

# Game Conduct

This section applies to all in-game related rules and policies.

- [Age Requirement](#)
- [Microphone & Voice Chat](#)
- [Language](#)
- [Player Appearance & Clothing](#)
- [Random \[Killing\] Deathmatch \(RDM\)](#)
- [Vehicle Deathmatch \(VDM\)](#)
- [Killing on Sight \(KOS\)](#)
- [Low Effort Roleplay / No Intent to Roleplay](#)
- [Value of Life, Property, and Freedom](#)
- [Unrealistic Driving](#)
- [Unrealistic Roleplay](#)
- [Exploiting / Powergaming](#)
- [Metagaming](#)
- [New Life Rule \(NLR\)](#)
- [Robbing Players](#)
- [Scamming Players](#)
- [Cop Baiting](#)
- [Crimes in Unrealistic Areas](#)
- [Crime, Robberies, and Heists](#)
- [Cheating / Third-Party Clients](#)
- [Failure to Report](#)
- [Threatening Staff Action and Community Disrespect](#)
- [Going Out of Character \(OOC\)](#)
- [Combat Logging](#)
- [Misuse of Staff Resources](#)
- [Whitelisted Jobs](#)
- [Player Restitution](#)

- In-Game Asset Purchasing with Real-Life Currencies
- Gang Wars

# Age Requirement

As of 01/01/2024, the age requirement has been increased from **16** years of age to **18** years of age.

Any player that does not meet this requirement but has 250+ hours prior to 01/01/2024 will be considered grandfathered in and is exempt from enforcement.

# Microphone & Voice Chat

All players are **required** to have a working microphone with push-to-talk enabled. There are no exceptions to this rule.

## Refusal to Roleplay or Respond

Refusing to speak during a roleplay interaction is not allowed.

## Voice Changers

**Any** use of a voice changer is **not** allowed, no exceptions. Players must speak using their normal voice.

# Language

With GTA being a M-rated game, we require individuals in the community to be of legal age (18 years or older, refer to <https://wiki.noire.cloud/books/community-rules/page/age-requirement>).

We respect every individual's right to free speech and expression, and have no interest in becoming the '*language police*'. To be clear, players will not be punished for using extreme profanity - we do not want to limit legitimate roleplay scenarios simply because one person was '*offended*'.

With that being said specific examples will not be listed, but the following conduct will not be tolerated:

- **Racial slurs** or **discriminatory statements** solely based on an individual's race.
- **Sexual harassment** towards other players.

# Player Appearance & Clothing

Players are **required** to maintain a realistic appearance for roleplay purposes. This includes clothing, ped attributes, characteristics, and tattoos.

The following are **not** allowed under any circumstances:

- Invisible or missing body parts
- Checkered (no texture) clothing, with the exception of shoes
- Unrealistic or inhuman ped drawables, e.g. alien suit / sasquatch
- Borderline GTA-5 Online 'Try-Hard' Outfits

All players should keep in mind this is an **18+ roleplay** server and characters should be dressed and customized reasonably to what most people would wear in real life.

**Anyone** who fails to abide by this standard is subject to immediate punishment.

# Random [Killing]

## Deathmatch (RDM)

Killing someone **without a valid reason or meaningful interaction**, not acting in self defense, is not allowed. The following common examples are not valid reasons:

- Getting into a car accident and stepping out and immediately pulling a gun.
- Claiming someone "looked at you funny".
- Killing individuals based on their clothing color, vehicle color, or jewelry.
- Killing on sight.
- Players taking situations/scenes into their own hands that could ultimately be prevented with LEO presence/intervention, solely because they want to kill / have NITRP the situations/scenes out. *(Roleplaying scenes properly and utilizing resources like 911 for LEOs/EMTs will create better RP and less reports/complaints being submitted.)*

Whitelisted jobs such as AMR or DOT **can** be killed on the job. **A best effort must be made to avoid killing these players**, but there is no job that provides complete immunity from being killed.

Searching a trunk of a vehicle that does not belong to you can get you killed. This is a justified killing and **not** RDM.

# Vehicle Deathmatch (VDM)

Using a vehicle as a weapon against other players or other vehicles is **not** allowed.

If you are chasing another vehicle as a civilian or criminal, give yourself enough room to prevent an accidental or unintentional collision. *(High latency or packet loss is not an excuse to violate this rule)*

- Using a vehicle as a weapon is **only** allowed as a last resort option - players are required to exhaust all other options beforehand.
- A player who intentionally and purposely uses a vehicle to harm, kill, or grief another player. ***Players running in the middle of the street getting struck one time by a vehicle traveling at a high rate of speed cannot claim they are a victim of VDM. If you are running in the street, don't be surprised if you get run over. Sidewalks exist for a reason.***



# Killing on Sight (KOS)

Instantly killing players with no interaction is **strictly prohibited** and will be considered RDM. The regular RDM rules above apply, along with the following.

Hitman style RP is not allowed, unless you are participating in an active assassination hit against a target and have the mission selected.

Gang members in an active war are **not** allowed to kill unaffiliated, non-gang civilians on sight. *In other words, being in an active war is not a blank check to kill anyone on sight, only the gang(s) that they are at war with.* Any unauthorized players attempting to participate in an active war should be reported to the staff team.

Any 'recruits' wearing similar colors to either gang who are not officially whitelisted will be treated as random uninvolved civilians and will be punished for RDM.

We will not tolerate any killing on sight in unrealistic areas, such as the police station, hospital, or any nice area of town (above Olympic Fwy / pos. 125). regardless of any active war status.

Hostile areas are exempt from this rule. Use extreme caution in these areas.

# Low Effort Roleplay / No Intent to Roleplay

'Low Effort Roleplay / No Intent to Roleplay' (LERP / NITRP) is defined as actions presented by players with minimal involvement or reasoning behind their decisions.

This includes, but is not limited to:

- Killing someone on-sight for little to/no reason.
- Robbing someone on-sight for little to/no reason.
- Killing someone simply because they are wearing a specific color or are driving a specific type of vehicle.
- Aiming a weapon at someone and telling them to put their hands up for no reason, or to find a reason to kill them.
- Shooting at vehicles to disable them in order to get someone to stop.
- Individuals who have **zero** intent to play by the DOJ system and just stack charges without the intent/care to pay OR fight them. *(this specific line in the rule will follow with a combat disable if applicable)*

Anyone found in violation of this rule is subject to punishment at staff discretion. This serves as a catch-all for generally poor or distasteful player behavior.

# Value of Life, Property, and Freedom

Players are required to act in a rational manner and value their life & well being, personal safety, personal property, and freedom. Specific violations include but are not limited to:

- Purposely killing yourself or friends to avoid police custody.
- Purposely driving your vehicle into a body of water. This may result in a **complete loss** of the vehicle from the player's garage, if it is determined to be done intentionally to avoid charges.
- Committing brazen crimes that would surely result in death or jailtime, *e.g. killing or shooting someone in front of a cop*
- Refusing to cooperate with a robbery to prevent loss of items.
- Ramming your vehicle into other vehicles for little-to-no reason.
- 'Rubber-necking' -- gawking at situations (shootings/accidents, etc) that could/will place yourself/property/freedom in jeopardy.

Whitelisted jobs such as AMR, DOT, and DOJ are required to value their lives while on duty.  
There is no immunity from getting killed while 'on the job'.

# Unrealistic Driving

Driving a vehicle in an unrealistic manner is **not** allowed. This includes, but is not limited to:

- Driving a supercar (not applicable vehicle for that terrain) up a mountain
- Taking your vehicle off of jumps/ramps ultimately leading to blown out suspension wheels that would make the vehicle inoperable and/or extreme injuries or death (your tires may fall off during this)
- Driving motorcycles in inclement weather (snow/sandstorm/extreme thunderstorms)

# Unrealistic Roleplay

Players must act and behave in a realistic manner. The following are common examples:

- Killing your friend in police custody to avoid charges
- Getting into a car accident and walking/running away like nothing happened, e.g; *rolling your vehicle multiple times and walking away* \*(roleplay having injuries/bruises, give AMR some scenes)

## In-Game Phone

- Posting pictures of 'dead bodies' / 'extreme violence' / 'low-effort roleplay' on (InstaPic, Trendy, & Birdy) is **not** allowed. \*(the ***only*** app that is allowed illegal activities is '**Dark Chat**'. there will be zero exceptions to this rule, any misuse will result in a disabled account.)

# Exploiting / Powergaming

Abusing in-game mechanics to benefit yourself/others is **not** allowed. Examples include but are not limited to:

- Storing cars in garages, and pulling cars from garages mid police chase.
- Passing guns through walls.
- Using invisible clothing.
- Playing as local PED models to sell drugs.
- Using emotes to glitch and/or bypass certain mechanics in-game.
- Having any type of weapon equipped in your hands whilst in drug-gathering animations.

This rule is severe and will be strictly enforced.

# Metagaming

Acting on or using information that your character wouldn't know is **not** allowed.

Players should **not** be in a outside call/chat with other players who are currently in the server.

- Metagaming is when (2 or more players) are in a call/chat (out of game) discussing information that their character in-game wouldn't have known otherwise told within proximity chat via in-game.

# New Life Rule (NLR)

Players who die at a hospital (fully respawned) cannot remember or act on **any** information in the scene that led up to their death. *This includes, but is not limited to:*

- The identity of the people involved in your death.
- Any vehicles in the proximity of your death. *Going back to recover your vehicle after dying is not allowed.*

A **red** circle will appear around the area/location where you killed preventing you from returning (right after respawn). *You will be able to return to that area to reclaim vehicles when the circle is gone.*

This rule will be strictly enforced, any violations will result in immediate punishment.

*Note that certain jobs and areas are exempt from enforcement.*

*The current NLR enforcement timer is **30 minutes**. This is subject to change at any time without warning.*

## Revenge Killing

Players who fully die and respawn or bleed out cannot revenge kill players who previously killed them, up to a *reasonable* amount of time. This amount is not strictly defined and up to staff discretion.

Players who are killed are allowed to place Assassination Hits on the player who killed them. This is the **ONLY** exception to the Revenge Killing rule.

This rule is strictly enforced. Staff can easily determine revenge killing and will take action when reported.



# Robbing Players

Robbing players for items they currently have on them is **allowed**, but robbing individuals for little-to-no reason is **not** allowed. (players are required to put effort into their roleplay)

With that said you need to keep the area you are robbing in **realistic** (refer to <https://wiki.noire.cloud/books/community-rules/page/crimes-in-unrealistic-areas>)

*For example, if it is daytime rob them in an alleyway or a not populated area. Areas marked as 'high crime areas (southern LS)' means people can rob you on sight, day or night. In addition you **can not** rob people who are currently working a legal job\*. What this means is if you are dog walking you **must** have the dog currently with you, if you are trucking you need to be **in/near** the truck. This rule will only be in place if you are reasonably currently working.*

Staff will use their own digression when dealing with these kind of violations.

*Limitations to player robberies include, but is not limited to:*

- Forcing someone to withdraw money at a bank or ATM is not allowed.
- Robbing individuals for little-to-no reason (put effort into your roleplay)
- The **maximum** amount of clean money you can take off another player is **\$10,000**.
- There are **no** quantity restrictions on illegal items.

An exception to this rule includes anyone who is **dog-walking** or **working any legal job south of Olympic Freeway (125)**. Players working legal jobs in those areas can be robbed and **cannot claim immunity** from player interaction simply because they are 'on the job'. *Mentioning your job status is a guaranteed way to get killed.*

Robbing at Metal Detecting is **allowed**. (this is an unpopulated area of the map) be vigilant as other players may want to steal your loot! *\*refer to other rules as KoS is **not** allowed here and only in areas marked as 'Hostile Areas'*

Players are to **not** camp the assassination facility (marked as 'L' on the map, when a hit is placed) with the sole intent to either rob participating individuals and/or to wait for the target to show up. (*\*players should be going to this facility discreetly with **only** the intentions to accept the mission and vacate the area*)

Individuals are allowed to force the other party to get on their knees when being taken **hostage only** and are **not** allowed to make the individual(s) say/perform certain phrases and/or sexual degrading acts whilst on their knees during the hostage situation. This includes, but is not limited to:

- *'say (x) gang on-top or get blasted'*
- *'get on your knees so i can post you on twitter/take picture'*

This type of roleplay is considered 'Low Effort' and has got to the point to where it is completely out of control and players started abusing this just for a guaranteed way to kill the person they were robbing knowing they wont comply to ridiculous demands. *(any violations of this specific rule, will be followed with a 'Low Effort RP' violation.)*

# Scamming Players

Due to all of the recent scamming related reports we will **only** be taking action on scamming related reports if the affected party is a new player (under 150hrs).

Staff will not get involved if experienced players / players with more play time set up illegal deals and it is not followed through. *Use your best judgement when dealing with illegal in-game items with unknown players.*

# Cop Baiting

Committing crimes in front of police officers in attempts to get arrested, begin a police chase or escalate a situation. This includes but is not limited to:

- Doing donuts and/or revving your engine in front of police
- Speeding down the road repeatedly in front of police
- Shooting players in front of police intentionally

# Crimes in Unrealistic Areas

Committing crimes in broad daylight, in unlikely areas for crime is not allowed. Simply put, if the crime is unthinkable or extremely improbable in real life, it is not allowed. This rule mainly applies to shooting in 'nice' areas, or areas that would otherwise be considered safe and not a crime hotspot. This includes, but is not limited to:

- Downtown Los Santos
- Vinewood Boulevard
- In front of any police stations / hospitals
- Vespucci Beach
- Pill-Box Hill
- Vinewood Hills
- Used Car Dealership (UCD)

Staff will make the final determination on whether a location is considered unrealistic or not. Players are required to exercise discretion and use their best judgement when it comes to this rule. We will not entertain any arguing about this rule. Generally, the **reasonable person** test will be applied. ***Providing some YouTube video, news article, or any other anecdotal evidence will not be a valid excuse or justification for violating this rule.***

# Crime, Robberies, and Heists

## Store (24/7, LTD, Liquor) Robberies

- There is a maximum of four (4) criminals allowed during a robbery. *(extra/third party individuals should **not** ambushing LEOs upon arrival on scene, the extra/third party individuals are still allowed ambush LEOs but only at a different location) - (the 4 individuals involved/participating in the robbery can still ambush responding LEOs)*
- Hostages do not count towards the robbery limit. A maximum of two (2) hostages are allowed.
- Criminals are allowed to make reasonable demands in exchange for the hostage.
- The store clerk does not count as a hostage.
- Using a friend as a hostage or prearranging a hostage is not allowed.
- The police do not need to comply to your demands if they deem them unreasonable.
- The police do not need to follow the same cookie-cutter script for each robbery. Keep it original and realistic.
- Civilians committing active robberies or heists are allowed to shoot at the police as they arrive on scene.
- Bomb threats (threatening to blow up the entire store if the police do not leave) are not allowed.
- No motorcycles are allowed to be parked inside a building during a robbery.
- In the event you are killed by the police during a robbery, you are not allowed to leave the game until the respawn & bleed out timer has ended.

More information on specific rules for criminal activity can be found [here](#).

# Cheating / Third-Party Clients

Any form of exploiting will result in severe consequences to be determined by staff.

- This includes taking advantage of bugs instead of reporting the issue.

Additionally, using **any** form of third-party hardware or software that gives a player an unfair advantage can/will be considered exploiting, power-gaming, or cheating. This will include, but not be limited to;

- Bell-Rings upon headshots
- Loud(er) footsteps
- Mods that limit LOD at a given range / invisible server-sided objects to clients

# Failure to Report

Players who knowingly exploit or use a bug to their advantage is subject to a **complete account reset** along with additional punishments, at staff discretion, if it is determined they failed to report the issue for personal gain.

Players who choose to not report player(s) misconduct/violations is **not** allowed. (e.g. someone combat logs when being robbed, a player report in discord should be created with evidence/POV of the player(s) misconduct/violations.) *the staff team/community mods prefer players to report misconducts/violations to prevent issues going forward.*



# Threatening Staff Action and Community Disrespect

Anyone who tells another player they will be punished in one way or another by staff is considered breaking character. Punishments may vary based on the severity of the threat. Also, anyone found to be disrespecting the community or the staff team will be permanently removed.

# Going Out of Character (OOC)

There have been a lot of people blatantly breaking character and immediately taking things out of character when they disagree with a RP outcome/scene. Anyone who breaks character is subject to whatever punishment staff feels fit (that falls within the criteria). Additionally, civilians who disagree with RP outcomes/scenes involving the police can take their charges to court. We have a Department of Justice (DOJ) system with judges and attorneys, The staff team will **NOT** entertain any assists, tickets, or complaints about false charges.

Breaking character includes statements such as (but is not limited to) :

- "I've got this on clip/bodycam"
- "You're getting reported"
- "Just wait until (X) staff member hears about this"
- "I'm on the job"
- "I'm calling an admin"
- "You're going to get banned"
- Making any comments that have no logical context or place in RP situations.

Going OOC (Out-Of-Character) on in-game phone apps such as (Twitter / Marketplace / Matchmaker) is **NOT** allowed.

# Combat Logging

Leaving during a roleplay situation to avoid arrest, death, or robbery is not allowed. Anyone who disconnects from the police is subject to, at their discretion, getting marked as a "combat logger" which will result in an automatic respawn in the appropriate jail cell on reconnect.

Being marked as a 'combat logger' by the police will result in receiving all the charges you would have received prior to disconnecting. Do not try to disconnect to avoid roleplay consequences.

Additionally, any attempt to avoid or bypass the respawn timer is not allowed.

# Misuse of Staff Resources

We will not respond to any assists that fall under these categories:

- Vague and unhelpful, such as "please come", "I need help now", "admin help", etc
- Asking for any staff member specifically, without any further information
- RDM. Video evidence is required, see below. The only exception is for **mass** RDM where it is clear what is happening and no evidence is required
- Asking for a vehicle to be deleted or moved
- Duplicate or multiple assists for the same reason

Anyone who places such assists is subject to blacklisting, a warning, community service, or even a ban. We are more than willing to help, but do not waste our time or staff resources.

# Whitelisted Jobs

Players who hold a whitelisted job hold the position so long as they have the confidence of their managers or supervisors. Anyone holding a non-manager or non-supervisor whitelisted position can be removed at manager or supervisor discretion.

Certain whitelisted job ranks have the ability to issue limited community service or to delete vehicles. **This is considered a non-staff punishment and cannot be appealed.** These individuals are authorized to exercise this ability their discretion for server rule violations or conduct that otherwise is considered disruptive to good roleplay. This includes, but is not limited to the following examples:

- Deleting vehicles blocking a whitelisted job's vehicle spawn point
- Mic spam in a job area with no intention of stopping or leaving the area
- Being disruptive in an active scene and/or having NITRP

Anyone who abuses either privilege is subject to removal from their whitelisted position, and staff punishment. Use your common sense and your best judgement.

# Player Restitution

The staff team, at its sole discretion, can reward restitution for *clean* **cash losses** that exceed \$10,000. We will **not** grant or restore any of the following losses:

- Individual items or weapons
- Dirty Money
- Any assets (cash, items, weapons, etc.) lost in a house inventory as a result of a player who had legitimate key access to the house removing items as a result of a player dispute, provided the keys were given knowingly and willingly
- Casino payouts

In addition, restitution will only apply for actual concrete damages that have been incurred as a result of normal player behavior. Anyone who knowingly makes false claims to obtain restitution they are not entitled to will be punished severely. **Theoretical loss of earnings** (e.g. casino payouts that, as a result of a bug or otherwise unknown reason, was not paid out) **is not included**.

Players requesting restitution that meets the above requirements must have sufficient evidence of their losses. The staff team is not responsible for finding the evidence -- the burden of proof is on the player to provide sufficient proof of damages or losses.

# In-Game Asset Purchasing with Real-Life Currencies

Players are **NOT** allowed to purchase and/or sell in-game money/assets in exchange for real-life currencies.

- Players caught in violation of this risk permanent removal from the server.

# Gang Wars

## Third Party Interference

Gang wars are designed to be one gang versus another gang. Alliances, teaming, and use of non-whitelisted players during a gang war is not allowed.

Killing a gang member involved in an active war without having the required whitelist will result in automatic punishment.

## Out of Zone Violations

Players involved in a war should not be killing/robbing civilians or non-involved gang members outside of the designated zones. Anyone who does this intentionally or negligently will be punished accordingly as this is unfair to other players who may receive punishments for interfering as stated above.

## Non-Whitelisted Indirect Involvement

Players who are not actively whitelisted in either gang that is involved in a war should not be in the active war area. This includes, but is not limited to:

- 'Scouting', spotting, or relaying information to other players
- Calling for police or emergency services to respond in the area
- Being a 'loot mule', driving a car for gang members to store or retrieve guns, or carrying items for other players

## Avoiding Wars / Hiding in Public Areas

Gangs that are declared on **are required to put their best faith effort in showing up and fighting the declaring gang**. Gangs that do not wish to fight are required to `/votepeace` immediately. Failure to call a vote in a reasonable period of time is inconsiderate towards other players and will be punished accordingly.