

# USU Esports Club Constitution

## Article I. Name of Club

The name of this club shall be the USU Esports Club.

## Article II. Club Mission Statement

The primary mission of the USU Esports Club is to foster fun, safe, and open environments for all students of Utah State University (USU) to participate in casual and competitive games and esports. The USU Esports Club will serve to build relationships between club members, fellow students, staff, and faculty at USU, and the wider esports industry.

## Article III. Membership

In accordance with USU Campus Recreation policy, club members should not be on academic or social probation, and club 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 for General Membership is voted upon no later than the first 2 weeks after the beginning of the fall semester for the year in which dues are to be collected by the Executive Council for General Membership, and by respective Game Admins for Competitive Membership. The dues for Competitive Team Membership are decided by the game administrator for that team, with approval by the Executive Council.

### A. General Membership

- a. Eligibility is open to any registered USU student as described in the club sports manual for the year of membership.
- b. General Membership Dues are not prorated, and cover a single academic semester of membership based on the USU academic calendar. If a member is returning from a recognized leave of absence, such as a 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.
- c. Benefits of membership include, but are not limited to, access to all club socials and a membership token (e.g., tshirt, keychain, water bottle, hat, lanyard, stickers, etc.) for the year.

## B. Competitive Team Membership

- a. Any USU student, currently enrolled in classes for the semester they are buying a membership for, is eligible for consideration for Competitive Team Membership. Exemptions to this rule can be made by club leadership in accordance with Campus Recreation policy and procedures.
- b. Members must be a registered member who has paid general club dues to be considered for Competitive Team Membership.
- c. Competitive Team Membership Dues are not prorated, and cover a single academic semester of membership based on the USU academic calendar. If a member is returning from a recognized leave of absence, such as a 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.
- d. Competitive Team Members must also pay General Club Membership.
- e. Competitive Team Membership dues also support competition fees, coaching, and other necessary costs, as proposed by a competitive team game administrator and reviewed and approved by the USU Esports Club Executive Council.
- f. Competitive Team Membership is determined by the game administrator (see Article V) or their designated proxy, usually through a formal tryout process.
- g. Competitive Team Membership costs are determined by the game administrator, reviewed, and approved by the USU Esports Club Executive Council.
- h. A club member may be a part of multiple competitive teams. Playing on multiple competitive teams requires approval by all involved game administrators due to the time commitments.

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 Council 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, then a single infraction may be grounds for removal from the club. Dues paid are not reimbursable.

## Article IV. Description of Governance

The club shall be governed according to the regulations provided by the Campus Recreation Direct Report (Joshua Ryan) and the laws set forth by the Executive Council of Club Sports. The USU Esports Club must also adhere to rules and regulations set forth by its identified governing body/national associations.

Within the USU Esports Club, there is one primary governing body. This governing body will be officially known as the Executive Council.

The **Executive Council** shall comprise of club officers detailed in Article V. Five club officers are elected prior to the end of the spring semester of the current academic year for the following academic year, and they will work together to form a fair process to determine appointed roles. Newly elected officers assume office at the end of spring semester they are elected to office in, but newly elected club officers should begin preparatory responsibilities immediately. All current club members in good standing (i.e. membership dues have been paid for the current academic year) are eligible to vote. The duties and responsibilities of Executive Council members include but are not limited to:

- Fairly appointing additional club officers as required and needed
- Representing the club in any official university meetings or correspondences with outside organizations when appropriate
- Helping plan, coordinate, and oversee official club events including socials and hosted competitions
- Ensuring 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
- Maintaining a full and complete list of active club membership and game affiliations
- Managing election processes for club officers. In the case of a perceived conflict of interest, club leadership will coordinate election proceedings with Campus Recreation.
- Working with Campus Recreation to coordinate official USU Esports Club travel plans and ensuring compliance with university travel policies
- Overseeing and leading club fundraising efforts including the collection of dues and other funding initiatives, drawing upon other club members and officers as appropriate
- Releasing the schedule for shared resources to be used by the club to the club membership, and resolving any conflicts related to shared resources among club membership
- Overseeing competitive teams and assisting game administrators. This includes ensuring that teams have game administrators, budgets, coaches, equipment, tryouts, practice time, and other resources as appropriate. The Executive Council will ensure that the tryout process for each competitive team is fair, open, and unbiased.
- Hosting both open and closed meetings

Members of the Executive Council are exempt from paying club membership dues in the academic year that they serve as club officers.

Club officers serving on the Executive Council can be removed by a unanimous vote from the remaining Executive Council members, by a supermajority (two-thirds) of all appointed club officers, or by a majority recall vote by club members. The recall vote by club members can be initiated by three members of the Executive Council, or by a majority of appointed club officers.

## Article V. Appointed Club Officers

In addition to the five members of the Executive Council, additional club officers can be appointed to assist with different aspects of club activities. All officers are expected to work together in facilitating club functions and activities along with their designated responsibilities. The Executive Council may create roles and appoint as many people as they see fit, but the following roles are required to be filled for each academic year:

### **Broadcast Director**

- Share responsibilities with Executive Council members, with an emphasis on the following specific duties:
  - Planning live streams of competitive teams at least once a week to be on the main USU Esports Club Twitch account
  - Updating and designing layouts for the live stream or coordinating any such work.
  - Scheduling a variety of competitive teams to be on the USU Esports Club Twitch account
  - Striving to continually and consistently make better content
  - Oversee all Twitch streams on the USU Esports Twitch account
  - Training club members that want to learn how to cast, observe, or run the live streams.
  - Take responsibility for any club equipment related to broadcast
  - Collaborating with other universities to create co-streams, charity streams, and/or any other broadcast on the USU Esports Twitch account

### **Content Director**

- Share responsibilities with Executive Council members, with an emphasis on the following specific duties:
  - Updating and designing layouts for the live stream or coordinating any such work.
  - Scheduling a variety of content to be used for club advertisement
  - Striving to continually and consistently make better content
  - Working with the USU Trademarking and Licensing department to create flyers, posters, and any marketing to be published within the University.

### **Social Media Director**

- Share responsibilities with general Executive Council members, with an emphasis on the following specific duties:
  - Overseeing club social media accounts including but not limited to Twitter, Instagram, TikTok, and Facebook.
  - Work with the Executive Council and any marketing coordinators within the university to ensure club socials are in compliance with university and platform policies.

- Maintain a consistent brand identity across all social media platforms.
- Take ownership for any and all media that is published to social media platforms under the club's name.
- Create and run a social media team to create and publish consistent content for the club.

The Broadcast Director, Content Director, and Social Media Director will collectively be known and referenced as the club Creative Directors.

**Game Administrators** shall consist of one unique representative (a “Game Admin” or “game administrator”) from each game that is supported as having a competition team or otherwise merits a representative, as designated by majority vote of the Executive Council that is serving for the affected academic year. Game administrators are determined by the Executive Council after an application period. The Executive Council should reference the game's constituency when deciding on game administrator appointments. Game administrators are responsible for:

- Consulting with the Executive Council and team members in order to make a budget proposal for their 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.
- Setting the Competitive Dues amount for their game with approval of the Executive Council.
- 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 Executive Council.
- As appropriate, ensuring that a coach is available for the team in compliance with Club Sport policy and regulations.
- 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.
- Ensuring, through consultation with the Executive Council, 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.

Appointed club officers are exempt from paying club membership dues in the academic year that they serve as club officers.

Any appointed club officer can be removed for negligence or misconduct. Should university policy not already designate removal, the Executive Council can convene and remove an officer from their position by majority vote. A minimum of one week notice of intent to remove that individual from office must be provided to club membership. The Executive Council can then appoint a club member to the role based on majority vote, or hold a special election general membership vote.

## Article VI. Fiscal Policy

The dues are determined annually by the Executive Council for the academic year in which they are to serve (as detailed in Article III). Ongoing budget expenses for basic club operations are approved by the Executive Council with advice by the Campus Recreation direct report and suggestions by club members. As these dues are assessed, the Executive Council must issue a reasonable public disclosure to all club members that details club related dues, as well as any other financial considerations that a club member must know about for the upcoming year. 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 a unanimous vote of the Executive Council. The proposed amendment must be publicized to the entire membership for at least one week prior to passing any constitutional amendment.

## Article VIII. Equipment Policy

The USU Esports Club maintains a set of equipment that is necessary for its operations. Any assets that are used by club members must be treated with respect and stay accessible to all other club members. If club equipment is deemed misused, that club member may be penalized by means of suspension from competitive teams, suspension from the club, or have restrictions put in place regarding their use of club equipment.

Additional equipment can be requisitioned using club funds given that a three/fifth's majority vote passes from the Executive Council for equipment that are \$50 or less, or a unanimous vote passes for any equipment that exceeds \$50. The purchase of the equipment must also comply with the club's fiscal policy (Article VI).

Certain events can occur where club equipment must be displaced to other areas at the university or to competitive players. Should this need arise, all club members are expected to follow this policy.

- Game administrators, Creative directors, or Executive Council members are the only club-affiliated parties that are allowed to check-out equipment.
- Game administrators and Executive Council members are allowed to check out club equipment on behalf of a competitive player given that there's a reasonable understanding that an equipment check-out is necessary for this player to carry out their competitive duties for a USU Esports Club team.
- **No club equipment is to be displaced unless the following criteria are met.**
  - A written request detailing (1) all the equipment and materials needing to be checked out, (2) the intended use for this equipment, (3) the responsible parties

for this equipment, and (4) the expected return date of the equipment is issued within a week's notice to a sitting Executive Council member.

- A member of the Executive Council approves the request given that the equipment requisition is in accordance with club or university goals, policies, or expectations.
- All parties listed on the request recognize that they carry a personal responsibility to the equipment they check-out that it remains in good condition and is used as detailed in the original request. In the event that a piece of checked-out equipment is rendered unusable, the club is entitled to a reimbursement from the requesting parties equal to the amount of the purchase price of the equipment in question. Failure to do so can result in suspension from the club, and additional fines assessed by the university.
- Upon equipment return, the approving Executive Council member must perform an inspection that all equipment detailed in the original request is in good condition, and is returned to its original place.
- Executive Council members are allowed to check out club equipment given that they get approval from another sitting Executive Council member, and follow the same procedures as set out in this article.
- Any equipment that is checked out with the intention of being used outside of USU's Logan campus must receive prior authorization in accordance with Campus Recreation's equipment policies.
- Equipment that belongs to another university organization is not considered by this policy. Any party acting on behalf of the USU Esports Club is expected to follow any equipment policies set forth by the appropriate organization to the letter.