

C.A.S.T.L.E. LARP Cheating 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 who continually violate the rules and policies laid down by C.A.S.T.L.E. LARP. This policy applies to all participants of C.A.S.T.L.E. LARP.

Cheating in C.A.S.T.L.E. LARP is defined as any action that intentionally circumvents or violates any rule in the C.A.S.T.L.E. LARP Rule Book or any of its Compendiums. Cheating goes against the Sportsmanship Rule and could go against the Exploit Rule as defined in the Player Rule Book. Please don't cheat. This is a game of creativity and imagination. Cheating gains little reward, but can result in lost opportunities and lost enjoyment for the cheater and the players caught up in the consequences.

C.A.S.T.L.E. LARP is an honor system game, so the players and plot teams are relied upon to do what is right, even when no one else is looking. It should always be remembered that the INTENT of the action is what is important. It is possible to cheat "accidentally."

The listed items below are some examples of cheating that could occur at a C.A.S.T.L.E. LARP event. This list is not all inclusive, but it does cover some of the most often seen methods of cheating in a LARP environment.

- ❖ Meta-Gaming
 - The use of Out of Game (OOG) knowledge that the character would not otherwise have to gain In Game (IG) benefits or advantages
 - This includes "information sharing" between multiple characters of the same player, unless a character legitimately learns it IG

- ❖ Over Use of Skills
 - Using any skill(s) a number of times exceeding the number of times the skill has been purchased
 - Expending any ability more times than permitted between rests.
 - Expending pool abilities a number of times greater than the total amount of points in the pool

- ❖ Use of Non-Purchased Skills
 - Using any skill that has not been purchased with Skill Points and is not included on the character sheet

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- ❖ Rhino-Hiding
 - Deliberately not counting valid weapon blows or game effects that deal valid damage to the character
 - Gross miscalculation of Health Points

- ❖ Exploitation
 - The finding and use of any loopholes in the current ruleset that go against the intention of the rule
 - Rule loop holes should be immediately reported and NOT exploited for IG advantage or benefit

- ❖ Tag Cheating
 - Not destroying/discarding used or non-valid tags
 - No tags on person for tagged items being used
 - Possessing more tags than tagged item physical representations on person

At C.A.S.T.L.E. LARP, it is understood that sometimes cheating can happen accidentally. In the heat of the moment on the field of combat, sometimes a player might forget how many times they've used a particular skill and might over use it one or two times. A player might miscount how much mana is required to cast a particular spell and over expend a mana pool. These things happen and some allowances can be made for such situations. When these accidental slips become habit, however, it is time to take a closer look and determine if it is intentional cheating or intentional ignorance of the rules. INTENT is all important in determining whether cheating is accidental or intentional.

Some types of cheating are worse than others. The impact of the cheat on other players and on the game environment as a whole are considered when determining the severity of the incident. The more players that the cheat affects, the greater the offense is considered. Cheating for the purposes of ruining another player's enjoyment specifically crosses into Behavior violations and could result in double the consequences.

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

- ❖ Education
 - This step can be frequently used with newer players or in the case of new or additional rules and mechanics
 - A friendly reminder of how the rule or mechanic is intended to work
 - This step can be used more than once, if necessary

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- ❖ Warning
 - For more serious infractions of the Cheating Policy or for players that have received multiple educational steps without showing improvement
 - 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 cheating is not acceptable with in the C.A.S.T.L.E. LARP community
 - This step can be used for intentional cheating or repeated accidental cheating
 - If a player receives a warning, the education previously received will be re-iterated

- ❖ 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 can be an option here, but that decision is left to the highest ranking Branch or Corporate Staff 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 cheating infractions
 - This step is a post-event decision made after all applicable incidents have been discussed
 - 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 a cheating 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

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- immediately. If the player does not comply, this will be considered trespassing and local law enforcement will be notified
- When a player's suspension has been 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 after having been expelled, 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 C.A.S.T.L.E. Inc 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 cheating very seriously, especially when it affects other players and their enjoyment of the game. If there is ever any suspicion of cheating, please report it immediately. Many times, it is simply misunderstanding or accidental, but intentional cheating needs to be dealt with as swiftly as possible to avoid disruption of the game and the enjoyment of the players involved.