

[Site 80 "Jacoby"]

Faction Regulations & ingame rules

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Section 1: Minimal Requirements

Stated below are the minimal requirements for each group class.

Class: Faction

Requirements: All factions must have 15+ operatives excluding bots. Must have a working Discord server. Must have a working hierarchy [LR→MR→HR→HC]. Must have completed morphs that follow our morph regulations. The faction must follow Roblox and Discord ToS. Must be able to fulfil the quota.

Class: Department

Requirements: Must be Jacoby exclusive. All departments must have 25+ operatives excluding bots. Must have a working Discord server. Must have a working hierarchy [LR→MR→HR→HC]. Must have completed morphs that do not violate the morph regulations. The department must follow Roblox and Discord ToS. Must be able to fulfil the quota. Will have O5 as an overseer (FL still keeps his role).

Note: these count for external departments and factions, not ones owned by Site Jacoby.

Sub-Section 1.1: Trial Phase

Stated below are the minimal requirements for a faction to pass their trial phase.

During the 2 weeks trial phase, the factions must:

- Follow all rules within Site 80 "Jacoby"

- Maintain activity
- Not break any rules
- Host AT LEAST 6 deployments

Section 2: Tryouts & Deployments

Stated below are the minimal requirements for each event that a group can host individually. To ensure activity, a deployment quota must be followed by the factions.

Tryouts:

- The host is allowed to send up to 3 PMs to invite people to join with a final PM that states that the tryout is locked. He/She can send a bonus one only if there are 2 or less people attending. The lock PM mustn't be the same as the bonus one.
- The only place where you are allowed to host a tryout is the "Tryout Area". If for some reason there is none or it's not accessible, you can only host on the designated spot for it.
- You don't have to ask SMOD or SSUH to host a tryout.
- 45 minutes cooldown between tryouts.
- You may not host a tryout during an event.
- You may not tp people if they don't specifically respond to your pm with the reply you choose. (I.e., "say R1 in the radio/pm to get teleported" and they don't say it, but respond with something else unrelated to the tryout.)

Deployments:

- At least 2 deployments must be logged each week in deployment-logs.
- Must have at least 2 members (excluding host).
- Must last at least 45 minutes.
- Elite factions must host at least 3 deployments and must be logged each week in deployment-logs.

Section 3: Moderation Permissions

To ensure safe conduct of operations within Site "Jacoby", certain regulations and rules were set to be followed while using moderation permissions.

Important addition:

- Faction HR+ may request and get granted mod permissions.
- Faction members must not act like any kind of staff team in-game (mini modding).
- Faction members may only use their permissions to morph their members or for tryout purposes.

Abusing that perk may result in a serious punishment.

Sub-Section 3.1: Banned Commands

The following commands are prohibited from using:

:removetitle, :removegoto, :removesideinfo, :sideinfo text, :songvolume, :spawn, :stopsong, :stopsounds, :subsideinfo, :subtitle, :time, :title, :trackuser, :unblacklist, :unpermdamagemultiplier, :radio, :recontain, :poll, :freecam, :alert, :ban, :blacklist, :blacklists, :creategoto, :cure, :damagemultiplier (anomaly personnel only), :ff, :god, :goto (except :goto tryout), :infect, :kick, :nextbots, :nuke, :permdamagemultiplier, :play, :playsong, :view

Usage of :goto is prohibited. You may use it only when you need to return to a tryout that you were hosting.

Sub-Section 3.2: Maxhealth Regulations

To ensure the realism of the roleplay, regulations regarding the maxhealth were set.

Factions: Juggernaut 300 HP, HC+ 145 HP, HR 135 HP, MR 125 HP, LR 115 HP

Elite Factions: Juggernaut 350 HP, HC+ 155 HP, HR 145 HP, MR 135 HP, LR 125 HP

Civil have 110 HP no matter the rank.

There can be a total of 1 jug per faction on-site.

Sub-Section 3.3: Morph Regulations

Morphs are a way for factions to stand out among other groups of players. Because of the wide variety of them, certain regulations and rules were set so everyone can feel comfortable.

General Regulations:

- Cartoon or inappropriate morphs are prohibited.
- Must be accurate with the faction's purpose/lore.
- Usage of shoulder pals is prohibited.
- Usage of any cosmetic that is directly connected to a celebrity, brainrot or any unserious, racist, homophobic or ideology is prohibited.
- Tails, animal ears and any animal or anomaly connected cosmetics are prohibited.
- Wallhack NVGs or any NVGs that provide ESP are prohibited.
- Unrealistic dynamic heads are prohibited.

NTAGS/RTAGS:

- Either NTAG or RTAG must display the rank identifier [LR/MR/HR/HC/C-FL/FL].
- You may not use custom identifiers [other than NCO (non commissioned officer) or UC (unit command which is NCO)].
- Redacted and <<>> tags are perk. If caught using without having it will result in the certain faction being punished.
- TNTAGS are a perk. If caught using without having it will result in the certain faction being punished.
- TRTAGS are restricted to A-1 in certain cases, R-1, VAA, TAA, VA and TA only.
- You may use custom fonts that do not make your faction's name unreadable.
- You may not make your rtag or ntag too big or too small to make it unreadable.
- You must have proper clearance in your RTAG/NTAG.

- You must have your group's name in your rtag/ntag.

Scaling:

- You may scale yourself freely from 0.9 to 1.1.
- You may scale the parts of your body differently (0.9-1.1).
- Juggernauts must scale from 1.1 to 1.25.

SCP morphs: Morphs such as :morph me 049 are prohibited. If caught, using is punishable by unappealable strike.

Sub-Section 3.4: Gun & Tool Regulations

Certain tools and guns are overpowered or unbalanced for a proper roleplay. This is the reason why the following rules and regulations were set.

Banned Tools & Weapons: Able's sword, Freeze Gun, Boombox [allowed in casual roleplay if approved by the SSUH], Attack, Sledge Hammer, Powercore, Limb, Hammer, Burning Fang [Fostech Origin], Faketech Origin, Golden Hawk [Desert Eagle], Minigun, Laser weapons, Spas-12, AA-12

GOI restricted: BR-762 [Scar-H], AK-74U, AK-47

Regarding medkits: normal players have a limit of 5 charges. Elite factions have a max limit of 10 charges and medical factions/units have a max limit of 25 charges.

Factions may have 1 Primary firearm and 1 SMG/pistol. This is set so there can be fair fights among the factions. (Snipers may only use sniper + Snipers count as primaries.)

Sub-Section 3.5: Perk Regulations

To ensure proper usage of some more risky perks, certain regulations were set to be followed by faction members.

There are multiple perks that require an application to be received, such as "Detain" and "CanRK". Other perks and their regulations below are also meant to be requested via application or ticket. They are limited to factions that have passed an application. Trial factions can't request perks until they pass their trial phase. Any faction caught using any of the perks without passing an application will be punished.

Detain Regulations:

- You may not give detain to anyone outside of your faction.
- You may not mini mod with the detain.
- Detaining an escaping or rioting Class D is prohibited.
- You may not detain anyone without their approval.
- You may only detain people without their approval during a tryout.
- You may not do a "Detain Train".

- You can detain stuck people to help them.
- During serious roleplay, you may detain without asking if it is connected to a roleplay situation, but must type *cuffs* before using it. You must also have movement on.

CanRK Regulations:

- You mustn't randomly kill a person without a proper reason (RK).
- You may engage in combat with foundation personnel for roleplay purposes. Unless required in a roleplay scenario, it will be counted as a random kill. If someone bypasses a certain checkpoint, he may be terminated by the checkpoint guards.

Juggernaut Regulations:

- While deployed as a juggernaut you cannot run or jump.
- You may only have 1 juggernaut during deployment.
- You are to follow your designated health & weaponry.
- When you die, stay in spawn for exactly 60 seconds afterward.
- You cannot evade these rules through lore/exoskeletons or mechsuits. Attempting so will result in possible punishment for loopholing.
- Juggernaut's loadout can have: XM250, a Pistol, a radio & card, and a shield.
- Juggernaut max count during SSU: Casual Mode: 3; Semi Serious Mode: 2; Serious Mode: 2.

This rule states the maximum overall juggernauts that can be on at the same time.

Special Weapons Regulations:

- M110s must be requested as a perk and can only be used by divisions.
- XM250s must be requested as a perk and can only be used by divisions (bypassed for specifically juggernauts).

Roleplay Tools Regulations:

- Trackers must be requested as a perk and must be with good reason.
- Other tools that are commonly deemed to be obtained via application.

Section 4: Neutral Alignment Regulations

The neutral alignment regulations explain better the purpose of neutral groups of interest (NGOs).

- Neutral factions are groups that have neither positive or negative affiliations with the foundation.
- Neutral factions hold less authority than foundation factions.
- Neutral factions have less information than foundation factions that share common tasks.
- Certain events or roleplay behaviour can change the alignment of the group from neutral to hostile.

- Alignment change from hostile to neutral may happen with showing more cooperation with foundation personnel.
- Neutral groups may not acquire authority over areas.
- Neutral groups cannot enforce any kind of detain or kill zone.
- Neutral factions may host raids, but depending on the objective, their alignment may be changed.

Section 5: 096 Regulations

To ensure that SCPs that are easy to breach, such as 096 due to misconduct or new players, regulations were added specifically for 096.

- The glass within the viewing area is protected, and it is safe to look through.
- Only authorised personnel with level 3+ may enter the viewing room.
- The only colours that count as scramble are white and blue.
- Only Tau-1 and E-11 have built-in scramble goggles.

Section 6: Checkpoint Regulations

A checkpoint is a designated point where inspections, verifications, or progress checks occur.

The checkpoints at the containment sectors are operating as follows:

- The person or group that arrived first is in charge of the checkpoint.
- The person in charge must be teamed as a combative team that is not hostile.
- If another faction comes after there are already ones that guard the checkpoint, the ones that arrived first hold more authority.
- During casual mode, all MTF factions may autopass.
- During semi-serious and serious mode, only elite factions may autopass.
- Staff teams, members of the O5 council, members of the Ethics Committee, members of the Office of The Administrator and their respective task forces (when guarding them) may always autopass.
- Checkpoint guard may not abide an oath of silence due to the need of communication with passing personnel.
- Personnel that wish to pass through the checkpoint must provide a valid reason for entering that suits their tasks, clearance and ID.
- Factions with authority over a certain area or containment chamber (CC) can establish a checkpoint on the entrance points of that area.

Section 6.1: List of Reasons

Scientific Personnel (Factions & departments/NGOs):

- Test on an SCP — must have CD present and at least 1 combative escort per 3 Class D test subjects.
- Monitor a test.
- Observe or interact with an anomaly (requires at least 1 combative escort).

Security Personnel (Factions & departments/NGOs):

- Escort a test (permissions from the researcher that executes the test is required).
- Guard an SCP containment Chamber.
- Responding to non-bio breach.
- Requested via radio with reason.

Mobile Task Forces (Factions & departments):

- Escorting a test (permissions from the researcher that executes the test is required).
- Checkpoint guarding.
- Requested via radio with reason.
- Patrol.
- Any other valid reason for the need of MTF.

Maintenance & janitorial personnel (Factions & departments/NGOs):

- Any need for issues with a containment chamber (must be requested via radio, Maintenance department only).
- Cleaning of toxic waste (must be requested via radio, Janitorial groups only).

Intelligence Personnel (Factions & departments/EC/ITD/ISD/RAISA/NGOs):

- Investigations.
- Executing an arrest/termination warrant.
- Enforcing Code of Ethics (valid only for Omega-1).
- Enforcing the Foundation Legal Codex (valid only for ISD).
- Investigating rogue personnel.

Section 6.2: Entering Protocols

- All groups that wish to enter sector 3 must have AT LEAST level 2 security clearance. Lower clearances may enter with escort.
- Any personnel that trespasses the checkpoint can be terminated by the checkpoint guard.
- The checkpoint guard has absolute authority over the checkpoint and may approve or deny for any reason as long as it is appropriate.
- Personnel that disrupts the checkpoints may be terminated.
- Trespassers may be detained and escorted out of the sector without any prior approval.

Section 7: Authority Regulations

To ensure proper conduct of operations & roleplay scenarios within areas that certain factions have authority in, certain regulations were set to be followed.

If a certain faction specialises in certain anomalies, area, etc., they should request authority from the faction hub staff via ticket. If the case is connected to an anomaly, a high-ranking member from the acting hub must give their opinion on the situation.

Your faction must be associated with the area or SCP to have a better chance of receiving authority over it.

There are 3 main priorities within that area:

- Protect all civil personnel within the area.
- Assist whenever needed.
- Prevent any kind of negative events.

No one is allowed to interfere with the ongoing operations within the area except the personnel who have authority over it.

No fighting is allowed within the containment chambers of an anomaly except from the side of the faction that has authority over the area.

In case of a problem, the personnel must inform all foundation personnel via radio about it.

Section 8: KZ, DZ, KoS and DoS System

To ensure that the abbreviations for the certain zones are understood properly, the following explanations were set. Both zones are a perk.

KZ → Kill Zone

DZ → Detain Zone

KoS → Kill on Sight

DoS → Detain on Sight

Kill Zone: "Kill Zone" is a perimeter around a certain person that, if crossed by personnel who are not whitelisted, may be terminated. People who typically have KZ are non-combative, important personnel. Containment task forces may request KZ only for non-combative HC+. GOIs may not request a killzone.

Detain Zone: "Detain Zone" is a perimeter around a certain person that, if crossed by personnel who are not whitelisted, may be detained and dragged out. Factions may not request DZ. Only the department HC+ may request.

Kill on Sight: "Kill On Sight" is a status that is typically enforced if a certain person or personnel has gone rogue. If they are seen, they must be terminated unless told otherwise. Hostile GOIs/unknown personnel are automatically Detain or Kill on Sight if they are not wearing spy morphs.

Detain on Sight: "Detain On Sight" is a status that is typically enforced if a certain person or personnel has gone rogue and must be investigated. If they are seen, they must be detained and brought to the person or the group of people who requested it. The only people who may

request DoS are: Office of Administration, O5 Council, EC Chairman, ITD HC+, ISD HC+ with the authorisation by any member from OTA.

Section 9: Lockdown Procedures

To ensure the safety of civil and important personnel, lockdown procedures are added.

Sub-Section 9.1: Lockdown Meaning

"Lockdown" is a state in which an area cannot be entered. However, there are some whitelisted personnel who may bypass it. Only L5 personnel may initiate a lockdown on an area that is outside of their authority. Personnel will only be able to enter after showing clearance or identity, whitelisted or not unless already identified or known.

Sub-Section 9.2: Whitelisted Personnel

The following personnel are whitelisted to bypass lockdown:

- Omega-1, Alpha-1 and Resh-1 whenever their VIPs are inside that area or are escorting them.
- O5-F [Factotums]
- O5 members
- Personnel with L5 clearance
- Vice Administrator Assistant
- The Administrator Assistant
- Vice Administrator
- The Administrator

Sub-Section 9.3: Lockdown Scenarios

Lockdown may be initiated if any of the following scenarios occurred:

- Any of the whitelisted personnel is injured (the area may be under lockdown).
- Area is a subject of raid.
- Breached anomaly within that area.
- Quarantine scenarios.

Section 10: Zones System

To maintain the proper conduct of operations on-site when dealing with hostiles, certain regulations were implemented to help that.

Sub-Section 10.1: Green Zone

The green zones are zones where any kind of combat engagement is prohibited. They are RK free and if anyone is caught abusing that will be punished. You may only terminate armed Class Ds, members of a HGOIs, and rogue personnel or hostile anomalies that threaten the lives of the people around you.

Green zones are: All SCP Containment Chambers, Site Cafeteria, Medical Bay, All Spawns.
The only people that can bypass that are armed CDs and members of a HGOI.

Sub-Section 10.2: Yellow Zone

The yellow zones are zones where any kind of rogue personnel or members of a HGOI should be detained on sight instead of terminated. Armed Class Ds and hostile anomalies should be killed on sight.

Yellow zones are: O5 Area, EC Area, Administrative Area, ITD Area, OTA Area, Control Room.

After being detained, they are to be interrogated by an interrogation group that is currently on-site. If there is none, the people who detained them should question them about their intentions and how they got in.

Sub-Section 10.3: Red Zone

Red zones are zones where anyone that enters is KoS. However, people like O5 factotums, O5 members, VAA, TAA, VA and TA bypass that and are not part of the red zones.

Red zones are: Inner Containment Chamber of SCPs during a test, Lockdown Areas, Interrogation room during an interrogation conducted by an intelligence group, R-1 sector.

The whitelisted personnel may enter any of those areas whenever they want and take charge of them if they have to.

Section 11: Raid Procedures

To ensure the proper conduct of raids, the following regulations were added.

Raids can only be executed when following these conditions:

- Must get permissions from SMOD, SSUH or EVC.
- Music that fits the theme must be chosen and played during the event.
- Must not overlap other raid/s.
- Follow the health regulations.
- Only in raids hosted by the EvC or SSUH, the raiding faction may use bonus HP or weapons that are restricted/banned.
- The raiding faction must be teamed as "Hostile Faction".
- During raids, the random riot cooldown is removed.
- Proper title that fits the raid must be set by the SSUH or EVC.
- The raiding faction may but are not limited to capture SCPs, give weapons to CD, kidnap VIPs and hack into foundation data.

Section 12: Spy System

The spy system is added to ensure that hostile groups of interest (HGOIs) can blend among foundation personnel to either execute an event, fulfill quota or self deploy.

The regulations set for the usage of spy morphs are the following:

- To obtain a spy morph, the HGOI must open a ticket in the faction hub and send all of their morphs that they wish to be approved.

- The spy morph must follow the morph regulations.
- In the rtag/ntag of the spy morph must be stated that the person is spy (ex: ALPHA-1 | CL-4 | SPY/ROGUE PERSONNEL).
- The spy morph must not visually be a 1:1 replica of the already existing department/faction morph.
- Spies acquire the clearance that the department they are representing has.
- Spies may only be terminated if they are found in roleplay being spies or in any situation where the personnel that they are representing is going to be terminated.
- Neutral and Foundation aligned groups may use spy morphs only if authorized by the faction management.

Section 13: War System

For arguments solving purposes or showing domination over another group, war system was set.

The war system consists of the following things:

- Both faction leaders must be aware.
- You must inform the SSUH or SMOD when the war is happening so they can create a safe space where there could be viewers.
- The war can continue for up to 5 days.
- You must ask for permissions from the faction hub staff via ticket.
- After the war, any termination without reason will be treated as RK.

Section 14: Disciplinary System

The following actions (but not limited to) are prohibited from doing:

- Abuse of "CanRK"
- Random detaining
- Unrealistic use of detain (except during tryouts)
- Detaining people through walls
- Breaking the map using detain
- Detaining anomalies

As for verbal actions, the following ones are prohibited from doing:

- Bullying other people
- Making fun of someone for any reason
- Deliberately excluding personnel from participating in roleplay scenarios
- Saying insulting words, comments, gestures or jokes about certain person or group of people
- Spreading unconfirmed rumors

As for roleplay, the following actions are prohibited from repeatedly doing:

- Robanging (walk in and out of person)

- Headbanging (crouching or jumping on other person's head)
- Running around area for no particular reason
- Random shooting
- Spamming radio messages
- Any improper use of vehicle

Specifically Faction Related ones:

- Trial Factions: warning 1 → warning 2 → removal
- Official Factions: warning 1 → warning 2 → suspension → strike 1 → strike 2 → removal

DISCLAIMER — The RPS handbook may potentially back up or overwrite certain rules or aspects. Please check all our rules to not be confused on anything or miss rules that are NOT placed in the Faction Hub Handbook.

Section 15: Signatures

Credits:

- TA-A "Pivak" - General Creator & designer.
- SFS Mecha - General Feedback.
- FHO "Legend" - Additional Sections.

Status: Operational

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