



# RPGA®

## GENERAL RULES

Effective April 14, 2003

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## INTRODUCTION

Much like the adventures the RPGA provides for gamemaster (GM) and player enjoyment, these rules govern the game environment and character's destiny. But unlike games rules and adventures that primarily focus on actual game play and character actions, these rules govern RPGA event organization and the activities of event participants. The *RPGA General Rules* were developed to help maintain fair and consistent worldwide play for every game system the RPGA sanctions and supports. The *RPGA General Rules* apply to all games in addition to the specific rules for each campaign (like *LIVING GREYHAWK™*) or game system (like *DUNGEONS & DRAGONS®*). In order to maintain this diverse and extensive event system, RPGA members are required to follow both the *RPGA General Rules* and the spirit in which they were created. Players who violate sections of the *RPGA General Rules* or the appropriate campaign rules are subject to the appropriate provisions of the *RPGA Penalty Guidelines* and further RPGA review.

## 1. GENERAL RPGA RULES

### RPGA-Supported Campaigns and Game Systems

The following campaigns and game systems are supported by these rules:

- DUNGEONS & DRAGONS
- DUNGEONS & DRAGONS CAMPAIGNS
- Dungeons & Dragons: *LIVING GREYHAWK*
- DUNGEONS & DRAGONS: *LIVING CITY®*
- *Star Wars* *LIVING FORCE™*
- *Star Wars* Roleplaying Game
- d20 *MODERN™* Roleplaying Game
- *Call of Cthulhu* d20 *SYSTEM®* Roleplaying Game
- Other d20 *SYSTEM*-based games (this includes games produced by other companies that utilize the d20 *SYSTEM* rules or that produce D&D® licensed product)

The RPGA produces floor rules for most of the games and campaigns listed above, and each RPGA-sanctioned event must follow both these *RPGA General Rules* and the appropriate game system and/or campaign floor rules. If you do not have the appropriate game-related RPGA rules, visit the RPGA website at [www.wizards.com/tpga](http://www.wizards.com/tpga) to download the latest official copy.

### Player Eligibility

Any person is eligible to participate as a player in an RPGA-sanctioned event with the following exceptions:

- Players and gamemasters currently suspended by the RPGA or DCI™.
- Wizards of the Coast, Inc. and Hasbro, Inc. corporate employees in any session played for prizes or session utilizing adventures they have previous knowledge of. Knowledge includes, but is not limited to development, editing, and playtesting.
- Former Wizards of the Coast, Inc. and Hasbro, Inc. corporate employees (until thirty days after their last days of employment with those companies) in any session played for prizes or session utilizing adventures they have previous knowledge of. Knowledge includes, but is not limited to development, editing, cartography and playtesting.
- Employees of associated companies producing d20 *SYSTEM* games that are responsible for organized play may not participate in RPGA-sanctioned play for their campaigns or sessions utilizing their game's adventures if they have knowledge of the adventure. Knowledge includes, but is not limited to, development, editing, cartography and playtesting.
- Senior staff for any *LIVING™* campaign or program may not play any session utilizing that campaign's or that program's adventures. For example, *LIVING GREYHAWK* Circle members may not play in *LIVING GREYHAWK* adventures at RPGA-sanctioned events, *LIVING FORCE* Council members may not play in *LIVING FORCE* adventures at RPGA-sanctioned events, and members of the Gen Con Open Team may not play in the Gen Con Open adventure at RPGA-sanctioned events, though they may (and are encouraged to) play these adventures as a playtest.
- Playtesters, editors, reviewers, cartographers, and writers of an adventure used by the RPGA may not play in that adventure at RPGA-sanctioned events, though they may (and are encouraged to) play these adventures as a playtest.
- A Senior GM may play in an adventure he or she has ordered for larger events (convention and game day events) up to or including the

last day that event is scheduled, as long as she or he has no foreknowledge of the adventure. For home play events, the GM is not allowed to play in an adventure from the day the event is sanctioned and the adventure downloaded.

- GMs who have previously run an adventure may not participate as a player in that adventure. GMs who are slated to run an adventure and have received that adventure in any format (electronic or paper) may not participate as a player in that adventure irrespective of whether he or she actually ran that adventure. The exception to this rule is in the case of DUNGEON® Magazine adventures for home play events. Subscribers of that magazine are not restricted from playing those adventures, only players who have read or played the adventure the GM is slated to run. There is another exception to this rule in the case of larger-event Senior GMs (see above).
- Players may not play the same adventure multiple times, even with different characters.

Any person is eligible to participate as a GM in an RPGA-sanctioned event with the following exceptions:

- Players and GMs currently suspended by the RPGA or DCI.

### Necessary Materials

A player must bring the following items to an RPGA-sanctioned event in order to participate:

- Visible and reliable materials to maintain, record, and adjudicate game play appropriate for the game system and/or campaign in which he or she is participating. This usually includes, but is not limited to, the proper dice, current required rulebooks, supplementary rules material specific to his or her character, an appropriate character sheet, a miniature or token representing the character, and pen or pencil.
- A valid and unique RPGA number registered in the participant's name.

**Note:** A new player must register for RPGA membership at or before his or her first RPGA-sanctioned event. A player may have only one RPGA number. GMs must report any player using more than one RPGA membership number. Should a player find he or she has been assigned multiple RPGA numbers he or she should contact the RPGA at [rpgahq@wizards.com](mailto:rpgahq@wizards.com) immediately to rectify the situation.

ards.com immediately to rectify the situation.

- Any materials specifically required for participation in a particular game or campaign. For example a player needs to bring a previously created character to participate in a DUNGEONS & DRAGONS CAMPAIGNS, or LIVING GREYHAWK game.

### Publishing Event Information

Wizards of the Coast, Inc. reserves the right to publish event information, including, but not limited to, character information or in-game experiences, tournament results, event happenings, as well as transcripts or video reproductions of any RPGA-sanctioned event at any time (including during the event). RPGA Senior GMs or other RPGA-appointed event officials also are allowed to publish this information.

Wizards of the Coast, Inc. reserves the right to publish, or otherwise make available, membership status information, such as penalty and suspension information.

### Document Updates

Wizards of the Coast, Inc. reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules with or without prior notice.

Updated versions of this document appear at [www.wizards.com/rpga](http://www.wizards.com/rpga).

## 2. EVENT RESPONSIBILITIES

### Knowledge Responsibilities

GMs and players participating in RPGA-sanctioned events are responsible for knowing and following the most current version of the *RPGA General Rules* and any other applicable regulatory documents, including any game rules for the appropriate game system or campaign.

### Player Responsibilities

Players must follow the rules interpretations and guidelines for play set forth by the RPGA, the Senior GM at the event, and other RPGA-appointed event officials.

Players shall behave in a respectful and sporting manner at all times.

Players who argue with a session GM, Senior GM or other RPGA-appointed event officials are subject to appropriate penalties as detailed in the *RPGA Penalty Guidelines*.

Any suspended player taking part in an RPGA-sanctioned event during such suspension may be subject to additional penalties as detailed in *RPGA Penalty Guidelines*.

A player is responsible for maintaining an accurate record of RPGA-published or approved adventures he or she has played. If anomalies in a player's point history occurs, he or she should immediately contact the Senior GM for the Events(s) in question and have the Senior GM contact the RPGA Sanctioning Coordinator at [rpgasanctioning@wizards.com](mailto:rpgasanctioning@wizards.com) with the pertinent information to rectify any and all anomalies.

A player should offer information and assistance to any GM, or RPGA-appointed event official gathering information about a reported incident.

### Spectator and Press Responsibilities

Unless otherwise permitted by the GM, spectators must remain silent during play and are not permitted to communicate with players in any way while an adventure is in progress. A spectator may be refused permission to observe a session on grounds that a spectator is disrupting play. All such requests must be made through the session GM, who then makes the formal request to the spectator.

Spectators and members of the press who believe that they have observed violations of these rules, other RPGA rules, or relevant games rules, should inform a GM or other RPGA-appointed official with details of the infraction occurrence, while not interfering with the session in progress.

### GM Responsibilities

GMs are responsible for delivering fair and impartial rulings while maintaining a fun experience that is true to the published or prepared adventure. A GM also has the responsibility of assisting the Senior GM and other event officials to ensure a smooth running event. GMs must take action to resolve any rules infraction (whether a violation of the *RPGA General Rules* or the rules for the appropriate game) they notice or that is brought to their attention.

GMs must be prepared for the adventures they run. This includes having dice, pens, pencils and rulebooks for his or her own use, a battle grid with counters, miniatures or other method of combat tracking during game play. GMs should ensure they are thoroughly familiar with the adventure(s) they run.

If a particular Senior GM regularly fails to give session GMs proper preparation time, the session GMs

should report the situation to the RPGA GM Program Manager at [rpgagm@wizards.com](mailto:rpgagm@wizards.com).

Although it is beneficial, a GM does not have to be an RPGA-certified GM to run a session. However, only RPGA-certified GMs can sanction events with the RPGA, so at least the Senior GM must be RPGA-certified. For information on becoming a certified RPGA GM, please begin by taking the online Herald-Level GM Test at [www.wizards.com/rpga](http://www.wizards.com/rpga). To find an Avatar- or Paragon-level certified GM in your area to advance your GM level, please contact the RPGA GM Program Manager at [rpgagm@wizards.com](mailto:rpgagm@wizards.com).

Any suspended GM talking part in an RPGA-sanctioned event during such suspension will be subject to additional penalties as detailed in the *RPGA Penalty Guidelines*.

A GM must be prepared to report to the Senior GM any incident arising during play at the first appropriate opportunity after that incident arises.

A GM must offer information and assistance to another GM, Senior GM, or other RPGA-appointed official gathering information about an incident.

### Senior GM Responsibilities

A Senior GM is a GM who serves as the official RPGA coordinator for a sanctioned convention or game day, or the sole GM for home play event.

A Senior GM must be at least an RPGA Herald-Level GM.

A Senior GM's responsibility is to coordinate organization, adjudicate disputes, interpret rules and adventures, assign penalties, and make other official decisions at the event they are responsible for. In the case of home play, a Senior GM is also responsible for ordering or creating their own adventures and sanctioning them with the RPGA prior to running them. The Senior GM appoints any number of other GMs to help in the performance of their duties and to perform other tasks that they deem necessary. Such GMs are refereed to as Appeals GMs. The Senior GM is responsible for reporting all warnings issued at an event to the RPGA directly, within eight (8) days of the event's end.

An event's Senior GM is the final authority for any RPGA-sanctioned activity at that event (see *GM Responsibilities*). His or her responsibilities for an event include, but are not limited to, the following:

- Providing all materials to successfully run each adventure (for example, paper copies of table tracking sheets).
- Providing GMs with adventures in advance,

to ensure they have time to prepare for that adventure's play.

- Reporting to the RPGA all session results for each adventure within eight (8) days of the event's completion.
- Staffing the event with appropriate personnel (including finding appropriate administration, Appeals GMs and session GMs for the event).
- Ensuring there is sufficient game space for the number of planned sessions.
- Ensuring enough RPGA membership application forms are available for any new players.
- Collecting information from players, GMs, and observers (if appropriate) for all reported infractions.
- Submitting incident information to RPGA Headquarters (RPGA HQ) on the appropriate reporting forms within eight (8) days of the event via mail or fax.
- Assisting RPGA HQ in gathering and submitting further information for a reported incident.

Senior GMs must be at least 18 years of age.

For conventions and game days that want help contacting certified RPGA Senior GMs, please contact the RPGA GM Program Manager at [rpggm@wizards.com](mailto:rpggm@wizards.com).

Please see the RPGA website ([www.wizards.com/rpga](http://www.wizards.com/rpga)) for more information about the prerequisites of RPGA support for self-generated adventures, or adventures created by other game companies that use the d20 SYSTEM rules.

### Appeals to the Senior GM

If a player disagrees with a GM's decision, she or he is free to appeal the ruling or situation to the event's Senior GM, or an appropriate appointed representative of the Senior GM in charge of handling appeals called an Appeals GM. An Appeals GMs must be a Herald-level GM. The Senior GM or the Appeals GM has the right to overrule other GM's decisions, but should only do so for good reason, such as rules oversight on the part of the session DM. A player may not appeal to that Senior GM or the Appeals GM before his or her session GM renders an initial decision. An event's Senior GM's (or the appointed Appeals GM) decision is final.

## 3. EVENT VIOLATIONS

### Cheating

Cheating is not tolerated. The Senior GM reviews all cheating allegations, and if he or she determines that a player cheated, the Senior GM issues the appropriate

penalty based on the RPGA Penalty Guidelines. He or she also reports all incidents to RPGA HQ within eight (8) days by way of the appropriate reporting forms. All warnings or ejections (see RPGA Penalty Guidelines) are subject to later RPGA review and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:

- Manipulation of dice rolls and deliberate miscommunication of die rolls.
- Falsely communication of character-based information or deliberate miscalculation of hit point tracking, charges, or other resource management portent to an individual's character.
- Deliberate use of false in-game documents including item and character certificates and other RPGA-issued special documents for use by a character.
- Misrepresenting rules to leverage advantage.
- Using more points for character creation than specified by the appropriate campaign rules.
- Recording more equipment than possible, as determined by character wealth.
- Deliberate nontracking of character debt, death, or level draining.
- Giving false or misleading information to a GM or event official.
- Deliberate failure to apply and track any in-game modifiers or effects applied to an individual's character during play.

### Unsporting Conduct

Unsporting conduct is unacceptable and is not tolerated at any time. GMs, players, attendees, and event officials must behave in a polite, respectable, and sporting manner. In addition, players who use profanity, argue, act belligerently toward event officials or one another, or harass attendees, GMs, officials, or other players are subject to the appropriate provisions of the RPGA Penalty Guidelines and may be subject to further RPGA review and possible penalties.

A *Player Infraction Report Form* is provided for all correspondence and comment to RPGA HQ regarding any incident. Please note that this is not for in-game decisions (for example, character death), and that the ruling from the GM at the event is final. The form is provided for official player feedback and comment pertaining to an individual's reported offense and possible further penalties from the RPGA.

Please submit all correspondence via email:



rpgagm@wizards.com; or by mail: RPGA Program Manager, Wizards of the Coast, 1801 Lind Ave. SW, Renton, WA 98055; or by Fax: (425) 687-8287.

## 4. SANCTIONING

All individuals must follow the rules in this section when sanctioning events with the RPGA. The RPGA reserves the right to cancel sanctioning for any event at any time. All individuals sanctioning events with the RPGA must be a Herald-Level GM, and at least 18 years old.

A request for sanctioning must be made on the RPGA website no less than 14 days prior to the event. Late or retroactive event sanctioning is not allowed.

The Senior GM for the event must give the correct date, location information, and event type for events they sanction. A Senior GM that gives false information is subject to the penalties detailed in the RPGA *Penalty Guidelines*.

A Senior GM decides the type of event ordered based on a reasonable anticipation of the location involved and number of participants expected to attend. There are three types of events: convention, game day, and home play. The following are the rules and participation expectations for each.

**Conventions:** Conventions are public events usually spanning multiple days (maximum 4 days). These events are open to the public, and are listed on the RPGA Event Calendar. You may order no more than 6 adventures a day for a convention (a total of 24 adventures for a four-day convention). Order a convention event when you expect to run at least 25 sessions of play.

**Game Days:** Game days are single day events. They are open to the public and listed on the RPGA Event Calendar. You may order no more than five (5) adventures for a game day. Order a game day when you are expected to run between 6 and 24 sessions of play.

**Home Play:** Home play events are single days events, run in your home or some other private venue. These events are not listed on the RPGA Event Calendar. You may order no more than two (2) adventures for a home play event, though you can run multiple sessions of those events. Homeplay is the only type of sanctioned event where a GM can run *DUNGEON Magazine* and home campaign adventures.

A Senior GM, while sanctioning his or her event, may order any adventure specifically available to their GM level on the website, and may have legal adventures added to the event up to 14 days prior to that event. Adventures played at an event that were not

ordered by the Senior GM are not part of the RPGA-sanctioned event

Sometimes the Senior GM may order placeholder adventures (such is the case for *LIVING GREYHAWK* regional and metaregional adventures, and interactive events); it is the Senior GM's responsibility to confirm the accessibility to the corresponding adventure or interactive desired from the appropriate campaign staff. Such adventures are added and advertised by the Senior GM at the event's own risk, as these events are more flexible, and their production schedule is more likely to change.

*LIVING GREYHAWK* regional and metaregional adventures cannot be played outside their physical region unless RPGA HQ approves a special slot as part of an event (Such as the *WINTER FANTASY™*, and *GEN CON® Europe Open Fiesta Slots*).

## 5. PARTICIPATION

The RPGA requires a minimum of four (4) players per session and a maximum of six (6). All reported players must be RPGA members by the end of the session, with valid RPGA numbers. Sessions without enough RPGA members to meet the participation minimums will be invalidated. A minimum of one(1) session must be reported for each adventure played in an event. There is no maximum number of sessions per adventure.

## 6. EVENT REPORTING

Receiving event reports in a correct and timely manner is fundamental to accurate and up-to-date RPGA records. Senior GMs must follow the rules outlined in this section when reporting their events.

### Event Report Deadline

Event reports are due to the RPGA within eight (8) days of an event's conclusion. Event reports not received by the RPGA within eight (8) days are considered late. Late home play events are automatically invalidated by the RPGA Event Database. Other late events (game days and conventions) are listed in the RPGA database as "Not Received". GMs, of all levels, with unreported or late events may lose the privilege of sanctioning future events.

**Invalid Events**

Players' results at events or sessions that become invalid do not count toward their RPGA records or D&D PLAYER REWARDS™.

The RPGA reserves the right to invalidate reported results of any RPGA-sanctioned event or session for any reason, but will usually do so only when fraudulent or incorrect and irreparable results are reported by the organizer or Senior GM. Additionally, the RPGA reserves the right to invalidate any RPGA sanctioned event that is not received within eight (8) days of the RPGA sanctioned event date.

## APPENDIX 1: DEFINITIONS

**Adventure:** The written game scenario a group of players play. RPGA-sanctioned adventures can sometimes have multiple parts (called adventure rounds) making up the total adventure and are then played over multiple sessions.

**Campaign:** An environment that is designed for a player to create his or her own character(s). By ongoing adventure play the player develops this same character or character concept using the guidelines (sometimes called campaign standards) set out by the specific campaign and game rules.

**Convention:** A convention is one to four days long, usually comprising of multiple adventures, slots and 25 or more sessions at a given venue and pre-advertised by the Senior GM. These events are open to the public.

**Employee:** Anyone that is employed by Wizards of the Coast, Inc., Hasbro, Inc., or companies directly associated with a particular game system featured in an RPGA event.

**Event:** A convention, game day or home play occurrence.

**Game day:** A single day event at a given venue and pre-advertised by the Senior GM. These public events are comprised of one or more slots, multiple adventures, and feature between two (2) and 24 sessions.

**GM:** Game Master; the person who runs an adventure for the players at an event.

**Home Play:** A nonpublic game that takes place in the Senior GM's home, or other place of the Senior GM's choosing.

**Slot:** A five-hour time period (four hours of play and 1 hour for initial game preparation, break during play and final paperwork) an RPGA adventure is to be run in. Often events, conventions or game days have multiple slots.

**Session:** An occurrence of RPGA game play by a GM and four (4) to six (6) players at an event.

## APPENDIX 2: CONTACT INFORMATION

**RPGA website:** [www.wizards.com/rpga](http://www.wizards.com/rpga)

**E-mail:** [rpgahq@wizards.com](mailto:rpgahq@wizards.com)

**Phone:** (800) 324-6496 (Wizards of the Coast Game Support)

**Mail:** RPGA HQ, Wizards of the Coast, 1801 Lind Ave. SW, Renton, WA 98055.

**Fax:** (425) 687-8287