

# **Ilydan LARP Code of Conduct**

## **Overview**

At its heart, Ilydan LARP is a community. Our aim is that everyone should feel welcome, comfortable and valued at our events and in our online spaces. As such, this Code of Conduct lays out what is required of everyone who wishes to be a part of the Ilydan community. These rules apply at all times when engaging with Ilydan to all participants.

The conduct rules cover how you should treat other participants. Everyone should treat each other according to these rules so that we can roleplay safely and respectfully.

If you believe that anyone has breached any of the conduct rules below, we encourage you to let a member of the Design Team know as soon as possible. Similarly, if you are at an event and a conduct experience has caused you to feel anxious or upset, please speak to Diana or Emily as welfare officers. If you have any questions about any of these rules then please ask us as we will be happy to help.

These conduct rules apply equally to all event participants. They apply at all times and actions that breach our guidelines for behaviour are not acceptable no matter when or where they occur. All decisions made by the Design Team with regard to these rules are final.

## **Equality and Diversity**

We welcome to our game anyone who wants to participate, regardless of background.

You must not insult, harass or discriminate against another participant on the basis of an out-of-character attribute, such as race, ethnicity, nationality, socioeconomic class, religion, gender, disability, sexuality, transgender status, age, or body shape.

Equally, you cannot play a character that is discriminatory against another character based on these attributes.

## **Disability**

If you require accommodations for disability then please contact the Design Team. We are a small system with limited resources, however, we will try to make accommodations where possible so that all are able to enjoy our events.

You must not challenge another participant's rights to use accommodations put in place for disabled players and crew.

## **Bullying**

All participants must refrain from out of character bullying

Bullying can be defined as unwanted, repeated behaviour by an individual or group against another individual or group designed to cause physical, emotional, or psychological harm.

## **Gender Identity**

We support our trans and non-binary participants and their right to declare their own gender and pronouns.

You must use a participant's stated name and pronouns.

We understand that it is easy to make honest mistakes, however refusing to acknowledge a correction or deliberately misgendering another player or their character is unacceptable.

## **Sexual Harassment**

Sexual harassment will not be tolerated

A victim of sexual harassment can be of any gender, as can the perpetrator.

Our definition of sexual harassment includes any of the following behaviour:

- Repeatedly asking a person to socialise when they have indicated they are not interested
- Repeatedly standing or sitting too close to or brushing up against a person without their consent
- Sexual comments, banter, jokes, or innuendo in company that includes people who are not comfortable with that
- Sexualising or sexually objectifying another person without their consent
- Touching a person in an intimate or sexual way without their consent
- Any form of slut-shaming

## **Roleplaying Conflict**

Though the majority of Ilydan's conflict stems from player character interactions with non-player characters, there is still scope for player characters to disagree and have conflict with each other, which is absolutely fine provided you note the following points.

You should avoid in-character confrontations with other characters where there is out-of-character animosity, or when you are angry out-of-character for any reason.

You must not out-of-character intimidate other participants when confronting their character.

If you have a high intensity encounter with another character, then you should find a way to check in with the player afterwards.

### **Grappling**

You must not grapple or roughly handle other participants without their consent. We do not permit grappling during combat under any circumstances.

### **Non Combatants**

Some people can opt not to participate in combat. They will wear a neon orange armband, and you should not under any circumstances hit a non-combatant. Any person may opt to become a non-combatant for any reason during the event, but once a person becomes a non-combatant they remain such until time out at the end of the event.

### **Extremism**

Symbols, slogans, and politics of any totalitarian or oppressive movement, such as the far-right, are unacceptable and not tolerated at our events.

### **Alcohol and Other Substances**

Illegal substances are not to be brought on site.

While consuming alcohol on site is acceptable, we require you to know your limits and not be a nuisance to others (e.g. making a noise that disturbs those who are trying to sleep, making others feel uncomfortable, acting in an unsafe manner). If a member of DT informs you that you should stop drinking you must comply. We also require you to keep any alcohol you bring on site in a safe and secure location as there are under 18s on site. Any alcohol or tobacco left unattended can be disposed of by the DT. Finally, if you have been drinking alcohol you should not take part in LARP combat.

### **Respect for the Site and Facilities**

We are guests at the sites where our events take place, and future bookings are dependent on the goodwill of the site owners. We require all participants to treat the site and its facilities with respect, to keep things tidy and to clear up after themselves. This includes keeping the kitchen tidy, doing your washing up, and taking all your food with you at the end of the event.

### **Challenging Bad Behaviour at Events**

If you feel safe to, please challenge any behaviour at events that violates our conduct rules. If you do not feel able to do so, then please speak to a member of the Design Team about the incident.

**Online Conduct**

Our code of conduct extends to the behaviour of participants in online spaces run by Ilydan LARP- The Facebook group and the Discord server.

We expect reasonable and appropriate online behaviour from all participants.

Breaches of our conduct rules are reportable to the Design Team regardless of where they take place.

**Instructions from Ilydan LARP Design Team**

The Design Team may give any participant instructions in order to keep people safe or moderate conduct. These instructions must be complied with.

Ilydan LARP reserves the right to remove any participant from an event for any reason. A warning may be issued first, depending on the situation, but is not guaranteed. We also reserve the right to not disclose why a participant has been removed.