

Conduct

Code of Conduct

By booking a place at any MGS event, you agree to abide by the following code of conduct, in line with our interpretation and implementation of it.

You must not:

- Discriminate against others, or use derogatory or bigoted language based on out-of-character attributes including:
 - Age
 - Body type and physical appearance
 - Dietary requirements and choices
 - Disability or neurodiversity
 - Gender or sex
 - Nationality
 - Parental status
 - Ethnicity
 - Religion or belief
 - Sexuality
 - Social or economic class or employment status
- Sexually harass other participants, IC or OC.
- Make references to certain unacceptable themes, listed in the event description.
- Become so drunk or intoxicated that you are unable to roleplay safely.
- Smoke or vape in an inconsiderate manner.
- Use illegal substances.
- Film any portion of the event without our explicit permission.
- Photograph participants who have indicated that they do not wish to be photographed, or refuse to remove photographs from the public domain at the request of those depicted.
- Interfere with another participant's belongings.
- Operate a drone or similar remote-controlled equipment without our explicit permission.
- Attempt to shrug off responsibility for your actions. "Just being in character" is not an acceptable excuse or justification for unacceptable behaviour.

MGS takes reports of breaches in conduct very seriously. Depending on the severity of the incident and the outcome of the investigation, sanctions may be in effect for all games and events run by MGS. In serious incidents, legal action may be taken.

If you break this policy, we can:

- Offer you a warning and/or discuss the situation with you.
- Ban you from attending future events.
- Ask you to leave the event.
- Take legal action, if the situation is sufficiently serious.

None of the following are ever considered a valid excuse for unacceptable behaviour. Attempting to justify such behaviour with these or similar excuses will be judged harshly should any complaint be made against a participant:

- “I was only joking”
- “I was drunk”
- “It was in-character.”

Assault

The Criminal Justice Act 1988 defines assault as ‘any act (and not mere omission to act) by which a person intentionally or recklessly causes another to suffer or apprehend immediate unlawful violence’ (cps.gov.uk, 2020).

For the purposes of this document, we will go into separate detail regarding physical assault, sexual assault and harassment.

Physical Assault

The game rules do not have the option for fighting hand-to-hand, therefore mutual consent for roleplayed fights is required. Without this consent, it is classed as assault. Depending on the severity of the incident and the wishes of the victim or victims involved, the case may be passed to the police.

Sexual Assault & Harassment

We consider sexual assault and harassment to be entirely unacceptable, and we pledge to fully investigate any claims of sexual assault or harassment at one of our games in conjunction with the police.

Sexual harassment can generally be considered to be any pattern of repeated and unwelcome sexual advances, in- or out-of-character, including but not restricted to:

- Sexual comments, teasing, jokes, or comments on appearance or behaviour.
- Creating an overly sexualised environment, for example by maintaining sexual conversations when individuals present have asked for the topic to be changed, or through displaying pornographic material outside of spaces in which all present have consented.
- Pressure for personal interaction with a sexual or romantic intent.
- Hugging, touching, groping, or any other unwanted physical contact.

It should be noted that sexual harassment can be perpetrated by a person or persons of any gender, against persons of any gender.

Discrimination and Harassment based on Out-of-Character Attributes

Under the Equality Act 2010, it is not acceptable to discriminate against, harass or insult anybody based on the protected characteristics. However, we take this to mean any out-of-character attribute that they may possess. This includes, but is not limited to, the following characteristics:

- Age
- Body type and physical appearance
- Dietary requirements and choices
- Disability or neurodiversity
- Gender identity or sex
- Nationality
- Parental status

- Ethnicity
- Religion or belief
- Sexuality
- Social or economic class or employment status

Players and crew should note that the lore of a game world created by MGS may have certain prejudices between individuals or groups of people, and these can be played out in-character. Any such roleplay must stop immediately if someone explicitly states their discomfort and withdraws their consent to roleplay with such themes.

Out-of-character discrimination or harassment is unacceptable. This includes, but not limited to:

- Ignoring any Non-Combat and Non-Contact sashes/emblems/badges used in a game, in relation to fighting and touch.
- Ignoring the wishes of others on personal space.
- Inappropriate behaviour that does not come under Discrimination or Assault.

Pronouns

We expect participants to respect and use the preferred pronouns of all individuals. We understand that honest mistakes can happen in this regard, but refusing to correct, or deliberately mis-gendering a person is unacceptable behaviour.

Other kinds of Inappropriate Behaviour

Additionally, we consider the following to be unacceptable at our events; again, this is not to be considered an exhaustive list:

- Interfering with any participant's mobility or sensory aids, such as moving a wheelchair without the explicit permission of its user.
- Entering an individual's out-of-character room or tent without their explicit permission, or refusing to leave an individual's out-of-character room or tent after being asked.
- Interfering with any individual's out-of-character belongings unless that individual has explicitly given permission for you to do so.
- "Gender policing", for example, by asking another participant to leave a bathroom area based on their perceived gender.