

Just4Fun Player Rules

1. We operate zero tolerance for any derogatory language, racism, harassment, or toxicity.
2. Do not use player or squad names that may cause offense or are derogatory.
3. Do not spam voice or text channels.
4. Do not exploit game bugs, exploits or cheat.
5. No URL's, politics, religion, advertising or recruitment in names, chat, or voice.
 - a. Streamers may use their URL in their player's name.
6. Follow server admin instructions at all times – Do not debate rules or decisions in game.
 - a. Visit our Discord or web site if you wish to debate or believe that we have made a mistake.
7. We deny Steam accounts that are either < 10 days old, or are not community setup and < 30 days old to protect you against alts.
 - a. Contact us if you fall under this category, we are always happy to make an exception.

Just4Fun Gameplay Rules

1. **VEHICLES:** Vehicles requiring crewman can only be driven/fired when occupied by 2 crewmen (unless returning to a HAB/Main).
2. **VEHICLES:** Vehicles are considered owned by a squad if there is a member in the driver's seat.
 - b. Vehicle claims at main override this rule.
3. **VEHICLES:** Squad/Groups/Clans are limited to 1 logi and 1 fighting vehicle, unless there are unwanted vehicles after staging.
 - a. If a squad or clan / group has >1 fighting vehicle, they must agree to return a fighting vehicle to main if requested.
4. **VEHICLES:** Using your Heli to ram anything is prohibited.
5. **VEHICLES:** If a squad owns a vehicle, they decide who can use/enter the vehicle.
6. **VEHICLE RESERVATIONS:** If your squad is named the same as a **crewman** vehicle on the vehicle menu you have priority over one vehicle that spawns at main providing you are waiting at main.
 - a. The squad / group must not be using any other fighting vehicle when claiming a reserved vehicle.
 - b. For squads named the same it is first come first served.
7. **LOCKED SQUADS:** No locked squads with just a squad leader.
 - a. Exceptions are dedicated logi drivers, scouts and helis, if named and acting as such, plus active server admins.
8. **SQUADS:** A squad leader should speak English and be equipped with a mic / squad leaders kit.
 - a. SL's may temporarily switch to infantry kit to help build emplacements.
 - b. Non English speaking SL's may operate a squad in their mother tongue if they state this in the squad name.
 - c. You may create a squad called "WAITING FOR SL", and play as SL without an SL kit. Limited to one squad per faction.
 - d. Any SL who manipulates a squad to get a kit, or who creates multiple squads within a short space of time may be kicked or banned.
9. **SEEDING:** There are no seeding rules. When the player count is < 20 players, our vehicle rules do not apply.
10. **CAMPING:** Camping main bases is a valid tactic but is not tolerated as a strategy.
 - a. Players who main camp across multiple games will be asked to stop.
 - b. Admins may intervene and stop main camping if they feel it is upsetting game balance or wasting assets.
11. **ASSETS:** Destroying emplacements/radios/habs built by another Squad is prohibited, unless they are blocking players.
12. **RESOURCES:** If you claim a logi that has resources and within a FOB radius, deposit these before driving off.
13. **RESOURCES:** You may not remove resources from FOB's that were not built by or topped up by your squad.
14. **RESOURCES:** Any squad leader may use construction supplies at that FOB to build.
 - a. Respect other squad's work – Ask before using resources if the other SL is within the HAB radius.
15. **EMPLACEMENTS:** Are never owned by a squad and are available to all.
16. **VOICE:** Players failing to use in game voice or failing to engage with other SL's/Command may result in your removal.
17. **KIT CHOICE:** Players cannot use the unarmed player or the recruit kit if the server population is over 50 players.
18. **MUSIC:** You may play music in SQUAD voice, if it does not interfere with gameplay and you respect player requests to cease.
 - a. Heli pilots may play music in either squad or local voice.
 - b. Spamming local voice with chat or music will lead to your removal.
19. **TRAINING:** If you are performing tasks that may not contribute fully to the game, name your squad appropriately (i.e. Training/New Players etc). Admins may ask you to stop or leave if the server becomes busy.

Worth remembering....

Admins reserve the right to make any gameplay balancing actions to ensure balanced gameplay for all. We rarely intervene, but if we do we may: Identification of main campers to the opposing team, destruction of assets if glitched or if their position / use is making them unavailable, removal of players / squads that are wasting assets.

Respect queues at main – If you see a player waiting for a vehicle, then don't queue jump, check with others what they are waiting for.

Admins can usually only settle disputes if there is evidence – Please submit any issues/complaints or abuse reports to the Abuse section of our web site.

Urgent matters, use /admin in game to page an admin – Visit at <https://www.j4f.uk> for our Discord link where you can leave admins messages, file abuse reports, etc.

Commanders lead the battle – Co-operation is recommended but optional. Squads are allowed to follow their own strategy if it does not obstruct others and contributes to gameplay.

Squad leaders are free to kick players from their squad. If this happens to you, then just join another squad – it usually isn't personal!

We allow locked squads, otherwise squad leaders would just kick whoever they didn't want, causing resentment and arguments.

If you accumulate 3 or more bans on Just4Fun then we will ban you permanently from all our servers.

If you are banned from J4F then you may appeal your ban from our web site, but that must be within 3 months of the ban date. We may share ban information with other servers.