

DEVOTEGAMING

OFFICIAL SERVER RULES

Version 1.0 | Staff Approved | DevoteGaming City RP

These rules apply to all players at all times, regardless of job, rank, or donor status. Ignorance of the rules is not a valid defence. If you are unsure about something, ask a staff member before acting. Rules are subject to change — it is your responsibility to stay current.

TERMINOLOGY & DEFINITIONS

Familiarise yourself with these terms before reading the rules.

RDM	Random Deathmatch — Killing a player without a valid in-character reason.
RDA	Random Arrest — Arresting a player without witnessed evidence or a valid warrant.
CDM	Car Deathmatch — Using a vehicle as a weapon against players without RP justification.
Mass RDM	Killing three or more players in one incident without valid RP cause. Results in an immediate ban.
NLR	New Life Rule — On death, your character forgets all prior events. No returning to the death location for 5 minutes.
FearRP	Acting as a rational person would under a genuine lethal threat. Comply when a weapon is aimed at you with no viable escape.
FailRP	Any action that breaks immersion or defies your character's logical situation — job-switching to escape arrest, ignoring a mug, etc.
BreachRP	Intentionally disrupting an active RP scenario you have no IC involvement in.
Metagaming	Using out-of-character information (Discord, stream, scoreboard) to influence in-character decisions.
Powergaming	Forcing an outcome on another player via /me without allowing them a realistic chance to react or resist.
Prop Abuse	Using props in unintended ways — surfing, blocking bullets, trapping players, or sealing bases with no entry.
OOO / IC	Out of Character / In Character — the boundary between the player and their role. IC conflicts must never become OOC issues.
Advert	A /advert command announcement used to formally declare criminal actions and make them valid RP.
KOS / AOS	Kill on Sight / Arrest on Sight — standing orders against a named individual. Both require documented IC justification.
Warrant	A Mayor-issued authorisation allowing police to search a specific property. Requires credible IC evidence.
Probable Cause	An observable, articulable IC reason to believe a crime has occurred. Required before searches, arrests, or use of force.
LTAP	Leaving to Avoid Punishment — Disconnecting during a staff sit, arrest, or active scenario to escape consequences.
Escalation	The expectation that hostile actions build progressively — verbal confrontation before force, force before lethal force.
Neutral Party	A protected role (EMS, Fire, Medic) that must remain uninvolved in conflicts and cannot exploit their status tactically.

SECTION 1 — GENERAL SERVER RULES

These rules apply universally to every player on the server.

1.1 — Conduct & Respect

1.1.1

Treat all players and staff with basic respect. Personal attacks, sustained harassment, or targeted toxicity directed at a specific individual will result in punishment regardless of context.

1.1.2

Hate speech of any kind — including slurs or derogatory language targeting race, gender, sexuality, religion, or nationality — is strictly prohibited in any chat channel or voice communication.

1.1.3

Threatening another player's personal safety, doxxing, or sharing personal information about another user outside of roleplay is an immediate and permanent ban.

1.1.4

Spamming any chat — including OOC, advert, local, or voice — is not permitted. This includes repeated identical messages, excessive caps, and sound spam.

1.1.5

Do not impersonate staff members, other players, or any real-world public figure in a way intended to deceive.

1.2 — Server Integrity

1.2.1

Exploiting bugs, glitches, or unintended mechanics to gain an advantage is prohibited. If you discover an exploit, report it to staff immediately — abusing it even once is punishable.

1.2.2

Cheating, hacking, or using any third-party software to gain an unfair advantage is a permanent ban with no appeal window.

1.2.3

Deliberately crashing or lagging the server through any means — excessive prop spawning, looping scripts, etc. — is a permanent ban.

1.2.4

Attempting to bypass a ban via an alternate Steam account will result in the alternate being banned and the original ban duration extended.

1.3 — Out of Character (OOO) Behaviour

1.3.1

OOO chat (()) is for non-roleplay communication only. Do not discuss IC events, beg for items, or conduct RP through OOC.

1.3.2

Advertising other servers, Discord links (unless server-approved), or external websites in any chat channel is prohibited.

1.3.3

Do not break character to complain about RP situations while they are ongoing. Wait until the scenario concludes, then open a staff ticket.

1.3.4

Calling staff during an active RP scenario to gain an IC advantage ("staff-baiting") is FailRP and is punishable.

1.4 — New Life Rule (NLR)

1.4.1

Upon death, your character has no memory of the events that led to their death. You may not return to the location of your death for 5 minutes or until the active situation has fully concluded.

1.4.2

You may not seek revenge on the player or group responsible for your death during the same NLR window.

1.4.3

NLR does not apply to government personnel responding to an ongoing emergency still being actively dispatched — however, they may not act on prior knowledge of attacker locations.

1.4.4

Suiciding to escape an RP situation (arrest, kidnapping, mugging) is a simultaneous NLR and FailRP violation.

1.5 — Leaving to Avoid Punishment (LTAP)

1.5.1

Disconnecting while in an active staff sit, during an arrest, or during any RP scenario you initiated to avoid consequence is an LTAP violation.

1.5.2

Crashing or experiencing a genuine disconnect is not an LTAP violation provided you return within a reasonable time. Notify staff in Discord if this occurs.

1.5.3

Logging off during a staff sit without explicit permission from the handling staff member will be treated as an LTAP regardless of reason.

SECTION 2 — ROLEPLAY STANDARDS

These rules define the quality and integrity expected of all roleplay.

2.1 — General RP Expectations

2.1.1

This is a semi-serious roleplay server. You are expected to maintain character immersion during active scenarios. Casual OOC behaviour outside of active RP is acceptable, but you must shift to serious RP when situations demand it.

2.1.2

You must use a realistic RP name. Names that are clearly jokes or parodies are not permitted. Staff may require you to change your name.

2.1.3

Random unprovoked violence with no RP motivation is RDM and is among the most common punishable offences. Every hostile action requires a clear, justifiable, in-character reason.

2.1.4

You must use /advert to announce criminal actions that require it (mug, raid, carjack, kidnap). Failure to advert does not make the action illegal — it makes the action invalid RP.

2.1.5

RP scenarios initiated by another player must be given fair opportunity to play out. Running from a mug, ignoring a carjack, or combat-logging instantly to deny RP is FailRP.

2.2 — FearRP

2.2.1

When a player has a firearm aimed directly at you and you have no reasonable ability to defend yourself, you are under FearRP and must comply with their demands.

2.2.2

FearRP is broken if: you are outnumbered by armed allies, you are in an active exchange of gunfire, or the threatening player's weapon is clearly holstered.

2.2.3

Drawing a weapon on someone who already has one aimed at your head is a FearRP violation unless you have a clear tactical advantage (cover, allies engaging).

2.2.4

FearRP does not apply to non-lethal threats. Being punched or tased does not require submission.

2.2.5

Law enforcement must value their lives under FearRP the same as civilians. A lone officer should not charge a room of armed suspects.

2.3 — FailRP

2.3.1

Any action a reasonable person in your character's situation would never realistically take is FailRP. Context matters — staff evaluate these situations case by case.

2.3.2

Using game mechanics to contradict your RP situation is FailRP — prop-climbing to bypass locks, using the spawn menu mid-combat, or switching jobs to escape obligations.

2.3.3

Changing your job mid-scenario to shed its rules (e.g., switching from cop to citizen to avoid arrest protocol) is a FailRP violation.

2.3.4

"Suicide bombing" — using props, explosives, or vehicles to kill yourself and others unrealistically — is FailRP unless part of a staff-approved event.

2.3.5

Spawning props during an active gunfight to block bullets, create cover, or trap players is simultaneously FailRP and Prop Abuse.

2.4 — Metagaming

2.4.1

Using information acquired outside IC means to make IC decisions is metagaming — this includes using Discord or third-party voice calls to relay enemy positions during a confrontation.

2.4.2

Recognising a player by their Steam name, voice, or OOC history when your character has no IC reason to know who they are is metagaming.

2.4.3

Using the scoreboard, F4 menu, or player list to identify someone's job or name that your character has not been introduced to is metagaming.

2.4.4

Streaming the server while playing and allowing your chat to influence your in-game decisions ("stream sniping yourself") is metagaming.

2.5 — Powergaming

2.5.1

Forcing an outcome on another player without giving them a realistic chance to respond or resist is powergaming. RP should always allow the other party to react.

2.5.2

Using /me commands to state outcomes rather than actions is powergaming. Example: /me instantly breaks free from handcuffs — without prior RP setup.

2.5.3

You may not use /me to perform restraint or medical actions on an unwilling player unless that player is incapacitated and the situation logically calls for it.

2.6 — Prop Rules

2.6.1

Props must be used for legitimate RP purposes — base building, barricades, signs, decoration. Using props to fly, surf, block spawn points, trap players, or launch yourself is Prop Abuse.

2.6.2

Props must not clip into walls or floors to create unfair sight lines, invincibility spots, or impassable entry points that could not realistically exist.

2.6.3

Fading door abuse — rapidly toggling a fading door to gain a shooting advantage — is strictly prohibited.

2.6.4

Bases that consume entire streets or block public city access require staff approval.

2.6.5

Do not spawn props inside another player's base, vehicle, or personal space without explicit permission.

SECTION 3 — CRIMINAL ACTIVITY RULES

All criminal actions require an /advert unless otherwise specified.

3.1 — Mugging

3.1.1

To mug a player, use /advert Mug and have a firearm visibly drawn and aimed at the target.

3.1.2

You must give the target a minimum of 10 seconds to comply before taking any hostile action.

3.1.3

The maximum demand during a mug is \$5,000 (or server-configured limit). Demanding more is FailRP.

3.1.4

You may not mug a player inside their own property, within 100 units of a spawn, in a vehicle, or if you have mugged the same player within the last 20 minutes.

3.1.5

You may not mug in front of active law enforcement. If officers witness the act, they are entitled to intervene immediately.

3.1.6

Killing a complying player after they have dropped money is RDM. The mug ends when the player complies.

3.2 — Raiding

3.2.1

Raids must be advertised with /advert Raid [target] before any member of the raiding party makes entry.

3.2.2

Raids on the same property may not occur more than once every 30 minutes from the same individual or group.

3.2.3

You must have an in-character reason to raid a property. Random raids without justification are FailRP.

3.2.4

Raids must be completed or abandoned within 15 minutes of the initial advert.

3.2.5

You may not raid a property with an active "Building" sign, provided the owner is genuinely mid-construction with no contraband inside.

3.2.6

The government bank vault requires a separate /advert Bank Raid and follows an escalation timeline defined by staff.

3.3 — Kidnapping & Hostage Situations

3.3.1

Kidnapping requires /advert Kidnap and must have a clear RP motive (ransom, information, retaliation).

3.3.2

A kidnapped player may not be held for more than 15 minutes without active RP interaction — negotiation, questioning, etc.

3.3.3

You must give the kidnapped player a ransom or demand and a meaningful opportunity to negotiate. Holding someone purely to grief is not valid RP.

3.3.4

You may not kidnap a player who is AFK, newly spawned (under 3 minutes), or in an active staff sit.

3.3.5

Kidnapping government officials triggers an automatic escalation — all on-duty law enforcement may respond with lethal force.

3.4 — Carjacking**3.4.1**

You may not carjack government or emergency service vehicles actively operating in an emergency capacity.

3.4.2

You may not carjack a vehicle and immediately abandon it with no RP purpose.

3.5 — Gang & Organised Crime**3.5.1**

Organised criminal groups must have an established identity. Loose groups randomly attacking people do not qualify as a gang.

3.5.2

Gang wars must be declared via /advert Gang War on [Gang Name] with a clear IC justification.

3.5.3

Maximum gang size during any single active operation is 6 players unless a staff-approved event is occurring.

3.5.4

Territorial control over public spaces is not permitted. Gangs may not block roads, storefronts, or city infrastructure.

3.5.5

Retaliatory violence following a gang conflict must occur within 30 minutes of the inciting event.

SECTION 4 — BASE BUILDING RULES

4.1

Use /advert Building when your property is under active construction. Bases under a Building sign may not be raided but also may not conduct criminal activity inside.

4.2

Bases must have at least one accessible entry point for law enforcement executing a valid warrant. Fully sealed bases are not permitted.

4.3

Shooting through one-way props or geometry your target cannot see or return fire through is prohibited (pixel-peaking).

4.4

Kill boxes — rooms or corridors designed solely to funnel and kill raiders with no counterplay — are not permitted.

4.5

A maximum of 3 fading doors per base pathway is allowed. Fading doors must have a functional keypad accessible from both sides.

4.6

Keypads must be visible and functional. Fake keypads placed to waste raiders' time are not permitted.

4.7

Crouching mazes — passages that require navigating a path that couldn't be reasonably anticipated — are not permitted.

4.8

Props may not extend into or block public roads, sidewalks, or hallways shared with other residents.

SECTION 5 — VEHICLE RULES

5.1

Vehicles must be operated in a reasonably realistic manner. Intentionally ramming pedestrians or using your vehicle as a weapon without RP justification is CDM and treated the same as RDM.

5.2

Vehicles may not be used to block driveways, intersections, or city chokepoints to grief players or impede server function.

5.3

Police are permitted to pursue at elevated speeds during active chases. All other vehicle operation must respect traffic laws within reason.

5.4

Spawning vehicles inside buildings, inside other vehicles, or on top of players is vehicle abuse.

SECTION 6 — GOVERNMENT & CIVIL SERVICE RULES

These roles carry greater responsibility and a higher standard of conduct.

■ SECTION 6.1 — THE MAYOR

6.1.1

The Mayor is the highest civilian authority. All enacted laws must serve a logical RP purpose. Laws designed purely to grief players will be overturned by staff.

6.1.2

The Mayor must be accessible. Spending your entire term locked in the office with no interaction is FailRP.

6.1.3

The Mayor may not own or operate criminal enterprises or illegal businesses while in office.

6.1.4

The Mayor may declare a city lockdown via /advert Lockdown only in response to an active, serious, documented public threat. Lockdowns may not exceed 10 minutes without re-declaration.

6.1.5

The Mayor may issue warrants for specific properties when presented with credible IC evidence of criminal activity. Warrants may not be issued without evidence.

6.1.6

The Mayor may hire up to 2 personal bodyguards declared via /advert Hiring Bodyguard.

6.1.7

The Mayor may be assassinated if a valid IC motive is established and the assassination is properly advertised. This ends the current term and triggers a new election cycle.

6.1.8

Corruption RP (bribes, favors, unfair laws) is permitted and encouraged as long as it remains within realistic civic RP and does not destroy the experience for others.

■ SECTION 6.2 — POLICE DEPARTMENT

Applies to: Police Officer, Sergeant, Lieutenant, Police Chief, and all equivalent law enforcement roles.

6.2.1 — General Officer Conduct

6.2.1.1

Officers are held to the highest RP standard on the server. Abuse of police powers is punished more harshly than equivalent civilian violations.

6.2.1.2

Officers must always have a valid legal reason to detain, search, arrest, or use force. Hunches are not probable cause — IC evidence is required.

6.2.1.3

Officers must announce their presence and intent before using force wherever tactically possible. Shooting on sight without verbal engagement is not permitted unless a life is in immediate danger.

6.2.1.4

Officers may not own, operate, or assist criminal enterprises while on duty or in uniform.

6.2.1.5

Officers must follow the chain of command. Patrol officers may not override decisions of supervising ranks unless a clear rule violation is occurring.

6.2.2 — Arrests & Use of Force

6.2.2.1

To arrest a player, there must be a witnessed crime, a valid warrant, or reasonable physical evidence of criminal activity. Random arrests (RDA) carry escalating punishments.

6.2.2.2

Lethal force is authorised only when: a life is in immediate danger, a fleeing felon poses a continued lethal threat, or all non-lethal options have been exhausted.

6.2.2.3

Do not use lethal force on an unarmed, non-threatening civilian. Tasers, batons, and verbal commands must be attempted first.

6.2.2.4

Officers may not tase a player who is actively fleeing in a moving vehicle.

6.2.2.5

Arrested players must be taken to the designated holding facility promptly. Keeping a player in handcuffs indefinitely without processing is considered player harassment.

6.2.2.6

Jail sentences must be proportionate to the offence. Maximum sentencing for minor infractions is considered punishment abuse.

6.2.3 — Searches & Warrants

6.2.3.1

Officers may conduct a consensual search at any time. Non-consensual searches require either a witnessed crime or a lawful stop with reasonable suspicion.

6.2.3.2

Searching a player's property requires a mayor-issued warrant or exigent circumstances (active shots inside, fleeing felon observed entering, etc.).

6.2.3.3

Evidence obtained during an illegal search may not be used to justify an arrest.

6.2.3.4

Officers may not use the warrant system as a fishing expedition. Documented IC reason is required before requesting any warrant.

6.2.4 — Pursuits & Traffic Enforcement

6.2.4.1

Officers may initiate a vehicle pursuit for any moving violation, observed criminal act, or fleeing felony suspect. Pursuits must be called over radio.

6.2.4.2

Spike strips, roadblocks, and PIT maneuvers are authorised but must be deployed with proportionate force.

6.2.4.3

Officers may not intentionally ram uninvolved civilian vehicles during a pursuit.

6.2.4.4

A foot pursuit following a vehicle chase does not authorise shooting at an unarmed fleeing suspect.

6.2.5 — Checkpoints & Public Presence

6.2.5.1

Checkpoints must be announced via /advert Police Checkpoint and stationed at a logical, permanent roadway location.

6.2.5.2

All vehicles passing through a checkpoint must be given the opportunity to comply before force is initiated.

6.2.5.3

Officers may patrol any public area. Private property requires consent or a warrant.

6.2.5.4

Officers may establish a perimeter around an active crime scene. Civilians who breach a marked perimeter are subject to arrest.

6.2.6 — Police Chief Specific Rules**6.2.6.1**

The Police Chief is the commanding officer of all law enforcement and may set departmental policy within server rules.

6.2.6.2

The Chief may demote or remove officers for conduct violations through proper RP channels.

6.2.6.3

The Chief may authorise tactical operations (SWAT callouts, high-risk warrant service) that standard officers may not execute unilaterally.

6.2.6.4

The Chief may not declare war on civilian groups, issue KOS orders without legal RP justification, or use department resources for personal vendettas.

■ SECTION 6.3 — EMERGENCY MEDICAL SERVICES**6.3.1**

EMS personnel are neutral parties. They may not carry weapons beyond a personal sidearm for self-defence and may not actively participate in criminal activity or police operations.

6.3.2

EMS must respond to all valid medical calls regardless of who is injured. Refusing treatment based on personal OOC bias is not permitted.

6.3.3

EMS vehicles are protected from ramming or carjacking during active responses. Targeting EMS in an emergency is a severe RP violation.

6.3.4

EMS may not share patient medical information with law enforcement without IC justification.

6.3.5

EMS may not use their protected status to deliver contraband, scout enemy positions, or violate their neutral role.

6.3.6

EMS may revive downed players using designated revival mechanics. Reviving a player in the middle of an ongoing firefight without consent of both parties is not permitted.

■ SECTION 6.4 — FIRE DEPARTMENT**6.4.1**

Firefighters respond to fire emergencies, vehicle accidents, and hazardous material scenarios. Their authority on a fire scene supersedes all others within the established safety perimeter.

6.4.2

Fire personnel are neutral parties and may not participate in combat or criminal activity while on duty.

6.4.3

Intentionally blocking fire department access to an emergency scene is a punishable RP violation.

6.4.4

Fire trucks and emergency equipment may not be used for pursuits, ramming, or any purpose outside their designated function.

SECTION 7 — CIVILIAN OCCUPATION RULES

Rules governing legal civilian businesses and roles.

■ SECTION 7.1 — GENERAL CIVILIAN RULES

7.1.1

Civilians are the backbone of the city. Your role, regardless of prestige, is part of the RP ecosystem — play it with intent.

7.1.2

Civilians may own and operate businesses. All businesses must operate within city laws as defined by the active mayor.

7.1.3

Civilians may legally carry a firearm where permitted by current law. Open or concealed carry must comply with whatever firearms laws are in effect.

7.1.4

Self-defence is a legal right. A civilian may use lethal force to protect themselves or others from an imminent lethal threat. Claims are evaluated by staff based on context.

■ SECTION 7.2 — SHOPKEEPERS & BUSINESS OWNERS

7.2.1

Shopkeepers must be actively present at their business to serve customers. AFK shop ownership is not permitted.

7.2.2

Prices must be realistic. Charging obscene amounts for basic goods as a troll tactic is FailRP.

7.2.3

Business owners may hire personal security guards. Guards may only act within the property they are assigned to protect.

7.2.4

A business owner may deny service for an IC reason. Denying service for OOC reasons (personal grudge) is not a permitted use of owner power.

7.2.5

Businesses dealing in legal goods may not secretly double as contraband dealers without proper criminal RP establishment.

SECTION 8 — STAFF & ADMINISTRATION

8.1

Staff decisions are final during an active sit. If you believe a situation was mishandled, file an appeal through Discord or the forums — do not argue in-game.

8.2

Do not ask staff for free items, money, or special privileges in-game. Staff are here to maintain the server, not serve as your personal ATM.

8.3

Abusing the ticket or report system to harass other players or waste staff time is a punishable offence.

8.4

Targeting a staff member for doing their job (revenge RDM, harassment, targeting their base) is treated as targeted harassment.

8.5

Staff are not above the rules. If a staff member abuses their powers, report it through community channels with evidence.

SECTION 9 — PUNISHMENT GUIDELINES

Punishments scale based on severity, intent, and prior history. Staff exercise discretion.

Violation	First Offense	Repeat Offense
RDM (Single Kill)	Warning / Slay	Kick / Short Ban
RDM (Mass)	Ban (1–3 Days)	Extended Ban
RDA	Warning / Undo Arrest	Kick / Ban
FearRP Violation	Warning	Ban (1–3 Days)
FailRP	Warning	Kick
Metagaming	Warning / Kick	Ban (1–3 Days)
Prop Abuse	Warning / Clear Props	Kick / Ban
Hate Speech	Ban (3–7 Days)	Permanent Ban
Cheating / Exploiting	Permanent Ban	N/A
LTAP	Ban (1 Day)	Extended Ban
Targeted Harassment	Ban (1–3 Days)	Permanent Ban
DDOS / Real Threats	Permanent Ban	N/A

All bans may be appealed through the official Discord. Evidence must be provided. Punishments may be escalated at staff discretion for particularly egregious behaviour.

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