

DAS REICH CLAN



OFFICIAL RULES AND REGULATIONS

Das Reich Clan Official Rules and Regulations - V1.8



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Section 1 - Recruiting and New Members

1. No person can join the clan without being scouted first. Any person wanting to join [2nd-SS] must either have a current Clansmen sponsor them or must be trailed. The new members also need to have their game GUID number recorded where possible. In Call of Duty this is done by in, bringing down the console (by pressing the ~ key left of the 1 key) and typing in “/pb_plist” this will bring up all the GUID numbers for people playing in that server, (in light blue writing) which you need to screenshot by typing “screenshotjpeg” in the console also. Although recruiting should only be done by Clan Elders, Recruiting Officers and Game Leaders other clansmen can refer players that they believe are worthy of Joining The Movement. They will then take the appropriate action like trialling them. We also don't scalp other clan members, so no recruiting of people in another clan is to be done. If the person enquiring has a clan tag on they must be informed he cannot join while in another clan. They can only trial if they are willing to leave their current clan as we do not allow multi-clinging with our members to other clans that are in competition with [2nd-SS]. People failing to pass a trial must wait a minimum of one month before they are allowed to re-trial with the clan, unless otherwise advised from a clan elder.

1.1 ***Sponsoring*** - This means they need a current clansmen who have seen them play and say that they believe they have skills, qualities and/or other traits that will further the movement. We know that we cannot always know how the new members will play or act but you will not be held full accountable for their mistakes but need to try and pick members carefully.

1.2 ***Trialling*** – Members wanting to join the clan which do NOT have a sponsor will need a trial. This is for members who have been seen the person play playing in game and think they have the skill to join our clan and want to join us, the next step is a trial. A trial must have at least one Clan Elder, Recruitment Officer or their representative Game Leader present for their trial. Their trial MUST include at least 2 levels of search and destroy for

Call of Duty. The player must be observed in spectator mode to see how they play and observe their skill. The clansmen observing must take a copy of their GUID number for clan records. If the trailer believes that they have the skill required then the player is then notified by them that he/her will sponsor that player.

1.3 Requirements for New Clansmen: Once the new members have been officially processed. They need to have the following requirements.

A: Perspective clansmen must be above the age of 18 years old. Under special circumstances approved by the Clan Leader people between the ages of 16 to 18 years of age may join. The first month they will be watched very closely and if they break ANY rule may be dismissed as the probation rules do not apply to them.

B: Members must have an ADSL or equivalent connection or non 56k 28k modems. Members need exactable pings for lagging clan members with high pings cannot play properly in clan wars etc.

C: Communication is essential. New members will need to install the current Team Speak Program and have a microphone for communication. This is needed to be done within one week of joining [2nd-SS]. This program and the microphone will be used in EVERY clan war, comp and ladder match. This is not only for strategic reasons but also builds friendship and moral between clansmen.

Once the person has a sponsor they will need to go online and register with the clan by completing the online application form at <http://dasreichclan.tripod.com/becomeamember.htm> . After this form is processed they will need to wait until they receive their acceptance letter allowing them to put on their Das Reich Clan tags [2nd-SS]. Then their information will be uploaded on the clan home page.

The new member will be watched closely for the next following weeks by clansmen and elders. This is to assure that the new member has the right abilities, personality and civility needed to stay a clan member of Das Reich Clan. Any misconduct on behalf of the new member will result in an instant probation. See Rule Violations and Actions for more information.

New members must show that they know map locations and/or strategies that the clan use before they are able to compete for the clan in ANY events. New recruits must also show initiative and interest in our strategies and team work by turning up to all clan practices and following clan elder's orders to the t. They will need to show clan elders that they can communicate and work well within a team. New recruits should be on there best behaviour and try to improve them self as much as possible in there first few months, to show that they deserve to stay in the clan.

PLEASE NOTE: New members MUST ware the recruit probation tags for at least 2 weeks. These **|R|** will show online players and **[2nd-SS]** that this is a new member. You will be expected to be on best behaviour and will remain in probationary tags until an elder has informed you and posted in the forum that your probation has ended.

Section 2 – General Online behavior

2. All members must carry on the good name of the Das Reich Clan on line at all times. All members must remain courteous at all times. Our clan has a great name; we are respected and are always fun to play with and against. We will not take members being abusive, rude or violent towards other players on line or to our own clansmen. We in turn respect the same from people online.

2.1 Abuse in game: If you are abused on line of any reason please do as follows.

A - Stay calm, we don't expect you to take there abuse and ignore them but we DON'T want you becoming irate and losing your cool.

B – If you must reply do so but do so carefully and politely, don't lower your self to there level. Do not swear and become abusive yourself.

C - If they continue to abuse you or the clan ask for the console or admin. If they are online ask them to help you. If they are not try to contact a Clan Elder or Game Leader for more help.

D – If they follow you or continue abuse after this point, take screen shots of there abuse and get a copy of there GUID number. These need to be given to Clan Elders to take appropriate action.

2.2 Forum Abuse: All members must be courteous of everyone on forums not just ours but all. We don't want to see any clansmen posting abuse or other rudeness on forums. Forums are to be kept clean. I don't mind a bit of spam in good fun but keep things friendly. If you are abused keep thing polite and if it gets out of hand you should post a question towards the admins and ask them why the are allowed to abuse (flame) you in the before mentioned posts.

2.3 Team Speak: Members using team speak must be polite to other clan members while online. We don't mind a certain amount of yelling and horse play. This is ok but don't want any disrespect towards your clansmen. Any members who abuse other members or go overboard will

be kicked from the channel and if return and have to be kicked again will get a formal warning and put on probation. If members are kicked from the channel this incident will be recorded in the Elders “War Forum” for future reference. ANY arguments are not to be held in team speak where other members are in the channel. If you must discuss any dispute in team speak this must be in a private channel, away from other clansmen. If any arguments are held on the team speak server, you can record them in team speak. To do so go to the option record/start recording and name the file what you like and save the WAV file wherever you like on your computer.

If you encounter this abuse the main thing is remain calm. Our clan has a great name and we don't want any members reacting badly towards these narrow-minded losers who act poorly. We know your better than that and need you to act appropriately when this happens to you.

2.4 Team Stacking: Even tho we are a clan that wants you to use German sides or teams where possible we also want our members to become confident in all weapons, vehicles etc of the opposition. If members are all in the one server we want members to try and keep teams even. So try to even the [2nd-SS] clan members over both sides. If we are all in the one game and out of say 20 slots have 10 and the 10 [2nd-SS] Clansmen all join the one side this is called “Team Stacking”. Members please do not team stack, as this can get the clan into trouble.

2.5 Team Killing: As clansmen we expect you to not team kill. This means that you do not kill any of your OWN team members on purpose. This includes Spectator grenade killing same team players, this is where you use a grenade to kill you own team members by going to Spectator. Team killing looks bad on both you and the clan. We know accidents happen so if you accidentally kill a team mate just apologise and continue your game. The only acceptable time for team killing is where after many attempts to get a player to move from where he is blocking your movement and/or getting you and you team mates killed is this permitted. We DON'T mean

you can kill him 100 times and continue to do so over different levels. You need to use your common sense here, so don't be stupid.

2.6 *Spawn Camping:* This is where you stand just out from where the opposition team is spawning and keep killing them. This means when they spawn and are killed before they have a chance to do anything. If you stay a small distance away from where they are spawning and killing them, they will continue to spawn and get killed without having a chance of doing anything. This is not acceptable this also looks bad for the clan and yourself. What is acceptable is to “Spawn Destroying” this is where you go to where the opposition is spawning and kill them ALL until they spawn at another location.

2.7 *Suicide:* At no time should a member online purposely kill them self. Death before Dishonour, for no reason should this be done, not even to save a kill. You should fight until you can not fight no more. You can rest when you dead. Also you should not keep killing your self in a server for any reason this also gives you and the clan a bad name.

2.8 *False accusations:* False accusations towards others with no evidence will not be tolerated. If any reason aeries where you have someone is cheating or otherwise you need evidence. This may be in the form of screen shot, demo or other recording like with the program fraps. If the evidence is required you will need to have a copy of these for Clan Elders or Game Captains for proof. GUID numbers should be also recorded.

2.9 *Arguments:* If for any reason a arguments arise concerning any of the above actions, a Clan Elder or Game Leader will need to be notified. In the case if this does happen, the Clan Leader or Game elder will come to a conclusion and his decision will be FINAL. After there decision is reached this must be followed and left as that. We do not want any argument to go beyond that of

the decision, any further responses will resolve in a formal warning and/or probation. We are a family and I will not take in clan arguments or continuing disputes.

2.10 Clan Moral: All clan members are to try and maintain the high level of clan moral we always have. Any member who does anything to jeopardize the high level we continue to hold will be put on probation. NOTHING will be tolerated in this area, if a clan member is doing anything to deliberately disturb or destroy clan morale; they are to be reported immediately to you superior. They will then take appropriate action on offending members. This may also need demos, screenshots or recording these should also be handed to the appropriate superiors. This will not accept any abuse in this area.

2.11 After the match: After any match involving other clans or match with [2nd-SS] Involved, this means clan wars, comps, ladder matches and/or any other events the following should be done. The most senior clansmen should thank any referees involved and the opposing team win or lose. Members should also say thank you were possible. NO abuse, jokes etc. should be directed at losing teams or to winning teams. No cocky winners or sore losers will be tolerated. After the match a quick thanks is all that's needed. If they are rude just leave the match or if they compliment you kindly reply.

2.12 Entering Server Containing Members: All members entering a server that has members of [2nd-SS] will greet them by saying "Strength" any [2nd-SS] members in that server MUST reply with "and Honour". This is to show that members are a team even out of clan matches, practices etc.

Section 3 – Cheating

3. The Das Reich Clan is a NON-CHEATING clan and a member of the cheat police. We take will take NO excuse for clan members cheating online. Every clan members GUID number is taken before they join the clan, and anyone found cheating will be recorded. Then there GUID number and demos sent into the server admins of the game servers they were found cheating on. This information will also be sent to Punk Buster, The cheat police, other clans and forums that we frequent including Optus Net, Game arena, Internode, Game Space etc. To record a demo in Call of Duty bring down the console (by pressing the console key ~ next to the 1 key) and typing /record cheat (the word cheat is to be replaced with the name of offender, this will be the file name which is saved into your Call of Duty/main/demos folder) and stopping the demo by typing /stoprecord into the console.

3.1 Members Caught Cheating: Any members caught cheating, by anyone if they have proof will be instantly dismissed and the above action taken. This is a serious matter we have a great name and have not ever had one member cheat and would like to keep it this way. This includes aim bots, wall hacks, No recoil etc. As we have your GUID number and IP be good please and don't do anything silly. If you must try out any cheats even, just for educational purposes please do it in your own Lan server. There will be NO PROBATION for hax's they will receive an instant dismissal. There is NO place in this clan for cheating.

3.2 Others Caught Cheating: Even tho they are not a member of our clan. In the interest of fair play we record demos and get there GUID number. They will be warned to turn there cheats off and if there seen doing it again there details, demo and GUID number will be sent to the server admins. We do advise you to take the demo and GUID number screen shot but get a Clan Elder

or Game Leader to explain to the person involved that this is a serious matter and consequences. If they continue to cheat then we will proceed with notifying the appropriate admins etc.

Section 4 – Clan Tags

4. The Das Reich Clan's tags are [2nd-SS] without exception. This is our online uniform and all members playing in clan matches, scrims and competitions for the clan must wear their clan tags and clan name. Where possible members should also use the colours red for tag and blue for their nickname i.e. [2nd-SS] nOOB. Anyone using their clan tags must abide by the clan rules at ALL times. If for any reason you think your actions may break a rule of the clan you MUST not use your clan tags or name, so change it.

You may have your clan tags on while playing on an allied side instead of axis because all members do need to have skill in all weapons. This is imperative to know how to use all weapons for inter-clan matches. As was mentioned before the clan tags are our online uniform and any members doing anything to bring a bad name to the clan will be officially warned. We will not take any misconduct from any members while in uniform.

4.1 Clan Tag Presentation: Your clan name i.e. [2nd-SS] noob if possible should be displayed as [2nd-SS] nOOB in games. This is done in games such as Call of duty and Return to castle Wolfenstein - Enemy Territory by putting ^1 before the [2nd-SS] and a ^4 before the noob. So

when you put your name in the game it will link like ^1[2nd-SS] ^4noobie, this will in turn make your name appear like [2nd-SS] nOOB in the game.

4.2 Member of another Other Clan: At no time can any member of the Das Reich Clan also be a member of another clan that plays the same games we do and/or competes in the same ladder comps as our clan. Any member wanting to join another clan **MUST** talk to a superior to discuss this situation. Members not and joining another clan can be given an official warning and/or dismissed.

Section 5 – Number 1 Hit List

5. The Das Reich Clan's Number One hit list is for the clan ONLY. This list is password protected for clansmen only; this list should NEVER be shown to anyone who is not a clansman of Das Reich Clan. This List is for fun and another way for members to complete tasks and to receive promotions. The people on the list should be killed on site where possible. Members are encouraged to search out and find these players. These kills must be recorded with screen shots. This list is put together by clansmen, from online players who are impolite, cheating, camping, spawn camping etc. You are not to abuse them or clue them in about the list. They are to be killed and screen shots taken and it is to end there. Multiple offenders will rise in there number one hit list position. The top two on the list will have special rewards. They receive x2 for each kill recorded and x3 for melee attacks. To receive any

rewards form kills of the list you must have it recorded (through screen shot preferably) and forwarded to the clan leader. You should also keep a record of your number one hit list kills for future reference where possible.

5.1 *Nominating people for the list:* For people to get onto the hit list they must first be nominated by a clansman and then seconded by another clansman. Their ranking will be allocated through the amount of times they were nominated and the severity of their actions. If members have been nominated more than once this will change their ranking accordingly.

5.2 *Removal from the list:* The only ways a person can be removed from the list is one of 2 ways. They will stay on the list until one of the two things below happen.

A- To have another player on the list knock you off.

B- To have a Clan Elder decide that they have changed their way and have stopped offending.

Section 6 – Chain of Commands

6. The Das Reich's chain of command should be respected at ALL times. The chain of command is shown below, each member reports to their respective senior. Everyone must respect their senior in command, if for any reason this respect is not given i.e. abuse, disobeying direct order etc. they will

be given an official warning and/or probation.

6.1 Respect your Superiors: Members at all times must respect their superiors if they have a problem they must contact the next in line or go straight to the clan leader. This is also a very serious matter and will not be taken lightly. If a direct order is given to you by a superior I expect you to follow it through. “It is not to question why, but to do and die” This is a quote I believe is quite true, if you are given a direct order no matter what you think of it you as a Das Reich clansman are expected to do as you are told.

In the Das Reich clan insubordination will NOT be tolerated.



6.2 Clan Elders: Clan Elder's will be chosen in regard to there skill, experience and there precipitation in clan events, forums and day to day activities. There will only be one clan elder "Clan Captain" for every game and/or its expansions that the clan officially plays. Unless special circumstances that are approved by clan elder. Clan elders have the same rights as the Clan Leader where disciplinary matters are concerned. Clan Elders **MUST** be respected and orders obeyed. When needed clan elders can put members on probation or in the worse cases recommend dismissal.

As Clan Elders they are expected to uphold the values of the clan at ALL times and as such you need to obey the rules to the letter. They must also keep a close eye on all clansmen, this is to ensure that all members adhere to the rules and keep up the high standards of the clan.

Elder's positions will be up for review every 3 months. The Clan Leader will review the following points.

1. *Forum activity*
2. *Clan matches participation.*
3. *Organisational skills.*
4. *Leadership.*
5. *Communication skills.*
6. *Research and development.*
7. *Clan practice and strategy participation.*
8. *Growth.*

These positions after review will remain with them or passed on to a more appropriate clan member. These positions may not be restaffed if the Clan Leader sees fit.

6.3 Team work: Team work is essential to the movement. If you are given an order online or not you are expected to follow it. Even if you are in game “in battle” and a superior gives an order you should follow it to the best of your ability. This also applies to “Quick Chat commands” if a superior gives you an order you are expected to follow it. As a clansman you are expected to work as a team, even in public servers where people are running around like crazy men. As clansmen you and the other members are expected to still work as a team to obtain victory. We are a family and you are expected to act as one. With team work the movement will prevail, wars

are not won by single people alone. So if you enter a server with other clansmen you are expected to greet each other and work together. If one of your superiors gives you a command you are expected to follow it.

Section 7 – Gaming Clan Allies

7. The Das Reich Clan allies should be respected as brother clans. They should be treated politely and helped where possible. If they are in trouble or being abused you are to stand up for them (where possible but our Clan is to ALWAYS be put first!). This does not mean you have to just abuse anyone that abuses them, but if you see them being abused for no reason you are to help out. You should also try to work with them to a certain extent. Our clan does come first, but we have quite a few clans that we are friends with and would like to keep this friendship going. Our clan allies are online on the clan site under the number one hit list. Their members should be shown respect and we expect respect back from them.

These clans have good players that are very fun to play with and against. Our clan has built up a good reputation with them, and them with us. So you must respect them and be even more polite than normal. The more friends we have the better and we will not tolerate abuse to them of any sort.

7.1 Problem with Allied clan or clansmen: Members who have ANY problem of any kind with a member of an allied clan must go to a Clan Leader or Game Leader to resolve the dispute. You are NOT to abuse them or their clan. If needed take a demo or screenshots to show any

misconduct on their behalf. Bring your dispute to the attention of the Das Reich Clan Elders and they will talk to their clan leaders and/or the person involved. It is up to them to resolve the dispute not you.

Section 8 – Skill and Determination

8. In the Das Reich Clan skill and determination is rewarded, as well as teamwork. There are many ways that we reward clansmen for different achievements and tasks they have completed. Medals, rankings and much more is available to achieve. These are recorded and shown on the clan site.

8.1 Rankings and Awards: Ranking and awards are for receiving the following achievements.

1. Time in the clan every year you may receive a promotion through request (see forms page in [Forms - \(Promotion Form\)](#) for request form).
2. Special events organised by the clan.
3. Special tasks handed out by the clan (Which will be announced in the news from time to time on the [Das Reich Home Page](#)).
4. Being nominated by other members for actions above and beyond the call of duty (these need to be filled out in [Forms - \(Special Nomination Request Form\)](#)).
5. Members can also be demoted through disgraceful actions through anonymous referral with demotion request form [Forms - \(Demotion Request Form\)](#) after 2 warnings (this is reserved only for the most severe dishonourable behaviour or appalling actions).
6. By killing the Das Reich Clans #1 most wanted 50 times with verification through uploaded (#1 Most Wanted Page) screen shots. The #1 most wanted does not have to be the same person but MUST be #1 at the time of their death. You can only kill the #1 most wanted 3 times per single game per day. Please note screen shot MUST include their user name. This can only earn you a promotion a MAXIMUM OF 5 times.
7. Recruiting 7 new members to the clan will be given the opportunity for promotion (Pending Review). This can only

earn you a promotion a **MAXIMUM OF 5** times.

8. Once a company has 10 members the company's commanding officer has the choice to elect a 2nd in charge.

9. [Awards for Snipers](#) the clan will **ONLY** have 3 snipers. They will each hold the award of Scharfschützenabzeichen award 1st,2nd or 3rd. This will be calculated through the most #1 most wanted kill screen shots with SNIPER RIFLES **ONLY**.

10. [Award for Marksmanship](#) with NON-OPTIC weapons this will come in 12 grades. These are awarded as follows 20 #1 kills is Grade 1, 30 #1 kills is Grade 2, 40 #1 kills is Grade 3, 50 #1 kills is Grade 4, 75 #1 kills is Grade 5, 100#1 kills is Grade 6, 150 #1 kills is Grade 7, 200 #1 kills is Grade 8, 250 #1 kills is Grade 9, 300#1 kills is Grade 10, 400 #1 kills is Grade 11 and finally 550 #1 kills is Grade 12.

11. [Multiple Grenade kill Award](#) - To receive this award you need to get multiple kills 3 or more from 1 single grenade. You will need 30 to receive this award and send each screen shot in (these DON'T have to be off the #1 hit list).

12. [Attack Melee award](#) . To receive this award clan members will need to get 75 melee kills of anyone (these DON'T have to be off the #1 hit list) and send the screen shot.

13. All Kills made on the #1 hit list on the #1 & #2 ***PEOPLE ONLY*** will receive x2 for each kill. In addition to this if they are killed with a melee attack or "BASH" you will receive a BONUS point.

14. [Sniper Award](#). To receive this award clan members will need to get 75 sniper kills of anyone (these DON'T have to be off the #1 hit list) and send the screen shot in.

15. [Tank Combat Award](#) To receive this award clan members will need to get 40 Tank multi kills of 3 or more at once of anyone (these DON'T have to be off the #1 hit list) and send the screen shot in.

16. [88mm Flack Award](#) To receive this award clan members will need to get 40 multi kills with the 88ml guns of 2 or more at once of anyone (these DON'T have to be off the #1 hit list) and send the screen shot in.

17. [Panzerfaust/Panzerschreck Award](#) To receive this award clan members will need to get 40 multi kills with rocket launchers of 3 or more at once of anyone (these DON'T have to be off the #1 hit list) and send the screen shot in.

18. [Drivers Service Award](#) To receive this award clan members during scrim, clan wars or competitions safely drive and capture the enemy's flag 15 times and send the screen shot in.

19. [Demolition Award](#) To receive this award clan members during scrim, clan wars or competitions destroy the enemy's Base Assault 15 times and send the screen shot in.

20. [MG Award](#) To receive this award clan members will need to get 40 MG multi kills of 3 or more at once of anyone (these DON'T have to be off the #1 hit list) and send the screen shot in.

21. [Pistol Award](#). To receive this award clan members will need to get 75 pistol kills of anyone (these DON'T have to be off the #1 hit list) and send the screen shot.

22. [Artillery Award](#). To receive this award clan members will need to get 30 Artillery multi 3 kills of anyone (these DON'T have to be off the #1 hit list) and send the screen shot.

23. [Satchel Charges Award](#). To receive this award clan members will need to get 50 tanks kills of anyone (these DON'T have to be off the #1 hit list) and send the screen shot.

These awards are updated regularly, when this is done another version of the rule book will

be created. When new games, mods and expansions are added to the games the clan plays new awards are also created.

8.2 Promotions and Demotions: Promotions can be achieved by the above methods or by having another clan member completing the Special Nomination form request also mentioned above. This form is for a clan member who you believe has gone “Above and Beyond the Call of Duty”, this form will also need to be seconded by another clansmen. In the same way if a clansman has behaved in a manner NOT be fitting the clan you can lodge the pre-mentioned Demotion Request form. This too will need another clansman to second the form. The demotion form is ONLY seen by the clan leader and will not go any further than that, so you don’t need to worry about any one else seeing it.

Clan Elders can also Promote or Demote any member at any time, as long as an appropriate reason is given. They do NOT have to fill in the online form but notify the clan leader and/or post it in the “War Room” forum.

Section 9 – Leaving the clan

9. With every clan they will have members come and go its going to happen. This will happen to even the best of us its. There is two ways members will leave our clan. Either honourably or dishonourably is the two ways to leave us. These are described below.

9.1 Honourable Discharge: This is where a clan member for some reason wants to part ways with the clan. This is where there was no trouble and the clansman has left on good terms. They have contributed to the clan and think they have gone as far with our clan we believe they can. Members who have decided to stop playing the games our clan plays and hang up there tags will retire and be put into our Hall of Fame. This is for members who do not join another clan from

the same games we play. Their name will not be used ever again within our clan as a mark of respect.

9.2 Dishonourable Discharge: This is where a clan member is for all intensive purposes kicked from the clan. If a clan member is inactive for long amounts of time, disobeys clan rules or your superiors or any other manner not befitting the clan. This is after the 3 official warnings, clan members will be discharged. They will be transferred to the discharged member's page with an explanation for the whole clan to see why. Their passwords and accounts will be deleted instantly. This will be followed up with a post in the member's forum as to why.

9.3 Leaving to Join Another Clan: Any members that decide to leave the clan for another clan will be founded upon. If the ex-member has left the clan for a rival clan he and their clan will NOT from that point of time be allowed to scrim [2nd-SS]. If the challenge [2nd-SS] in an "Official Match" the elders will decide if the clan will challenge will be completed. With this elder's will also have the choice to discommunicate the ex-member from anything to do with [2nd-SS].

Section 10 – Clan Participation

10. As a Member of Das Reich Clan you are expected to put effort all areas of the clan. Members of the clan are expected to be active in the clan forum (<http://kroenen.proboards21.com/index.cgi>) and to be involved in as many clan practices as possible. There is a lot that needs to continually be done to keep this clan running so smooth, so this is why we expect members to contribute where possible.

10.1 Clan Practices: All clan members should attend as many clan practices as possible. Members **MUST** attend at least 2-3 clan practices a month. These are to help members with there skill and team work to name a couple of things. This helps members work together and hone there search and destroy skills for upcoming matches. Any members not attending the required matches without contacting clan elders with an appropriate excuse they can be put on probation and be officially warned. With prolonged absences Clan Elders can dismiss or put inactive clan members onto the inactive roster. If this happens your not to use your [2nd-SS] clan tags on until you have become active again. You will need to talk to your superiors if this problem occurs.

10.2 Clan Forum: All members are to register with the clan forum as soon as they become a member. In the forum **EVERY** piece of important information as soon as Clan Elders know it them self. It is crucial that **ALL** clan members visit these forums regularly. Members who show no effort of visiting the clan forum and /or continually ask questions that are found in the forums can be officially warned. It is imperative that members visit and contribute to the forum. This is our media and it is for members to use, there is a place for everything in the forum. So use it and visit it whenever necessary. Also in the forums please do not Post links for illegal downloading, software etc. If you feel the need to discuss these issues please use other methods like msn, emails of PM's if need be. There should also be no pron posted in these forums, some of our clan members are young and we don't need to be there internet link to porn as there is enough as there is online already.

10.3 General Online Gaming: It is also important to wear you clan tags while playing online. This shows everyone online you are a member of the [2nd-SS] Das Reich Clan. This shows our skill and strength when many clansmen from Das Reich are playing online. It is good for clan members to be seen online and also online working as a team. Clan members are when possible to practice on line to help improve there skills. Members encouraged play online as much as possible with there clan tags, this does not only help to improve your reputation but also the Das

Reich Clans.

Clan members who contribute more within the clan forum, clan practices and general online gaming will be the first priority in ALL scrimms, clan wars and other competitions. This is to encourage clan members to improve their skills and their team work. We as a clan need to be always improving our skills and team work. With the more practice the clansmen and clan can only become stronger.

Section 11 – Official Warnings and Probation

11. Any Clansmen who break any of the clan's rules will get three official warnings. These will be in the form of the first one will be verbal then a written warning then lastly another written one which will include your dismissal from the clan. These are to be given out by clan Elders only. If any clansman has broken any of the clan's rules, the witness to these actions is to give evidence they have screen shots, demo or recording. This is a last resort but these rules are here for a reason and as such they must be abided by. This is very serious, if you are witness to ANY clan member breaking the rules it is your *duty* to tell a superior, if you think you can't for any reason contact the clan leader. We are a strong clan and will NOT take anyone breaking the rules or doing anything that will disgrace the clan or put a dark cloud over our good name. All clan members are expected to act honourably and professionally at ALL times when using your clan name and clan tag. Any refusal to comply with these rules will get you an official warning and on your third you will be dishonourably discharged.

11.1 Probation: Clan Members can also be put on probation. Any clan members breaking the rules, getting an official warning or otherwise not acting in a manner fitting the clan can be put

on probation. The probation period can be anywhere from 1 week to 2 months. When getting an official warning from Clan Elders, they can also be put on probation. The period of probation is decided and will reflect the severity of the offence. While on probation clan members must wear a probation tag for that period. The probation tag should be added to you clan name as follows, [2nd-SS] Noob |P|. You will find the | above the enter key. This is to act as a deterrent for clan members to break these rules. If a clan member is on probation and NOT wearing the probation tag, they can be giving another official warning and/or there probation period extended.

11.2 Breaking of the rules: Probation is a very serious matter. To highlight this any member on probation will NOT be able to play in clan scrimms but must still turn up to clan practices. Any abuse or rules broken will result harsher penalties. Clan Elders will be FAR stricter to clansmen on probation as it already shows that they have broken rules which has resulted in the disciplinary action. Clan members MUST follow these rules and if a clansman sees another clansman breaking these rules and does NOT try to stop the misconduct or inform a Clan Elder they may also receive disciplinary action. It is your duty as a Das Reich Clansman to uphold these rules and the honour of this great clan. This is especially important when playing online. Our clansmen should always look after the well being of the clan and values which it stands for.

Section 12 – Miscellaneous Rules

12. This section is for other rules that we believe are important but don't fit on the before mentioned sections. These rules are equally important so the breaking of these can also result in warnings or probation.

12.1 Clan Passwords and Information: At NO time should clan passwords of other information be shared with civilians or other clan members. This information if needed to be viewed people is made available. Passwords that are used by the clan for clan only information, events or servers should NOT be given to anyone not from the clan at any time. If anything needing a password is to used by people outside the clan these should NOT ever be clan passwords.

12.2 Clan Rule Book: Also the clan elders have the right to change these rules or add to these at ANY time. For all revisions of the rules there will be another version of the rule book made and the details will be posted into the clan member's forum/important information section. In the worst case scenario the final decisions are up to the clan leader. These rules are put in place to ensure the well being of the movement and the longevity of the clan. We will not tolerate any insubordination within the ranks. Follow these rules and the pleasant atmosphere we pride ourselves on will remain and our clansmen will continue to enjoy the games beyond that of any other players online. Now have fun, play nice on we will see you on the battle field soldier!

**COMMON GOOD BEFORE INDIVIDUAL
GOOD**