

MIT Assassins' Guild Constitution

NAME

The official name of this organization shall be the Massachusetts Institute of Technology Assassins' Guild, hereinafter referred to as the Guild.

PURPOSE

The purpose of the Guild is to sponsor real-time, real-space roleplaying games known as Assassin Games, and real-time, real-space simulated combat.

MEMBERSHIP

Members are persons who have paid appropriate dues. Dues are to be set by the High Council. In addition to memberships for fixed lengths of time, the Guild shall sell Lifetime and Permanent memberships. Permanent memberships can be passed on to an heir.

Membership policies will agree with the requirements that the Association of Student Activities places upon the membership policies of its constituent organizations.

OFFICERS

The High Council shall be the governing body of the Guild. It shall consist of the Grandmaster, the Vicemaster, the Scribe, the Secretary of the Exchequer, and the Sergeant at Arms. The term of office for all High Council members shall be for one year.

The Grandmaster shall be responsible for the orderly administration of the Guild during his/her term of office. He/she will preside over all Guild meetings, both High Council meetings and general meetings, and activities of the Guild. He/she will be the spokesman for the Guild to the administration of MIT. He/she will be responsible to the Guild for the overall actions of the High Council and the administration of the Guild. Only students of MIT are eligible to become Grandmaster.

The Vicemaster shall be responsible for assisting the Grandmaster. He/she will serve as Grandmaster pro tem in case of the absence of the Grandmaster and will assume the post of Grandmaster upon the the resignation or incapacitation of the Grandmaster. He/she will also be responsible for Guild publicity.

The Scribe shall serve as the secretary of the Guild. He/she will take minutes at all general meetings and High Council meetings and make general meeting minutes available upon request. He/she will also be responsible for the upkeep of the Guild archives in both paper and electronic form. He/she will be in charge of selling compendia of past Guild-sponsored games. He/she will also be in charge of any written correspondence. He/she will be in charge of scheduling meetings.

The Secretary of the Exchequer will serve as the treasurer of the Guild. He/she will recommend to the High Council the rates for dues. He/she will keep an accurate list of current members, which shall be available upon request. He/she will also present a written report of the Guild's financial situation, upon request, and give a report at any general Guild meeting at least once per term. Only students of MIT are eligible to become Secretary of the Exchequer.

The Sergeant at Arms shall enforce order at all Guild meetings. He/she shall be available to receive any complaints and communicate them to the High Council, and bring up any unresolved conflicts to the Guild at the next general Guild meeting. If the Sergeant at Arms feels that the Grandmaster is biased on an issue being discussed at a Guild meeting, he/she has the authority to call a vote of the meeting concerning the ability of the Grandmaster to fairly chair the discussion. If a majority of the members present feel the Grandmaster is biased, the chair of the meeting shall go, in order, to the

Vicemaster, the Scribe, the Secretary of the Exchequer, and to any Guild member chosen by the Sergeant at Arms who receives a majority approval. The Sergeant at Arms is *not* able to receive the chair. If no acceptable chairman is found the Grandmaster shall retain the chair.

REMOVAL AND REPLACEMENT OF OFFICERS

Removal of an officer requires a 2/3 majority of the voting membership of the Guild. This vote must be taken at a general Guild meeting. In the case of the removal of an officer other than the Grandmaster, the Grandmaster will appoint a replacement until the next election. In case of the removal of the Grandmaster, the Vicemaster shall become the Grandmaster and shall appoint a replacement Vicemaster.

MEETINGS

Meetings shall be held at least once per term. The High Council may call more meetings at their discretion. The meetings shall be announced at least one week in advance by the Scribe. The election meeting shall be held in April and must be announced at least two weeks in advance by the Scribe. Quorum for Guild business is at least 1/3 of those eligible to vote. Agenda topics must be submitted to the Scribe at least 24 hours before the meeting is scheduled to begin. Any agenda topics suggested at the meeting may be tabled without vote by the Chairman at his/her discretion, subject to override by a 2/3 majority of those present.

ELIGIBILITY TO VOTE

Any member (see above "Membership") who has participated in an official Guild activity as noted below is eligible to vote on all motions at a Guild meeting except the elevation to Master Assassin. Only those Journeymen and Master Assassins who have participated in a regularly scheduled game with the nominee for Master as being eligible as stated above may vote on the elevation to Master.

Any member who is eligible to vote may renounce that right until further notice by notifying the High Council in writing. Any member who renounces his/her right to vote shall not be counted as part of the voting membership.

The following activities sponsored by the Guild confer voting eligibility upon a member:

1. Participation in an Assassin Game within the last year. Participation will be determine by the Gamesmasters.
2. Writing or consulting on an Assassin Game within the last year.
3. Participation at Patrol at least 6 times in the previous six months.
4. Membership in the current High Council.

PROXIES

Any voting member of the Guild unable to attend a meeting can give his/her proxy to another voting member. No member can hold more than one proxy at a given meeting. Proxies count towards quorum.

ELECTIONS

Elections shall be held once per year and take place at a general meeting in April. All officers will take office on May 1st.

The election procedure is as follows:

1. Nominations and voting will take place, in order, for the Grandmaster, the Vicemaster, the Scribe, the Secretary of the Exchequer, and the Sergeant at Arms.
2. After each officer is elected, nominations are opened for the next office to be voted upon.
3. All elections will take place by preferential balloting.

PROCEDURE

The meetings of the Guild shall operate under Robert's Rules of Order except where specifically contradicted in this Constitution.

RANK

The rank of Journeyman will be given to any person participating in an approved Guild activity AND having paid the dues set down by the Secretary of the Exchequer.

The rank of Master Assassin shall be awarded to any Journeyman for the demonstration of exceptional skill in Guild activities. Nominations may be made by the High Council, the Gamesmasters of a game in which the Journeyman participated, or a petition of 1/3 of the players in the game for which the nomination is made.

VOTING FOR MASTER ASSASSIN

The voting for Master Assassin shall be conducted in the following manner:

There shall be three possible votes: Yes, No, Abstain.

A Journeyman shall be elevated to the rank of Master Assassin upon receiving a majority of yes votes among those voting yes, no, or abstain (i.e., abstains count against.)

STANDING POLICIES

All standing policies of the Guild must be voted upon every three years for renewal. Any standing policy may be revised by a majority vote at any Guild meeting. Any standing policy may be suspended by a unanimous vote of the High Council, subject to referendum by the Guild at the next meeting.

PATROL

Patrol is a weekly game offered by the Guild. Patrol will be run in accordance with the rules set down by the Patrol Committee. Appointment of the Patrol Committee shall be governed by a standing policy.

EXPULSION

Any member of the Guild may be expelled for just cause and after due deliberation. A motion to expel a member can be brought by either the High Council or a petition of 1/3 of the voting membership. If such a motion is made, the person being considered for expulsion must be notified in writing at least one week prior to the meeting where his/her expulsion will be considered. Expulsion requires a 2/3 majority of the voting membership of the Guild.

AMENDMENTS

This constitution can be amended by a 2/3 majority of the voting membership of the Guild. Discussion shall take place at any general meeting with votes being accepted by the High Council for a period of one week afterward. The text of amendments must be submitted to the Guild at least one week prior to the meeting at which they will be voted upon.

The MIT Assassins' Guild agrees to abide by the rules and regulations of the Association of Student Activities, its Executive Board, and the Finance Board. This constitution, amendments to it, and the by-laws of this organization shall be subject to review by the ASA Executive Board to ensure that they are in accordance with the aforementioned rules and regulations.

The ASA's requirements that are not otherwise explicitly covered in this Constitution are to be listed after the end of this document. This list is to be maintained by the Scribe and may be freely modified by the High Council to reflect the current requirements placed upon the Guild by the ASA.

CURRENT STANDING POLICIES

1. Unless the involved GM teams agree, any game during the term or IAP which spans more than one day shall have a buffer of a weekend before and after. (*Spring 2015*)
2. All games will have a zampolit to ensure that the game is completed on time and consistent with the quality of game/mechanics that the guild has come to expect.
 - The High Council shall secure a report from the zampolit before scheduling the game, and it is the responsibility of the vicemaster to ensure that the zampolit reports regularly to the High Council.
 - No game will be scheduled or run without a zampolit signing off on it.
 - Zampolits may be chosen by the GM team, but may be arbitrarily refused by a majority of the High Council.
 - If a GM-team selected zampolit is refused by a majority of the High Council, that GM team forfeits the right to select a zampolit; a zampolit will be swiftly appointed to the GM team by the High Council.
 - It is expressly the zampolit's responsibility and right to advise the High Council to cancel a game if they deem it necessary.
 - A zampolit must be a guild member in good standing and a member of the MIT community.
 - The zampolit shall not write any portion of the game. (*Spring 2015*)
3. A GM team has the final say as to which observers may observe their game and in what capacity they may do so. Observing a game is a privilege that may be revoked at any time by any member of the GM team. A player may ask an observer to leave the area. If a problem persists, they can ask a GM to remove the offending observer. (*Spring 2015*)
4. The Master nomination/voting policy will be as follows:
 - Master voting may occur at any general Guild meeting.
 - Candidates must be nominated beforehand (with sufficient time to include the nomination in the announcement for the meeting by the High Council). Nominations can be made by a GM team of a game in which the nominee has played, or by a petition by any 10 Guild members in good standing who have played in a game with the nominee, in which case the High Council shall nominate anyone so petitioned.
 - Each candidate will be voted on in a separate ballot, and each balloting will be preceded by closed debate on the candidate's qualifications for master. The candidate will not attend the debate.

- All master voting shall be conducted with closed ballots.

(Fall 2015)

5. Storytelling and spoiling game runs

- Unrestrained storytelling and discussion of past games are important to the Guild's social fabric and its ability to learn. However, to prevent spoilers for possible future runs, GM teams should be able to declare a moratorium on storytelling beginning after the first run of any given game under the auspices of the Guild. This moratorium may be no longer than approximately one year. By default, the moratorium covers all runs of the game scheduled at the time of the first run.
- This policy is irrelevant for games that cannot be spoiled by storytelling by virtue of lack of secret elements, e.g. some SIK games.

(Fall 2015)

6. The guild policy towards players who are minors will be as follows:

- Applications from minors who are MIT students shall be treated exactly as any other MIT student, since the Assassins' Guild is an MIT activity.
- Applications from minors who are not MIT students may be considered on a case-by-case basis at the discretion of the GM team. A GM team is under no obligation to consider the application of a non-MIT minor. PatrolComm is treated as a GM team for purposes of this policy.
- Non-MIT affiliated minors are required to provide permission slips. Permission slips live at web.mit.edu/assassin/PermissionSheet.txt

(Fall 2015)

7. There shall exist a Patrol Committee to run the regular patrol games. This committee must have at least four members. The initial members of the Patrol Committee shall be appointed by the High Council. The committee members may appoint new members and can remove members by unanimous vote of the other nonabstaining members. The Chair of the Patrol Committee shall establish a reasonable process for determining abstention. The High Council retains the right to review the elections of new members as well as remove current members. The Patrol Committee is responsible for maintaining a current set of rules for Patrol, and has the authority to change these rules.

(Spring 2016)

8. Dues Policy

- Paying dues is not a prerequisite for participating in a game.
- The Guild offers memberships that last a year, in addition to Life and Permanent memberships.
- For a year membership, a person or their designated proxy may pay what they wish; the suggested dues in that case for MIT students is \$0, and the suggested dues for others is set by the High Council.
- Dues are payable in person to the High Council.

(Spring 2016)

9. Responsibilities of those nominating Journeymen for the rank of Master Assassin

- Those who nominate others for the rank of Master Assassin are responsible for being their nominee's advocate. Therefore, at least one of the Guild members that nominated a given Master Assassin candidate must attend the meeting where that candidate is discussed. For the purposes of nominations by petition, this should be the person organizing the petition. If this is not possible, they must inform the High Council of a knowledgeable advocate that is attending the meeting, or provide the High Council with a substantive written proposal, to be read aloud.
- Open discussion of the candidate's achievements is crucial to the discussion of any potential Master Assassin. Therefore, if nominated for a specific game, the game which a candidate was nominated for should be declared dead prior to the meeting where the candidate will be discussed. Alternatively, the GMs may assert that their game is unspoilable, and allow open discourse.

If either of these requirements is not met, the consideration of that Master Assassin will be postponed until the next Guild meeting.

(Spring 2016)

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— END OF CONSTITUTION —

REQUIREMENTS PLACED UPON THE GUILD BY THE ASA

1. The Grandmaster and the Secretary of the Exchequer will be distinct MIT students.
2. The MIT Assassins' Guild will have at least 5 MIT students and be comprised of at least 50% students.
3. The MIT Assassins' Guild will not discriminate based on any characteristic listed in MIT's Nondiscrimination Statement.
4. There will be exceptions made for students that cannot afford the dues for the MIT Assassins' Guild.