

# Constitution – Collegiate Esports

A club sport group for managing official collegiate esports activity at the University of Arkansas

## **Article I. Name of the Club**

This club shall be called University of Arkansas Collegiate Esports, hereafter referred to as UARK Esports

## **Article II. Purpose of the Club**

The club will organize collegiate esports teams based within the University of Arkansas. It will schedule practice, training, and tournament entries, while providing support for the management of sponsors, fundraising, and recruitment efforts.

## **Article III. Affiliation with External Organizations**

UARK Esports is directly affiliated with University of Arkansas IT Services, who provide space, resources, and campus sponsorship to UARK Esports. UARK Esports will further associate with national organizations for competitive collegiate esports including by not limited to TESPA, the EGFC, and the Collegiate Star League strictly for the purpose of competition.

1. There shall be a list of all associations active within the past year, updated once a year, maintained by the UARK Esports president. That list will be stored in place visible to all student leadership and advisors, to ensure all commitments of UARK Esports are known and can be met.
  - a. Any new associations must be approved by both the club president and one of the club advisors.

## **Article IV. Membership Requirements**

An active member of the club must be enrolled full or part time as a graduate or undergraduate student at the University of Arkansas, and must have no academic honesty violations within the past two years. To be eligible for any leadership position they must further have a GPA of 2.75+. Community members have no requirements, may not compete, and their membership in the group is with permission of the club president. Advisors will be appointed by agreement of the club president and an appointed representative of University IT.

1. Alumni who were members of collegiate esports will automatically be granted community member status. This status may be revoked by the club president.
2. Active membership within the club does not automatically confer a position on any team managed by Collegiate Esports
3. Members may be required to pay dues in accordance with Article XI.

## **Article V. Voting Policies**

President, Vice President, and Treasurer will be elected by active members via a nomination and voting process each Fall. Once elected, they will be recognized as an Elect (Ex: President Elect) and will assist the current officer they are to replace for the remainder of Fall. This period is meant to be a learning period to assist in training new officers. Upon the start of the Spring semester, they will assume their full position.

1. Nominations: Club members given a one week window each Fall for nominations. This window will be announced both at a physical meeting and via an email sent out to all active members prior to the start of the nomination period. The primary staff advisor will have the responsibility of tracking nominations and preparing a way for active members to vote on the nominated candidates, which will be announced at the end of that week period.
2. Elections: The election period will be open for one week, to be announced after the close of the nomination period. The club advisor will have the responsibility of tallying votes and announcing the winners at the end of the election period.
3. Emergency Elections: In the event of an emergency election due to a sudden vacancy in the leadership, a special meeting may be called by the remaining leadership. In that meeting nominations will be given and a vote will be held, with results reviewed and reported by the primary advisor. The replacement officer will serve out the remainder of the existing term for the officer they replaced.

All other student officer roles will be appointed by the acting president as needed. Advisors will be reviewed as needed by the President, Vice President, and Treasurer and may be replaced by the authority of two of those officers in agreement.

## **Article VI. Duties and Privileges of Membership**

Students appointed to a competitive team will be expected to attend at least three practice sessions per month. In the event that circumstances make it impossible to make that schedule, a waiver of this expectation may be granted by the team captain on a case by case basis. If the team captain should fail to meet this requirement, the waiver must be extended by the club president, or one of the advisors should the team captain also be club president.

1. Active Members - Active Members will have access to the general communication channels for the organization and will be in consideration as replacements should members of an existing team be unable to make an event due to injury, academic burden, or timing conflicts.
2. Community Members - Community members will have access to the general communication channels for the organization.

## **Article VII. Officers, Duties, Authority**

**A. President** – The club president acts as the primary student authority for organizing the recruitment of new members, selecting team captains, approved fundraising activities, and ensuring the performance of external experts to include but not be limited to coaching staff.

1. In the absence of an appropriate appointed officer, the president is the default coordinator/representative for the club when communicating with esports leagues and organizations.

**B. Vice President** – The club vice president acts as a backup for the president, and manages fundraising activities for the club.

**C. Treasurer** – The treasurer is expected to review and approve all club expenses, prepare a quarterly statement of club financial activity, and ensure funds acquired via fundraising activities are properly recorded and deposited.

**D. Advisors** – The club shall have three faculty/staff advisors with focuses in the areas of organization, finances, and community development.

1. The organization advisor oversees association with external collegiate groups and competitive tournament participation. They are considered the official backup for the student representative, and must give approval to any new agreements with such organizations.
2. The finances advisor serves as oversight for the acquisition of sponsorship and distribution of scholarships. All new sponsorships must be reviewed and approved by them first.
3. The community development advisor oversees recruitment efforts and campus awareness of esports activities. This advisor is also serves as the official staff contact with University IT.

**E. Captains** – The club shall have one captain for each active esports team, with an allowance for a co-captain should enough members be on the team to field a second full team. The captains shall organize practices and have the ability to add and remove members from their competitive teams based strictly on competitive ability, teamwork, sportsmanship, and practice attendance. The Captain will coordinate with the coaching staff for the team, if any.

**F. Tournament Manager** – Tournament Managers will be appointed for each competitive tournament as needed by the president or organization advisor. This is a temporary position of authority and may be granted to any active member, community member, or advisor. The tournament manager will ensure that all rules for tournament participation are met and that a place is reserved for the students to compete from.

**G. UARK Gaming Liaison** – This individual will collaborate with the Registered Student Organization UARK Gaming to ensure that they are aware of competitive activity, and work to ensure that there are no conflicts between scheduled events and competitive tournaments.

1. The UARK Gaming Liaison must be an officer within the UARK Gaming Club, and is appointed by agreement between the Presidents of UARK Gaming and UARK Esports.

## **Article IX. Process for Selection of Coaches and Advisors**

**1. Coaches** - Coaches will be approved by the Club President, the Captain for the coached team, and at least one advisor. An agreement by the Club President, the Captain for the coached team, and at least one advisor can also immediately remove a coach from their role.

- a. Any agreements to payment for services of a coach will be determined in advance of the coach starting work, even if that agreement shall be that the coaching is a volunteer service. This shall be in writing and signed by the coach, the club president, and two witnesses

**2. Advisors** - The requirements for the appointment of each advisor differs.

**b. The Organization Advisor** - Selected by the President and Vice President. Must be a university staff or faculty member with a background in management, leadership, communication, or a similar area. The advisor may be removed by agreement of the Club President and the other two club advisors.

**c. Finances Advisor** - Selected by the President and the Treasurer. Must be a university staff or faculty member with a background in finance, fund raising, or a similar area. The advisor may be removed by agreement of the Club President and the other two club advisors.

**d. Community Development Advisor** - Selected by the President and University IT. Expected to be a member of University IT associated with the on campus esports facilities, but not required to be. The advisor may be removed by agreement of the Club President, University IT, and the other two club advisors.

## **Article X. Club Meetings: Frequency, organization**

**1. Frequency** - Meetings will occur weekly via discord for all active teams. A further club-wide meeting will be hosted once a month in person on campus.

- a. Additional meetings may be scheduled by the president and team captains.

**2. Organization** - All meetings will start with a recap of the previous meeting, to be given by the the ranking club member present, or an appointed recordkeeper as appropriate. The ranking club member in attendance will then lead the meeting, act as mediator, and close the meeting as appropriate.

## **Article XI. Club Dues**

**1.** Dues are set once a year by the president, and must be the same for all dues paying members. This occurs in the Fall. All active members must pay dues before the end of the Fall semester, or lose their active member status.

- a. A Stipend to offset the cost of dues for competitive team members is allowed. This Stipend is issued to the student, and they must still pay dues normally.

**b.** New Members in their first year, and community members, are not required to pay dues.

## **Article XII. Decision Making**

As a general rule, UARK Esports shall use officer vote to make its decisions.

**Article XIII. Requirements for selection, removal, and replacement of volunteers and faculty/staff advisors**

This section is covered by Article IX.

**Article XIV. Constitutional amendments, removals, and changes**

The constitution to UARK Gaming may be changed via a unanimous vote of the president, vice president, treasurer, and any one of the club advisors.

1. If the amendment changes the organization's relationship with University IT as sponsor or the role of their representative within UARK Gaming, it must also be reviewed and approved by the club sports office.

**Article XV. Ratification**

The signatures below indicate that we, as executive officers, approve this document.

President's Name: Mason Oik Mason Oik Date: 11/6/17  
Vice President's Name: Connor Chronister CC Date: 11/7/17  
Treasurer's Name: Trevor Bartlett Trevor Bartlett Date: 11/7/17