

# Sanctions

There are three levels of Sanctions that META Games Studios place upon players or crew at our events. The sanction placed depends on the type and severity of the incident reported, and the outcome of any investigation.

## Warning

Warnings are the lowest level of sanction placed upon a player or crew member and may take many forms depending on the cause. Command Teams and Referees have the authority to issue warnings.

Warnings do not need to involve the Safeguarding Team initially, but if it is found that a player or crew member is found to have re-offended, the Command Team or Referees have the option to escalate the complaint and a full investigation will be launched that could result in more severe action being taken.

## Must Avoid

A Must Avoid order will be put into place if an incident between players cannot be resolved but are not severe enough on either side to warrant a Ban.

A Must Avoid order will be specific to the persons involved and their circumstances.

If the details of a Must Avoid order are ignored, a single warning will be given to the offending party, following which a Ban will be put in place.

## Ban

Being banned from META Games Studios events will, in most circumstances, be a last resort. Placing a Ban Sanction on a player or a crew member will always be carefully considered before being placed.

### Temporary Ban

A temporary ban may be put in place when an investigation is ongoing, either internally or in conjunction with authorities. This may either turn into a lesser sanction, or a permanent ban depending on the results of the investigation.

### Permanent Ban

Being banned from META Games Studios events is a permanent sanction made following the outcome of an investigation, both internal or in conjunction with the authorities. If a permanent ban is put in place, it will be in effect across all games and events run by MSG.