

Acceptable Use Policy.

For the complex network of networks, which we call 'the Internet', to function correctly it is essential that all of those who connect to it do so in accordance with generally accepted standards.

Most customers of INETGAMING will be using commercial software which implements the technical aspects of connection for them, but there are some configuration issues, and some matters of simple politeness and common sense which everyone must take note of.

INETGAMING's relationship with other networks, and ultimately its connectivity to the rest of the Internet depends largely upon proper behaviour by its customers. INETGAMING cannot tolerate any behaviour by customers, which negatively impacts upon its own equipment or network, or upon the use by other customers of the Internet, or which damages INETGAMING's standing in the wider community.

INETGAMING will therefore enforce appropriate sanctions against any of its customers who are responsible for serious abuse of the Internet. Such sanctions include, but are not limited to, a formal warning, suspension of one or more of the customer's services, suspension of all Internet access through INETGAMING or termination of the customer's account(s).

For the guidance of customers on what INETGAMING considers to be unacceptable, some general issues are addressed below.

Please note that INETGAMING is not responsible for the content of external sites, which are referenced by this AUP.

1. You must not use your Internet connection for any illegal purpose. You should be aware that some material is illegal to possess or transmit. You should also note that unauthorised access to computer systems can be an offence; although many machines connected to the Internet are placed there so that you may access them, it does not follow that you may access any computer you come across.
2. Your traffic over the Internet may traverse other networks, or use other services, which are not owned or operated by INETGAMING. You must abide by the AUP's and other terms and conditions imposed by the operators of those networks and services.
3. Whilst connected to the Internet your system must conform to all relevant IETF standards. The IETF (Internet Engineering Task Force) standards are a subset of the RFC (Request for Comments) collection and can be found at:
<ftp://ftp.demon.co.uk/pub/mirrors/internic/rfc/std/>
4. You must not send packets onto the Internet, which have forged addresses, or which are deliberately constructed so as to adversely affect remote machines. Your machine or network must not be configured in such a way that others can exploit it to disrupt the Internet.
5. This includes but is not limited to ensuring that your network cannot be exploited as a "smurf amplifier". For more information about "smurf" attacks see:
<http://users.quadrunner.com/chuegen/smurf.cgi>
and <http://netscan.org>
6. You may not run "scanning" software which accesses remote machines or networks, except with the explicit permission of those remote machines or networks.

7. You must ensure that you do not further the sending of unsolicited bulk email or any other form of email or Usenet "abuse". This applies to both material, which originates on your system and also third party material, which passes through it.
8. You must not run an "open mail relay", via a machine, which accepts mail from unauthorised or unknown senders and forwards it onward to a destination outside of your machine or network. If your machine does relay mail, on an authorised basis, then it must record its passing through your system by means of an appropriate "received" line.
9. Users of "Wingate" should take special note that this software is capable of providing a wide range of relaying services. Default configurations can cause a problem, so that special care must be taken to configure it to prevent unauthorized use. More information is currently available at:
<http://www.deerfield.com/wingate/secure-wingate.htm> and
http://www.cert.org/vul_notes/VN-98.03.WinGate.html
As an exception to the ban on relaying, you may run an "anonymous" relay service provided that you monitor it in such a way as to detect unauthorised or excessive use. However, you may not relay traffic from such an anonymous system via INETGAMING's servers, ie: you can only pass email from such a system to INETGAMING where this is the correct destination for final delivery. Customers will be deemed to have read any and all such email. INETGAMING may take action on the basis of this assumption.
10. INETGAMING, at its discretion, may run manual or automatic systems to determine compliance with this AUP (e.g. scanning for open mail relays or smurf amplifiers). Customers are deemed to have granted permission for this limited intrusion onto their networks or machines.

INETGAMING provides access to the Internet as part of a package of services. INETGAMING reserves the right to change this AUP for Internet Access at its sole discretion and without prior notice. Any decision INETGAMING makes in relation to its services will be final on all matters.