Project Zomboid Bans

We don't have many controls for providing punishments for players that break the rules in game. In most cases, if an admin is present, the player will be told about the issue to avoid it in future.

The only option other than a game ban is a kick, and we generally do not kick players. It's significantly more rare to get a kick than a ban. Read up on Project Zomboid Kicks for the specifics.

When someone breaks a rule, we issue a ban first in most cases. This is for several reasons.

1. Due to time zones, it's difficult to always be present for discussing a rule breach.
2. We ban to prevent any further rule breaches by the player.
3. We ban to ensure the player understands this is a serious issue and not just a gentle talking-to.
4. We ban to prevent any further damage or other issues that could affect other players or the community.
5. We have automatic bans that are issued based on various criteria.

Being banned in Project Zomboid will prevent the player from logging in to the server with that account. Instead, the player will receive a simple "This account is banned" message when attempting to log in.

To appeal a ban, make a General Help ticket.

Created 2025-04-15 22:06:37 UTC by Spitfire
Updated 2025-04-15 22:53:02 UTC by Spitfire