

Unigames Regulations

It is the duty of the current Unigames secretary to maintain a list of the current regulations and gatekeepers.

Regulations should be voted on at the beginning of each committee's reign, and essentially maintained, removed, or altered as the new committee deems appropriate.

What: A rule, passed by committee, with ongoing consequences to the Society. (For example, a Regulation may be made that allows certain members to keep the clubroom open.)

-(Unigames Constitution)

How: [Towards the end of the Society's objectives] committee shall have the power to:
2. Make Regulations for the orderly and proper management of the affairs of Unigames.

1. So long as no Regulation is inconsistent or repugnant to this Constitution.

-(Unigames Constitution)

Current Regulations:

- Abstaining from a vote in a committee meeting removes the non-voting member from the vote's quorum.
- Committee may pass motions/regulations without a vote so far as there are no objections.
- Committee may appoint 'gatekeepers'. Gatekeepers are club members who have the ability to open the Unigames club room.
 - They have the responsibilities of:
 - Signing out library material. Non-committee gatekeepers must get committee approval before dice or battle mats are removed from Cameron Hall.
 - Overseeing cash transactions in the club room.
 - Maintaining a welcoming atmosphere in the club room.
- The treasurer (or a committee member acting on their instruction) may spend up to \$600 on consumables (such as food, stationary, or cleaning products) without consulting the committee. These purchases may still be subject to review by committee.
- The treasurer (or a committee member acting on their instruction) may spend up to \$400 on Magic: the Gathering products without consulting the committee. These purchases may still be subject to review by committee.
- After emptying the bin or recycling bin outside the Unigames club room, or the bin in the loft, a club member may be awarded a free consumable worth up to 80¢ from the club.
 - The responsible gatekeeper is neither obligated to award a consumable (for instance, in the case of the bin being emptied when it was already nearly empty,) nor barred from awarding themselves or other gatekeepers consumables – though in such a case they still have to have actually emptied the bin.
- The three keys to each of the padlocks on the wall box and lock box shall be distributed as follows: One copy of each key shall be kept by the President and Treasurer each, and one copy of each key shall remain in the combination key box.
 - In the event that any of the above keys are misplaced, it shall be the responsibility of that key's custodian to replace the respective lock(s).

- The key to the room may not be carried on persons for extended periods of time prior to 5PM. It should be extracted from the club cupboard only for the immediate purpose of opening something, and returned immediately after this. After 5PM and until 8AM the following day it is permissible for a gatekeeper to carry the keys to the clubroom on their person provided they remain within the upper floor of Cameron Hall. The keys must be returned to the cupboard by the time that the last gatekeeper leaves Cameron Hall.
- The club room may be left unattended for a brief period of time whilst a gatekeeper quickly searches the top floor of Cameron Hall (including but not limited to UCC, UniSFA, and the loft) for another gatekeeper.
- No more than five \$5 notes should be left in the coin box at any one time.
 - Any excess \$5 notes and all notes of a higher denomination should be put into the wall box and recorded in the finance tracking book.
- Dice and battle mats may not be removed from Cameron Hall without approval by a committee member and only in the case that the club room and the Cameron Hall loft are both too busy or unsuitable to contain the intended game or event.
 - The committee member approving the loan may be involved in or independent from the intended game or event.
 - The dice and battle mats must be signed out in the library borrowing book as per standard procedure.
 - The dice and battle mats may only be taken off the UWA campus if no other suitable option is available, at the discretion of the committee).
- Splat Rule: Unigames will cover half the cost of any game resources (such as 'splat' books or board games) when a member or group of members pledges the other half, subject to a committee vote.
 - The purchased resources will belong to Unigames.
 - This regulation is intended to supply things such as non-core RPG texts for club members to use.
- If a person donates a resource or pledges money (for example, via the 'Splat Rule') towards the purchase of a book, then it shall be recorded as such inside the resource.
- Unigames will cover the cost of a one-day pass to SwanCon so that the Librarian or their delegate may research and trial resources for the club.
- The treasurer will add funds to the club's Uniprint account when it has less than \$10.
- Unigames committee members and gatekeepers can remove and ban, or 'door' individuals from the club room for a length of time decided by them and based on the severity of the situation.
 - This banning also prevents the banned individual from attending Unigames events, regardless of the event's location.
 - The maximum length of time that an individual can be banned is until the next committee meeting or general meeting, at which point the banning will be reviewed and either continued or lifted.
- During or immediately after a food run the treasurer, or the individual who owns the car being driven to facilitate the food run, may claim a consumable for themselves as payment in lieu of 'petrol money'.
 - This consumable shall not be worth more than \$3.
- Unigames Members may borrow books or board games from the club for up to a period of two weeks. This borrowing must be recorded in the library book and signed by a gatekeeper.

- For periods of less than 24 hours and within Cameron Hall, resources may be borrowed by members of the club. The borrower's student card, or another form of valid ID considered equivalent by the gatekeeper, is to be held in the compartment on the side of the notes box, in place of the borrowed resource. Upon return of the resources that were borrowed, the identification is then returned to its owner.
 - Attached to the identification should be an indication of which resource/s that member has borrowed.
 - A gatekeeper may choose to limit the number of games taken out by an individual member.

Past Regulations:

- A committee member may delay a vote during any committee meeting for one week; until the next meeting, in order to collect more information and become same to make an informed decision on the topic.

Terms:

Doored: Club members may be removed and banned, or 'doored' from the Unigames clubroom by the decision of a present gatekeeper.

Suspended: Club members may be suspended from the club by the decision of the Unigames committee in meeting. This decision must then be reviewed at the next occurring Unigames General Meeting (with quorum required for the club of Unigames, not just the committee.)

Suspended individuals are expelled from the clubroom and Unigames' events for the duration of their suspension.