands/features of Valiant Roleplay is not allowed. This is defined as: the misuse of a command/feature to provide an advantage to the player.

Prison/Ban/Permanent
Ban

The destruction of property without roleplay AND a roleplay reason (what qualifies as a roleplay reason is generally assumed to be a reason someone would go about this action in real life. If unsure, ask a member of staff.)

Warn/Prison

Multi Accounting is not allowed. Multi Accounting is defined as one user registering more than one account. If found to be doing this, one would be warned to go to the account with the highest score value and/or have more severe punishment based on the severity of the offence.

Warn/Account
Block/Ban

Tricking players into typing commands is not allowed. Examples of this can be getting a player to type "/q" without informing them of the consequence, making a player give you money/property without informing them of the consequence etc.

Warn/Mute/Prison/Ban

Scamming or robbing players without use of roleplay from both parties is prohibited.

Warn/Prison/Ban

The usage of caps in global forms of communication is disallowed. The only exception to this is the global shout command, /so.

Warn/Mute

The roleplaying of sensitive subjects is completely prohibited. As with the above rule of hate speech, this is enforced with a zero-tolerance policy

Prison/Ban/Permanent
Ban

It is entirely under the discretion of the admins to provide services such as teleportation and vehicles to a player. They have every right to refuse such service.

N/A

Do not perform non-roleplay actions. These are defined as actions that fall outside of the "roleplay" aspect (i.e. they cannot be performed in real life or have different implications on GTA San Andreas due to it being a video game).

Warn/Prison

The locations of pickups must not be revealed. The "vR" gem falls under this. This includes giving people hints towards the location of such collectibles. The vR gem clue found on Valiant Roleplay must also not be revealed.

Warn/Mute/Ban

Ongoing investigations (e.g. unban requests) must not be discussed with staff members in any instance. The staff will decide themselves.

Warn/Mute

Using methods to circumvent the auto-AFK system of Valiant Roleplay is disallowed. An example of this is using Autohotkey to simulate presence on the server.

Stat Reversion/Ban

Insulting the Valiant Roleplay server, forum or discord is not allowed. Criticisms of these must be voiced in a suggestion or other relevant topic.

Warn/Mute/Ban

Betrayal of vR and the community is strictly prohibited. This is generally seen as leaving the server directly as a result of an altercation with a member or members of the vR/vF clan or staff members. Leaving the vR/vF clan for another clan is also seen as this. There are other instances of this covered by rules below.

Permanent
Ban/Blacklist

Harassment is forbidden. Harassment is defined as unwanted behaviour which one finds offensive or which makes someone feel intimidated or humiliated.

Ban/Permanent Ban

Roleplay which involves a major attack/destruction of an organisation HQ is disallowed, unless allowed and overseen by a member of staff with relevant experience to do so. Confirmation by both organisation leaders involved (or all if more than two are involved) is required.

Prison/Ban

Bug abusing is entirely prohibited. This is defined as exploiting a bug or glitch on the server, forum or discord for unfair advantage. Informing other players of this bug and its potential for abuse/misuse is also punishable with similar severity. Bugs that are present in GTA San Andreas itself fall under this, e.g. cbugging.

Warn/Prison/Ban

Character killing in roleplay must be agreed to by both parties and a valid reason must be present. Character killing is the act of permanently killing the character of a player in roleplay. A valid reason is considered by when such actions are done in real life, generally.

Warn/Prison

Abuse/misuse of programs/modifications that are allowed for use is not allowed. For example, usage of keybinds to perform actions faster in roleplay than one can possibly do in real life.

Warn/Mute/Ban

Performing a chargeback on the purchase of a VIP package is completely prohibited. This is enforced with a zero-tolerance policy.

Permanent
Ban/Blacklist

Making a false complaint, unban request, suggestion or bug report is not allowed.

Warn/Mute/Ban

Usage of the bomb planting system on the Valiant Roleplay server outside of roleplay or without a proper roleplay reason is disallowed. Only in unique circumstances can this be performed, where a member of staff allows this.

Warn/Prison

Giving money/properties to other players in large amounts is prohibited. If the value of a vehicle/property exceeds that of the "/give cash" limit, one must have a valid reason for giving such possessions to a player.

Warn/Item(s) Returned

Any form of discussion, comment, behaviour or joke regarding sensitive subjects, especially with persons under the age of 18, is disallowed. These discussions can only take place when all those who can see this discussion take place accept it. This is not applicable to discussion of sexual behaviour or practices and is only applicable to discussion of said topic.

Warn/Ban/Permanent Ban

The following topics that fall under this include but are not limited to:

- Sexual behaviour or practices.

- Illegal activities or ethically questionable behaviours.

- Racism, ageism, classism, discrimination and sexism.

- Discussion involving grief and loss, trauma, or violence.

- Mental health or harm against oneself.

- Political discussion.

- Current affairs that may produce discomfort.

- Religion .

...and other topics that may produce discomfort

Lying to a member of staff is punishable, based on the severity/context of this offence.

Warn/Mute/Ban

Begging is disallowed.

Warn/Mute

Features of Valiant Roleplay that are meant to be used in roleplay must be used as such. For example, robbing properties must be done with roleplay. This is also true for organisation commands, unless otherwise stated by the Head of Organisations or the leader of said organisation. These include but are not limited to: /me (/mel), /do (/dol), /t, /w, /s (/so), /robhouse, /call, /sms, /wt, /wreckengine, /char, /mask, /wp, /hack, /gag (/ungag), /robbiz, /placetracker, /loc (/autoloc), /prisonbreak, /picklock.

Warn/Prison

<p>If you feel as though a player or member of staff has broken a rule/rules, you must make a complaint/staff complaint. Discussion of it in the chat is punishable.</p>	<p>Warn/Mute</p>
<p>Formation of a group with the purpose of leaving Valiant Roleplay is strictly prohibited. This also includes encouraging players to leave Valiant Roleplay or following a player when they decide to leave Valiant Roleplay.</p>	<p>Permanent Ban/Blacklist</p>
<p>Attempting to purchase Valiant Roleplay, the script or the domain is disallowed.</p>	<p>Warn/Ban/Permanent Ban</p>
<p>Predatory behaviour is strictly disallowed. This is defined as where an individual has planned to stalk someone, or they have harmful intentions towards said person.</p>	<p>Permanent Ban/Blacklist</p>
<p>Provocation of another player/players is disallowed. This is defined as an action or statement that is intended to incite displeasure and/or anger.</p>	<p>Warn/Mute/Ban</p>
<p>Inaction concerning another player or players breaking any rule on the server, forum or discord is punishable, based on severity of the rule or rules that were broken.</p>	<p>Warn/Mute/Prison/Ban</p>
<p>Revealing staff commands/features is prohibited.</p>	<p>Warn/Mute/Ban</p>
<p>Interfering with staff-run events is prohibited. Participants of each event are expected to know the rules beforehand but can ask a member of staff if unsure. The full list of rules for each event can be found in the "Events" section of the Valiant Roleplay forum.</p>	<p>Warn/Prison/Ban</p>
<p>Interfering with official events is strictly prohibited. Official events are events that have a dedicated forum topic and/or have a reward for the winner(s) of the event.</p>	<p>Warn/Ban</p>
<p>Participants of an official event (described above) are expected to have a reliable form of communication for the event. Failure to do so can result in disqualification from said event and/or future events.</p>	<p>N/A</p>
<p>DDoS attacks are dealt with in a zero-tolerance manner. People who are suspected to be performing any DDoS attack will be permanently banned and blacklisted. They will also be reported to the appropriate authorities where applicable.</p>	<p>Permanent Ban/Blacklist</p>

Any attempt to gain access to an account or any part of the Valiant Roleplay server, forum or discord without permission to do so is disallowed.	Ban/Permanent Ban/Blacklist
Impersonating a player or a member of staff is prohibited. The former will see a lighter punishment than the latter generally.	Warn/Mute/Prison/Ban
Distribution of potentially unsettling/distressing images, videos or other forms of media is not allowed. This must be done privately outside of the three parts of "Valiant Roleplay", and with the recipient's permission.	Ban/Permanent Ban/Blacklist
Discussion, comments and insults regarding those who are banned and/or blacklisted from Valiant Roleplay is allowed. However, this is only expected to take place inside the areas of "Valiant Roleplay" and is heavily discouraged directly to offending individuals.	N/A
Do not comment on topics on the forum that have no relation to you. Clan topics are for clan members only. Other topics where action is required by a staff member of Valiant Roleplay is only meant for staff members, unless permission is given to comment on it.	Forum Warn/Forum Mute
Distribution of personal information/media of a person without their permission is strictly prohibited.	Ban/Permanent Ban
Do not post topics in the incorrect area on the forum.	Forum Warn/Forum Mute/Topic Removal/Topic Moved
Spamming is not allowed, unless done in the "spam" section of the Valiant Roleplay discord server.	Warn/Mute
Vehicles that are left at dealerships or the Unity station sale point will be deleted.	N/A
Ramming is disallowed. Ramming is usage of a vehicle to cause damage to a player or their vehicle, or to block a player with said vehicle outside of roleplay.	Warn/Prison
If one has a query regarding the server, forum or discord, they must use /ask while staff are present or ask someone privately.	Warn/Mute
Carjacking (the act of taking a player's vehicle without their permission) is not allowed.	Warn/Slap/Prison

The 10 minute rule: In a roleplay situation where both parties find themselves equally matched, if a player of either side dies they must wait 10 minutes to return to said roleplay. This is not applicable if a number advantage is present from either side.

Warn/Prison

Non roleplay fear is a subrule of powergaming but deserves its own classification. Non roleplay fear is failure to correctly roleplay a character's reaction to a situation where fear would be present in real-life, or at least caution. This generally refers to not reacting to the presence of a firearm/other relevant weapon, but can also refer to visiting an organisation HQ where members of said organisation would be. For example, if one has a firearm pulled on them (and they have no firearm of their own currently in their hand/hands), they must react within this rule and can only attempt to access a weapon/means of escape when the situation allows it.

Warn/Prison

Interrupting roleplay is disallowed. This is defined as disrupting the roleplay of another person while not roleplaying yourself.

Warn/Kick/Prison

If a player owns a house, then they have rights to own the garage belonging to said house.

N/A

Breaking rules of events/official events is punishable.

Warn/Removal from event/Prison/Ban

Loans on Valiant Roleplay must adhere to the following guidelines for them to be deemed legitimate (and therefore action can be taken when a loan is not repaid): The loanee must have a total net worth equal to or exceeding the value of the loan before the loan is given. The loanee must give a statement upon receiving the loan to the effect of: "I am being loaned [Amount] by [Player]. I will return this in its total value on [Date]", and the loan giver must record evidence of this statement. Failure to adhere to the guidelines will result in voiding of any punishment regarding the loan. Loans have a 10 percent interest rate. This means that if a player takes a loan from another player, the loanee must pay back the full loan with 10 percent of the loan value added on. For example, if one takes a \$100,000 loan, they must pay back \$110,000. Also, loans will receive a cooldown based upon the amount of money being transferred. The loan cooldown is defined as: the time

N/A

before another loan can be taken or given by a player. It follows the simple rule of: For every \$100,000 of a loan, 144 minutes is added onto the loan cooldown. The loan cooldown comes into effect after the loan has been paid back.

Permanent bans from Valiant Roleplay will also result in bans from the forum and discord server.

N/A

Blackmailing is not allowed. This is generally defined as: forcing someone to do something by using threats or manipulating their feelings.

Warn/Ban/Permanent Ban

Note:

The punishments stated, where applicable, are merely guidelines and the punishments vary drastically based on the context of the offence, the severity and if other rules were broken alongside.

Where applicable, the rules apply to each affiliate of "Valiant Roleplay" (server, forum and discord).