

Rulings and Adjudication

2010

Game Marshals

A Game Marshal is a player that will help to move the game forward by overseeing closed modules, checking stat cards at the request of other players, overseeing in-game thefts that he or she is not affiliated with, and in general refereeing any dispute. These folks are typically veteran players with the wherewithal to render fair, accurate, and unbiased rulings.

Game Marshals are announced at the PC Speech and posted at the NPC Shack.

Rulings in the Field

Any Marshal that makes a ruling in the field will have that ruling stand at the time. Please do not contest a ruling while in a hold or the action is still going on – give your opinion calmly and roll with the Marshal's call. Afterward, if you wish to contest (aka 'adjudicate') the call, follow the process outlined below.

Adjudication

The Head of Plot can adjudicate rulings at the event, but only after the players have left the field of play. In all cases the Head of Plot will determine when it is appropriate to adjudicate, and a player can never demand adjudication on the spot or otherwise stop the action in order to find the Head of Plot to resolve an issue. The Head of Plot's ruling will stand until the end of the current event.

Once the event is over a player may petition the Rules Committee for an overriding ruling. This must always be after the event, in writing, and cannot be brought to Rules Committee members on site. In these rare cases, the Rules Committee will review the rulings made and will effort to provide clarifications and/or policies to be implemented going forward if these are deemed necessary.

Rules Committee

The WAR Rules Committee can hear adjudications and make long-standing policy with regards to the interpretation and/or implementation of rules and clarifications.

2010 WAR Rules Committee:

Jay Rhoades, Mike Ennis, Dave Binder, Jennifer Janson, Bryan Mularcik