

Staff Code of Conduct

This code of conduct outlines the universal behavioral expectations for all staff members, both in public spaces and within internal channels. Professionalism is expected in all official conduct.

Professionalism. We conduct ourselves with discipline, tact, and respect regardless of circumstance. Staff are expected to separate personal interests from organizational responsibilities, resolve disagreements constructively, and represent the organization with dignity.

Tact. Staff are encouraged to challenge decisions and express disagreement honestly. Such disagreements must be handled constructively and through appropriate internal channels, preserving the dignity of fellow staff and the organization.

Confidentiality. Internal discussions, development plans, security protocols, and active investigations are confidential unless disclosure is necessary to protect players or the organization. Sharing screenshots, logs, or sensitive details outside of authorized channels is a serious breach of trust.

Integrity of authority. Authority is a responsibility, not a privilege. Administrative powers, developer commands, and moderation tools are instruments of service, not status symbols. Using staff authority for personal gain, favoritism, or to assert dominance over players is strictly prohibited.

Duty of care. We occupy a position of absolute trust. Any behavior that compromises player safety, crosses professional boundaries, or exploits community members is grounds for immediate removal from staff duties and disciplinary action.

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