

## Qualcomm Stadium & San Diego Chargers

# FAN CODE OF CONDUCT



*The Chargers are committed to creating a safe, comfortable and enjoyable experience for all fans, both in the stadium and in the parking lot. We want all fans attending our games to enjoy the experience in a responsible fashion.*

Fans who demonstrate inappropriate and disruptive behavior, including the following, are subject to ejection and season ticket holders risk losing their season ticket account and/or parking privileges for:

- Excessive consumption of alcohol
- Obscene, offensive or abusive language or actions
- Fighting, or otherwise dangerous, abusive or profane behavior
- Unruly or inconsiderate behavior
- Indecent exposure or undressing
- Wearing obscene or indecent clothing
- Smoking inside the stadium
- Scalping or other improper resale of tickets
- Interfering with security procedures
- Interfering with the progress of the game, going onto the field or throwing any object onto the field or on the stadium premises
- Any action warranting eviction and/or confiscation of game tickets by SDPD or stadium security

Event patrons are responsible for their conduct as well as the conduct of their guests and/or persons using their tickets. Even if season ticket holders give away or sell their tickets to a game, the account holder is accountable for the actions of those using the tickets. Accounts can be forfeited partially or entirely for violations of the Code of Conduct.

Stadium staff will promptly intervene to support an environment where event patrons, their guests, and other fans can enjoy the event free from the above behavior. Event patrons and guests will be subject to ejection without refund and potential loss of ticket privileges for future games for violations of the Code of Conduct.

The San Diego Chargers and Qualcomm Stadium thank you for adhering to our Fan Code of Conduct.

***Let's all enjoy Gameday...  
the right way!***

**Report fan conduct issues, text "SECURITY" to 59629**

*Message and data rates may apply*