Military Law

In here the rules of the Continental Army are defined in order to create a better environment for everyone.

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Addressing the ranks

You must address Militia to Master Sergeant by their rank, you may shorten their ranks such as "MSGT" instead of "Master Sergeant". This also goes for Addressing the ranks of Sergeant and Staff Sergeant as "SGT" and "SSGT". However due to ensigns now no longer being officers they are to be addressed by their rank.

You must address any Commissioned Officer (Lieutenant - General) as "Sir" or "Ma'am" accordingly as a sign of respect for their dedication and hard work they have contributed to the group.

(New) Developers may be addressed as their rank or by their name.

You may address any rank lower than yours by their rank or name.

Ranks & their powers

NCO+ may enforce the law by using their detain tool and giving orders to people below their rank. NCO+ may give NJPs to people below their rank. They may use their discipline cane on someone as a warning for people that break the law, they must verbally include the reason why they hit someone. NCO's also have the power to enter OA and HQ area to detain a trespasser if there are no CICG,MP or Officers on BH at the time of the crime.

MPs may enforce the law whenever someone breaks the law, including higher ranks. They may handcuff a person and put him in a cooling off period, in which the MP officer may detain someone for no maximum amount of time. Leaving in cuffs during this 5-minute period will result in an insubordination charge. They also have the website at their disposal, they may not give a disciplinary order on top of a report, they may give only one. They also are allowed to put Militia & Enlistments in jail for 5 or 10 minutes following procedure after they've been given a warning. The Colonel and Lieutenant Colonel of the Military Police can declare members of the CA as "declared trolls" if misconduct is frequent or of a large amount. If a person is to refuse an NJP for a separate crime, the criminal can be reported by MP for Insubordination and the Original crime. Militias & Enlistments aren't expected to know the entire Military Law and therefore should be warned first before they are put in prison. When an MP investigation starts, it must continue till the report is submitted. People may not interrupt the report to replace it with an NJP. If the perpetrator wishes to appeal or have the report removed, they must contest it against the MP HiCOM or Commissioner with valid reason.

Officers have similar power to Military Police. As Well as enforcing overall CA law, they are responsible for enforcing laws across their own individual regiments. The Colonel of a regiment may make regimental Laws for officers to enforce and their own regiment to follow. Officers are expected to be within a high level of loyalty to the CA and put the group above other groups they may be in. Officers who are in the ranks Lieutenant, Captain and Major, just have their reports approved by MP High Command or the Military Police Commissioner before submitting it. Commissioned officers can give NJP’s and report people below their rank. Regimental officers are expected to enforce regimental law, not MP. MPs can only intervene when a regimental law is broken if the Xo or CO asks them too.

Ensigns are not considered officers. They are MSGT’s who are taking the officer academy. They have the rights of an NCO until the passing of their Officer Academy. When an ensign passes their Officer Academy, they will receive the rank of Lieutenant. Once this has occurred they will receive the same rights and powers as an officer. They are not allowed into the Officer Area in Bunker Hill, until passing their Officer Academy.

HICOM have the ability to set laws within their regiment, these are enforceable by regimental officers.
The High Command in a regiment consists of the ranks from Major to Colonel. These are not the

same as the High Command recognised by the main group. (XO and CO).

Hicom need approval from MP commissioned officers to submit a report to make sure it's valid.

Only XO+ may clear people for the Officer Area in Bunker Hill. (Only 2 people may be cleared into the Officer Area at one time. May be overriden by BGEN+. The CO/XO of MP and the CO/XO of Dragoons may clear 2 people at once for their respective building.

HiCOM (XO+) may only be reported by MP Commissioned Officers.

The ranks that are the immune to all of the Military Law are as follows:
Owner, Commanding General, Major General, Developer.
Reports put against any HQ members are to be handled by the Senior HQ members, MGEN+.
HQ are able to open investigations where they may impel the truth from people. If a person lies to HQ during a HQ investigation, they may be reported for Treason. HQ are the members who are responsible for keeping the group together.

Rights

You may use your rights at any time without the fear of punishment. Threatening to punish someone for using their rights will be seen as corruption. Military Police Officer+ may temporarily take away your rights during a state of emergency.

- You may only be punished for using your rights after you have been informed that there is a state of emergency, and your rights have been revoked.
- Right for peaceful protest.
- Warnings received for criminal activity only last a day and can't be used against you for any day following.
- Each member has the right to complain to a higher rank.
- Each member has the right to notify a Military Police member once a crime occurs.
- Each member has a right to his or her own opinion and may exercise their opinions publicly within the guidelines in Military Law.
- Criminals have the right to know why they are being detained or reported by Military police and MP must fully explain the crime and how it happened.
- Criminals have the right to request the evidence and reasoning for a warning given to them. The MP member responsible for the warning must supply both the reasoning and evidence if they have it.
- Anyone in the regiment may hold their respective regimental flag. However, having more than three of a regiments flag out at once must be cleared by a BGEN+.
- Lance corporals that are put into NCOA must require permission to leave that regiment.
- Honoured Personnel have the right to enter the Officer Area.
- Members with ranks at Lieutenant+ have the right to enter the Officer Area.
- Officers who's main accounts are banned may enter the Officer area on the alt they are using in the time they are banned.
- Civilians who bought the access pass may enter the base and must follow orders by Military Police Personnel and Commissioned Officers. They may be killed or have fort entry privileges revoked for failing to follow orders.
- Civilians named "CLEARED" have the same rights as a civilian who has bought the access pass.
- Civilians named "CLEARED - DO NOT KILL" may only be killed by Military Police and Commissioned Officers and have the same rights as a civilian with an access pass.
- Military Police Constable+ have the right to revoke HP privileges into the Officer Area if they commit frequent misconduct.
- If a civilian equips a gun within the fort, or becomes aggressive using a sabre, every Member of the CA team has the right to shoot that civilian immediately.
- Military Police have the right to enforce the law. This includes writing reports and investigating criminals. Once an investigation starts, it does not end until either the report is submitted on Nixpca or another punishment is given by the original investigator. During the investigation, people may not undermine MP and give another punishment during any

part of the investigation process. Any interference that happens during the investigation will be counted as Corruption.
- LRs members may leave their regiment or transfer at any time.
- NCO's have the right to request a transfer in a 1 week time period.
- Officers have been given the right to **Internally** take care of lower ranks in their regiments. Officers may not undermine MP or other officers while doing this.
- **All** Developers and Primary developers, **but builders are not**, The Commanding General, and the Major General are **exempt** from all **Military Law** Listings. (Community devs may run more commands then average member such as :fly as long as its for dev purposes. Go to billysilly573 or Bast2k if you are unsure who is a community dev or not)
- **HQ** can give out custom/HQ punishments to anyone without bias. HQ giving an easier punishment than the crime committed will be counted as Corruption.
- Only members of the Board of Decorations have the right to hand out medals.
- Finally, **Trolls have no rights. Only the MP HICOM and HQ members may identify someone as a troll.** Trolling does not count if someone is just having fun in an immature way. Trolls are repeated offenders of the same things such as disrupting CA events by breaking the Military Law, and typically **"trolling."** Trolls are not permitted to be above the rank of LCPL and if they are they must appeal to be undeclared immediately. If they are denied, their rank can be revoked until they are undeclared.
- A person may not be punished twice or more times for the same crime.

Admin Privileges

Enforcement of the Military Law and execution of duties may require admin commands to be used. Therefore some people will be trusted with admin privileges. Corporal+ may be given admin by an officer and Master Sergeant+ gets admin automatically. The rule of thumb is to use the least amount of admin commands to accomplish your goal. This means that if there is ever a situation where you are required to use admin in a way that is not listed in here then it is allowed if you can explain your reasoning and why you couldn't use alternatives. We can't prepare for everything but the guidelines below should be followed as closely as possible, to prevent confusion. Please note that you can't use these commands just because you're allowed to, you need to have a valid reason for executing any admin command. **In a case where an admin command is used where it doesn't cause any harm to the CA and follows good reason, no punishment shall be served.**

I. Following commands may be used by anyone

- :n / :h - Announcements during an event. May use to tell people to go out of the fort and fight or leave the opposing side's respective spawn point. (*When used during events on places such as skirmishes :h is used to warn people and communicate to another team or thing accordingly, :n is used of the conclusion of an event as of for example saying GG, or having to pause a match.)*
- :team - Team someone during an event. Officers may use on BH to switch teams.
- :temp (Corporal+ may be given admin training, they must ask to be given admin first however.)
- :pm / notify - To tell someone where to go or contact during an event.
- :unff
- :clear - Clear clones
- :re
- :recruitmenttraining / rt
- :to - To get behind a barrier into a RT. Must have a reason to do so and consent from the other party.
- :name - To be able to name clones or name a Civilian cleared (If they have a pass or cleared by HQ)
- :alert (may only be used to get the attention of an AFK player) If overused or abused, can be classed as Admin Abuse.
- :health

II. The following commands may be used during training.

- :heal - Heal damage during an event.
- :change - To change leaderboard stats in events.
- :resetstats

- :god - god a clone or user during an event
- :give - Only for regimental tools or a regimental flag.
- :clone - Use as a target in some events
- :bot - Use for moving targets
- :name - To name clones during events
- :pff / :dlff / :drff - Used during recruitment trainings
- :to / :bring
- :health - Used to health people or clones during an event
- :view / :watch / :rv - To see where someone is on the map
- :startergive - Only startergive yourself tools that you would need. **NOT WHAT YOU WANT!**
- **:**music - Only on skirmishes during an event that is on a private server. Also may be used during a CA wide event with HQ's permission.
- :fly may be used in Skirmishes or Training Camp for Training Purposes.
- :setmessage may be used in trainings in Skirmishes.
- :rteam may be used for selection of teams in trainings. **NOT TO BE USED IMMEDIATELY AFTER A PR / IPR.**

III. The following commands may be used for law enforcement purposes. (MP and Officer+)

- :view / :watch / :rv -To watch another person to see if they are committing a crime.
- :track - To locate a possible criminal or exploiter.
- :track - To locate where said user is on the map to track them down.
- :warn - To warn them to stop doing what they are doing.
- :alert - If user can use it. To warn someone to stop what they are doing if they didn't stop with :warn (**ONLY ON SKIRMISHES)**
- :kick (Felonies only) - Only necessary when you have told them to stop repeatedly and have jailed them.
- :ban - Only used when someone is exploiting, trolling, or when the person you have kicked came back to the game and is still committing crimes.
- :jail - To create a box around someone to stop them from moving. Used if you have two people you need to detain or if someone is running from you.
- :bring - To bring someone if they are across the map or running from you.
- :to - Teleport to someone when they are breaking the law.
- :chatlogs / :joinlogs / :remotelogs / :exploitlogs / :killlogs / :klogs/ :guilogs - Self explanatory (NCO+ may use these logs)
- :temp may be used by CPT+ in Skirmishes only (In Training Camp with very specific exceptions).

IV. The following commands may be used by an HQ

- :setmessage (on bunkerhill)
- :fly may be used in all CA games.
- :removetools
- :shutdown

- :startergive

Class System

If somebody commits a crime, they will be punished for their past crimes, opposed to their current crime. Their class will advance, corresponding to the crime they have committed. If a person does not commit a crime for a week, they shall move down one class.

- Class A = Written Warning
- Class B = 5 minutes in jail
- Class C = 10 minutes in jail
- Class D = Ranklock for 1 week
- Class E = Demotion by 1 rank + 1 week ranklock. (Ranklocked to Lieutenant for officers, may not join a regiment)
- Class F = Demotion by 2 ranks + 1 week ranklock. (Ranklocked to Lieutenant for officers, may not join a regiment)
- Class G = Demotion to Militia
- Class H = Not allowed to join a regiment for a week, declared a troll, 1,000 Word Jail, ranklocked at Lance Corporal for the week
- Class I = Not allowed to join a regiment for 2 months, ranklocked to Lance Corporal for the 2 months, declared a troll, 5,000 Word Jail (Word jail is a jail where a person is given different words one at a time to type out)
- Class J = Banned from all CA games for 2 months, demoted to Militia and ranklocked at Lance Corporal, 10,000 Word Jail, declared a troll

Crimes & Punishment

(Before any punishment is reported, the offender and anyone involved with the situation regarding the crime must be contacted about it to ensure an accurate and unbiased report. Any reports issued without following this rule should be removed immediately. If a crime is not reported within 7 days of it being committed, the report will be invalidated. In the case of evidence being withheld, the 7 day timer will start the second evidence is made available. The MP CO and HeadQuarters may override this rule.) By definition, a serious crime is a crime that has a 4 class increase. ADCS can only be reported by bgen+, Bgen can only be reported by mgen+. Crimes that are class 4 increase cannot be punished via a NJP.

The act of attempting to commit any of the following crimes will be considered the same as committing them.

Corruption

4 class increase.

Corruption can be classified as:

- Abuse of authority and/or position of power
  - You may not demote someone for leaving the regiment if they've held the rank longer than two weeks
    - If this happens, the person who was demoted will be promoted back to their original rank.
- Withholding evidence
- Acts of bribery
- Purposefully not reporting individuals - Example: Witnessing a crime and not reporting it. (If there is proof of you witnessing it.)
- Suppressing/Removing Rights
- Framing someone
- Forging documents / evidence in a way to frame someone for a crime. (Framing anyone for a crime will be classed as corruption)
- Telling somebody to commit a crime
- Abusing discord moderation tools / powers
- Cross regiment recruiting. (Only applies if the person being recruited didn’t initially show interest.)
- This crime, if committed on CBA on a CA game they can be reported in CA.
- Cuff abuse in general such as cuffing someone for no reason.

- Cuffing the shop horse at all unless putting it back in place will be considered as cuff abuse.
- Cuffing the crate seller is now considered cuff abuse.
- Free ranking - Skipping 1 or more ranks at a time. If they skip a rank cooldown that is only considered free ranking if its their second case. First cases are to be reported as insubordination (However the report **CANNOT** be replaced with a NJP) - In regards of People promoting militia - private they **Have** to be made enlistment before being made private they **cannot** skip the rank of enlistment. (This is not enforced with officer ranks)

Insolence

3 class increase.

All Personnel must be able to respect one another. Being rude, insulting or putting on an attitude will not be tolerated. The act of attacking/being rude to an individual.

- Includes spreading misinformation about an individual or a group of individuals.
- This can be punished through roblox Voice Chat.
- This crime, if committed on CBA on a CA game they can be reported in CA.
- Being insolent via roblox VC can also be reported if their is proof.

Immaturity

1 class increase.

- All Personnel needs to use common sense at all times. This specification asks for good situational judgement. This basically means that a person should not do something that would clearly cause some kind of trouble or where their actions could have some form of a negative impact. Even if it by other ML specifications is not technically a violation. They may be reported for immaturity, as it is immature and unprofessional to not think about the consequences before ones own actions. This only applies if no other part of ML is violated. However small glitches such as Naruto arms is permitted.
  - Example: Someone is acting childish but not exactly by immaturity's standards but still doing it knowingly that it can cause problems.
- Sending emojis of any kind that aren't stated in the whitelisted
- All Personnel need to use a realistic skin tone. This also applies to Militia who are in a regiment. But does not apply to non regimental Militia. *Gloves are an exception to this rule and are not bound by skin tone laws.*
- All Personnel are not allowed to wear any kind of packages in-game.
- All Personnel are not allowed to purposefully mess/fool around within any on-duty location. However this does not include the act of pretend humping the person behind them. However if asked to stop, this can still be punished for insubordination.
- All Personnel are not allowed to dance/bunny hop within any on-duty location.

    - This rule is not used in Fun CA wide events as long as you aren't bothering anyone else.
- Spamming is also considered immature.
- At the bottom of the page, you can find the allowed skintones, anything else can and will be counted as immaturity.
- Regiment Hopping - Being in more than 3 regiments in 1 month.
- Throwing Grenades in the fort (It stacks on Murder if people are killed,)
- Repetitively killing on duty CiCG Guardsmen (More than 2 times, does not matter if it's the same guard or different guards. Only counts if the guard is actively guarding the officer area or the dragoons stables. This crime will be dealt with by CA MP, regardless of what team the killer is on. This can also stack with murder if the crime was committed by a civilian or a member on CA team.)
- Shooting the CA cannon by the OA into the CA fort.
- Having unrealistic gloves. The only colours allowed are: White, black and forest green (for rifles)
- Spamming the bell on the MP building. (You can only ring it once every 5 seconds)
- glitching (Flinging yourself **on purpose**) is now considered immaturity

Insubordination

2 class increase.

The act of not following orders issued by superiors or MP personnel. This also includes breaking rules in IPRs and PRs after they have been set. (The event host will make the rules attendees will have to follow if its an IPR, if its a PR, both team leaders will agree on the rules that have to be followed)

If a officer/NCO refuses to give someone they have detained/cuffed to an MP after being ordered to so the suspect can get off with no/lighter punishment under the NCO/Officer.

Cheating in a PR is now classed as insubordination. However this is only reportable if the person broke the rules on purpose such as deliberately AAing (Which will be reported for insubordination AND admin abuse). Accidentally falling off the map is NOT reportable unless they are seen deliberately doing it and must have proof of them doing it.

Repeatedly baiting a CICG member who is guarding a VIP or OA. The "STEP AWAY FROM COMMANDER IN CHEIF GUARDS" Count's as a warning to stop so if they carry on after that it is insubordination. However they must be **BAITING** not just being close to OA/VIP.

Treason

4 class increase.

Treason can be classified as:

- Committing any Crimes against the HQ
  - Members of the CA with immunity can be charged with Treason. Regardless of if they are in HQ or not.
- Creation of underground terror groups.EG. groups that either harm or troll the group.
- Actions that either target or aim to destroy and/or harm the group.
- Actions that threaten the group's security and safety.
- Recruiting for external communities and groups.
- Communication with excommunicated individuals
- **Leaking classified documents/information given in restricted channels** (channels that anyone that is not in the regiment can not see)
- Using TK to commit murder 10 or more times in Bunker Hill.
- Lying to HQ in a HQ investigation
- Leaving your regiment without permission. (can result in demotion to militia depending on what your Brigadier General Decides.)
- This crime, if committed on CBA on a CA game they can be reported in CA.
- The act of leaking a member of the communities face in any CA affiliated Discord without their own consent. This includes using it to annoy/harm/irritate another person in their direct messages.
- Sabotaging a regiment such as destroying a regiments spreadsheet or causing that regiment harm.
- Officers sharing alts and officers using officers main accounts for any use is considered treason as it can jeopardise CA's security.
- Being in 2 or more regiments at once. (Doesn't include having an alt in a different regiment that has permission to be there)
- . What you put towards CA that is kept by the CA can't be taken away by you otherwise you'll be reported treason. For example: OA documents, Regimental documents and spreadsheets.

Murder

1 class increase.

Killing or attempting to kill one other is strictly forbidden unless you're within a combat training (PR/CT) or a necessary action to fulfil your duties (Guards/MP) in the protection of Senior Officers, protection of the forts, and/or necessary action to save lives.
Murder cannot be committed in skirmishes unless the Host of that training specifies not to.
Attempted murder is when you're life is directly threatened not if you have been hit once with a sabre as a warning or hit with a cane. If a civilian is shooting a gun at you.

Note:

- Killing a Civilian while teamed Continental is strictly prohibited unless specified in the following...

    - You may kill a Civilian if they are holding out a gun. (You may only shoot civilians with unshouldered melee weapons if they pose a threat to others or have not complied when asked to shoulder the melee weapon).
    - You may kill a Civilian if they are trespassing in a restricted area.
- Killing a Continental Army member as a Civilian will be counted as Murder. Regardless of group status.
- You cannot be charged with Murder if in an agreed upon duel by both parties. This duel must take place outside the fort to prevent Civilian and Continental Army crossfire. Duelling inside the fort will count as Murder.
- People cannot consent to be killed in any circumstance other than duelling outside of the fort. Doing so can have the person killing reported for murder and the person ordering or telling, accused of corruption.
- Killing someone with a grenade in the fort (stacks with the immaturity).

Admin Abuse

3 class increase.

The act of using an admin command that's not listed in the above (in the handbook) acceptable admin commands will be classified as admin abuse.

Giving merit on the website is considered as admin abuse as it is no longer in use.

Notes: Rule is excluded during fun events if deemed by the Major General himself. He will tell what commands can and can't be used.

This crime, if committed on CBA on a CA game they can be reported in CA.

Theft

1 class increase.

The act of stealing someone else's items, without permission, such as taking a horse and not returning it.
The act of stealing a horse is only punishable when the person is on the same team as the person with the stolen horse.
Civilians may not steal any teams horses.
Also the act of stealing Bunker Hill Cash.

Trespassing

1 class increase.

The act of entering restricted areas where your rank/position doesn't allow you to be in, regardless of what team you're on.
This Crime includes jumping on non-terrain models, such as trees, towers, and the church and

sniping into the CA fort.
The Act of entering the MGEN+ tent or BGEN+ chairs when cleared for Officer Area or in the Officer Area as an officer.
Entering the Officer Area after being shot while cleared is still classed as trespassing, you must be cleared again before re entering.
Firing the CBA fort Cannon into the CA fort.

- The act of entering an RT box without the permission of the host. LT+ are immune to this, but if abused then can be asked to leave by a higher rank or Military Police.
- Chicken jumping (jumping to go into OA but then stopping before the wall so it doesn't count as trespassing) and baiting CICG is now considered trespassing. If CICG has told the person to stop trespassing MP may report them for insubordination as well as trespassing. Trying to bait CiCG who are guarding doesn't count as trespassing but counts as insubordination instead if found to be repeatedly baiting.
- Entering the fort without a pass as a civilian counts as trespassing.
- Only HQ can clear people for HQ+ area (ADC's have the right to clear people too and only Mgen+ can clear people for the Mgen+ tent.)
- The docks in CA OA area and BA fort is classed as an extension of their forts. So any opposing team that go on their is trespassing unless its BA fort and you are a civilian. CA fort it's trespassing for both civilian and BA unless they are an officer.

Lying to a Superior Officer

3 class increase.

The act of fabrication and/or being deceitful towards a superior officer.

This crime, if committed on CBA on a CA game they can be reported in CA.

Not Following the Chain of Command

0 Class increase.

This crime **cannot be given a report for**. The maximum punishment is an NJP, warning, or Jail Time.

The act of going to a person way up the ranks to ask a question that could have been asked to someone far below their rank.

Example: Going to the Major General for a training instead of a NCO.

To follow this: Ask any ranking NCO first, if he tells you to go to an officer then you may go to an officer. If the officer tells you to go to HQ then you may go to HQ. Be sure to show every officer+ a

screenshot of the NCO/Officer giving you permission to go up the chain of command.

Repeated Trolling

After repeated attempts by NCOs, MPs, Officers to stop a troll then HQ may get involved in order to permanently ban this person.

Toxicity

4 class increase.

The act of attacking someone in an abusive and personal way. This refers to their race, sex, or gender. It must be a personal attack and not an insult. Insults fall under insolence. It can also be enforced in the discord.

Toxicity falls under attacking or provoking a group of people in any way.

Being in a discord server that was created due to mutual hatred towards an individual and threatening someone with extreme bodily harm or rape (Unless you're obviously joking) will be counted as Toxicity.

Example: Being racist, being homophobic, or being in a group of people who all do not like someone.

Definition of racism: prejudice, discrimination, or antagonism directed against a person or people on the basis of their membership in a particular racial or ethnic group, typically one that is a minority or marginalized.

Another version of toxicity. Is “Playing Toxic”.
This includes playing with a negative attitude in combat.
Example crimes of this are:
Crouching on or at players after killing them
Using phrases such as “ez” or insulting another player in combat
Intentionally avoiding this crime by making up new ways that aren't stated here will be punished as trying to avoid the crime.
This can be punished through the roblox Voice Chat.

- This crime, if committed on CBA on a CA game they can be reported in CA.

Exploiting

Immediate excommunication.

The act of purposefully cheating or breaking the game. Any and all exploiting, regardless of its severity, will all result in an immediate excommunication from the group. This includes any types

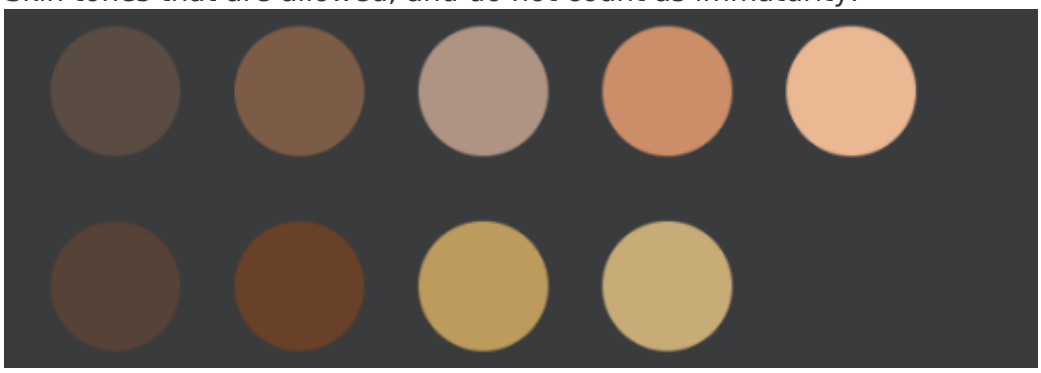
of scripts or external software that give an unfair advantage to the user.

Anyone who assists an exploiter, regardless of whether they exploit or not, will also result in an immediate excommunication.

Whitelisted Faces

- :) or □□
- :(or □□
- :o or □□
- -_- or □□
- :D or □□
- **¯_(□)_/¯ or □□**

Skin tones that are allowed, and do not count as immaturity.



Non-Judicial Punishments

Non-Judicial Punishments may be given by an NCO+ to ranks **below** themselves. **MP may give NJP's to their superiors.** Non-Judicial Punishments don't require proof. They do not have to be tracked; they will not end up on a criminal record. Non-Judicial Punishments are mandatory orders. Not doing/completing Non-Judicial Punishments will cause you to be written up for **insubordination** and the **original crime that was committed**. The same goes with MP. if MP gives out a Non-Judicial Punishment, it must be followed. **HQ may punish anyone within reason.**

All Non-Judicial Punishments are not to be questioned as Corruption unless: It is given to you and you have done literally nothing wrong and can be **proven**, it is an **extremely harsh** punishment, or if it is given without clear **instruction** of what has been done wrong.

If a person refuses to do an NJP if they believe it's unfair a person has the right to question a NJP and ask for a MP superior (Unless they are an officer) to ask if the NJP is reasonable for the crime that was committed. An NJP needs to be on the same level as the crime. 1JJ for treason will be counted as corruption.

Non-Judicial Punishments **MUST** always be followed.

Current List of Valid NJP's

- HJs
- JJs
- Hell Laps
- Blanket Fires (weapon chosen by the person issuing the punishment)
- Apology
- Water Jacks
- Extra drills
- Word jail (A jail where you have to say each word to go onto the next word normally given between 100-5000) HQ+ only may use this NJP.

⚠**Again, I repeat...Non-Judicial Punishments MUST ALWAYS BE FOLLOWED.**

Additional Information

What is Military Law?

Military law (ML) is the law we use in all of our games under the group Ćontinental Army. This law provides structure and balance. It should be expected that this will be enforce at all times in any CA games.

How to interpret Military Law?

When interpreting Military Law you must always have common sense. If you don't have common sense then you aren't going to get far in this group. You shouldn't follow it rigorously but you should still stay in the line and not cause trouble. For instance you can be a bit immature like cracking jokes and all that. But don't go around screaming "XD poop poop head". This paragraph is mainly for MP. You may also not use this paragraph to get out of a punishment.

Questions about Military Law?

Go to a Military Police with a question about ML. If they don't know then go to a officer. If they can't answer it then we need to change something in Military Law.

What is a State Of Emergency (SOE)?

A State Of Emergency or SOE for short is basically to combat situations that can cause harm to the group. Something that could trigger a SOE is a riot or a mass exploit attack. When a SOE is triggered your rights are revoked (Check rights for more information) and admin abuse laws are relaxed (To combat the situation) but misusing the commands can get you a report. These will not happen often and hopefully never at all.

Only Major General+ may authorize a State of Emergency.

What is Honored Personnel?

Honored Personnel is an honorary title given to CA members whom have dedicated a significant amount of time and service that has aided to get the CA where it is today. Those with the role will be given special recognition and have access to the Officer Area regardless of rank. People who have been excommunicated may never receive this role unless decided upon by the Leading members of the Board of Decorations or the CGEN. If reported, you will lose your Honored Personnel status.

Note: If you lose your Honored Personnel status because of a report, you must wait until you are back at Class A then reapply in the Board of Decorations server.

What happens if I'm Excommunicated?

Once your excommunicated you won't be allowed into any CA related Discords and you'll be forced to appeal on Nixpca.com. If your appeal is denied, you'll have to wait three months before appealing again. Appealing again before the three-month period is up will just result in the time being reset.

Being excommunicated a second time makes it a permanent and unappealable ban from the group.

General information:

A "merc" (mercenary) is someone from a different regiment or someone who is a non-regimental joining a regiment they are not apart of to fight within a PR. This does not include mixed IPR's. Both PRing regiments need to confirm the mercenary otherwise they cannot take part.

For alts permission needs to be from the regiment you're joining in and from the Bgen of the brigade you're joining with the alt. There is a rank limitation and its been put as Sergeant.

MP rights

These are the rights you have when being investigated by the Military Police but also the rights MP have when investigating you. You may use these rights whenever you are under investigation or someone else is being investigated for a crime. MP may use these when investigating someone.

- People have the right to request a MP superior if they believe the punishment is unjust.
- People have the right to contest a NJP (Non judicial punishment) and make request a MP superior for another opinion. (If no MP superior is available you may go to a HQ member or wait for a superior to get online and in mean time be let go from any detainment and game. If the superior deems NJP is justified you must complete it within 24 hours or be subjected to a report.) There is a cooldown period of 2 hours you cannot call a MP superior within 2 hours of you calling a MP superior to a different crime that you committed. Deliberately breaking of the rule will result in a 35HJS that cannot be disputed failure to do this NJP will result in a report of the original crime and insubordination.
- Criminals have the right to know why they are being detained or reported by Military police and MP must fully explain the crime and how it happened.
- You have the right to ask for proof of the crime from any person punishing you. However, certain punishments, such as NJP's, do not require proof, and you are not guaranteed to receive it in these cases.
- Military Police have the right to enforce the law. This includes writing reports and investigating criminals. Once an investigation starts, it does not end until either the report is submitted on Nixpca or another punishment is given by the original investigator or **innocence is proven**. During the investigation, people may not undermine MP and give another punishment during any part of the investigation process. Any interference that happens during the investigation will be counted as Corruption.
- Officers have the right to handle punishments internally, However, MP holds the right to ensure appropriate punishment is given for the crime committed. If a regimental officer is found to have not punished, or lightened the punishment of their subordinate, MP has the right to correct the punishment. Officers may not undermine MP or other officers to handle internal affairs, as stated above.
- **All** Developers and Primary developers, **but builders are not**, The Commanding General, and the Major General are **exempt** from all **Military Law** Listings.
- **Trolls have no rights. Only the MP HICOM and HQ members may identify someone as a troll.** Trolling does not count if someone is just having fun in an immature way. Trolls are repeated offenders of the same things such as disrupting CA events by breaking the Military Law, and typically **"trolling."** Trolls are not permitted to be above the rank of LCPL and if they are they must appeal to be undeclared immediately. If they are denied, their rank can be revoked until they are undeclared.
- If there is an officer that is ranked cadet within MP they still have the right to enforce the law they just lack the authority to command the same rank or any higher rank then

themselves and are unable to report people.

- MP officers can order regimental HICOM (excluding MP HICOM) with reasonable cause. Examples include but are not limited to leaving an FF during investigation, or transferring someone the Hicom has detained into MP custody.
- MP can remove your rights during a SOE and can be reported for all and any crimes you committed by MP (Except cadet) during a SOE.
- If **MP CS+** witnesses someone committing a crime, and an officer outside of MP detains them before MP can hand out a proper punishment, for example to punish them internally, the MP can order the officer to give them the suspect to be punished by MP, and not by the officer. If the officer still refuses the officer may be reported for **insubordination.**
- People who have become ensign+ are expected to know ML and so when retired will be treated as corporal+ not as a their current retired rank. (However if the officer has not been in CA in the last year they are to treated as their current rank)
- Regimental officers are expected to enforce regimental law, not MP. MPs can only intervene when a regimental law is broken if the XO or CO asks them too. (As a reminder Regimental laws must follow MP standards)