execution, but rather, any number of threads, processes, services, servers, and/or the like that may execute asynchronously, concurrently, in parallel, simultaneously, synchronously, and/or the like are contemplated by the disclosure. As such, some of these features may be mutually contradictory, in that they cannot be simultaneously present in a single embodiment. Similarly, some features are applicable to one aspect of the invention, and inapplicable to others. In addition, the disclosure includes other inventions not presently claimed. Applicant reserves all rights in those presently unclaimed inventions including the right to claim such inventions, file additional applications, continuations, continuations in part, divisions, and/or the like thereof. As such, it should be understood that advantages, embodiments, examples, functional, features, logical, organizational, structural, topological, and/or other aspects of the disclosure are not to be considered limitations on the disclosure as defined by the claims or limitations on equivalents to the claims.

What is claimed is:

1. An interactive computer system for online community management system based on automated tiered player classification and weighted enforcement, comprising:

an interactive computer program product;

one or more local client computers generating network communication requests through said interactive computer program product;

a server operatively coupled with the one or more local client computers through said interactive computer program product that is configured to detect at least one of a plurality of predetermined negative player actions and further configured to execute a hash function used to increment the player classification statistic of the player record by a weighted numerical value corresponding to detection of a player performing one of the predetermined negative player actions; and

a hash table coupled with the server for maintaining a first player pool and a second player pool;

wherein a plurality of players are associated with hash values that define player records comprising player classification statistics, and said server evaluates whether the player classification statistic of any of the player records has reached a threshold value and when the threshold value is reached, add a negative classification to the hash value defining the corresponding player record, and places players in the first or second player pool based on the negative classification.

2. The system of claim **1** wherein players with the negative classification are not allowed to participate in the first player pool.

3. The system of claim **1** wherein the player classification statistic is reduced over time.

4. The system of claim **1** wherein the plurality of predetermined negative player actions include disconnecting and exiting a game before the game match ends.

5. The system of claim **1** wherein the player classification statistic is also incremented if the player receives a negative peer report from another player.

6. The system of claim **5** wherein the value that the player classification statistic is incremented is modified by a weight factor based on the frequency of the reporting player's peer reports.

7. The system of claim **1** wherein the negative classification expires after a predetermined amount of time.

8. The system of claim **7** wherein the server also records the number of times the player has reached the threshold value.

9. The system of claim **8** wherein the predetermined amount of time is determined based on the number of times the player's classification statistic has reached the threshold value.

10. The system of claim **1** wherein the server uses the player's classification statistic hash value to match players in a game.

11. The system of claim **10** wherein admin staff reviews the potential cheaters list and make determinations on whether to classify the player as a negative classification.

12. A computer program product comprising a processor-readable medium having a sequence of instructions stored thereon, which, when executed by a processor, causes the processor to execute a process for managing an online community for automated tiered player classification and weighted enforcement via the computer program and comprises:

identifying a plurality of players with-hash values defining player records comprising player classification statistics, each player classification statistic representing a numerical value;

allowing players to initially play in a first player pool;

detecting a first plurality of player activities;

upon detection of at least one of the first plurality of player activity, executing a hash function for incrementing the player's classification statistic by a weighted numerical value being unique for a selected predetermined negative player action and a second predetermined negative player action;

detecting a second plurality of player activities;

upon detection of at least one of the second plurality of player activities adding the player's hash value to a potential cheaters list;

detecting whether the classification statistic for one or more players has reached a threshold;

upon detection of the classification statistic reaching the threshold, classifying the hash value of the player as a first classification for a predetermined amount of time; and

forcing classified players to play in a second player pool separate from the first player pool.

13. The method of claim **12** further comprising matching players in a game using the player's hash value.

14. The method of claim **12** wherein the first plurality of player activities includes at least one of offensive conduct over voice chat services, using offensive user generated content, sabotaging team members, quitting during play of a game, bullying, sabotage of the game, killing allies, failure to cooperate with the game, purposely dying to give opposing team points, hacking the game, modifying the game, and giving away ally position.

15. The method of claim **12** wherein the potential cheaters list further comprising information related to the first and second plurality of player activities detected.

16. The method of claim **12** further comprising:

reviewing the potential cheaters list and making a determination based on the information on whether to classify the players on the potential cheaters list as a second classification.