While you could use the excuse "I could just remove the problem mods," many players leave when they see one problem mod. And the reputation garnered can also hurt the servers.

Just think of this scenario:

Quote:
BF3Guy: Oh Cool! I just found this server managed by the Multiplayer Forums. I should go play! Maybe I will become a mod! Because I always follow the rules!

GDIgirl64: You can become a mod right now! Just donate $20!

BF3Guy: WHAT? I want to become a mod because I earned it, not because some guy with a credit card donated money. I'm going to tell my friends not to go to the server, and I will play somewhere else.