

Dungeon Rules

One of CCSPC's highest priorities is the safety of all attendees, especially within the play space we provide. To ensure this, we enforce the following rules at all times during the conference, **especially while the dungeon is open and available**.

It is the responsibility of all attendees to familiarize themselves with these rules before entering the dungeon space.

These are just the deal-breakers. You should also read and follow our [Dungeon Etiquette Guide](#) to know how to be a good playmate. The Dungeon Monitors and event staff, at their discretion, reserve the right to **eject anyone who is creating a disturbance**.

These rules apply to the CCSPC's space. Additional rules may apply to during certain events.

Beyond these rules, CCSPC also has dungeon etiquette that you should follow. Damaging the dungeon experience for other attendees may result in you being ejected from the dungeon.

Summary of Rules

This is a quick list of the major rules. Full details follow; the detailed rules supersede this summary.

1. Respect the DMs.
2. Consent is a must for all things. Consent is enthusiastic and on going.
3. Safewords: "Red", "Yellow", "Safeword". Use a visual safeword when gagged.
4. Don't make trouble for anyone or anything.
5. No fireplay, wax, or other messy play.
6. Clean up your space after your scene.
7. Follow the dungeon etiquette.
8. You are an adult- act like it!

Attendee Responsibilities

To be allowed to play in the CCSPC dungeon, all attendees must:

1. Agree to and abide by all of the rules outlined in this document.
2. Respect the authority of the Dungeon Monitors and event staff, and abide by any decisions they make.
3. Respect the rights and property of all other attendees.
4. Respect the venue and venue staff.
5. Take responsibility for themselves and their actions.
6. Become informed about the risks involved in any activity they perform.
7. Take reasonable measures to mitigate undue risks.

Prohibited Activities

The following are not allowed **at all** in the dungeon and/or conference space (as noted).

1. **Fireplay, Candle wax play, or any combustion of any kind.** This includes smoking and lit candles.
 - a. Cell popping and heated wax play are still allowed.
2. **Alcohol and Drug Use.** No alcohol or drugs are allowed in the dungeon. Any attendee who appears intoxicated may be removed from the event by the staff.
3. Using **Electronic Recording Devices** of any sort, except by CCSPC presenters while in-class.
4. Using **Mobile Phones in the Dungeon.** Mobile phones are permitted outside of the Centre; you must exit the Centre to make calls or send text messages.
5. **Watersports.** No urination is allowed except in the bathrooms, and not in the context of a scene.
6. Vomit or Regurgitation Play.
7. **Scat play is not allowed.** Scat play is defined as the intentional incorporation of feces into a scene. This is not to be confused with anal play or other types of play where feces may be incidental to or accidental.
8. Not obeying any request (related to the play space) made by a Dungeon Monitor on duty or event staff.

Restricted Activities

Dungeon Monitor permission required

For the safety and comfort of all of our attendees, we ask that the following activities be discussed with the Dungeon Monitor prior to your scene.

1. **Breath Play** – Or any play that impedes oxygen to the brain.
2. **Blood Play** – Any play which involves the intentional use of blood in a scene may require special monitoring or clean up.
3. **Take-down, Resistance, or Consensual “Forced” Sex Play** – The dungeon monitor has the authority to approve or deny these activities.
4. **Loud, potentially disruptive or potentially messy activities** – Not all events allow this type of play. Please consult with the host or DM and alert the Staff on duty of any protective measures required.

Cleaning

All play surfaces, including floor mats and equipment, must be disinfected once attendees have concluded play. Cleaning must be sufficient to **kill HIV and Hepatitis-C pathogens** while not creating a biological hazard for other attendees.

CCSPC will provide disinfectant wipes that, **when used as directed**, are sufficient to kill these (and other) pathogens:

1. Wear disposable gloves before cleaning with disinfectant wipes.
2. Wipe down all surfaces with the wipes.
3. Ensure that all surfaces are visibly wet.
4. **Let the wet surfaces stand for at least 3 minutes.** If the surface is not wet enough to remain wet for 3 minutes, then repeat the cleaning process.
5. Do not manually dry the surface.
6. Dispose of gloves used for cleaning in the provided garbage containers.

Disposable gloves must be worn whenever blood or other bodily fluids have entered the play space, intentionally or otherwise. This includes during removal and disposal of plastic sheeting. Gloves must be removed and disposed once cleaning is complete.

A scene is not over, and the space may not be surrendered, until sufficient cleaning is complete.

Dungeon Monitors

The CCSPC dungeon will have Dungeon Monitors (DMs) on duty while the dungeon is open for play. The purpose of DMs is to help create a safe and fun environment for all attendees. They **do not guarantee the safety** of anyone.

DMs are vested with authority to make judgments and decisions that affect attendees and the dungeon space. DMs and the CCSPC event staff may eject from the dungeon and/or conference any attendees who are creating an unsafe, unfriendly, or un-fun space, even if they are not in violation of any other rule.

Consent

All activity at CCSPC must occur with the **informed, enthusiastic, and ongoing consent** of everyone involved. Consent may be revoked at any time, even if it was granted previously. Consent may be revoked without stating a reason or cause.

For clarity, CCSPC encourages all attendees to provide explicitly stated consent. Ambiguous, coerced, or otherwise dubious consent **will be treated as a lack of consent** by the DMs and CCSPC staff, and attendees are encouraged to do the same.

Safewords and Safe Signals

Safewords and equivalent nonverbal signals are used to stop and/or alter play. They are intended to be recognizable and unambiguous to all attendees.

Emergency Safewords

In the CCSPC dungeon, the following words, when spoken, are always treated as emergency safewords:

- “Red”
- “Safeword”

All play within a scene must stop immediately when a participant uses one of these signals. Participants must then safely and swiftly wrap up the scene, cleaning up and performing aftercare as appropriate.

Nonverbal Safe Signals

Any participant who is gagged or otherwise unable to clearly communicate verbally **must have an unambiguous visual signal** to indicate an emergency stop to the scene. All nonverbal safe signals are treated as emergency safewords. Participants **must inform the DMs in advance** of the nonverbal safe signal when a participant’s verbal communication is impinged.

Non-Emergency Safewords

In the CCSPC dungeon, the following word, when spoken, is always treated as a non-emergency safeword:

- “Yellow”

A non-emergency safeword indicates to all attendees that something about the scene is in need of attention and should be changed. **DMs may decide to intervene in a scene** if they are aware of a non-emergency safeword being used. Play may continue after the use of a non-emergency safeword, at the discretion of the participants.

Consensual Non-Consent

Consensual Non-Consent refers to activities that, while have the consent of all participants, may not be obviously consensual to non-participants. Participants in consensual non-consent scenes are encouraged to inform DMs and other attendees that a scene is consensual **before** beginning the scene. **“No”, “Stop”, and “Help” are not safewords, but may be treated as such** by DMs and attendees without prior notification.

As with all activities, consent to a consensual non-consent scene may be revoked with the use of safeword. Using an emergency safeword **immediately ends all consensual non-consent** aspects of a scene.

Observers

Attendees present at but not directly involved in a scene are considered to be observers. **Observers may not interact with participants** of a scene without an explicit invitation from those participants. Any attendee may choose to be an observer of any scene while the dungeon is open for play.

It is the responsibility of an observer to manage their own presence and reactions to a scene.

Dungeon Etiquette

CCSPC attendees in the dungeon must follow all of the dungeon rules at all times. In addition, they should try to make the dungeon a safe, fun, comfortable, and enjoyable place for themselves and for all other attendees. What follows is a guide for making that happen.

Play Space Management

While playing, attendees must:

1. Use all equipment safely and as intended.
2. Ensure that their play does not encroach into the play space of other attendees.
3. Not allow any bodily fluids or other infectious disease vectors to leave their play area at any time, nor come into contact with the venue floor, walls, or other surfaces.
4. Cover the play area (including walls where appropriate) and equipment in polyethylene (i.e. plastic or “poly”) sheeting **whenever there is intent to expose blood to air**. Attendees must dispose of this plastic sheeting in the garbage bins provided. Plastic sheeting will be made available at the supply tables.
5. Ensure that all necessary safety equipment (including but not limited to rope cutting devices) is visible and easily accessible.
6. Clean the play area and all equipment in it when play has concluded. Cleaning must be sufficient to kill blood-borne pathogens.
7. Dispose of all sharp disposable implements (i.e. needles, pins, razor blades) in safe disposal containers marked for bio-hazardous waste (i.e. “sharps containers”). CCSPC will provide these containers; attendees may bring their own.
8. Remove all toys and garbage from the play area once play has concluded.
9. Conclude play sessions after 90 minutes if other attendees are waiting to use a particular space or piece of equipment.

Dungeon Monitors

Dungeon Monitors **Do**:

- Help keep people safe in the dungeon.
- Foster an environment where people can have a good time.
- Try to remind people of the rules, clarify them as needed, and enforce them if necessary.
- Answer questions, as best as they can.
- Assist players, when asked, if they’re able.
- Ask players for information, clarification, or status if they see something that needs attention.
- Stay visible and available.

Dungeon Monitors **Do Not**:

- **Guarantee anyone’s safety or good experiences.**
- Take responsibility for anyone’s actions, aside from their own.
- Interrupt a scene without a good reason. (And DMs decide what is a good reason.)
- Guarantee assistance to anyone if it would interfere with their duties.
- Play while on duty.
- Arbitrate disputes between players, except as they pertain to the *rules*, the management of the dungeon, and the rest of the attendees.

How to Keep DMs From Bothering You

- Stay out of other people's scenes. Don't interrupt unless there's a good reason (i.e. imminent danger).
- If you have a concern about someone else's play, tell a DM, and let them handle it. That's their job.
- Tell the DMs **before you start** anything edgy, risky, loud, or potentially upsetting to other attendees. If you talk to them in advance, then they won't have to interrupt you to check in. They'll also keep other people from interrupting your scene.

This is especially important if you're doing:

- Consensual Non-Consent play.
- Anything to do with blood, including needles and cutting.
- Don't make a mess.
 - This includes sexy messes. If there's any chance of ejaculation or squirting, use barriers like condoms and poly sheeting. No mess, no harm done.
- Don't leave a mess.
- Come prepared to clean up your mess. Get your cleaning supplies in advance when possible so you don't have to leave your bottom alone in a play space.
- Don't encroach into other people's play space.
 - This includes toys, bags, and whips, floggers, and flying rope.
 - Leave more room than you think you need when whipping. Have DMs or other bystanders ensure that nobody walks behind you while you're not looking.
- Show that you know what you're doing.
 - Note that this isn't "**say** that you know what you're doing."
- Show that you're playing safe, and are prepared for things that will go wrong.
 - If your preferred rope cutting device isn't a pair of safety shears, show it to the DMs in advance, and show them how it works.
- If the DMs ask you to change something, do it without getting grumpy. Making a fuss will only make things worse for you.
- Move aftercare out of the main play spaces, if it makes sense. This frees up space for other players.
- Bring helpers to assist with your scene, when necessary.
 - This includes spotters for rope suspension.

The Law Of Two Feet

If you are neither benefiting from nor contributing to a scene, **use your two feet**, and go someplace else.

Remember "YKINMK": **Your Kink Is Not My Kink**. If you see something that you think is unsafe or non-consensual, tell a DM. If you see something that is disturbing, scary, or too edgy, tell a DM... but then move away from that scene. Know what triggers you, and avoid it whenever possible.