

Crimes & Punishment

Before any punishment is reported, the offender and anyone involved with the situation must be contacted about it to ensure an accurate and unbiased report. Any report issued without following this rule should be removed immediately. If a crime is not reported within 7 days of it being committed, the report will be invalidated. In this case of evidence within being withheld, the 7 day timer will start the second evidence is made available. The Commandant of the Military Police or Senior Command may override this rule. By definition, a serious crime is a crime that has a 4 class increase. **Crimes that are class 4 increase cannot be punished via a NJP.**

The act of attempting to commit any of the following crimes will be considered the same as committing them.

Corruption

4 class increase.

Corruption can be classified as:

- Abuse of authority and/or position of power
 - You may not demote someone for leaving the regiment if they've held the rank longer than two weeks
 - If this happens, the person who was demoted will be promoted back to their original rank.
- Withholding evidence
- Acts of bribery
- Purposefully not reporting individuals - Example: Witnessing a crime and not reporting it. (If there is proof of you witnessing it.)
- Suppressing/Removing Rights
- Framing someone
- Forging documents / evidence in a way to frame someone for a crime. (Framing anyone for a crime will be classed as corruption)
- Telling somebody to commit a crime
- Abusing discord moderation tools / powers
- Cross branch/division/unit recruiting. (Only applies if the person being recruited didn't initially show interest.)
- Cuff abuse in general such as cuffing someone for no reason.
- Free ranking - Skipping 1 or more ranks at a time. If they skip a rank cooldown that is only considered free ranking if its their second case. First cases are to be reported as insubordination (However the report **CANNOT** be replaced with a NJP) - In regards of People promoting Armed Forces Recruit - [E-1] in any branch. they **Have** to be made Basic Training before being made [E-1] they **cannot** skip the rank of Basic Training. (This is not enforced with officer ranks)

Insolence

3 class increase.

Insolence

All Personnel must be able to respect one another. Being rude, insulting or putting on an attitude will not be tolerated. The act of attacking/being rude to an individual.

- Includes spreading misinformation about an individual or a group of individuals.
- This can be punished through roblox Voice Chat.
- Can be enforced during battles with other nations as a sign of poor showmanship.
- Being insolent via roblox VC can also be reported if there is proof.

Immaturity

1 class increase.

- All Personnel needs to use common sense at all times. This specification asks for good situational judgement. This basically means that a person should not do something that would clearly cause some kind of trouble or where their actions could have some form of a negative impact. Even if it by other USAF specifications is not technically a violation. They may be reported for immaturity, as it is immature and unprofessional to not think about the consequences before ones own actions. This only applies if no other part of USAF is violated. However small glitches such as Naruto arms is permitted.
 - Example: Someone is acting childish but not exactly by immaturity's standards but still doing it knowingly that it can cause problems.
- Sending emojis of any kind that aren't stated in the whitelisted
- All Personnel need to use a realistic skin tone.
- All Personnel are not allowed to wear any kind of packages in-game.
- All Personnel are not allowed to purposefully mess/fool around within any on-duty location. However this does not include the act of pretend humping the person behind them. However if asked to stop, this can still be punished for insubordination.
- All Personnel are not allowed to dance/bunny hop within any on-duty location.
 - This rule is not used in Fun USAF wide events as long as you aren't bothering anyone else.
- Spamming is also considered immature.
- At the bottom of the page, you can find the allowed skintones, anything else can and will be counted as immaturity.
- Division/Branch/Unit Hopping - Being in more than 3 regiments in 1 month.
- Throwing Grenades in the fort (It stacks on Murder if people are killed,)
- glitching (Flinging yourself **on purpose**) is now considered immaturity

Insubordination

2 class increase.

Insubordination

The act of not following orders issued by superiors or MP personnel. This also includes breaking rules in IPRs and PRs after they have been set. (The event host will make the rules attendees will have to follow if its an IPR, if its a PR, both team leaders will agree on the rules that have to be followed)

If a officer/NCO refuses to give someone they have detained/cuffed to an MP after being ordered to so the suspect can get off with no/lighter punishment under the NCO/Officer.

Cheating in a PR/CT is now classed as insubordination. However this is only reportable if the person broke the rules on purpose such as deliberately AAing (Which will be reported for insubordination AND admin abuse). Accidentally falling off the map is NOT reportable unless they are seen deliberately doing it and must have proof of them doing it.

Treason

4 class increase.

- Committing any Crimes against the Senior Command
 - Members of the USAF with immunity can be charged with Treason. Regardless of if they are in SC or not.
- Creation of underground terror groups. EG. groups that either harm or troll the group.
- Actions that either target or aim to destroy and/or harm the group.
- Actions that threaten the group's security and safety.
- Recruiting for external communities and groups.
- Communication with excommunicated individuals
- **Leaking classified documents/information given in restricted channels** (channels that anyone that is not in the regiment can not see)
- Using TK to commit murder 10 or more times in any USAF related games.
- Lying to SC member in a SC investigation
- Leaving your regiment without permission. (can result in demotion to militia depending on what your Joint Chief of Staff/Military Headquarters Decides.)
- The act of leaking a member of the communities' face in any USAF affiliated Discord without their own consent. This includes using it to annoy/harm/irritate another person in their direct messages.
- Sabotaging a regiment such as destroying a regiments spreadsheet or causing that regiment harm.
- Officers sharing alts and officers using officers main accounts for any use is considered treason as it can jeopardizes USAF's security.
- Being in 2 or more Divisions/Units at once. (Doesn't include having an alt in a different regiment that has permission to be there) **(THIS DOES NOT COUNT BRANCHES)**
- What you put towards USAF that is kept by the USAF can't be taken away by you otherwise you'll be reported treason. For example: OAC documents, divisional/unit documents and spreadsheets.

Murder

1 class increase.

Murder

Killing or attempting to kill one other is strictly forbidden unless you're within a combat training (PR/CT) or a necessary action to fulfil your duties (Guards/MP) in the protection of Senior Officers, protection of the forts, and/or necessary action to save lives.

Murder cannot be committed in skirmishes unless the Host of that training specifies not to. Attempted murder is when your life is directly threatened not if you have been hit once with a melee device as a warning or hit with a cane. If a civilian is shooting a gun at you.

Note:

- Killing a Civilian while teamed Continental is strictly prohibited unless specified in the following...
 - You may kill a Civilian if they are holding out a gun. (You may only shoot civilians with unshouldered melee weapons if they pose a threat to others or have not complied when asked to shoulder the melee weapon).
 - You may kill a Civilian if they are trespassing in a restricted area.
- Killing a USAF member as a Civilian will be counted as Murder. Regardless of group status.
- People cannot consent to be killed in any circumstance unless it's a CT/PR or a training.
- Killing someone with a grenade in the fort (stacks with the immaturity).

Admin Abuse

3 class increase.

The act of using an admin command that's not listed in the above (in the handbook) acceptable admin commands will be classified as admin abuse.

Notes: Rule is excluded during fun events if deemed by the Senior Command. They will tell what commands can and can't be used.

This offense can be reported during events with other nations as well.

Theft

1 class increase.

The act of stealing someone else's items, without permission, such as taking a vehicle and not returning it or loot they have dropped. If the person who has dropped it gave someone consent to take it, then this cannot be enforced.

Trespassing

1 class increase.

Trespassing

The act of entering restricted areas where your rank/position doesn't allow you to be in, regardless of what team you're on. This crime includes jumping on non-terrain models, such as trees, towers, and the church and sniping into the USAF fort. The Act of entering the SC+ building. Entering the Officer Area after being shot while cleared is still classed as trespassing, you must be cleared again before reentering.

- The act of entering an RT box without the permission of the host. O1+ are immune to this, but if abused then can be asked to leave by a higher rank or Military Police.
- Chicken jumping (jumping to go into OA but then stopping before the wall so it doesn't count as trespassing).
- Entering the fort without a pass as a civilian counts as trespassing.
- Only SC can clear people for SC+ area. However, entering an office outside of your rank is also considered trespassing.

Note: Military Police may encroach past any official boundary for the sake of code enforcement or combat situations.

Lying to a Superior Officer

3 class increase.

The act of fabrication and/or being deceitful towards a superior officer.

This crime can be enforced on battles with other nations as well.

Not Following the Chain of Command

0 Class increase.

This crime **cannot be given a report for**. The maximum punishment is an NJP, warning, or Jail Time. The act of going to a person way up the ranks to ask a question that could have been asked to someone far below their rank.

Example: Going to the Senior Command for a training instead of a NCO.

To follow this: Ask any ranking NCO first, if he tells you to go to an officer then you may go to an officer. If the officer tells you to go to Military Headquarters, then you may go to MHQ. Be sure to show every officer+ a screenshot of the NCO/Officer giving you permission to go up the chain of command.

Toxicity

4 class increase.

Toxicity

- The act of attacking someone in an abusive and personal way. This refers to their race, sex, or gender. It must be a personal attack and not an insult. Insults fall under insolence. It can also be enforced in the discord.
- Toxicity falls under attacking or provoking a group of people in any way.
- Being in a discord server that was created due to mutual hatred towards an individual and threatening someone with extreme bodily harm or rape (Unless you're obviously joking) will be counted as Toxicity.
- Example: Being racist, being homophobic, or being in a group of people who all do not like someone.
- Definition of racism: prejudice, discrimination, or antagonism directed against a person or people on the basis of their membership in a particular racial or ethnic group, typically one that is a minority or marginalized.
- This crime can be punished during battles with other nations as well.
- Another version of toxicity. Is "Playing Toxic".
This includes playing with a negative attitude in combat.
Example crimes of this are:
Crouching on or at players after killing them
Using phrases such as "ez" or insulting another player in combat
Intentionally avoiding this crime by making up new ways that aren't stated here will be punished as trying to avoid the crime.
This can be punished through the roblox Voice Chat.

Exploiting

Immediate excommunication.

The act of purposefully cheating or breaking the game. Any and all exploiting, regardless of its severity, will all result in an immediate excommunication from the group. This includes any types of scripts or external software that give an unfair advantage to the user.

Anyone who assists an exploiter, regardless of whether they exploit or not, will also result in an immediate excommunication.

Repeated Trolling

Immediate ban.

After repeated attempts by NCOs, MPs, Officers to stop a troll then Senior Command may get involved in order to permanently ban this person.

Grasswalking

0 Class increase.

This crime **cannot be given a report for**. The maximum punishment is an NJP, warning, or Jail Time.

The act of grasswalking is walking on any grass outside of any combat situation.

Unauthorized Brandishment of Weapons

1 Class Increase

No members may carry any firearms on the base.

Exemptions:

- You are a member of the Military Police.
- You are a member of a branches protective security division and you are actively protecting a protectee.
- You are doing a training on base (instructor must be present)
 - The drill rifle is used for training and does not classify as brandishing of a weapon.

Failure to Obey Uniform Guidelines

1 Class Increase

Failure to Obey Uniform Guidelines is as follows;

- The act of wearing a uniform outside of your rank.
- The act of not wearing a uniform while on duty and on the team.
- Failure to adhere to the grooming guidelines.

Whitelisted Faces

- :) or 🍻
- :(or ☹️
- :o or 🤪
- -_- or 😐
- :D or 😄
- 🙄(☹️)_/ or 🙄

Skin tones that are allowed and do not count as immaturity.



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