Even our german fruitcup DJ is entitled to some fairness.

Destroyer and Mint: I can understand their thing there, been there, done that...and it IS hard to stay impartial 100% on some things when there's e-love involved. They didn't get removed, they resigned, and tbh that was probably the best thing to do(for us in dealing with the whole clusterfucks). Frankly, Destroyer had been a big part of RC: he was a Ren admin at one time, KF admin, rented a server from us. Even when he wanted to quit as admin in both areas, we kept him on out of loyalty...if he ever wants them back, he'll have it.

Keep in mind, I made these rules 07/08/2013, Rob had to expand the Balancing teams part 2 weeks later...so the bit about "stacking teams" doesn't exactly apply as much since we use WhiteDragon's squads add-on that keeps you on the same teams.

These are our Mod rules for Renegade:
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[quote name="shaitan" post="21224" timestamp="1373318841"]
Moderator Rules
Ask the people first who wants to teamchange, if noone does, bribe them with your money. If all else fails, use the !teams command, or !forcetc the last place person(if it is really one-sided(3 or more players worth)).[/*]
If you deem the map is too stale-mated or one-sided beyond repair, ask players if they want to !gameover or !poll suddendeath(Full Moderators and higher have access to !fds suddendeath).[/*]
If you need to halt a poll because a player is abusing the commands, then do so, and !shun them so they cannot make more polls(or any brenbot command, don't forget to !unshun later). EX: a player polls 5 times trying to sneak one through during a rush.[/*]
Use the !warn command(over a kick) if you need to for unruly people.[/*]
Use the !forcett command over a ban if possible(for non-4.0 scripts users) for cheaters.[/*]
When placing bans, be sure to check their serial/ip range, so it isn't a regular player who gets caught up in a ban. EX: serial c4993fb2edacd8f6dbbbfd07ea894eb6 is MOP030B and we try to ban the cheaters with RCBOT scripts, so as to not ban MOP030B as well.[/*]
If a player is blocking the harvester and they did not get their team's consenus to do so, you may kill it, or warn that player if necessary. Full moderators have access to the !fds killharv <team> command.[/*]
If you have to !atm someone ingame when no moderators are around, make sure it is someone you know will be trustworthy. Else, it'll be on your head if they mess up big.[/*]
Do not ban someone for being AFK. If it is a repeat offender, bring it to the forums.[/*]
Do not kick moderators who are AFK, not unless they have been so for long periods(2-3 games) and are really hampering their team by not being active.[/*]
Do not qkick, kick, ban, forcetc, forcett, mute(or any other command) to end an argument with a player if you had a part in it. EX: baiting someone and whipping out the !mute ingame.[/*]
Do not stream a bunch of abuse at players. The normal trash talking is ok.[/*]
Do not perform glitches in the server. Do not cheat in the server.[/*]
Do not use !fds revive(building name here) unless over 3/4 of the server populace agrees upon it. EX: someone glitch abuses a building and screwed the whole game up.[/*]

Do not stack teams.[/*]
Do not use your "powers" against another moderator during a verbal fight. Not unless that other person is clearly breaking a major server rule(ex: cheating, abusing other people for no reason). Bring it to an Admins attention or the forum.[/*]
Do not kick/ban people from irc channels or teamspeak channels for the fun of it.[/*]
Do not abuse ANY powers given to you, they are given to you to enforce the rules and permit fair gameplay throughout the servers, not for your own fun or enjoyment.[/*]
* Rules can and/or will be amended at anytime if a particular incident calls for it.
** Shouldn't have to say this again, but what goes on in our moderator sections(forum/irc/ts) stays in those sections.[/quote]

The part about balancing teams is further explained upon in another topic when we had some repeated issues:
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[quote name="Volcom" post="22125" timestamp="1374527407"]Apparently this was needed: In the event teams become uneven1 it is the moderators responsibility to request a player be changed. If they cannot find a willing player to change them may offer them a !refund2 to change sides3. If there still are not volunteers it is the moderators duty to change team themselves. If the moderator is on the minority team, message the person with the least amount of points on the opposing team. Tell them they are being moved and then refund them 1000 credits. If there are two or more buildings dead or the game is indisputably going to end within 10 minutes or less the moderator can leave teams how they are and end the game. If the moderator fails to follow the above they can be punished, demoted, or removed.   1. Uneven being defined as one team, be it GDI or Nod, having two or more players than the opposing team.2. !Refund not to exceed 1000 credits.3. Please use !forcetc to make sure the player keeps their credits.[/quote]