Validation policies for apps submitted for Microsoft Teams GA

Version 0.2, February 16, 2017

Microsoft will review your Microsoft Teams App submission to make sure it meets certain minimum requirements before making it publicly available in the Microsoft Teams Tab, Bot, or Connector gallery.

Our Validation policies are aligned with [Office Store validation](), with specific additions to cover the unique Teams experience. All policy numbers align with the Office Store policy, with specific call outs on policies that may not apply to Microsoft Teams Apps for GA.

Compliance to these guidelines is required for publication to the appropriate Microsoft Teams gallery.

1.   Microsoft Teams apps provide value to the Microsoft Teams customer

   1.1.   Your Microsoft Teams app must do something meaningful that adds value to the user.

   1.2.   Your Microsoft Teams app must work according to your description and must not be in an unfinished state.

   1.3.   Not Applicable

2.   Not Applicable

3.   Microsoft Teams apps can sell additional features or content through purchases within the Microsoft Teams app.

   3.1.   Currently, Microsoft does not provide native application programming interfaces (APIs) to support purchases in Microsoft Teams apps. You may use any third-party payment system for those purchases.

   3.2.   Where a Microsoft Teams app requires additional features to operate as advertised, to which an extra charge applies, you must clearly notify users in your description that those payments are required to access those features. Notification is also necessary if your Microsoft Teams app offers additional features or content for sale, either through purchases within the Microsoft Teams app or other means.

   3.3.   If your Microsoft Teams app collects credit card information or uses a third-party payment processor that collects credit card information, the payment processing must meet the current PCI Data Security Standard (PCI DSS).

   3.4.   Not Applicable

4.   Microsoft Teams apps behave predictably

   4.1.   Your Microsoft Teams app must not stop responding, end unexpectedly, or contain programming errors.

   4.2.   Updates to your Microsoft Teams app must not decrease the Microsoft Teams app's functionality in a way that would be unexpected to a reasonable customer.

4.3. Your Microsoft Teams app's description, imagery, documentation and any other associated metadata must be consistent with the functionality of the experience.

4.4. You must provide instructions, test accounts and testing notes that will be needed for Microsoft validation of your Microsoft Teams app. If, for example, your Microsoft Teams app requires a login/password, you must give Microsoft a pre-existing working login for testing purposes.

4.5. Not Applicable

4.6. Your Microsoft Teams app must not jeopardize or compromise the security or functionality of Microsoft or third-party products.

4.7. The Microsoft Teams app must be free of viruses, malware, and any malicious software.

4.8. Your Microsoft Teams app must not launch functionality outside of the Microsoft Teams app experience without the explicit permission of the user.

4.9. No action should take more than three seconds to respond without some type of loading UX or warning.

4.10. Your Microsoft Teams app should not consume an unreasonable amount of memory that negatively impacts the performance of an average customer's environment.

4.11. Your Microsoft Teams app UI should not look unfinished.

4.12. Your Microsoft Teams tab or bot must be fully functional on: Window 7 and above; Mac 10.10 and above; and web client: Microsoft Edge 12+, Internet Explorer 11+, Firefox 47.0+, and Chrome 51.0+. Your bot experience must be fully function on iOS (9.0 and above), Android (4.4 and above) and Windows Phone (10.0.10586 and above).

4.13. Not Applicable

4.14. Not Applicable

4.15. Not Applicable

4.16. Not Applicable

4.17. Not Applicable

4.18. Not Applicable

4.19. Your app experience must not prompt a user to disclose the credentials of a Microsoft identity (for example, Office 365 or Microsoft Azure Organizational Account, Microsoft Account, or Windows Domain Account) except through Microsoft approved OAuth flow, where your app is authorized to act on behalf of the user.

4.20. If your Microsoft Teams app depends on additional services or accounts, this dependency must be clearly called out in the description you submit in the Manifest description and testing notes.

4.21. Your Microsoft Teams app must not install or launch other executable code on the user's environment.

5.   Team apps put the customer in control

5.1. You must submit a privacy link. The linked privacy documentation must be clearly titled as such. The content of the privacy statement must be under the direct control of the Microsoft Teams app provider. If your Microsoft Teams app does not collect or transmit user information, you must include a link to a statement that states this fact.

5.2. Your Microsoft Teams app must obtain consent to publish personal information.

5.3. Your Microsoft Teams app must not obtain or store customer information or content without notifying the user.

5.4. Your Microsoft Teams app must not pass or transmit customer data without notifying the user.

5.5. Your Microsoft Teams app must protect customers from unintentional large data transfers over metered networks.

5.6. Your Microsoft Teams app must not implement geo-blocking of customers without explicitly stating this in the description.

5.7. Microsoft Teams apps must be secured with a valid and trusted SSL certificate (HTTPS).

5.8. Microsoft Teams apps may not open pop-up windows unless they are triggered by explicit user interaction. Any pop-up windows that are triggered by user interaction must not be blocked by the browser's pop-up blocker when the pop-up blocker is set to the default value.

5.9. Not Applicable

5.10. You must specify an icon for your Microsoft Teams app in your manifest, and that the icon must be correctly sized and formatted.

5.11. Not Applicable

5.12. Not Applicable

6. **Microsoft Teams apps are appropriate for a global audience**

6.1. Your Microsoft Teams app must not contain adult content.

6.2. Your Microsoft Teams app must not contain content that advocates discrimination, hatred, or violence based on membership in a particular racial, ethnic, national, linguistic, religious, or other social group, or based on a person's gender, age, or sexual orientation.

6.3. Your Microsoft Teams app must not contain content or functionality that encourages, facilitates or glamorizes illegal activity.

6.4. Your Microsoft Teams app must not contain or display content that a reasonable person would consider to be obscene.

6.5. Your Microsoft Teams app must not contain content that is defamatory, libelous or slanderous, or threatening.

6.6. Your Microsoft Teams app must not contain content that encourages, facilitates or glamorizes excessive or irresponsible use of alcohol or tobacco products, drugs or weapons.

6.7. Your Microsoft Teams app must not contain content that encourages, facilitates or glamorizes extreme or gratuitous violence, human rights violations, or the creation or use of weapons against a person or animal.

6.8. Your Microsoft Teams app must not contain excessive or gratuitous profanity.

6.9. It is your responsibility to determine if you have the right to use the chosen name, content, logos, copyright, trademarks, code, online services and APIs.

6.10. Your Microsoft Teams app must not encourage, promote, or enable piracy of copyrighted content.

6.11. You must provide details on the submission form if your Microsoft Teams app calls, supports, contains, or uses cryptography.

6.12. Your Microsoft Teams app must not be designed or marketed to perform, instruct, or encourage tasks that could cause physical or psychological harm to a customer or any other person.

6.13. Not Applicable

6.14. Your Microsoft Teams app must comply with all applicable laws in the regions in which it is available.

7. Microsoft Teams apps are easily identified and understood

7.1. The metadata that you submit with your Microsoft Teams app must be accurate.

7.2. Your Microsoft Teams app must have a unique name.

7.3. Your Microsoft Teams app's title, description, and images must reflect its functionality, and may not mislead the user. If you make changes to your Microsoft Teams app such that the functionality does not match the description, you must resubmit your Microsoft Teams app.

7.4. Your Microsoft Teams app title and short description must convey its purpose. Do not rely exclusively on familiarity with a brand or service to convey the purpose of your Microsoft Teams app.

7.4.1. Not Applicable

7.4.2. Not Applicable

7.4.3. Not Applicable

7.4.4. Not Applicable

7.4.5. Not Applicable

7.5. Not Applicable

7.6. Your Microsoft Teams app must not falsely declare language support.

7.7. The capabilities you declare must relate to the core functions and description of your Microsoft Teams app.

7.8. Not Applicable

7.9. Your Microsoft Team app's package must be correctly formatted and conform to the current manifest schema. This is currently manifest schema version 0.4.

7.10. Not Applicable

7.11. Your Microsoft Teams app must not be a duplicate of a Microsoft Teams app you've already submitted.

7.12. Your Microsoft Teams app must include the app name, version information, and technical support contact information that is easily discoverable.

7.13. Not Applicable

7.14. Your Microsoft Teams app name may not include "app" or "plug-in" or derivatives.

7.15. Not Applicable

7.16. Not Applicable

7.17. If you wish to submit multiple variations of a Microsoft Teams app (for example, where different functionalities are unlocked at different price points), you must submit these separately, with separate product IDs.

7.18. Not Applicable

8. **Not Applicable**

9. **Not Applicable**

10. **Not Applicable**

11. **Microsoft Teams apps provide a seamless and fluid experience for Microsoft Teams customers**

    11.1. Microsoft Teams apps can fail validation for issues related to Microsoft Teams app design guidelines and which impede the customer experience within Microsoft Teams.

    11.2. Microsoft Teams apps that depend on external accounts or services must provide a clear and simple sign in/sign out and signup experience.

        11.2.1. Not Applicable

    11.3. Your Microsoft Teams app must provide a seamless first run experience, with a clear value proposition. If users must sign in or sign up, the value proposition must be clear to the user before they do so.

        11.3.1. Not Applicable

    11.4. The UI (buttons, links, text fields) of your Microsoft Teams app must be intuitive and obvious in their purpose. Users must not be required to read support content to perform basic operations.

12. **Not Applicable**

13. **Not Applicable**

14. **Microsoft Teams**

    14.1. Your Microsoft Teams app must be free.

    14.2. For bots, your bot may not transmit financial instrument details through the user to bot interface;

        14.2.1. However, your bot may transmit links to secure payment services to users, but you must disclose this in your app's terms of use and privacy policy (and any profile page or website for the app) before a user agrees to use your bot.

    14.3. Your Microsoft Teams app must not launch functionality outside of the Microsoft Teams app experience without the explicit permission of the user.

    14.4. For tabs, no action should take more than three seconds to respond without some type of loading UX or warning.

    14.5. For bots, you must respond to user command with 1-2 seconds. If longer processing is required, use a typing indicator.

    14.6. Your Microsoft Teams tab or bot must be fully functional on: Window 7 and above; Mac 10.10 and above; and web client: Microsoft Edge 12+, Internet Explorer 11+, Firefox 47.0+, and Chrome 51.0+. Your bot experience must be fully function on iOS (9.0 and above), Android (4.4 and above) and Windows Phone (10.0.10586 and above).

    14.7. You must submit a Terms of Service link.

14.8. For bots, you will need to ensure that you follow the privacy notice requirements as communicated in the Developer Code of Conduct for the Microsoft Bot Framework referenced here: https://aka.ms/bf-conduct

14.9. Your bot must operate in accordance with the requirements set forth in the Microsoft Bot Framework Online Services Agreement and Developer Code of Conduct for the Microsoft Bot Framework.

14.10. Your Microsoft Team app's package must be correctly formatted and conform to the current manifest schema. This is currently manifest schema version 0.4.

14.11. For bots, all manifest information must be consistent with your bot's Bot Framework metadata: bot name, logo, privacy link, and terms of service link.

14.12. The UI (buttons, links, text fields) of your Microsoft Teams app must be intuitive and obvious in their purpose. Users must not be required to read support content to perform basic operations.

14.13. Microsoft's review and publication of your Microsoft Teams app to the Microsoft Teams gallery is not an endorsement of your Microsoft Teams app.

Conclusion

As these requirements evolve, we will continue to update our documentation. Stable requirements are critical to your doing your best work, so we aim to ensure the changes we do make are sustainable and continue to protect and enhance your Microsoft Teams app.

Thank you again for joining us in this commitment to delivering fantastic experiences.