

CONSTITUTION of JAG

Mission Statement

We the members of JAG have agreed on 09/18/2016 that in order for our community to continue to thrive we need a document to outline our objectives and procedures.

First and foremost; we JAG, are a multi-game community not a casual gaming group. Though we exist to foster friendship and comradery amongst our members, as well as provide an outlet for these relationships to exist; we must ensure our members' adherence to our standards for the preservation of our organization.

This document, our Constitution, is not the works of one man nor any small group of men; it represents the thoughts and opinions of the original founder, the leadership, and the community of JAG as a whole.

Community Expectations

JAG is a gaming community. Like any community, it is essential that all the community members are active participants if the community is to flourish and grow. Being active includes:

1) Attending the scheduled community meetings: The meeting dates and times will be posted on the community's voice communication channel and in the Forums. Important information is given, and community projects are discussed and voted on, thus it is highly important that our members attend. If a real life commitment prevents your attendance that is understood and accepted. If your schedule prohibits attending meetings at the times when they are regularly scheduled then communicate this with the community leadership, they will keep you updated on what you are missing and try to represent any issues you might have at the meeting for you. Consistent failure to attend the membership meetings without communicating a problem with the leadership will be addressed with warnings and/or disciplinary action.

2) Participation: As an active member, you are expected to participate in one of the community's official games at least 2 hours a week. We cannot have our membership roster filled with people who are not playing the games. If there are reasons why you cannot be active for a period of time simply post that in the absent thread on the forums or communicate this to your leadership. We understand that "real life comes first" but we do need to know that you are coming back. Any absence of 2 weeks or longer without communication of the fact will be addressed with appropriate disciplinary measures.

3) Checking the forums: The forums are our primary means of communication. All important events and notifications are posted on our forum page. We expect our members to check the forums daily. Sometimes you may not be able to log onto your computer every day, but this is understood. Failing to log into the forums for more than 2-3 days without notifying leadership of an inability to do

so, will again be addressed with disciplinary action. To make life easier, we highly recommend setting the forums to your browsers homepage.

4) In summary we expect our members to play a community game at least once or twice a week, log into the forum page to check if anything new is added, and to show up at the scheduled meetings. All of these depend upon your real world schedule and the inability to do any of these things will be understood as long as you communicate with the community leadership.

The above list is the minimum expectations we have for our members. If you desire a leadership role within the community then the expectations and responsibilities placed upon you will increase accordingly. To become familiar with the responsibilities of leadership rolls please review our section on the JAG ranks and responsibilities and address any questions you have to your Legion commander or 2IC.

Behavior:

- As with any community, we expect our members to be responsible and respectful of others. We expect our members to be mature, to be respectful of each other, and to be good ambassadors for our community. We do enjoy humor, however threatening, and harassing others and any conduct, which the recipient finds abusive, will be taken very seriously by the leadership and steps will be taken immediately to see that such behavior ceases and is not repeated. In short, we require you to be a decent person and treat others over the net as you would in person.

- As a gaming community, we compete in many games. Cheating in a game seriously damages not only your reputation but also that of our community. Any programs (such as aim bots) or actions deemed to be illegal by the games developers are not tolerated in JAG. Accusations of cheating will be investigated and anyone caught cheating in a game will face severe disciplinary action.

- JAG expects all of its members to be active members of the community, to play fairly, and to be mature respectful people.

Rank Structure of JAG

General | Description:

- Head of the Community

| Responsibilities:

- Oversees and administrates on community operations, from enlisted to senior leadership. Only one to employ Shock troopers in an emergency situation. Holds Absolute power over the community

Major | Description:

- 2nd in Command of the Community

| Responsibilities:

- Oversees all leadership and answers only to the General, will act as the Commandant of the community if no General is in play

| Acquisition:

- A Major will only be awarded the rank from the General, and if there is no active General he/she will be appointed by the council

Captain | Description:

- Senior Officer

| Responsibilities:

- Typically in charge of several legions focused on a certain aspect

| Acquisition:

- Captain will only be awarded by the General

Lieutenant | Description:

- Junior Officer

| Responsibilities:

- Typically, Legion Command of a legion, or 2iC of several legions

| Acquisition:

- Lieutenant will only be awarded by the General

Warrant O | Description:

- Warrant Officer is a Senior Member

| Responsibilities:

- Typically, the Legion Commander of a legion and will act as the Commandant of the community if there are no active officers in play

| Acquisition:

- Warrant Officers will only be awarded the rank from Officers and the General

MSergeant | Description:

- Master Sergeant is a Senior Member

| Responsibilities:

- This position will be in charge of special projects, will be the community admin, and the admin Sergeant

| Acquisition:

- The rank of Master Sergeant will only be awarded by the General seeing as the Master Sergeant is the community admin

Sergeant | Description:

- Senior Member

| Responsibilities:

- Sergeant is generally the rank awarded to the second in command of a Legion

| Acquisition:

- Sergeant will only be given by Warrant Officers and above

MCorporal | Description:

- Master Corporal is a Junior Non-Commissioned Officer

| Responsibilities:

- May be appointed to Legion second in command if there is none, generally keeps the legion's enlisted members in check and reports to the legion second in command

| Acquisition:

- This rank will be awarded by the Legion Commanders for showing dedication and level headedness

Corporal | Description:

- Seasoned Member

| Responsibilities:

- Little responsibilities, offers help to the community and especially the ranks below Corporal. Will keep the privates in check and help the Legion to prosper

| Acquisition:

- This rank will be awarded to those who have shown dedication to the community

PFC | Description:

- Private First Class is a member who has shown effort to improve the community

| Responsibilities:

- Work to improve the Legion and the community

| Acquisition:

- This rank is an appointment, and will be awarded to those who show they want to improve the community and move up in the ranks
 - a. If a recruit has military experience, they will instantly be rewarded this rank

Private | Description:

- A member of the community

| Responsibilities:

- No responsibilities

| Acquisition:

- Attend a monthly meeting to be awarded this rank after you answer basic questions in order to become a full member of the JAG community

Recruit | Description:

- A person who has been invited to join the community

| Responsibilities:

- No responsibilities

| Acquisition:

- Either ask how to join the community or be recruited and asked to join the community
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In working community such as JAG it is imperative that we have a chain of command and a secure rank structure so that we can improve the community at a constant rate and not keep it at a stagnant state. This rank structure holds the real responsibilities and a brief description of what each rank entails, and what you can expect as you move up the ranks (if you so choose).

As the community grows, the rank structure could very well be changed in order to add ranks, and improve on the current ones. As we gain more members the officers will get together and discuss when we should add a rank, what it should include in terms of responsibilities, and how you acquire that rank. We will then take a vote from the entire community and decide whether or not we should include that rank in our rank structure. If the community decides to include it, the rank will be added to the By-law ranks.

JAG ACTS of POLICY

Acts –

- 1) Meaning of JAG and the Clan Tag
- 2) Disciplinary Actions
- 3) Time commitments
- 4) Voting system
- 5) Recruitment
- 6) Adding a new game
- 7) Finances
- 8) Amendments

- 1) This act covers the origins of the meaning of JAG and the different variations of JAG in games that will be allowed;
 - a. JAG stands for Joint Assault Group and the Clan tag will be </JAG\>
 - A single member of the JAG community is called a Jagster
 - i. Games that allow group/clans/corps, or anything that allows a fixed or temporary group to be sanctioned will have one of the following names below;
 1. JAG
 2. Jagster
 3. If the 'group' is to be a designated number entity, it needs to get approval from the JAG General, if the General is not able to make a decision in the due time (check Article Three), the council is able to

vote on the matter, the following number designations alongside name will be allowed;

- a. 32nd Black Eagles
 - b. 32nd Global Defense Force
 - c. 42nd Logistics and supply unit
 - d. 72nd Spartan Attack Force
 - e. 81st JAG Command
4. Each legion is able to have up to five different organizations, and each organization will either have the JAG name, or if numbered, can choose from 1.A.i.3.
- ii. Games that do not allow any sort of groups, but allow multiplayer interaction of a competitiveness scale, must have the user, who is a JAG member, sport the JAG tag
 - iii. Games that are played by JAG members for a purely JAG only experience do not have to follow the guidelines of having the JAG tag.
 - iv. Members may get permission to host another tag
 1. This voids 5.g.
 2. The Tag in question can only be in place for a very short duration, which will be determined by the senior leadership handling the case
 - a. Senior leadership in this case is WO and above
 3. Cannot host a TAG of a group that is deemed competitive to JAG
- 2) This act covers the disciplines that are allowed on members of jag, and how to action it. Discipline is very important to JAG as it holds order, and allows the members of JAG enjoy their time in JAG without the fear of prosecution of an unwarranted deed.
- a. There are two types of actions allowed to be used on JAG members or any guests that are honorary members;
 - i. Any action that is disciplinary must start at the rank of Master Corporal or above, and in order for it to be warranted, it needs to be signed off by the Legion commander who the accuse is part of, they must follow the following actions in order, unless otherwise deemed by the Community General or his 2ic.
 1. The community commander has the ability to fast track any disciplinary action and can go straight to termination. This is for the Rank of General and if the General is not present, the community 2ic has the same power.
 2. If the community commander is not present and a council has been erected, the council has ability outlined in 2.a.i.1.
 - ii. Administrative actions shall be carried out as primary warnings, but they also allow the member that is being charged to realize what the implications of his/her actions are doing, their actions will be followed in order presented.
 1. Verbal Warning- the member will receive a verbal warning on the incident and if the member continues to argue and/or continues the incident again, he/she may be escalated to a written warning, See 2.A.ii.2.
 2. Written Warning – the member will receive a written warning, in person via the forums. If this does not stop the member from creating an incident again, it will be forwarded to termination discipline.

- iii. Termination actions shall be carried out as final warnings to a member. If the member refuses to abide by rules placed in the constitution or by the by-laws erected by a legion, the member faces demotion or termination from the community.
 - 1. Demotion – a member will only be demoted if they have continued causing incidents after getting administrative actions. A legion commander or acting legion commander may sign off on this order.
 - 2. Complete termination – a member will only be terminated if all other steps to this have been followed. However, if the community commander signs off, this process may be fast tracked and all other actions may be disregarded, see 2.a.i.
- 3) This act covers the essence of JAG, time commitments. Time commitments are essential for JAG to thrive as it ensures max participation on dedicated ops.
- a. There will be three types of events that categorize the need to place any time obligations to members;
 - i. General Assembly – these meetings will incur once or twice a month, and all members are required to attend. Failure to do so, will place the member in the disciplinary action outlined in Act 2
 - 1. However, if situation that is outside the players control, i.e. RL stuff, the player may be excused.
 - ii. Leadership meetings – these meetings will incur once or twice a month, but however not all members will be required to attend, only leadership will be required to attend.
 - 1. There will be two types of meeting, depending on what meeting is called, only a select amount of leadership will be required to attend
 - a. General leadership meeting – anyone with a rank of MCpl and above will be required to attend
 - b. Senior leadership meeting – anyone that is in charge of something, must attend, i.e. legion commanders, admin commanders, etc.
 - c. If a member of the leadership board fails to attend, he/she shall face disciplinary action outlined in act 2, unless a valid reason was brought up.
 - iii. Dedicated/Hard op's – these operations will be community wide, and will require the entire community to participate, due to mandatory nature, these will be limited to only twice a year.
 - 1. Due to the mandatory nature of this event, lots of time will be given ahead for all members to clear their schedule.
 - a. At least one month's notice shall be given.
 - 2. If members could not attend, they will have forfeited 2.a.ii, and will go straight to 2.a.iii, Termination discipline, this is however voided if the member presents a valid reason, which will be upon the discretion of the legion command or the members legion commander.

- 4) This act covers the how the JAG voting system will work. Voting is essential to keep day to day activities working. There will be 4 different types of votes;
- a. Legion vote – in order for a by-law to be passed, a legion must conduct a vote in their own ranks.
 - i. The legion commander or his/her 2ic shall be present at all times.
 - ii. A by-law cannot be in direct/indirect violation of the Constitution
 1. A by-law must only effect the voting legion, otherwise it will become a community vote
 - iii. $\frac{3}{4}$ of the active members must be present
 - b. General member vote – a vote can be brought by any member of the community, it has to be backed by a single member of the leadership board
 - i. This vote needs to be input into the General Assembly meeting topics prior to the meeting.
 - ii. It must have at least one approving leadership member
 1. Mcpl or above
 - iii. This vote must not entail a change to the community, legion, or the Constitution as a whole
 1. This vote can be done to nominate somebody for an award, or present an event idea, or get an general consensus on something
 - c. Constitution Vote – this vote adds or removes certain aspects of the constitution, it has to be backed by the entire community.
 - i. This vote needs to be brought up to a leadership meeting before it can pass down to the General assembly.
 1. Any changes require complete backing from all of the leadership before moving to a general assembly vote.
 - a. The General has to be part of this meeting either directly, or indirectly
 2. Once the vote moves to the general assembly, it needs 75% of the votes to pass including the leadership vote, or the vote becomes nullified.
 - a. The general, or if a council has been erected, they can call for an emergency hindrance, which will stop any votes regarding the constitution to be delayed for 30 days
 - i. The General call this at any time
 - ii. For the council, it will take $\frac{1}{4}$ of the members in a vote.
 - d. Community vote – this vote has to do with the community, in order for this vote to be actioned, one of the leadership board members must action it
 - i. This vote has to do with the community overall, and will require a majority membership to win
 - ii. Anyone can bring it up, but only leadership can call a vote
 - iii. It can only be called during a General assembly, and it needs to be put into the meeting topics prior to the meeting.
 - e. The General shall not partake in any votes, unless he releases his absolute vote for that vote or uses his absolute vote.
 - i. If the general is not present, he shall appoint a Major to take his place
 1. A Major does not have absolute power, nor absolute vote
 - ii. If the general decides to erect a council, he can do so with a Major still in power
 1. If the council decides that Major is not appropriate, a vote will be held to release the Major out of power.

- a. The council can then choose to elect an Acting Major, or can decide to handle things by themselves
 - i. An email must be sent to the general unveiling the terms and the reason of the actions that the council take upon themselves
 - ii. If the council is deemed incompetent, a community vote can be called, where the 75% of the vote is needed to reform a new council
 - 1. Anything of this regards much be relayed to the general
 - iii. The general may use his absolute vote whenever he thinks it is necessary
- f. If the General decides to step down, the rank of Major will be the top rank in the community; no General will be elected or promoted.

5) This act covers the recruitment element of the JAG community.

- a. Every recruit must attend a General Assembly to get fully inducted to JAG
- b. If a recruit fails to do so, they will lose their recruit status
 - i. This is voided if the recruit presents a valid reason
- c. Any recruit who attends a meeting and is a member of a nations standing military, will get an instant promotion to the rank of Private first class.
- d. If a recruit brings with him 5 or more recruits, the recruit will get an instant promotion to the rank of corporal
 - i. However if one of these new 5 recruits goes inactive within a month, the recruit has a chance to lose his promotion and be demoted; this will be that recruit Legion commanders choice, who will make the decision.
- e. If a recruit fails to attend a meeting due to valid reasons, and will not be able to attend any meeting due to previous time commitments, he shall be awarded the rank of private.
 - i. In order for this to happen, a legion vote needs to pass.
- f. The recruits will be asked 3 questions for their induction, if they fail even one, they will be ineligible to join the community.
 - i. If the legion sees fit, they may get another chance.
 - 1. The questions are;
 - a. Are you going to add the JAG clan tag in front of your steam name and any other multiplayer games you play to promote JAG?
 - b. Are you willing to make Jag a hospitable place, by having fun, causing no drama, and being nice to other members?
 - c. Are you willing to dedicate you loyalty to JAG and to instill loyalty to other members of JAG who are here, who will come in the future, and to help us take over the world if need be?
- g. If a recruit accepts all the conditions, but fails to remove another clan tag, he/she will be limited to the ranks of private.
 - i. If any member of JAG starts supporting another clan tag, no matter what rank they are, they will be demoted to the rank of private.
 - 1. The member will be given 2 recorded verbal warning before the demotion can take place
 - 2. Any senior leadership can demote the person in question.

- 6) This act provides insight to any member willing to add a new game to JAGs growing legions.
 - a. To set the ball rolling, the game in question must have 10 members.
 - i. All their names will be recorded and presented to leadership.
 - ii. If 10 members will destroy another legions operational capacity, then the request will be denied
 1. The operational capacity will be on the forums and as well posted on the voice comms that JAG uses.
 - iii. If it is a game that requires servers, the 10 found members of the legion will have to pay a fee of 25\$ or more depending on server startup costs.
 1. If the community votes approve on funding this server, JAG will fund it, however the start-up cost will not be voided.
 - a. The start-up cost is an insurance policy in case the legion falls apart during the initial trial period
 - i. The initial trial period is 30 days
 2. The Original member will be given an acting rank of sergeant if not otherwise that rank or higher.
 - a. If the member preforms an outstanding job in server, manpower, and successfully bring is capable recruits, the acting rank will be permeant.
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- 7) This act covers the finances of JAG. Having money in the back allows JAG to host a Comm's server, and gamer servers if funds allow.
 - a. The primary holder for all funds will be the General.
 - i. If the General steps down, the funds will have a 30 day transfer period, as everything that is in the name of the General needs to be transferred to the new recipient
 - ii. The general will announce who the primary holder for the funds will be.
 - b. If the community wants to use the funds on an event or anything, it needs to pass a Community vote.
 - i. Donators will be given certain perks for their generosity, some of which the community funds will be used for.
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- 8) Any amendments shall be posted here.
 - a. For an amendment to go through, it needs to pass a Constitution vote talked about in 4.c.

Closing Statement

In Closing, We would like to thank you for choosing JAG. This constitution outlines our standards and our policies. The constitution's primary goal is to maintain the integrity and principles of this community. JAG is a proud community of members, and we reflect this in day-to-day activities. Everyone is welcome, provided you fit and accept our criteria. To succeed in JAG is easy if you put in the dedication, even if you are not able to provide 24/7 of your time to the community, as long as you are seen putting in basic effort you will have a very rewarding time in JAG.

Signatures

Name Rank Date

PheonixCarnage	General	04/ Oct /16
Five	Warrant Officer	04/ Oct /16
Brucifer	Warrant Officer	04/ Oct /16
UnkownElement7	Sergeant	04/ Oct /16
Foxtrot	Sergeant	04/Oct/16
RogueAce	Sergeant	04/ Oct /16
<i>Admiral Star Night</i>	Master Corporal	04/ Oct /16
Joker	Master Corporal	04/ Oct /16
Sacker	Master Corporal	04/ Oct /16