

T-GAME Code of Conduct

Adapted from <https://www.dicetowerwest.com/rules-policies>

Statement of Purpose

T-GAME aims to promote personal, interpersonal, and group growth and provide the ability for people to create their own experiences.

T-GAME is dedicated to providing a harassment -free environment for everyone, regardless of gender, gender identity or expression, sexual orientation, physical condition, mental health, physical appearance, body size, race, ethnicity, age, religion, or creed. We therefore expect attendees to follow this Code of Conduct for any T-GAME online activity (e.g., social media or e-mail), T-GAME-sanctioned event, or representation of T-GAME.

Attendees who violate this Code of Conduct may be given a warning, may be expelled from the event or any future T-GAME event.

The Code of Conduct contains the following sections:

1. Etiquette
2. Harassment
3. Photography
4. Reporting
5. Enforcement
6. Games with Adult Themes
7. Personal Care and Hygiene

Etiquette

No substances, such as alcohol or drugs, are allowed at event venues, unless otherwise permitted by the venue. Clearly intoxicated or inebriated persons will be asked to leave.

When in public, please keep language and conversation PG-13.

At the start of a new activity (e.g., playing a board game, designing a board game, or painting figures), involved persons should agree upon the expected set of behaviors appropriate for the activity. For example, players may want to allow for socializing and more relaxed discussion. On the other hand, players may want to have a more focused experience with minimal distractions.

For tabletop games, attendees should try to follow these guidelines to help others have an enjoyable experience (adapted from <https://boardgamegeek.com/blogpost/44719/10-rules-boardgaming-etiquette-list>):

- **Good Conduct:** Your conduct should help others enjoy themselves, regardless of what happens in the game
- **Effort:** Put as much effort into the agreed-upon expectations that the rest of the table does
- **Opportunity:** Give everybody as much opportunity to contribute to the game as you would demand for yourself
- **Good faith:** Assume that other players are honest and will play fair

- **Bad Faith:** Don't use social cues (e.g., whine, complain) just to manipulate others and gain an advantage
- **Respect Decisions:** Respect a player's right to make their own decisions and to ignore your advice
- **Support:** Be gracious when other players make mistakes, and accept your own mistakes to allow people to learn and grow within and outside a game
- **Gloating:** Avoid making opponents feel like you're better at a game than they are in an antagonizing way
- **Rules Lawyering:** Don't challenge a ruling just because it puts you at a disadvantage
- **Adjournment:** Accept that the game is over when the group wants to stop playing, not when there is a winner

Harassment

T-GAME does not tolerate harassment of any kind. Harassment includes, but is not limited to:

- Verbal comments that reinforce social structures of domination related to gender, gender identity or expression, sexual orientation, physical condition, mental health, physical appearance, body size, race, ethnicity, age, religion, or creed
- Deliberate intimidation, stalking, or following
- Harassing photography or recording
- Inappropriate physical contact
- Sexual images in public spaces
- Unwelcome sexual attention, including verbal, physical, or gestural behaviors
- Advocating for, or encouraging, any of the above behaviors

Photography

Please ask for consent before taking photographs of a person's face and for posting on social media. If any photograph on T-GAME social media contains a person's face, that photograph will be removed if the depicted person requests removal.

Reporting

If someone makes you or anyone else feel unsafe or unwelcome, please report it as soon as possible to a trusted attendee. When feasible, please also fill out an anonymous incident report form online.

Enforcement

It is up to each attendee to come together and help create a harassment-free and comfortable environment. Attendees should commit to speaking up about any violation at each and every opportunity, and other attendees should support each other in speaking up. Supporting other attendees in enforcing this Code of Conduct is crucial to facilitating an environment where everyone can feel free to create their own experiences.

Attendees who are asked to stop any behavior are expected to comply immediately. If an attendee engages in behavior that violates these rules, actions may be taken to keep the event a welcoming

environment for all attendees, including issuing a warning or requesting the venue to remove the offender.

Action may be taken to address or prevent anything designed to, or with the clear impact of, disrupting the event or making the environment hostile for any attendees.

Games with Adult Themes

We recognize that some games are geared toward adults and therefore may contain mature themes, content, and imagery that may be deemed offensive to others. We ask that attendees exercise caution when playing these sorts of games, making sure to pay attention to their surroundings to ensure that all participants in a game are comfortable with the themes, content, and imagery. Games deemed disruptive or inappropriate for the event may be asked to be discontinued.

Personal Care and Hygiene

It can be easy to let time get away when playing games and when you want to get the most out of your experience. For the health and safety of all attendees, we suggest everyone adhere to the 6-2-1 policy: Each day, get at least six hours of sleep, eat at least two meals, and take at least one shower. If you believe someone has a health or hygiene-related issue that needs to be addressed, please report this as soon as possible to a trusted attendee. When feasible, please fill out an anonymous incident report form online.