

Code of Conduct

Version 1.2

It is to be noted that at all times the emphasis on this code of conduct for both players and enforcing officers is to exercise the utmost degree of common sense in interpretation or execution.

Where definitions of 'common sense' differ, the Committee will be deemed to be the deciding body.

Rule 1 - Criminality

No criminality will be tolerated within the society. Anyone caught conducting out of Character criminality will be subject to immediate expulsion from the event, the society and in so far as is necessary at law, the society will report any action and support any according police investigation.

Rule 2 – Intoxication

Illegal drugs and their usage will be dealt with as an issue of criminality.

Alcohol is to be used in moderation. Officers must not exceed 2 units while running a game and all other players must drink responsibly. Drunken players will be expelled from an event with future breaches resulting in expulsion and banning from all events until a decision of the committee is reached.

Rule 3 - Contact and Interaction

If you have an issue with certain players' behaviour, tell them. If this does not resolve the issue, raise it with an officer and go with the officers ruling.

Contact is limited to the normal run of social contact. Any other contact must be approved by the recipient in advance.

Any claims of deliberate unwanted physical contact will be investigated rigorously and appropriate action taken.

Anyone behaving in a seriously inappropriate manner may be subject to immediate expulsion from the event and suspension from the society pending a Committee review.

This is a game of dark themes so players should be aware of this. Should players find these themes uncomfortable, they have a responsibility to step out of the in Character area until the themes are concluded.

Rule 4 – Cheating and Metagaming

In role-playing games, a player is metagaming when they use knowledge that is not available to their character in order to change the way that they play their character (usually to give them an advantage within the game), such as using information garnered out of character (including knowledge of source material) in an in character setting. In general, it refers to any gaps between player knowledge and character knowledge which the player acts upon. The Society views this as cheating.

Depending on how seriously the player cheats, the penalties will range from the player losing XP gained that month to facing a permanent ban (subject to committee review) in the case of persistent offenders. In the first instance, the city ST will decide issues on a case to case basis.

Rule 5 – Don't Bring the Society into Ill repute.

This is a generic catchall category for any actions, which, in the opinion of and at the discretion of, any officer may damage the reputation and good standing of the society or its members.

Please don't freak the normals! This can be fun and easy to do inadvertently but can cause major problems for the society.

Where possible all breaches will be advised 1st, however failure to abide by a request to stop will result in expulsion and ban subject to committee decision.

Rule 6 - Respecting the Venue and the people in the venue

At all times respect must be show to the venue, general public and staff of the venue. Anyone caught seriously breaking these rules (i.e. causing damage to the property) will be subject to immediate expulsion from the event and banned from future events until the committee rule on the breach.

Don't bring physical representations of weapons to the venue publicly and don't kit up in public if your costume may alarm or offend. Where there is any question over appropriateness, consult with your ST and / or GS as they must approve costume and props. Please use your common sense with props and keep props that might cause offence out of public sight at all times. Breaching of these rules will result in a single warning, then expulsion subject to Committee

Rule 7 – Don't Take the Micky

Rule 8 - Follow the spirit of the game

A general rule which states that all players will read all rules and the mission statement, and abide by the spirit of the game.

Rule 9 – Do not take any action which may be dangerous!

A self-explanatory rule. Where members have doubts as to whether or not their actions would be hazardous then they are obliged to seek officer approval, and abide by any ruling.

Dangerous actions will not be tolerated and will be punished at the discretion of an officer ranging from a formal warning to formal expulsion and ban pending committee review.

I am over 18 and I agree to abide by the above code of conduct. I recognise that I am signing up to a role playing game and that none of the situations that we role play are real. I am happy to be guided by the officers of the society and agree to respect their decisions as the decision of the society

Name

Date

Signature.....