



Role Playing Gamers Charitable Association
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CODE OF CONDUCT

This Code of Conduct is subject to regular review and update.

The Role Playing Gamers Charitable Association (RPGCA), is a society that aims to build an inclusive community of Role Playing Gamers in Singapore. The RPGCA acknowledges that people enjoy Role Playing in different ways but insists that that enjoyment can never be at the expense of another player. The RPGCA is made up of members from a diverse array of backgrounds, who have differing abilities and beliefs. The RPGCA embraces diversity and regards safety, ethics and fair play as the basis of all its programmes and events. The RPGCA adheres to the Dungeons and Dragons Adventurers League Code of Conduct and in addition to this adds the following:

HARASSMENT OF ANY SORT IS NEITHER ACCEPTED NOR TOLERATED.

Harassment includes, but is not limited to, offensive comments and actions related to gender, expression, age, sexual orientation, physical appearance, race, disability, ethnicity, and religion. It also includes displaying sexual images, deliberate intimidation, stalking, following, harassing photography, disruption of events, inappropriate physical contact, and unwelcome sexual attention.

Anyone asked to cease harassing behaviour is expected to do so immediately. Warnings for harassing activities are not guaranteed, and anyone conducting harassing activity may be ejected from the event without a refund at the discretion of the event organizers.

If you are being harassed, see someone else being harassed, or have any other concerns, please contact any staff member to help resolve the issue and provide resolution to the harassment.

This harassment policy also extends into the games that are being played. Harassment of another player is not excused because such action is "in character" or because it is part of the

confines of the game rather than directly to another person. Harassing behaviour in “real life” is also forbidden between player characters in game.

Further, attendees, volunteers, and exhibitors are expected to adhere to the following:

Be respectful of the venue. Keep your area tidy and clean up any mess you generate. Be aware that sometimes our event space is limited and thus try to limit the number of bags you bring.

You are responsible for your belongings.

Minors aged 14 years old and below must obtain parental permission before attending events. The RPGCA reserves the right to deny admission to a minor if it believes that parental consent is not granted.

ADVENTURERS LEAGUE CODE OF CONDUCT

The document below was written by Wizards of the Coast as a code of conduct for all Adventurers League events. In addition to the Code of Conduct above, the RPGCA abides by this document.

D&D Adventurers League play is meant to be inclusive, fun, and safe. All participants (players, Dungeon Masters, and organizers) are expected to adhere to the following code of conduct:

Participants must not conduct themselves in a manner that is disruptive to the enjoyment or safety of others at the event.

Participants noticing disruptive behaviour should make those responsible for the behaviour aware of their actions. If a participant feels uncomfortable bringing it to the attention of the disruptive individual, the participant should notify the organizer of the event immediately.

Participants who feel as though they are in an unsafe environment should notify the organizer of the event immediately.

The Dungeon Master has the right to ask a disruptive player to leave the table and speak with the organizer. The organizer has the right to remove a disruptive or threatening player or Dungeon Master from the play area or premises.

No tolerance is given for theft or aggressive behaviour. Theft and aggressive behaviour are grounds for immediate removal from the play area and the premises.

Examples of Violations

Organizers, DMs, and players alike should maintain an awareness of possible violations to the code of conduct.

1. Disruptive Behaviour
2. Excessively vulgar or profane language
3. Throwing or breaking objects in anger
4. Leaving excessive trash in the play area
5. Talking over other players excessively
6. Demanding more attention from the DM
7. Talking on a phone excessively at the table
8. Unsafe Behaviour
9. Using racial, gender, or cultural slurs against another participant
10. Taking inappropriate photos of other participants
11. Harassing other participants
12. Using social media to bully other participants
13. Aggressive Behaviour
14. Threatening to hit other participants
15. Tearing up another player's character sheet
16. Pulling out another participant's chair, causing the player to fall
17. Intentionally turning over a table
18. Theft
19. Stealing books, miniatures, or other products
20. Stealing another participant's certificates
21. Taking another participant's dice without asking permission
22. Stealing organizer or DM materials, such as table tents, maps, and adventure documents

Organizer Response

An organizer who has code of conduct violations brought to his or her attention should resolve the manner quickly and professionally, with minimal disruption to the event if possible. The responses given here are guidelines, and if the situation calls for a more or less serious response to resolve a situation, the organizer is empowered to take appropriate action. Disruptive behaviour can be dealt with by the Dungeon Master upon first offence by issuing the participant a warning. Upon being issued a second warning, the Dungeon Master should notify the organizer of the event. If the Dungeon Master is engaging in disruptive behaviour, a player should immediately inform the organizer.

Unsafe behaviour is more serious, and the Dungeon Master or other participants have the right to notify the organizer immediately. The organizer should issue a warning for the first offence, and remove the player from the table or play area upon any subsequent offences.

Theft and aggressive behaviour are grounds for immediate removal from the play area and/or premises and should always be brought to the organizer's attention immediately