

**Multiplayer Gaming Club
Constitution
February 14, 2006**

Article I Name & Purpose

Section 1

This organization shall be known as the Multiplayer Gaming Club.

Section 2

The purposes of this club shall be to help people connect through multiplayer video games, and to promote interest in multiplayer video games. This shall be achieved by hosting club sponsored LAN parties on or near the NCSU campus, and hosting Internet game servers NCSU students and the public at large.

Article II Membership

Section 1

Membership shall be open to all regularly enrolled students, staff, or faculty of NCSU who are interested in multiplayer gaming through the Internet or LAN parties. Members may be elected into office.

Section 2

People in the surrounding community who are not student, faculty, or staff of NCSU may be "associate members". Per NCSU administrative regulations, they may not hold office in the Multiplayer Gaming Club.

Article III Officers

Section 1

The officers for this club shall be:

President: Responsible for leading the Steering Committee, directing the meetings, assigning additional duties as necessary, and storing the list of server passwords (see Article X Section 5).

Vice President: Assists the president as necessary and fills in for the President when absent. Also responsible for auditing game interest groups (see Article Section)

Treasurer: Responsible for maintaining and accounting of all Multiplayer Gaming Club funds. This position will not be available unless the club maintains an active bank account, properly registered in accordance with NCSU regulations and all local, state, and federal laws.

Game Interest Officers: There shall be one officer per each game interest committee, who's responsibility is to oversee the committee (as per Article Section). Game Interest Officers may occupy other posts on the Steering Committee as well.

All the Officers and Chairpersons (See Article) will make up the Steering Committee which is responsible for the operation of the Multiplayer Gaming Club. Meetings shall be directed by the President or any other member of the Steering Committee. In the event that the President is absent, meetings shall be directed by the Vice President, then the Secretary, then the Treasurer, then any other member of the Steering Committee, in that order.

Section 2

Elections shall be held at the last meeting of the semester before the start of exams (as published by Registration and Records). There must be at least 5 members in attendance excepting the candidates to hold an election. Elections may also be held in the case of a vacancy or at the discretion of the Steering Committee at a regularly scheduled meeting provided that an announcement has been made at least one week prior to the election.

Section 3

When any member of this organization is placed on probation, as described in the current Suspension Policy, that student member will be expected to not serve in any officer position or on any committee position. If this member already serves such a role, the member on probation shall be relieved of his position and replaced.

Article IV Dues

Section 1

There will be no fixed dues for this club. All funds will be collected through donations and fund raisers.

Section 2

The Steering Committee can request fund raisers and donation drives as necessary. The request must be approved by the majority of the organization members present and voting at a regularly scheduled meeting.

Section 3

Funds received from donations shall be treated as if received from fund raisers and donation drives.

Section 4

Disbursement of funds is at the discretion of the Steering Committee.

Article V Amending the Constitution and by-laws

Section 1

Amendments to the constitution or by-laws shall be presented by members of the club in writing and read at a regular meeting but shall not be voted upon until the next regular meeting, and then only after informing each member of the proposed amendments. A majority of 2/3 of the members present and voting shall be required.

Article VI Meetings

Section 1

Meetings of the Multiplayer Gaming group shall be held at least twice per month. Changes in meeting schedule shall be at the discretion of the Steering Committee.

Section 2

The time, date, and location of meetings shall be distributed to members during the first two weeks of a semester by a member of the steering committee at a meeting, and by other means such as posted on the Multiplayer Gaming Club web page.

Article VII Committees

Section 1

The steering committee shall be able to form committees for special projects or assignments as necessary. The members of the committees are to be selected from the current members on a volunteer basis.

Section 2

Party committees may be formed to plan, schedule, and oversee LAN parties (see Article IX Section 1). The Steering committee must appoint these committees in accordance with Article VII Section 1.

Article VIII Game Interest Groups

Section 1

Game interest groups are subsets of the Multiplayer Gaming Club. Game interest groups are based around either a particular game or a group of related games.

Section 2

Ideas for game interest groups may be requested by group members. A vote by a majority of members present at a meeting will create that game group. Any changes to a game group, either changing the games the group represents or removal of the game group from the Multiplayer Gaming Club, requires a majority vote of members present at a meeting.

Section 3

Game interest groups are responsible for setting up and maintaining Internet servers and LAN party servers for their particular game or group of games, as well as hosting and moderating their game(s) during LAN party events.

Section 4

Game interest groups consist of Multiplayer Gaming Club members, Server Operators and Game Server Operators (if applicable, see Article Section), and one Game Interest Group Officer. Members of a Game Interest Group may be involved in any number of Game Interest Groups. Game Interest Group Officers may be involved in other Game Interest Groups, but cannot be officer in another Game Interest Group.

Section 5

Game interest groups are responsible for setting the requirements for their respective games at LAN parties. This means required equipment (i.e. XXbox controllers, headphones) and minimum system requirements for computer games (see also Article Section)

Article IX LAN Parties

Section 1

LAN parties are to be proposed by the Steering Committee. When a LAN party is proposed, the Steering committee must appoint a separate party committee to oversee the planning, creation, and scheduling of the party. All members of this party committee must be present at the LAN party. Those that cannot make the party date must either find a suitable replacement for themselves or instruct the steering committee to find a replacement for them. Game Interest Officers are exempt from this, and must be replaced in accordance with Article IX Section 2 should they not be able to attend the party.

Section 2

Games to be played at the party is to be decided by the Steering Committee. Game interest group officers representing their respective games must be present on the party committee. If a game interest group officer is not available for whatever reason, the steering committee must appoint a suitable volunteer from the game interest group to be represented by the absent officer.

Section 3

The party must be announced at the meeting prior to the party. Information on the time, date, location, and required equipment of the party must be distributed during the meeting and also through some other means, such as a mailing list or the club website.

Section 4

LAN parties may be attended by all members and associate members of the Multiplayer Gaming Club (since the membership is of an open nature, this means all NCSU staff, faculty, and students may attend should they wish). All members planning to attend a LAN party must sign up to attend the party at least one day prior to the party, with any exceptions to be approved by a member of the steering committee. Anyone who shows up at the party without having signed up or getting approval from a steering committee member cannot be allowed to attend.

Section 5

All party attendees must bring the required equipment to the party. Members that cannot play games at the party due to not having proper equipment are given visitor status by default (see Article IX section 6), and can be ejected at any time by an officer present or by a majority vote of present members. Such members may appeal their ejection from the party with all officers present at the party should they feel they are wrongfully banished.

Section 6

Any NCSU staff, faculty, or student, as well as any associate member of the club, may attend the party as a visitor, where they can observe the party for whatever period of time is desirable. Visitors must be approved by an officer to be present at the party. Any gross misconduct; violation of university policy or local, state or federal laws; or vote among a majority of members attending the party may result in banishment of the visitor from the party. University faculty and staff are exempt from being ejected by a majority vote by members, but are expected to behave responsibly as visitors. Any violation of University policy or local, state, and federal laws may be reported by the steering committee to the proper authority in the matter.

Section 7

Any party attendee found hacking, cheating, repeatedly disturbing the game play of others after the warnings of officers in attendance, violating local, state, or federal laws, or violating University Policy may be ejected from the party by an officer immediately. Any violation of local, state, or federal laws or of University Policy may be reported by the steering committee to the proper authority in the matter.

Article X Internet Servers and Club Equipment

Section 1

The Multiplayer Gaming Club shall maintain a stock of equipment for LAN parties and Internet servers. The storage of such equipment and access to said equipment is to be controlled by the steering committee.

Section 2

Any necessary equipment for Internet Servers and LAN parties not owned at the time by the Multiplayer Gaming Club can be borrowed with the understanding that the equipment shall be returned in the same condition as when the item was received, and the lender may retrieve his item at any time. Any action of borrowing items must be approved by the steering committee.

Section 3

Equipment can be obtained by the club through either purchasing with funds the club possesses or through donation of equipment. In the case of server donations, anyone who donates a server is by default given the position of server operator unless they either refuse the position or are not a NCSU faculty member, staff member, or student (see Article X Section 6).

Section 4

All active Internet servers must comply with university policy and a server policy that is to be set by the steering committee. Failure to comply with this policy will result in immediate deactivation of said server until it can meet University Policy and internal server policy. Internal security policy must encompass password protection and authentication, as well as virus protection and firewalls. All Internet servers must also be accessible in some way to the public, not just club members. Internet servers may be used as promotional tools for the Multiplayer Gaming Club.

Section 5

A list of all root passwords (in the case of Linux and Unix-based servers), and all administrator passwords (in the case of Windows and Macintosh Machines) must be maintained by the steering committee. The president will be responsible for storing the list in a safe location. The steering committee controls all access to root and administrator passwords. The server operator must also know the root password, as this is critical to server maintenance. The server operator is not allowed to share this password with anyone else.

Section 6

Servers are to be maintained by a Server Operator, who is to be appointed by the steering committee or who is the donator of the server in question (see Article X Section 3). The server operator is to make sure the server is always operational, and in the case of Internet servers running. A server operator is also responsible for implementing university policy as relating to servers and internal club server policy (see Article X Section 4). Failure to comply with university policy and internal club server policy will result in immediate deactivation of the server (if it is an Internet server), and the possible removal of the Server Operator from that position at the discretion of the steering committee. The server operator is also responsible for maintaining user accounts, and making sure all user passwords comply with internal security policy. All server services outside the realm of game operators are controlled by the Server Operator.

Section 7

The steering committee reserves the right to order a security and regulations audit of an Internet server at any time. Results of the audit fall under Article X Section 4 and Article X Section 6.

Section 8

A game operator is to be appointed by the steering committee for specific Internet servers. The game operator controls the day to day operation of game server software. The game operator only controls the game server software for the particular game specified by the steering committee, and therefore must be a member of the game's respective Game Interest Group. A game operator may be any member of a Game Interest Group, including the server's server operator and/or the group's game interest officer.

Section 9

A stock of dedicated LAN game servers may also be maintained by the steering committee. The steering committee may grant access to these servers and other necessary equipment to a party committee as necessary. LAN game servers should not have permanent game operators or server operators. Upon gaining access, the party committee may appoint their own temporary server operator and gamer operators, as necessary.