ARTICLE I. NAME OF CLUB

The name of this club shall be USU Esports.

ARTICLE II. PURPOSE OF CLUB

The purpose of the club is to provide a fun, open environment that fosters growth in gamers and spectators from absolute beginners to experts and helps them to build relationships, increase skills, and participate in competitions.

ARTICLE III. MEMBERSHIP

Club members should not be on academic or social probation. Members shall not be discriminated against based on the following: age, race, gender identity/expression, sexual orientation, national origin, religious beliefs, status as a protected veteran, disability, or any other status protected by University policy or local, state, or federal law. We are an Equal Opportunity Club and will accept general membership from all interested Utah State University students.

There are two levels of membership for the club: General Membership and Competitive Team Membership. The dues amount is voted upon no later than the first 2 weeks after the beginning of Fall Semester annually by the executive council for the year in which dues are to be collected.

A. General Membership.
   i. Eligibility is open to any registered USU student as described in the club sports manual for the year of membership.
   ii. General Membership Dues are not pro-rated, and cover a single academic year of membership based on the USU academic calendar. If a member is returning from a recognized leave of absence, such as religious mission or study abroad, and will only be a student for part of the year, they are still required to pay that full academic year’s dues.
   iii. General Membership allows for students to access common spaces and facilities designated for Esports general membership usage whenever they are open and accessible.
   iv. Benefits of membership include, but are not limited to, access to all club socials and a membership token (e.g., t-shirt) for the year.

B. Competitive Team Membership.
   i. Any USU “full time student”, defined as 12 university credits if enrolled as an undergraduate student or 6 university credits as a graduate student, is eligible for consideration for Competitive Team Membership.
   ii. Competitive Team Membership Dues are not pro-rated, and cover a single academic year of membership based on the USU academic calendar. If a member is returning from a recognized leave of absence, such as religious mission or study abroad, and will only be a student for part of the year, they are still required to pay that full academic year’s dues.
   iii. Competitive Team Membership includes all benefits of General Membership.
   iv. Competitive Team Membership also includes dues-funded competitive team identification materials (e.g., jerseys for competition). Dues will also support competition fees and other necessary costs, as proposed by a competitive team admin, reviewed by the Treasurer, and approved by the USU Esports Executive Board.
   v. Competitive Team Membership is determined by the game’s Admin representative (see Article IV) or their designated proxy, usually through a formal tryout process.
   vi. A club member can only be part of one competitive team at a given time.
ARTICLE IV. DESCRIPTION OF GOVERNANCE

The club shall be governed according to the regulations provided by the Club Sports Assistant Director and the laws set forth by the Executive Council of Club Sports. The Esports club must also adhere to rules and regulations set forth by its identified governing body/national associations. Within the club, there are two specially designated governing bodies: The Esports Club Executive Board and the Council of Game Administrators.

A. **Executive Board** shall comprise of club officers named in Article V. Club Officers are elected prior to the end of Spring term of the current academic year for the following academic year. Newly elected officers assume office on the first of the month following the close of the election, but may begin preparatory responsibilities immediately. All current club members in good standing (i.e., dues have been paid for the current academic year) are eligible to vote. The Executive Board votes to approve expenditures for the club, but also keeps the general membership informed about those expenditures.

B. **Council of Game Administrators** shall consist of one unique representative (an “Admin”) from each game that is supported as having a competition team or otherwise merits a representative, as designated by majority vote of the Executive Board or majority vote of the Council of Game Administrators, that is serving for the effected academic year. Admins are determined internally by their game’s constituency, with current Admins assisting in the selection and appointment (or re-appointment) of Admins for the following year. Admins are responsible for:

   a. Consulting with the Treasurer and Competition team members in order to make a budget proposal for the Executive Board for that Game’s needs during the academic year. That proposal may include additional game-specific dues from that team’s competition players and may include requests for funds to support expenses of the competing team or competing players. Multiple requests can be made throughout the year as needed.
   
   b. Ensuring that for competing teams, a tryout or other selection process is established that is open and free from unfair bias. This is done in coordination and consultation with the Vice President.
   
   c. As appropriate, ensuring that a coach is available for the team in compliance with Club Sport policy and regulations.
   
   d. Ensuring that Game-specific sessions necessary for practice or other events are appropriately scheduled in a way that minimizes conflict among other stakeholders who may be accessing the same space or resources.
   
   e. Ensuring, through consultation with the Vice President, that the equipment and license needs of the game are met for the academic year. This includes staying updated about new game version updates and hardware requirements and making sure all players, competing or general, are able to use and access the represented game.
   
   f. As appropriate, they provide a vote representing their Game on issues that are to be decided by the Council of Game Administrators. When there is a tie in executive council or in General Membership, the majority vote of the Council of Game Administrators is the tiebreaker. Should there be a tie in the Council of Game Administrators, they shall re-vote until a majority has been established.

All student athletes must abide by the Student Code of Conduct of the Utah State University. Abusive behavior or harassment by club members is unacceptable. Club members who behave in a manner deemed by their game admin or by the executive board shall receive one written warning. If there is a second incident, that is grounds for removal from the club. If the first incident is severe enough, than a single infraction may be grounds for removal from the club. Dues paid are not reimbursable.

ARTICLE V. OFFICERS

The Esports Club has 6 student officers, listed below in order of succession. All officers are part of the Executive Board and work together on large projects, although each officer is charged with the following responsibilities. Each officer may form a committee from the General Membership to assist in their duties, but the accountability for completion of the duties resides with the officer.

President:
• Call and preside over General Club and Executive Board meetings and any special meetings that the President deems essential for club operations
• Represent the club in any official university meetings or for outside organizations when appropriate
• Help plan, coordinate, and oversee official club events including socials and hosted competitions
• Ensure that necessary university and club resources, such as space, multi-use equipment (such as computer labs, games, licenses) or recurring funds, are obtained and made available during their term.
• With list is made public no later than 2 weeks into Fall term.
• Organizes community service activities and ensures adherence to club rules as stated in relevant Club consultation from the Vice President and other officers, identifies and makes public to membership the list of supported Competition team games and recreational games for the academic year based on Game viability. This game Sports manuals and the Esports Constitution.

Vice President:

• Assume duties of the president in their absence or departure.
• Support the club president in their duties
• Oversee competitive teams by presiding over the Council of Game Administrators. This includes ensuring that teams have admins, budgets, coaches, equipment, tryouts, practice time, and other resources as appropriate. Furthermore, the Vice President ensures that the tryout process for each competitive team is fair, open, and unbiased.
• Makes public the schedule for shared resources to be used by the club and resolves any conflicts related to shared resources among club membership.
• Represents the interests of the Council of Game Administrators to the Executive Board except in the case of an officer being removed from office, at which point a representative from the Council will represent the Council of Game Administrators to the Executive Board

Treasurer:

• Maintain complete and accurate records of all club receipts and expenditures and ensures club compliance with University financial documentation requirements.
• Oversees and leads club fundraising efforts including the collection of dues and other funding initiatives, drawing upon other club members and officers as appropriate.
• Supervise preparation of the club budget
• Report the state of club finances at each officer meeting and, when requested by the President, at General membership meetings.

Secretary:

• In coordination with the President, prepares a written agenda for each meeting
• Record and keep accurate meeting minutes
• Maintain a full and complete list of active club membership and game affiliations
• Manages the storage and access of shared club documents
• Ensures continued maintenance of club archives
• Manages annual elections process for officers, unless there is a perceived conflict of interest in which case a neutral party is appointed by the Secretary to manage part or all of the election process

Travel/Safety Officer:

• Work with the Treasurer and Campus Recreation to coordinate official USU Esports travel plans and expenditures for such
• Be CPR trained and travel with teams to official esports competitions or designates a trained representative who goes in their place
• Ensures compliance with university travel policies

Communications/PR Officer:

• In compliance with University and Club Sport rules, manage social media accounts for the club as a whole and, as appropriate, for individual teams
• Manages, with assistance from the secretary and president, internal communications media for the club (e.g., email lists, closed social media groups), the executive board, and/or the Council of Game Administrators
• With assistance from the Secretary and other officers, keeps the club team’s web presence up to date
• Supervise advertising and promotion of official club events including membership recruitment, social activities, tryouts, competitions, and other official gatherings
• Work with individual teams and their respective Game Admin to publicize any and all Game-specific events
• Ensures logos and any necessary identification of affiliation or support are used properly according to club and university policies

An officer can be removed for negligence or misconduct. Should university policy not already designate removal, the Council of Game Administrators can convene and remove an officer from their position by 2/3 vote. A minimum of one week notice of intent to remove that individual from office must be provided to club membership. The Council of Game Administrators can then recommend, based on majority vote, that the line of succession be followed fully or partially and/or that a special election be held within two weeks to replace a removed officer.

An Admin can be removed as representative of the game by 2/3 vote of the competing team for that game, or where there is no competing team, 2/3 vote of game players as identified by Secretary membership records.

ARTICLE VI. FISCAL POLICY
The dues are determined annually by the Executive Board for the academic year in which they are to serve, with a lower pricing set for General Membership and a higher pricing set for Competitive Membership. Ongoing budget expenses for basic club operations are approved by the Executive Board. The club shall not exceed their available financial resources at the end of each fiscal year.

ARTICLE VII. CONSTITUTIONAL AMENDMENT
This constitution can be amended by 2/3 vote of the entire dues paying club membership or by Majority vote of dues-paying membership coupled with unanimous vote of the entire Executive Board and Council of Game Administrators. The proposed amendment must be publicized to the entire membership for at least one week prior to vote.