

The Spartan Paintball Constitution

Article I – Name

The name of this organization shall be Spartan Paintball, hereafter referred to as Spartan Paintball.

Article II – Purpose

The purpose of this organization shall be: To provide a healthy venue for competition through paintball, and to provide equal opportunities for all students.

Article III – Membership

Section 1. Regular membership in this organization shall be open to any full-time University of Dubuque student.

Section 2. Any eligible general member may express interest in being selected for tournament team play.

Article IV—Tournament Teams

Section 1. Spartan Paintball will have one or more tournament teams ranked by skill level and professionalism, “Team 1” being the highest ranked.

1. Each tournament team will consist of a total of 5 members:
 - a. 5 players selected by the board members on the basis of skill, professionalism, and the ability to represent the University of Dubuque.
 - i. One competing team member from each team will serve as team captain.
 - ii. Captains are explained in section 2 of this article.
 - b. A 6th member may travel with the team, but only as equipment-watch and only if agreed to by the member and by the team.
 - i. If tournament rules allow, the 6th member may be used as an alternate in the case of injury, ejection, etc.
 - ii. The 6th member will wear their Spartan Paintball uniform and, if being used as an alternate, bring their equipment.
2. Teams may be moved up or down ranks depending on past performance and professionalism.
 - a. Team members will remain constant, but the team as a whole will compete for higher ranks against other teams.

- b. Team ranks will be decided by the board and may change throughout the season.
 - i. Any team that wishes to be moved in rank may make a case and present it (through their captain) to the board for consideration.

Section 2. Team Captains will be selected for each team.

1. Captains will be responsible for all on-field activities including, but not limited to: strategy, advice and team critique.
2. Captains will be responsible for regulating the trip; making sure everyone is in attendance, prepared, and ready to compete.
3. Captains will handle with any authority problems and arguments that arise with any team member at events.
 - a. This includes mediating any arguments between players and referees.
 - b. If a fight/argument breaks out between players of the UD team and another team, the captain will defuse the situation.
4. Team captains will have the power to bench players.
5. If the team captain cannot attend an event for scheduling conflicts or otherwise, a temporary captain will be chosen for the event.
6. If a team captain cannot, for any reason, continue to participate in tournament play with his/her team, a new team captain will be picked immediately and will serve for the remainder of the season as captain.

Section 3. Captain Selection Process:

1. Captains will be pre-selected before the season for each team.
2. Each team's members will decide among themselves who is the best fit for their team captain.
3. If an agreement cannot be reached or members do not want to choose, board members will choose the member they feel is the best fit for the team.

Article V – NCPA Events/Tournaments

Section 1. Any member wishing to compete in any NCPA event must be an eligible undergraduate or graduate student at UD; "eligible" according to the NCPA college eligibility rules (<http://ncpapaintball.com/nationals/rules/>).

1. Players must also be registered as a paintball player and get a Player ID at <http://www.paintball-players.org/>. This number will be used to register as a University of Dubuque player.

Section 2. Any player competing in an NCPA event or tournament MUST wear their current Spartan Paintball jersey that fulfills NCPA and Spartan Paintball requirements.

Section 3. Photo ID and proof of full time enrollment need to be cleared with the NCPA and tournament authority by the individual **before** an event.

Section 4. Competing players are expected to know the NCPA tournament and eligibility rules before events.

Section 5. Any member who knowingly competes without NCPA eligibility requirements at an NCPA event will be immediately dismissed from the tournament team.

Article VI – Local Tournament

Section 1. Any tournament team may compete in local non-NCPA tournaments.

1. Spartan Paintball jerseys are to be worn when competing in local non-NCPA tournaments with the Spartan Paintball tournament teams to support the University of Dubuque.
2. Tournament team members are also encouraged to practice and play outside of Spartan Paintball to further their paintball skills.

Section 2. Local tournaments are not subject to NCPA eligibility rules, but are still subject to Spartan Paintball eligibility rules.

Article VII – PRACTICE

Section 1. The Spartan Paintball board members may set a practice time and place at general meetings.

1. Any member may attend to further their skills in paintball.
2. Tournament team members are required to attend practice sessions unless otherwise pardoned by the board.

Section 2. Any member may contact other members to set up an informal practice.

1. Informal practices are not mandatory, but are encouraged for members to attend.

Article VIII – Equipment Storage

Section 1. Responsibility

1. Any member of Spartan Paintball club or its tournament teams who has a paintball marker on campus MUST store it in a designated security locker.
2. Members who live off campus are not required to store paintball markers with security, but are welcome to.
 - a. Off campus members who store equipment are subject to the same rules and policies of the Equipment Storage document.
 - b. If storage space is limited, on-campus members' equipment will take precedence.
3. Member must contact security of their own accord, or ask a board member to help them with the storage process.

4. It is the responsibility of the individual member to make sure their markers are stored.

Section 2. Storage

1. Any equipment to be stored must be stored under the supervision of Security personnel.
2. Any member who has multiple markers or multiple items to be stored needs a bag or duffel bag to keep them together in storage.
3. Members will bring their equipment to the Security office along with their student ID.
4. Security personnel will take a photo copy of the student's ID and place it in the storage locker with the equipment.
5. A list of items stored under each member will be made.

Section 3. Check out

1. To check out equipment, member must bring:
 - a. Their own student ID that matches ID on equipment to be checked out.
 - b. Duffel bag to transport markers.
 - c. Any member who does not have both of these will not be allowed to check out equipment.
2. Photo ID will be presented to Security personnel and equipment needed will be given to the member.
 - a. Equipment must be checked out by the owner; no member may check out another member's equipment.
3. Member will sign off on name, ID number, date, time, and list of equipment being checked out.

Section 4. Transportation

1. All markers being transported on campus MUST be kept in a closed duffel bag out of sight from anyone.
2. Any member who is openly carrying markers on campus will be subject to disciplinary action decided by Spartan Paintball board members and/or the University of Dubuque.

3. If equipment is being checked out by a team for a travelling event, a car will be parked outside of the Security office for transportation.
 - a. Markers will still need to be in duffel bags when carried from the Security office to the car.

Section 5. Return

1. Equipment will be brought to the Security office in a closed duffel bag.
2. Student ID will be given to Security personnel and equipment will be stored under that ID.
3. Member will sign off on name, ID number, date, time and equipment being checked in.
4. Members will not store others' equipment under their ID to eliminate confusion.

Article IX – Safety/Disciplinary

Section 1. Every member who wishes to play paintball with the Spartan Paintball club **MUST** complete a safety course with the current board members and be cleared by them before playing. **NO EXCEPTIONS.**

1. Any member who has not been cleared for paintball safety and plays will be asked to leave the session and will have to complete the course before playing the next session.

Section 2. Any member who disregards safety guidelines set down by the board will be subject to disciplinary action of a degree decided by the board and its advisor.

1. If the member continues to disregard safety guidelines they will be removed from Spartan Paintball and, depending on the degree and/or damage, brought before a higher University of Dubuque authority for disciplinary action.

Section 3. All members travelling to any tournament, NCPA or otherwise, will follow all rules and regulations set by tournament officials.

Article X – OFFICERS

Section 1. Officers of the organization shall be as follows:

1. President
2. Vice-President
3. Secretary

4. Treasurer

Section 2. Election of Officers: Officers will be chosen every year during the last general membership meeting in April by a majority vote, with the member's production and attitude counting as a portion of the vote.

Section 3. Officers shall take office immediately after the vote is tallied in April and will serve for the upcoming school year.

Section 4. In case of an officer not fulfilling his/her duties or not representing the group and University in a professional manor the said officer will be put up for impeachment by the board, and the process will be put up to a majority vote.

Section 5. If dues become a part of membership, this will be addressed during the next general membership and handled by the active Treasurer.

Section 5. If due to impeachment or resignation an officer position comes up the position will be filled immediately by the board on an interim basis.

Section 6. Duties of Officers

1. President- Shall preside over all meetings, conduct all meetings, conduct all official organization business and may co-sign checks.
2. Vice-President- Shall, in absence of or when delegated by the President, preside over meetings and conduct official organization business. He/she may co-sign checks.
3. Secretary- Shall keep official minutes and records for the organization and shall be responsible for distributing and processing communication among members.
4. Treasurer- Shall be responsible for keeping accurate records of all financial matters, collecting dues, and working with SGA funding. He/she may also co-sign checks with another executive officer or with the organization's moderator.