



PLAYER POLICY

Conduct and Interaction Policies for BarHaven Players
Updated January 2023

It is a privilege to be a member and player of BarHaven. Participants of BarHaven group events, online interactions, and hosted games are assumed to be aware and understand the BarHaven Player Policies as stated publicly. 'Players' include but are not limited to: new players, long-term members, Vetted and non-Vetted DMs, staff, owners, Partner staff and owners, and other interacting entities.

Conduct by anyone in the organization, BarHaven, that is illegal, violent, dangerous, or irresponsible puts innocent victims at risk, damages the reputation of others in the gameplay, and undercuts public respect and support for BarHaven. Players must endeavor at all times to be people of high character, must show respect for others inside and outside our games, and must strive to conduct themselves in ways that favorably reflect on ourselves, our parties, the communities we represent, and BarHaven as a whole.

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Standard Rules of Players and Membership of BarHaven

1. We are a 18+ community, unless otherwise stated in an event-based calling. If you are found to be under the age of 18, staff will remove you from our online Discord community and ask you to leave from our locations and events.
2. All Discord and online interaction MUST follow both BarHaven Player Policy and the [Discord Community Guidelines](#).
3. ALL conduct that poses a threat to other players and staff is strictly prohibited. This includes but is not limited to:
 - a. Actual or threatened physical violence against another person including Partner staff, bartenders, or other third party members,
 - b. Assault and/or battery, including sexual assault or other sex offenses,
 - c. Stalking, harassment, or similar forms of intimidation,
 - d. Illegal possession of a gun, other weapons, alcohol, or drugs,
 - e. Disorderly conduct while participating as a BarHaven player,
 - f. Conduct that undermines or puts at risk the integrity of BarHaven.
4. Drinking alcohol as a minor or distributing alcohol to a minor is prohibited under BarHaven policy and is illegal in the United States. While we are an 18+ community, each individual player is responsible for their alcohol purchasing and consumption. If a Partner venue or event location is held to 21+, BarHaven is not liable for entry of a minor. BarHaven is not liable for actions taken by players while intoxicated before, during, or after any events or gameplay, HOWEVER, if a player is found to be distributing alcohol to a minor, adding any sound-mind altering substances to drinks after purchase, or forcing intoxication on others, this player will be banned from all BarHaven events and authorities will be called based on the situation.
5. The rules of the Partner venue are higher than those of BarHaven. If a bartender or Partner staff member tells you to stop doing something, you should stop. BarHaven will rule on the same side as the Partner.
6. No religious or political discrimination in and out of the game. If you are to be found to be treating others differently based on their religious or political affiliation, Staff will take necessary actions.
7. No gender or sexual orientation discrimination in and out of the game. BarHaven is supportive of the LGBTQ+ community and asks all members to not discriminate regardless of personal beliefs or morals. If you are found to be discriminating in this nature, you will be asked to leave immediately.
8. Commentary on others' mental or physical health, suicide, or self-confidence is strictly prohibited and will not be tolerated.
9. Be mindful of others and respect BarHaven Vetted DMs/Staff and any third party staff including Partner bartenders and service workers.

10. BarHaven reserves the right to ban and refuse services to anyone. Please keep this in mind especially when drinking and interacting in a public/private place. If you have any issues, feel free to email or contact our Staff to talk about any concerns.

Gameplay Rules and Etiquette Expectations of Players in BarHaven

1. Be wholesome. This includes no offensive behavior, no excessive drama, no commentary on another player's knowledge of the game, no spamming, no gameplay-takeover, and no gameplay sabotage on others.
2. Our public gameplay is kept to PG-13 or SFW (Safe For Work) unless otherwise stated before the game. This includes no nudity, obscene gore, extreme sexual behavior, or major disturbing matters. If you wouldn't send it to your mother figure, then please keep it out of our game unless otherwise agreed upon.
3. Meta gaming that inhibits or spoils the game for others at the table will not be tolerated. The enjoyment of others' games is more important than the detailed stats of a monster learned outside gameplay. Meta gaming of this kind is tantamount to cheating.
4. The actions similar to 'Main Character Syndrome' will not be tolerated. Our games are for everyone involved. Do not take over or sabotage the game for your own personal gain, benefit, humor, or ego. If you are found to be spoiling others games in this way, a Vetted DM or Staff may speak to you about improving your gameplay to work best with others. BarHaven is here to provide interactive entertainment for players of all backgrounds and can help you find the best gameplay for you. However, if this behavior does not improve, Staff may ask you to step away from BarHaven games.
5. BarHaven sets games at the agreed upon time at a Partner location and usually runs for about four hours unless otherwise stated (Example: Gather-time starts 6:00pm, and games will typically run until 10:00pm). However, these games may run shorter or longer based on the player's choices, decisions, and general gameplay. Our Vetted DMs plan on ending four hours after the gather-time but do not guarantee an absolute stop-time. If the games run too long to the point it causes schedule issues, please alert a Staff member. Please allow for +/- 15 minutes as all games are based on player choices and the DM may need to adjust the storyline to accommodate.
6. ALL BarHaven games and advertised event games will be hosted by BarHaven Vetted DMs. If you are found to be advertising yourself as a BarHaven Vetted DM without the Vetting Process or training, you will be banned from BarHaven events. This is considered false advertising and false certification. All BarHaven Vetted DMs are listed on the Meet-Our-DMs page on the website.

Dungeons & Dragons and Game Content Ownership

BarHaven does not claim any ownership of D&D or its owner's, Wizard of the Coast, game content and does not sell or profit off of the content itself. BarHaven understands the trademark and copyright of D&D and follows all [Fan Content Policies](#), [General Terms and Agreements](#), and [Code of Conduct](#).

BarHaven staff has contacted Wizards of the Coast legal representatives to confirm business practices comply with all policy as of December of 2022.

BarHaven does own and reserve the right to deny our services, providing safe and public spaces for players to game, Vetted DMs to host and mediate gameplay, and matchmaking the player community for continuous and intriguing gameplay.

Covid-19 and Illness

Our Covid-19 is as follows:

- Confirmed Positive: Please refrain from attending in-person events. Only return after a negative test result or have no symptoms after 5 days. If possible, please contact a staff member to report the positive.
- Exposed to Positive Case: We ask all members who have been in close contact to wear a mask around others at our in-person events and/or wait for a negative 2 days after contact. Please refrain from coming to in-person events if you have any symptoms.

If you find yourself sick and/or with any contagious symptoms/illness, please refrain from attending any BarHaven in-person events. This is for the safety and health of our members and hope to provide the best possible environment for players, our Partner locations, and all Staff involved.

BarHaven Hierarchy and Contact

The game hierarchy is as follows: Player<Vetted DM<Staff. If there is ever an issue with a player, you are encouraged to talk to a Vetted DM. If there is an issue with a Vetted DM, you are encouraged to talk to BarHaven Staff.

For direct contact, please email Jack Novelli, BarHaven Coordinator and HR, or other Staff at circleofbarhaven@gmail.com. If you are uncomfortable talking about a situation over email, please state you would like a direct call or in-person conversation and we will try to accommodate as much as possible.

Player Policy Definitions

'Players' - Include but are not limited to: new players, long-term members, Vetted and non-Vetted DMs, staff, owners, Partner staff and owners, and other interacting entities.

'Vetted DMs' - Dungeon Masters (DMs) who have gone through the necessary training and vetting to be part of the Staff of BarHaven as project-based private contractors. These DMs are on payroll and are held to a set of predetermined standards.

"Staff" - Those who are considered employees of BarHaven including Vetted DMs, Coordinators, Financial Directors, Founder and Owners, and any Consultants in the organization.

'Partners' - The venue, location, or third party community who agrees to have BarHaven games on their premises or at their event. These Partner locations may or may not have player benefits that will be outlined on the BarHaven website.

'Meta Gaming' - The act of a roleplayer making use of knowledge that they have learned out of character (and which their character does not know) while they are in character; often considered a form of cheating.

'Main Character Syndrome' - MCS. Primarily symptomized by the tendency to create and play a character as though they're the lead and every other player character is part of the supporting cast. This can adversely affect gameplay for a number of reasons. For more information on this gameplay, please ask a Vetted DM or Staff member.

'Gather-Time' - The time a Partner location agrees to start the benefits and the time BarHaven advertises players should show up. This time may or may not be the game's actual start time.