

Tech Esports

Constitution

Article I - Name

- The official name for this organization is “Tech Esports.”

Article II - Purpose

- The purpose of this organization: Tech Esports looks to foster intercollegiate competitive digital gaming representing Texas Tech University.

Article III: Membership Requirements

Section 1: All members must follow the requirements listed below:

- Be a current undergraduate or graduate student at Texas Tech University
- Maintain a cumulative GPA of 2.0 or higher
- Attend mandatory practices, competitions and meetings as designated.
- Have an interest in intercollegiate gaming competitions
- While representing Tech Esports, members are not allowed to be intoxicated or under the influence of drugs.
- Members must treat their fellow members or officers with respect all times.
- Must sign Tech Esports Player Agreement on TechConnect under Tech Esports portal
- Must sign Informed Consent form housed under the Rec Sports portal in TechConnect

Section 2: Non-Discriminatory Clause

- All members shall not be turned down due to race, color, age, citizenship, veteran status, gender, religion, sexual orientation, disability, gender identity, gender expression or national origin.

Article IV – Membership

Section 1: Selection Procedures

- Prospective members must first request to join the club through our TechConnect page.

- Must sign Tech Esports Player Agreement on TechConnect under Tech Esports portal
- Must sign Informed Consent form housed under the Rec Sports portal in TechConnect
- Must indicate in Esports portal on TechConnect, which game or games they are interested in participating in to include:
 - Apex Legends
 - Call of Duty
 - CounterStrike
 - Hearthstone
 - League of Legends
 - Overwatch
 - Rainbow 6
 - Rocket League
 - Valorant
 - Virtual Reality Team
- Must pay dues, if dues are required, after attending their second meeting, as outlined in the financial procedures of this constitution.
- Once the above steps are completed, the prospective member is now a member of the Tech Esports Club and considered as a member in good standing.

Section 2: Membership Accountability Process

(Process to address student member behavior/activities that are not complainant with the university's or Tech Esports's mission, purpose and/or values.)

- If a member is found to be in violation of the Tech Esports Player Agreement, as brought to the attention of the executive board by a member, coach and an executive board member, there will be a meeting with the accused to discuss the alleged violation.
- If the executive board finds the violation credible, then they will schedule a face-to-face meeting for the member to come speak to the executive board about the violation. If the member refuses to meet with the executive board or misses their scheduled meeting, the process will continue to move forward and the vote will take place within 24 hours of the missed meeting. The member will be notified of the results within 24 hours of the vote.
- Depending on the findings of the executive board, there are four possible outcomes: no findings, a warning, probation, or grounds for removal from the organization (See Article IV, Section Three).
 - Definition of each finding:
 - No findings – There was not enough evidence to find a member in violation of the Esports Player Agreement.

- Warning – There was sufficient evidence to find a member in violation of the Esports Player Agreement but not enough to warrant a probation or removal. Warnings will be documented and emailed via TechConnect.
 - Probation – There was sufficient evidence to find a member in violation of the Esports Player Agreement and the member will not be considered in good standing for a set amount to be determined by the executive board. There is an option for the executive board to issue social probation as a sanction. Social probation means a member cannot attend social functions of the organization. Probation status will be documented and emailed via TechConnect.
- The finding must be decided by a unanimous vote of the executive board and the member should be notified within 24 hours of the meeting with the executive board.

Section 3: Membership Removal Process

- Any member or officer can submit a member's name to the president that is thought to have acted in violation of the organization purpose or constitution or the university's student code of conduct that warrants removal from the club.
- Once the president receives the violation, it will be reviewed at the next executive board meeting.
- If the executive board finds the violation credible, then they will schedule a face-to-face meeting for the member to come speak to the executive board about the violation. If the member refuses to meet with the executive board or misses their scheduled meeting, the process will continue to move forward and the vote will take place within 24 hours of the missed meeting. The member will be notified of the results within 24 hours of the vote.
- After the meeting with the member in question, the executive board will take a vote on whether to move forward with the removal process or not to remove the member. There must be a unanimous agreement of all officers to remove the member and the member should be notified within 24 hours of the meeting with the executive board.
- If a member wants to appeal the executive board's decision, they can appeal to the Sports Club Executive Council under Rec Sports for them to hear the case.

Article V – Executive Board members

Section 1: The executive board of the organization will consist of:

- President
- Vice President

- Treasurer
- Secretary
- Esports Director

Section 2: The cabinet of the organization will consist and they will be appointed by the executive members:

- PR Director
- Server Moderator
- Video Game Manager(s)

Section 3: Terms of office

- All officers' terms of office shall be at minimum one (1) academic year.

Section 4: Roles of Executive Board

- President:
 - Ensure the overall success of the organization by balancing every branch and faculty relationships are stable, well within the organization
 - Fill in and help officers as needed
 - Keeps contact with Texas Tech University & Rec Sports
 - Delegate matters of the Executive Officers to work efficiently
 - Officially represent and act in the name of Tech Esports with vendors and organizations
- Vice-President:
 - Ensure the overall success of the organization by balancing every branch of the organization
 - Be the right-hand man to the president
 - Officially represent and act in the name of Tech Esports Association with vendors and organizations
- Treasurer:
 - Ensure the budget, bank, and balance of the organization are stable and within bounds
 - Overlooks all fundraising operations
- Secretary:
 - Ensure the history and documentation for the organization
 - Transcribe meetings, prepares presentation for any type of meetings
 - Maintain an event calendar
- Esports Director:
 - Contact coordinators, coaches, and/or captains for weekly/bi-weekly updates pertaining to what is needed from the executives and updates on the competitive scene of the organization
 - Create a collaborative document with inputs from the mentioned operators
 - Update the executive board on what is going on in the competitive side
 - Work closely with the PR Director to communicate the news within Tech eSports

Section 5: Roles of Cabinet Officers

- Marketing/Public Relations Director:
 - Keep the organization's members, Texas Tech University students, and general public, informed of current processes of the Organization
 - Overlooks the PR and Content team and their operations
 - Engage in outreach with the Texas Tech community.
- Video-Game Manager:
 - Ensure the Esports Director is informed of the collegiate videogame being coordinated
 - Maintain coordination of games, representation, and events
 - Coordinate, manage their respective community; this include and not limited to game nights, community outings, etc.
- Stream Director
 - Responsible for all stream related materials (Streamlab OBS, Twitch interface, OBS).

Article VI – Officer Elections

Section 1: Officer Election Process

- Officer elections are to be held once per academic school year, prior to the end of spring semester. At this point, every officer position will be up for election and/or reelection.
- Elections dates must be set at the first meeting of the fall semester each academic year. The day before elections start, there must be a general meeting, to be referred to as “the election meeting” to allow members nominated to speak about why they are qualified.
- Nominations – only voting members (see Article IV for requirements) may nominate or be nominated for a position. Voting members may nominate voting members or chose to nominate themselves for voted on positions.
 - Nominations will start two weeks before the election meeting.
 - Members that are nominated must graciously accept or respectfully decline the nomination before the two-week nomination period is up.
 - During the two-week period nominees can either drop or be added to the candidacy list.
- At the election meeting, nominees will give a speech that lasts no more than five minutes on why they are fit for the position, what they can contribute to the organization to make the organization better, and any ideas for the organization or position.
- Electronic voting will take place on TechConnect starting immediately after the electronic meeting and will last a week.
- If quorum is met, 51% of voting members (members in good standing), the election results will stand.

- If quorum is not met, a second election period will be adopted. However, if not met by May 1st, the organization will not be registered by university registration policies.
- The results will be verified by the advisor.

Article VII – Officer Removal

Section 1: All elected officers may be subjected to removal by a quorum (51%) vote of the total membership in good standing attending the meeting. Any officer or member can request an executive be removed from their office via a vote online on TechConnect.

Section 2: Grounds for removal are negligence and any form of misconduct, which is damaging to the club, or violation of the university's student code of conduct. An officer may be impeached or removed only under the following conditions: there must be a quorum (51%) of members in good standing vote to remove the officer online and there must be one week's notice of intent publicized.

Section 3: A special meeting will be called and the officer, who is up for removal, must be given due process: an opportunity to present his/her case and rebut the accusations.

Section 4: Following the special meeting, the vote to remove the officer will be online on TechConnect. The highest ranking officer not up for removal will set the special meeting and the voting on TechConnect. The vote will be open for a week. Results will be verified by the advisor.

Section 5: Any officer vacancies shall be filled by an election held within two weeks via TechConnect to complete that officer's term of office.

Article VIII – Financial Procedures

Section 1: Collections of Funds:

- If the executive boards decides to set dues, membership dues will be collected at the second meeting of each semester.
- The Treasurer shall be responsible for applying for and documenting funds from outside sources.

Section 2: Management of Funds:

- Any costs occurred by the organization may be paid by the President or Treasurer.

- All expenditures must be documented with an itemized receipt by the Treasurer.
- All income must be deposited in the club's bank account within 24 hours of receiving it.
- All income must be documented by a deposit slip and listed items from deposits.
- Any funds donated to the organization shall be deposited into the Gaming Club bank account within 24 hours of receiving it.

Section 3: In the event that the student club ceases to exist, all assets shall be donated to the charitable organization, Child's Play.

Article IX – Meetings Procedures

- General membership meetings shall be held regularly and consistently throughout the academic semester and will be thoroughly advertised. They must be set at the beginning of each semester.
- There shall be no fewer than four meetings throughout a semester.
- There must be a quorum (50% plus 1 of active due paying members, i.e. members in good standing) present in order to take care of financial action or votes on club business.
- All votes on club business will be determined by a majority vote of all members in good standing in the organization unless otherwise specified.
- All votes will be taken by a show hands at the general meetings unless otherwise specified.
- All general business outside of general meetings must be conducted via TechConnect to include posting of meeting minutes of all meetings within 24 hours.

Article X – Advisor Selection & Expectation

Section 1: Selection Process

- Advisor must be a full-time faculty/staff member at TTU
- If the organization needs a new Faculty/Staff advisor, the officers will decide on a new advisor. It must be a unanimous decision.

Section 2: Responsibilities of Advisor

- Provide feedback by listening and giving perspective insight for the organizations development.
- Support the organization in crises.
- Intervene when appropriate, especially when conflicts arise between members or officers.

- Be knowledgeable of university or national policies that that may impact the student organization/club.

Section 3: Removal of the Advisor

- Requires a super majority (75%) of general members.
- Voluntary resignation is accepted.

Article XI – Amendments to the Constitution and/or Bylaws

- Proposed amendments should be in writing and read in the general member meeting, in which they are proposed. They should be read again at the next general meeting and then voted upon by voting members (i.e. those in good standing). Proposals should be made available to members for review following the meeting in which they are proposed on TechConnect.
- Any amendment change requires a two-thirds vote by members in good standing at a general meeting that meets quorum.

Article XII – Departmental and/or External Relationship

Section 1: Departmental Relationships:

- The Tech Esports Club has a relationship with the College of Media and Communications. The relationship included potential advisors and opportunities for funding.

Section 2: External Relationships:

- In the event Tech Esports is approached by an external entity to form a partnership, the executive board will notify the advisor and the department in which they are housed.

Article XIII – Parliamentary Authority

- The Tech Gaming Club shall use Robert's Rule of Order, current edition, as its authority on parliamentary procedure.

Last Revised: 3/16/2020