

# Simply Vanilla Streamline System V1.1

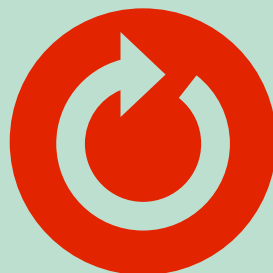


Effective 12/13/2019

**Mission:** The goal of this punishment system is to take the judgement out of decision making when a player has broken one of our ten server rules. In addition, we hope that our streamline system will increase the transparency between staff members and players.

Each punishment is broken into tiers based on number of offenses, and will vary for each rule. So, for example, toxic players will be removed quicker and more effectively than those who have committed a minor offense such as chat spam.

Chat-only rules, marked with an asterisk (\*) come with lighter punishments and cannot result in a ban as is the case with “active” offenses.



# Effective 12/13/19

All subject to change in future versions

**1**

HACKING/EXPLOITING.

2 week ban

Perm ban

**2**

MAJOR GRIEFING.

2 week ban

Perm ban

**3**

HARASSING STAFF/PLAYERS.

Warning

2 week ban

Perm ban

**4**

SPAM OR ADVERTISEMENT.\*

Warning

1 day mute

Perm mute

**5**

REVOLTING CONTENT.

Warning

2 week ban

Perm ban

**6**

BAN/MUTE EVASION.

Perm ban

**7**

EXCESSIVE SWEARING/  
OFFENSIVE LANGUAGE.\*

Warning

1 day mute

Perm mute

**8**

AFK FARMING/GRINDING.

Warning

Grinder &  
Items  
removed

Perm ban

**9**

PUBLIC GRINDERS.

Warning

Grinder &  
Items  
removed

Perm ban

**10**

TOXIC PLAYERS.

Perm ban