

C.A.S.T.L.E. LARP Behavior Policy

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Playing C.A.S.T.L.E. LARP is not a right. As such, C.A.S.T.L.E. Inc. has the right to refuse service to players whose behavior is continually disrupting or causes/could cause harm, physical or otherwise, to other players. This policy applies to all participants of C.A.S.T.L.E. LARP.

Inappropriate behavior is an unfortunate problem that sometimes arises during the course of an event. Listed below are a few examples of such behavior. This list is not all inclusive, but it does cover some of the most often seen behavior issues.

- ❖ Mistreatment of players and/or plot team members on an OOG level
 - This can include hurtful or rude speech
 - Disrespectful behavior from player to staff or from staff to player
 - Branch Staff or Corporate Staff – someone outside of the incident – will make the final decision on what is IG conflict and what constitutes OOG mistreatment

- ❖ Intentional destruction of personal property to include:
 - Physical Representations of in-game items
 - Tents, Decorations
 - Personal Belongings

- ❖ Can't beat the character, beat the player
 - This can mean using a real life weakness or injury in order to gain an advantage over another player, causing a situation to become physically dangerous
 - This can also mean deliberately using a real life fear in order to gain an advantage over another player, causing a situation to become emotionally dangerous
 - Branch Staff or Corporate Staff – someone outside of the incident – will make the final decision on whether one of the above situations was deliberate and warrants discipline

When in doubt, refer to the Six Rules Never to Forget in C.A.S.T.L.E. in the Player Rulebook.

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There is a process of consequences that can and will be applied in all cases of inappropriate behavior. Some or even all steps may be skipped depending on the severity of the incident.

❖ Education

- A friendly reminder of what the rules are and why those rules are in place to protect the safety and enjoyment of all participants of C.A.S.T.L.E. LARP
- This step will most often apply to the Six Rules Never to Forget in C.A.S.T.L.E. which can be found in the first section of the Player Rulebook

❖ Warning

- For more serious infractions of the Behavior Policy or for players that have received multiple educational steps
- A warning is a precursor to further action taken by the staff of C.A.S.T.L.E. LARP. It's an opportunity for the player to understand the seriousness of their infraction(s) and why their behavior is not acceptable with in the C.A.S.T.L.E. LARP community
- If a player receives a warning, the education previously received will be re-iterated
- In some cases, education is not a viable first step and a warning should be provided immediately

❖ Removal from Game Play

- Removal from Game Play can be for any length of time as deemed appropriate based on the severity of the infraction. The can mean being removed from an adventure mod or encounter, or even to a set amount of time that the player will be asked to remain out of game in the OOG Area
- If a player is removed from game play, the education previously received will be re-iterated and the player will be required to read the appropriate section in the rule book for further understanding
- A more severe warning of further consequences will be issued
- Depending of the severity of the issue, removal from the event site could occur, but that decision is left to the highest ranking Branch or Corporate Staff member on site

❖ Probation – *the decision to place a player on probation is made by the Branch Owner and Probation will be upheld by all Branches*

- Probation is a set period of time in which the player can have no inappropriate behavior infractions
- This step is a post-event decision made after all applicable incidents have been discussed

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- Arbiters and Player Reps as well as all on-site members of Branch and Corporate Staff are responsible for monitoring any player on probation
- If the player has an inappropriate behavior incident within that set period of time, they will be suspended from game play

- ❖ *Suspension – the decision to suspend a player is made by the Branch owner and Suspension will be upheld by all Branches*
 - The player may not attend C.A.S.T.L.E. LARP events or be present on the site of a C.A.S.T.L.E. LARP event for a set period of time
 - Should a suspended player attempt to attend a C.A.S.T.L.E. LARP event during their time of suspension, they will be asked to leave the site immediately. If the player does not comply, this will be considered trespassing and local law enforcement will be notified
 - When a player's suspension is lifted, the player reverts back to the Probation step

- ❖ *Expulsion – the decision to expel a player is made by Corporate Staff only and expulsion will be upheld by all Branches*
 - The player is no longer welcome to attend C.A.S.T.L.E. LARP events or be present on the site of a C.A.S.T.L.E. LARP event for an indefinite length of time
 - Should an expelled player attempt to attend a C.A.S.T.L.E. LARP event during their time of suspension, they will be asked to leave the site immediately. If the player does not comply, this will be considered trespassing and local law enforcement will be notified
 - An expelled player may request an appeal
 - The expelled player should contact the Customer Service Director for information on how to request an appeal
 - The appeal will be examined by C.A.S.T.L.E. Ownership and a final decision made after the appropriate investigation into the events that led to expulsion
 - Should a situation arise where an expelled player could be re-evaluated for attendance at C.A.S.T.L.E. LARP events (as determined by Corporate Staff), the player would immediately return to the Probation step in the process

C.A.S.T.L.E. LARP takes the problem of poor behavior very seriously, especially when it affects other players and their enjoyment of the game. If incidents of poor behavior are witnessed, please report it immediately. Many times, it is simply a misunderstanding or a case of IG conflict being confused with OOG behavior, but behavior issues need to be dealt with as swiftly as possible to avoid disruption of the game and the enjoyment of the players involved.