GAMERSAFER

Report Categories Explained

Why use report and ban categories at all?

The GamerSafer team has carefully chosen a list of report and ban categories based on industry best practices (or research) and conversations with the Minecraft community to help servers better communicate and enforce community management policies with players and staff.

In time, by using these categories when issuing reports about your players (both good and bad), you'll start to uncover exactly where your server's biggest strengths and weaknesses lie in building a positive and more transparent server culture. In the future you'll even be able to get long-term insights into how your player culture is evolving as policies are put into place based on these categories and acted upon by you and your team members.

Most importantly: the more that Minecraft servers and other games follow these report categories and build their community policies with them, the more welcoming and effective our gaming community becomes overall. Rather than trying to analyze hundreds of self-defined text descriptions attached to bans, and their various typos and formats chosen by different servers, we hope to standardize the categories together with you.

Why we chose these categories:

Our team has years of experience in the gaming and social impact industries and have chosen these categories as the foundation for where we'll begin our journey with building a better Minecraft player reporting and community management tool.

Research shows that these categories are correlated to data that can help communities understand why their members behave the way they do and prevent misconduct rather than just react to it afterwards. We have separated these categories into two lists: Those that reward a player's pro-social behavior, and those that distract, disrupt, and compromise a player's experience.

The categories follow current research done by other organizations like the Fair Play Alliance and Anti-Defamation League, trends in the gaming industry overall, and the specific use-case for Minecraft servers. Should you have any suggestions or questions about any of the below categories, feel free to reach out to us.

Relentless Msg

Explanation:

Players may be intentionally trying to be annoying to others, or they may not understand that they're crossing a boundary (like with content creators). Either way, this behavior can be frustrating and cause players to leave if they feel they can't escape.

Examples:

- Tagging In Public Chat
- Private Message Spam
- TPA Requests
- Friend/Group Requests

Server/Staff Griefing

Explanation:

This category can cover a wide range of behaviors, but ultimately it all comes down to whether or not the server is able to function optimally, and your staff are a big part of making that happen. Use the text description field to describe the behavior in detail.

Examples:

- DDoS Attack
- Lag Machines
- Server Crashing
- Destroying Spawn Builds
- Disrespecting Staff
- Interrupting Staff Duties

Player Griefing

Explanation:

Part of what makes Minecraft so appealing to players is that they can explore being creative, and when those creations are destroyed after hundreds of hours spent building them it can make even the most dedicated players quit the game entirely.

Examples:

- Altering/Destroying Builds
- Stealing/Destroying Items
- Not Giving Items After Being Paid
- Building Too Close
- Starting Unwanted Pillager Raids

Antisocial

Explanation:

Minecraft is a global game attracting people of all ages, demographics, cultures, and religions. While some players may choose to play alone, antisocial behavior can lead to the community feeling isolated.

Examples:

- Speaking another language in public chat
- Ignoring others
- Generalizations
- "Othering" outsiders

Stanford.edu Antisocial Research

Hostility

Explanation:

Aggressive hostile behavior is often seen in competitive gamemodes as players get angry at the performance of themselves, opponents, or even other teammates. This can ruin the mood for everyone and spill over into future matches as a domino effect.

Examples:

- Character Attacks
- Name-calling
- Targeted Harassment
- Tilted Behaviors

Excessive Blaming

Explanation:

While sometimes this behavior can fall under the "Hostility" category, excessive blaming can be done when a player is being called out for other disruptive behaviors, and can include blaming the server itself for problems.

Examples:

- "It was my sibling!"
- "You have abusive staff"
- "This server is broken"
- "My group made me do it"

Trolling

Explanation:	Examples:
Rather than acting out of anger or resentment, players who troll others tend to have fun with their disruptive behavior. Their intent is to upset and provoke negative reactions out of players and staff.	• TP Trapping • Constant Pranking • Lying to New Players • Repeating What Others Say In Chat • Getting Players to Fight

Sabotaging

Explanation:	Examples:
Hostility and disruptive behaviors may not just lead to chat misbehavior, but also lead some players to acting out in the game and sabotaging the performance of the group or team.	• Throwing a match • Breaking redstone contraptions • Leaking strategy to opposing team

Smurfing

Explanation:	Examples:
Smurfing generally refers to the act of playing on low-level alt accounts in order to level up, farm items more easily, or frustrate new players, but we also include camping low-level players and regions in this category as it results in a similar response of new players having a poor experience.	• Using low-level alts to farm in low-level regions • Camping low-level players

Botting

Explanation:	Examples:
Alts and bots are easy to come by in the Minecraft community and can cause significant disruption on a server if abused. Many Minecraft bots target servers in order to spam invite links to other servers and websites.	• Alt-abuse • Spam-bots • Farming with bots/alts • Queue hogging

Farming

Explanation:	Examples:
Minecraft server performance and economy balancing can be tough challenges to tackle, and even more-so when people abuse mechanics to farm resources and scores beyond excess. Does anyone need 10k iron /hour? Maybe some servers, but not all.	• Item Duping • AFK Farming • Excessive Mob Farms • PvP Self/Alt-Killing

Hacking

Explanation:	Examples:
Chances are your server has experienced or will experience a player using a hacked client to get an unfair advantage. This breaks leaderboard trust and pushes honest players to leave if they feel there's no chance for them to progress on the server.	• Hacked Clients • X-Ray Texture Packs

Exploiting Mechanics

Explanation:	Examples:
The difference between this category and others is that it isn't about abusing in-game mechanics or using a hacked client, but using tech in an intended way to get an advantage. This can be difficult to prove, but the ease of access to these tactics can show habitually in exploiters of them.	• Ping Manipulation • Auto-Clickers • Combat Logging

Self-Harm (Others)

Explanation:	Examples:
A common behavior that can often reveal other disruptive behaviors in competitive communities. Young players or those struggling emotionally can be especially sensitive to this bullying and immediately leave a game if pushed too far.	• "KYS" • Instructing others how to hurt themselves • Pro-Anorexia Conversations

Self-Harm (Self)

Explanation:	Examples:
When interacting with players who make self-harm threats, it is hard to know who is really at risk and who is not, but each threat should be treated with care to get the person help. A clear public policy on how you navigate this behavior is critical, as it can also affect other players who witness it.	• Suicide Threats • "I don't deserve to live" • Talking About Cutting/Injuring Self

Mobbing

Explanation:

Mobbing behavior can be done for a multitude of reasons but can quickly escalate as the members of the "mob" group feel encouraged to continue the behavior by their peers. At best it can be annoying, but it can easily turn into a form of group bullying.

Examples:

- Teaming against solos
- Surrounding a YouTuber
- Group building around a player
- Raiding a Base
- Witch Hunts

Racism

Explanation:

It can be easy to dismiss the concerns of players who say they are being targeted for their race if we don't understand their different cultural perspective. Hearing players out who report this behavior can help keep the game positive and inclusive for all.

Examples:

- Racial slurs
- Genocide Threats
- Hitler/KKK Skins
- Making fun of someone's character/real race

Identity or Hate-Based Harassment – Free to Play Report 2020 (p.22)

Sexism

Explanation:

Women and girls who experienced gender based insults or feels they can be targets are more likely to stop using voice chat and to take other measures to hide their identities/gender. This compromises their experience, bring disadvantages for their team and lowers community engagement.

Examples:

- Gender-based insults
- "Girls can't play ****"

Top methods used to avoid Harassment while gaming 2019 - CASINO

Homophobia

Explanation:

LGBT+ members of your community may not want to discuss their sexuality or out themselves publicly. Comments or jokes about someone's identity or sexual orientation can be very hurtful and compromise their experience or community image.

Examples:

- Targeted Slurs
- Improper use of pronouns
- Conversations about hating other sexualities

Xenophobia

Explanation:

Minecraft is a global game with millions of players representing different cultures and religions. Players who show xenophobic behavior may believe they speak for all members of the community, while those they target silently listen in chat and drift away from the community if they feel alone.

Examples:

- Religion-based Slurs
- Hostile Religious Debates
- Disparaging remarks about a religious text
- "You worship the devil"

Extremism

Explanation:

The world's current events can be quite polarizing on social media and destroy an otherwise healthy community. Some extremist groups look for safe-havens to recruit new members in the unfiltered chats of multiplayer games.

Examples:

- Proselytizing
- Recruiting
- Hostile Debates
- Radical Political Ideology

Inappropriate Content

Explanation:	**Examples:**
Minecraft is the epitome of being able to create whatever content you want, but that doesn't mean all content is good for your community or target demographic. This includes in-game builds, skins, and links in chat.	• Username with Slurs • Sexualized Builds • Nude Character Skins • Links to Gore/Lewd Sites • Gore/Lewd Custom Maps

Spamming

Explanation:	**Examples:**
Spamming isn't just the behavior of someone who wants to be annoying. It can also reveal a player's frustration at something else you might be able to help them with. Or it could be a bot trying to take advantage of a system.	• ALL CAP Messages • Repeating Chat Spam • Posting invite links • Excessive staff pinging • Excessive command use

Sexual Misconduct

Explanation:	**Examples:**
This behavior typically occurs outside of Minecraft in places like Discord or social media and can be hard to track. It can be especially harmful depending on the player's age, gender, or sexuality.	• Asking for lewd photos • Discussing sexual acts or preferences in public chat

Swearing

Explanation:	Examples:
Different communities and regions in the world have different rules of etiquette for what constitutes swearing. Communication and consistency is key when defining your rules with this.	• Swearing

Payment Dispute

Explanation:	Examples:
It can be incredibly harmful if a server has its payment processor frozen because a player falsely reported them for fraud, but it can happen. Sometimes by minors who used a parent's credit card without permission, which is why GamerSafer provides verified parental consent.	• Chargebacks • Demanding Refund • PayPal Dispute / Freezing Funds • False Reporting for Fraud

Violent Threat

Explanation:	Examples:
There are many reasons why a player might choose to make a real-life violent physical threat against another player or staff member. Even though the likelihood of an online stranger following through on a physical threat is low, it can still be incredibly stressful to players who receive the threats.	• "I'm going to **** you" • "You deserve to ****"

Grooming

Explanation:

Online grooming involves an adult (abuser) befriending a child online and building up trust with the intention of exploiting and causing them harm. Harm can be sexual abuse, both in person and online. Exploitation includes obtaining sexually explicit images, drawings, and videos of the child.

Examples:

- Pretending to be a minor
- Private messaging a minor (under 18)
- Sending lewd photos or art to a minor
- Asking for someone's personal contact info

"Child abuse and exploitation Terms" - ICMEC

Stalking

Explanation:

Online interpersonal and parasocial relationships can feel very real to some players, and they may take things too far by following the object of their attention everywhere online. Reactions can be everything from annoyance to feeling uncomfortable or threatened by the stalker, and players may choose to leave the community to escape.

Examples:

- Following a player to different servers
- Harassing a player on other websites

Identity Theft

Explanation:

Players who share their account with others can cause a lot of confusion for server staff who are trying to figure out what is happening. Encourage players to use GamerSafer for identity verification and a secure password

Examples:

- Stealing someone's account
- Using someone else's payment information

that they don't share with other players.	

Scamming

Explanation:

Scamming isn't just about trying to get access to a player's Minecraft account or digital goods. Some players use the same passwords across many of their online accounts, and gambling in-game can lead to gambling IRL goods.

Examples:

- Phishing Attempts
- Asking for Passwords
- Encouraging Gambling
- Pyramid Schemes

Staff Impersonation

Explanation:

On some servers, players know that others that are playing might be young impressionable kids that they can manipulate to do what they want. Staff impersonation can make the work of server staff very difficult, but it can also be a source of annoyance when players realize they've been lied to.

Examples:

- "I own this server"
- "My sibling is an admin"
- Matching nickname

Swatting

Explanation:

Swatting is the act of calling the police with a false threat of violence and giving another player's address as the scene of the crime. In the US, the SWAT law enforcement team can be called out depending on the severity of the false threat. This is a serious crime

Examples:

- Calling Police for Revenge or Entertainment

and has even resulted in innocent gamers being physically harmed/killed.	

Doxing

Explanation:	**Examples:**
Doxing is the act of leaking a player's personal information online. This can be done as an act of revenge or even innocently if players share someone's contact information or location without their permission in chat. Doxing is often followed by severe harassment.	• Asking for IRL personal information • Leaking player's own IRL information • Sharing someone's location or contact details • "I know where you live"

IRL Trades

Explanation:	**Examples:**
While not a common issue in the Minecraft community, some people will ask for real life goods in return for some activity or exchange of items on a server. This can be a serious risk for minors or people who should not share their address with strangers online.	• Accepting IRL payment for digital goods

Other

Explanation:	**Examples:**
Some categories may need to be added to this list over time, and we'll be glad to do so as we see similar categories arrive in our reports system as "Other".	• Your input is needed!

Self-Ban Request

Explanation:

Some players, or their parents, may decide that they need a break from the game to focus on school, work, or other priorities, but they don't want the temptation of joining to be there. A temporary self-ban request can be put in place without affecting their account history.