

# Player Code of Conduct

## 2010

In addition to the NERO Sportsmanship Policy and Core Rules, every player will be expected to follow these guidelines.

### **Ages 14 and Under:**

Any person under the age of 14 is NOT permitted on site at ANY game event unless they are escorted by THEIR PARENT(S). Also, persons under the age of 14 are NOT permitted to play the game, under ANY circumstances.

### **Body Contact:**

#### PHYSICAL ROLEPLAYING

WAR restricts "physical roleplaying" which includes, but is not limited to tackling, slapping, kicking, punching, carrying another player, dragging another player, or any other, similar action.

#### INAPPROPRIATE TOUCHING

Players may not kiss or engage in any other types of inappropriate touching with other players. This includes players who may be involved with each other in a relationship, EVEN couples who are married. Players may NEVER sleep in the same bed together.

### **In-Game Theft:**

Any person that enters a cabin, tent, or other sleeping quarters that is NOT theirs and does not have a coherent resident of that sleeping area present MUST have a Game Marshal accompany them into that area. No matter whether the player's intent is to steal an in-game item or not, a player must NEVER enter an unsupervised sleeping area that is not theirs unless they are accompanied by an appropriate marshal. This rule is intended to prevent the theft or accidental taking of items or money that are not related to the game.

### **Leaving Site:**

No players under the age of 18 may leave site at any time unless they are taken or accompanied by an adult family member. This is to insure the safety of younger players!

Any players ABOVE the age of 18 are asked to please check in with the local Plot team to let them know you are leaving, when you are coming back, and when you come back. This is to ensure that any plot that is related to your character will not be carried out in your absence as well as to help the Plot Team to accurately gauge the strength of the town.

### **Medics:**

There are always medics on site at every WAR larp event. If anyone ever becomes injured, please call for medic immediately. Anyone needing medical attention or anyone that sees someone needing medical attention is strongly urged to hail a medic by simply yelling "MEDIC!" until appropriate help has arrived.

**Medical Conditions:**

Any player that has a medical condition requiring prescription medication or any type of condition such as allergic reactions to bee stings should notify a staff member or owner as soon as they arrive on site for an event. Anyone who carries medicine, inhalers, Epi-pens, or similar treatments that are needed in an emergency situation should leave said items with a Medic so that they may use them in case of an emergency.