TLD-OPS Terms of Use
2016-07-03

The TLD-OPS mailing is used in three different ways: (1) as a contact repository to increase the reachability of ccTLDs in incident response situations, (2) to alert TLD-OPS members of security and stability threats, and (3) as a means for the TLD-OPS Standing Committee to interact with the TLD-OPS community.

Usage #1: Contact Repository

*Sender:* TLD-OPS mailing list server

*Subject:* TLD-OPS Incident Response Community Repository <yyyyymmdd-time>

*Message content:* incident response contact information of all subscribed ccTLDs (names, phone numbers, email addresses) in one email, automatically generated and sent on the list every second day of the month.

*Terms of use:* all contact information is confidential and TLD-OPS members must not distribute it. TLD-OPS contact info must furthermore be used for operational security and stability matters only. The TLD-OPS Standing Committee recommends that members keep the most recent message in their local inbox so they’ll be able to quickly lookup the contact information of their peers, even in offline situations.

Usage #2: Alerting

*Senders:* TLD-OPS members (ccTLDs) and TLD-OPS liaisons (ICANN, IANA, SSAC)

*Subject:* [TLP {red, amber, green, white}] <subject>

*Message content:* alerts or queries relevant to the security and stability of ccTLD services or the Internet infrastructure at large. This may include follow-up discussions on how to mitigate reported threats.

*Terms of use:* messages must be on operational security alerts or queries. All information is confidential by default (TLP code red), unless the sender explicitly states otherwise through a TLP code. Conversations must be friendly and respectful in nature because TLD-OPS is a community of trusted peers.

Usage #3: Community Interaction

*Senders:* TLD-OPS Standing Committee

*Subject:* [community] <subject>
Message content: updates from the TLD-OPS Standing Committee on the TLD-OPS community, such as membership stats and changes in procedures.

Terms of use: community messages are public (TLP code white), unless stated otherwise.

Note: the mailman server will prepend the subject line of all messages with “[tld-ops]”, which for instance means that the subject line of community messages looks like “[tld-ops] [community] <subject>”.