
Tabletop Gamers Guild, House Rules & Events Codex

About this Community

The Tabletop Gamer's Guild is all about making game nights welcoming, fair, and easy to jump into. Whether you're just stopping by for an open table, settling in for a long campaign, or signing up for a tournament, this codex is here to keep things running smoothly so we can spend more time rolling dice and less time scratching our heads.

We love creativity, but we also like clarity. Every house rule comes with a quick here's why we do it note and a simple way to sort out disagreements, no drama, just more playtime.

Sample Rules / Principles

• GM Guidelines & Session Recaps

Session zero template, recap posts, and shared notes archive for continuity when players rotate. Purpose: clarify expectations and reduce friction for members. Measurement: publish quarterly participation, incident...

• Cleanup & Closing Routine

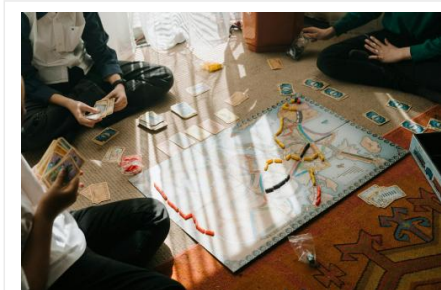
Last 10 minutes reserved for cleanup; return terrain per map labels. Staff signs off sections before lights out. Purpose: clarify expectations and reduce friction for members. Measurement: publish quarterly...

• Harassment Reporting & Remedies

Private report channel, documented outcomes, and event bans for repeat issues. Safety team trained on de?escalation. Purpose: clarify expectations and reduce friction for members. Measurement: publish quarterly...

• Accessibility & Inclusive Seating

Leave at least one table with extra clearance; provide dice towers, large?print sheets, and quiet corner seating. Purpose: clarify expectations and reduce friction for members. Measurement: publish quarterly...



Scan to join or learn more

<https://ruletogether.com/108-tabletop-gamers-guild-codex>