Autoban system

Confidential

The current system implements two levels of bans, **minor** and **major**.

In order to implement an auto ban, follow these steps:

1. Pull all bans given to UserX that are in the same category (minor/major) as the current ban.
   * If it is a minor ban, only look at bans from the past 90 days.
   * If it is a major ban, only look at bans from the past 6 months.
   * Example: If someone is banned for "SR#2: Language", this is a minor ban. Pull all of UserX's minor bans from the previous 90 days.
2. From this group, find the bans that have the **same** **reason**.
   * Using the previous example, find all bans for "SR#2: Language" in the group.
3. With the number of bans for the same reason, do a table lookup for the ban time.

* Note that the bans only stack for the **same** **offense**. Use the following example:
  + UserX gets banned today for "SR#2:Language".
    - First offense means 30 minute ban.
  + UserX gets banned tomorrow for "SR#12:Spamming".
    - This is their first spamming offense, so the user gets a 15 minute ban. NOT a 225 minute ban (2nd offense column for spamming).
  + UserX gets banned the next day for "SR#2:Language" again.
    - Second offense for the same reason, 15 hour ban applied.

1. Apply the ban accordingly.
2. Next, check for habitual offenses. This means that a user gets banned for different offenses of the same level. This prevents a person from being banned once for each offense, and still being able to play the same day.
   * Take the ban list obtained in Step #1.
   * If we are dealing with a minor ban, check to see if this ban will be their 6th minor ban. If so, ban under the MINOR habitual offense (see table, bottom).
   * If we are dealing with a major ban, check to see if this will be their 4th major ban. If so, ban under the MAJOR habitual offense (see table, bottom).
3. Apply the ban accordingly.

# Ban tables

Values are in minutes.

## Minor infractions

Ban periods that do not follow the multiplier rule are in red.

|  |  |  |  |
| --- | --- | --- | --- |
| Ban reason | 1st | 2nd | 3rd |
| SR #12 Spamming | 15 | 225 | 1800 |
| RoC #1 (SR #2) Harassment / Threats | 30 | 900 | 7200 |
| Roc #2 (SR #1) Language | 30 | 900 | 7200 |
| SR #11 Randomize button | 30 | 900 | 7200 |
| RoC #7 Disobey directions of an Admin in game | 60 | 3600 | 28800 |
| SR #5 Server Hostaging | 60 | 3600 | 28800 |
| SR #7 Newbie Hostility | 120 | 14400 | 115200 |
| SR #8 Newbie boots | 120 | 14400 | 115200 |
| SR # 6 Vet on Newbie Server | 1440 | 1440 | 1440 |
| Habitual offender | 14400 | 43200 | 129600 |

### Major infractions

Ban periods that do not follow the multiplier rule are in red.

|  |  |  |  |
| --- | --- | --- | --- |
| Ban reason | 1st | 2nd | 3rd |
| RoC #3 Impersonation of a player | 1440 | 5760 | 28800 |
| SR #4 Abuse | 2880 | 11520 | 57600 |
| RoC#4 Law violations | 2880 | 11520 | 57600 |
| SR #9 Boot/Resign | 4320 | 17280 | 86400 |
| SR #10 Retaliatory Boot | 4320 | 17280 | 86400 |
| RoC #10 Copyright infringement | 14400 | 57600 | 288000 |
| RoC #6 Illegal software sharing | 21600 | 86400 | 432000 |
| RoC #8 Illegal groups | 86400 | -1 | -1 |
| SR #13 In game cheating | 259200 | -1 | -1 |
| RoC #5 Modification of client / server | 259200 | -1 | -1 |
| RoC #9 False Information | -1 | -1 | -1 |
| RoC #11 Hacking | -1 | -1 | -1 |
| Habitual offender | 129600 | 259200 | -1 |