

Ultimate Alliance Code of Conduct

By wearing the "UA" tag, you are agreeing to the code of conduct presented before you. If you feel that you cannot adhere to these guidelines, then we wish you the best, but unfortunately you are not "UA" material. Consequences for breaking this code of conduct can result in removal of admin rights, suspension, and even expulsion from the Ultimate Alliance.

In Game (1)

- I. Conduct yourself professionally.
- II. No bullying/hazing.
- III. No team-killing (no matter what the reason may be).
- IV. Follow the server rules (no matter what they are).

Be courteous (1.1)

- A. If you have loud music playing, or are holding another conversation with somebody in the room, or any other loud ongoing non-game related audio, please mute your microphone.
- B. If you are going to be AFK/AFC for an extended amount of time and the server has been full for quite some time, please leave. This will allow someone who is actually going to PLAY the chance to play.
- C. If the server admins ask you to do something, please adhere to their wishes. You are in THEIR server. If you don't like it, politely leave. There are plenty of servers out there.

UA Server (2)

- I. Conduct yourself professionally.
- II. No bullying/hazing.
- III. No team-killing (no matter what the reason may be).
- IV. Follow the server rules (no matter what they are).

Admins (2.1)

- A. Admins breaking rules in ANY server will result in having your Admin rights of UA servers taken away.
- B. Any admin found to be abusing his or her admin rights will have their rights stripped, and possibly suspended from UA (at the judgement of UA Leaders).
- C. Banning a player will be done at the judgment of the admin doing the banning. Only acceptable reasons though are:
 - Team-killing (if you feel it was done intentionally)
 - If you feel that the player is bullying/hazing another player or being inexcusably and intentionally disrespectful to any other player including yourself.

- D. You can only kick someone for breaking the rules **after** you've given them typed (not verbal) warning. (*Resets daily, so you cannot warn somebody today, and then kick them tomorrow after they break the rules*).
- E. If you are unsure whether to kick a player vs. ban them, just kick them to be safe and then discuss the issue with another admin or leader.

VIP's (2.2)

- I. VIP's should be treated as such. While we should extend a common courtesy to all players, be especially mindful in trying to ensure that the VIP's are treated with respect.

Communication (3)

- I. Having a microphone is a requirement of UA, as it is required in all UA Events.
- II. Follow all chat rules listed sections 3.1 through 3.3.

Game Chat (3.1)

- A. If you have loud music playing, or are holding another conversation with somebody in the room, or any other loud ongoing non-game related audio, please mute your microphone.
- B. Don't be "that guy" that is excessively obnoxious making others want to mute you.
- C. Please be mindful of the volume of your voice settings in comparison to others, in an attempt to have every player at the same default volume.

Party Chat (3.2)

- I. Same rules in section 3.1 apply here.
- II. Be mindful if you are in a chat where not everybody is playing the same game.
- III. Be respectful.

Chat Party / Group Chats (3.3)

Info Board (3.3.A)

- A. Only leaders are to post anything in the Info Board Chat.
- B. The Info Board Chat is the UA roster, therefore leaving the chat is equal to leaving the roster, and will be treated as such.
- C. Ensure that the Info Board Chat is bumped into view. If it is not, please ask a leader to bump it for you.

Chat Board (3.3.B)

- I. If messages here are bothering you, please inform a leader so that the reasons can be addresses and/or simply leave the chat. Do NOT post angry messages about unwanted spam.
- II. Be mindful of others in the chat. Try not to spam. If you are going to be sending screenshots back and forth all night with the group you are playing with, it would be wise to create a new chat yourself and add those member whom you are playing with.

UA Events (4)

- I. When scheduled to participate at an event...BE THERE. And BE THERE on time or early.
- II. IF, for a good reason, you are unable to attend an event you have already RSVP'd for, let a leader know IMMEDIATELY.
- III. After 3 violations of the rules listed above (4.I, 4.II), you will suspended from future events for an undetermined amount of time (situational).

Recruiting (5)

TO BE DETERMINED. YOU WILL BE NOTIFIED WHEN THIS IS UPDATED