



# *The Jedi Outcast Clan Constitution*

## **Joining JOC:**

1. To join the {JOC} (Jedi Outcast Clan), the applicant must first complete an online application at [www.jocommunity.net](http://www.jocommunity.net), the Jedi Outcast Clan's Parent organization, the Joint Online Community. They would be required to fill out some information like the following:

-Real First name:

-Nickname:

-E-mail and/or X-fire name:

-Age:

-Country:

-What saber do you use (single, dual, staff):

-What force (dark or light):

-Where did you find out about {JOC}:

-Why do you want to join us:

2. After the application, "The Senate" will reserve the right to decide to test or not test the candidate. The time limit to decide is 1 month.

3. The "Trial period" Starts. The applicant can wear the clan tag without rank. Must be active in the clan's life and show to the clan loyalty and friendship.

4. During the "Trial period" a test will be organized: The test consists to check saber skills, weapons skills and Force skills.

5. Only a Master or a higher rank with the assent of the Leader or Deputy Leader or Council can test a candidate. After being recruited by the test, the player can wear the rank tag.

6. The trial period lasts 1 month, after that the member can get the real rank he deserves or he/she can be rejected and he/she must stop using the clan's tag.

Application--> Trial Period (time limit 1 month)--> Test -->Member

7. After the "Trial period", the senate votes to accept or reject the candidature.

8. If the applicant is accepted by the Senate, the newcomer will get a rank. If needed a master will be given to the new padawan to guide him/her through the clan life and improve his/her skills. If the applicant is rejected, he/she must stop using clan's tag.

9. The clan tag, {JOC}, must have the brackets, { }, be blue while the lettering, JOC, be white **{JOC}**.

## **General rules:**

### Members Obligation and recruitment information

1. Treat EVERYONE with respect. Your attitude reflects on your clan. Respectfulness is also an important factor in determining promotions.
2. No harassment or racism on the any of the servers or forums.
3. As a member of the clan upon joining, it is suggested you state that you are trying to do the best you can for the clan.
4. You promise to follow the rules and stay active.
5. You understand and realize that you are representing the clan and should do so in the best manner possible.
6. Please, to join make sure you have read this entire constitution and know all that we ask of you.
7. First visit our recruiting section on our forums, read how to post and what to post.  
[www.jocommunity.net](http://www.jocommunity.net)> [\\_Recruiting](#)
8. Once accepted you are a trial member. Here we will observe you (in a sense) and see how you do with our clan and whether you are a player wanted in our community.
9. Please follow the rules and stay active during this time to ensure chances at being accepted.
10. We do not base only on skill so don't whine and make excuses during tests or JOC matches, as we have someone monitoring the traffic on the server during these times.
11. Promotions will be given when you are ready.
12. You can only rank up one rank at a time, there are few exceptions which involve previous membership, dropped due to inactivity but had a valid reason, etc.
13. Players showing disrespectfulness to other players, no matter what they say first, are susceptible to demotions, ranks are based on skill but a bad attitude will stop a promotion.
14. Stay active in both forums and in game.
15. While in {JOC}, you may not join any other clan unless it is with a game we do not have a branch in. If you wish to join another clan from a different game please post about it to double check that it is fine with the senate.

16. If you have administrative powers please do not abuse it at any time. If you have been abused by an administrator, please report to a Leader/Senate Member of the clan. Server logs can be checked, so lying is not recommended.

17. In {JOC} we believe in second chances, but if administrator power or responsibilities have been abused or you have continued to break any rules repeatedly in our servers we will be obligated to not allow you into our servers and/or ban you.

### **Appeal Process**

1. An appeal is for suggesting a change in the clan that you feel needs attention. Please post these ideas in the "Talk with Senate" section of forums.
2. When you post an appeal, please use common sense. Make sure you have thought it out. One example of this is if you are suggesting a map change in FFA please post a link to download and why you want that map.

### **Server Rules / Games:**

#### ***FFA /JA+ (Jedi Academy Plus)***

1. This clan is G-rated, so no cursing is allowed in the JA+ server, use common sense to decide what you should and shouldn't say.
2. Keep in mind that Primary Dimension is duel only, and Alternate Dimension is for FFA style.
3. There is to be no hacking or bugging on the server. This also means not having damage mods such as with saber hilts, or anything of the like.
4. Administrators Have Divine Right. They Give Final Judgment

#### ***CTF (Capture the Flag)***

1. No Attacking Teammates
2. No Bugging
3. Keep Teams Even (Including Non-Stacked)
4. No Spamming
5. No Racial/Religious Talk or Slurs
6. Administrators Have Divine Right. They Give Final Judgment
7. Respect your teammate's wishes

## **PUG (Pick up Game)**

1. Do not join unless you have been picked
2. Be a good sport! Remember it's just a game
3. Do not quit in the middle of a game
4. Always play your best
5. Never refuse to play due to a dislike of that player or their amount of skill
6. If you are unsure about the rules of PUG please visit these helpful links

<http://www.beyonddisruption.com/jka.php?g=pug> - Overview

<http://www.beyonddisruption.com/pugtut.php?g=chap1> - Introduction

<http://www.beyonddisruption.com/pugtut.php?g=chap2> - Positions

<http://www.beyonddisruption.com/pugtut.php?g=chap3> - Force Powers

<http://www.beyonddisruption.com/pugtut.php?g=chap4> - Weapons

<http://www.beyonddisruption.com/pugtut.php?g=chap5> - Commands (In console)

<http://www.beyonddisruption.com/pugtut.php?g=chap6> - General Notes

<http://www.beyonddisruption.com/pugtut.php?g=chap7> - Glossary and Abbreviations

***\*Special thanks to Beyond Disruption for the tutorials and information provided\****

## **The rank system**

1. The clan is divided in to two types of players: the Jedi and the Sith. If a player uses the Light Side Force powers he will be a Jedi, otherwise he will be a Sith.

Here the rank system:

-Light Side

Jedi Youngling (JY)

Jedi Padawan (JP)

Jedi (J)

Jedi Knight (JK)

Jedi Master (JM)

Jedi Consular (JC)

Jedi Grand Master (JGM)

-Dark Side

Dark Side Adept (DSA)

Sith Acolyte (SA)

Sith (S)

Sith Warrior (SW)

Sith Master (SM)

Sith Lord (SL)

Dark Lord of the Sith (DLS)

-Leadership.  
Senator {SE}  
Assistant Leader {AL}  
Deputy Leader {DL}  
Leader {L}

Colors:

White = Loyalty  
Red = Weapons skills  
Yellow = Saber skills  
Blue = Leadership  
Cyan = Force skills  
Violet = Skill Both

2. Ranks are "Cumulative". First place "Skill Tag", second place "Leadership Tag".

Example: `JOC>YourName{SM}{SE}`

3. The member is allowed to wear only 1 color, the Leader, Deputy Leader, Council and Senate can change the color depending on the new skills showed at the time of the rank upgrading.

4. The Council, Leader and Deputy Leader discuss together about each member, about the skills and the color to assign.

### **How to upgrade rank**

1. When the Council, the Leader or the Deputy Leader see that member has grown in his/her ability in the game, they'll give him/her a higher rank. The rank up must be discussed in Council. The Leader and Deputy Leader have the right to rank up without ask the permission to the Council.
2. The Padawan's master or the proper Padawan believes to be ready for it, he/she can make a request to the Councils. If the Councils accept the request the member will be tested. The test consisting of "Trial of Skill", "Trial of the Flesh", "Trial of Courage" plus "Clan Life Attendance" and "Loyalty Evaluation".

### **Leader**

The Leader of the Jedi Outcast Clan is the founder of the community. The rank of the leader is "L". He is the main leader of the clan. He is the main game servers administrator, the main TeamSpeak server administrator and web site administrator. He can recruit, promote members, assign special tasks and choose his Assistant Leader between Senators in charge. He can also ban members. For those 5 things he does not need to ask permission, for other things he must ask the permission of the Senate. Always, the Leader pledges to ask the opinions of the Senators, Deputy Leader and Assistant Leader. If a serious danger threatens the clan, the Leader has the right of veto. He is a permanent member of the Senate.

## **Deputy Leader**

The Deputy Leader is the second main leader of Jedi Outcast Clan, the main helper of the Leader. The rank of the Deputy Leader is "DL". He/she must be an adult, and have a rank of JM/SM or higher. He/she is elected by the votes of all members. The charge lasts 1 year. He/she is a game server administrator, Team Speak server administrator and site administrator. He/she can recruit, promote members, assign special tasks, choose his/her Assistant Leader between Senators in charge and can ban members. To do it, he/she must ask the permission to the Senate. He can take the place of the Leader if he/she is absent.

## **President of the Senate**

The President, whose charge lasts 1 year, has the power to coordinate the Senate and coordinate the votes in Senate. He/She manages the Senatorial forum, starts vote, organizes meeting etc. There is no election for the President of the senate; this charge is taken by the Deputy Leader of the Clan. The President does not have special powers; he/she is only the coordinator of the Senate, the main moderator of the Senatorial Forum.

## **Assistant Leaders**

The Leader and the Deputy Leader have the right to have a helper. Those helpers are named Assistant Leaders (AL). The Assistant Leader is a personal secretary, he/she helps the leaders to lead and administrate the clan. If the Leader and Deputy Leader are absent, they became the main leaders. To become AL you must be a Senator. The Leader and the Deputy Leader have the right to choose the AL from the Senators in charge. AL can't make decisions without asking the permission and inform the Leader and Deputy Leader or the Senate. They can take the place of the Leader and Deputy Leader if they are absent and they, at this time have full powers to administrate the clan.

## **The Senate**

The Senate is a parliamentary and executive organ aimed to manage the clan in a democratic way. This grand council consists of the "President" (JOC Deputy Leader), by the "Permanent Member" (JOC Leader), and by a number of Senators, the number of which is a set ratio of 1 Senator to every 5 members.

The rank of the Senator is "SE". The Senators are elected by vote. The charge lasts 6 months. The ranks allowed to run for Senator charge are JK, JM, JC, JGM, SW, SM, SL and DLS.

The Senate works like a right and proper senate: all the proposals are raised and the final decision comes by voting. Senators have the right to discuss and vote. The task of the Senators is make decisions about politics and community life. They are game server administrators, Team Speak Administrators and low power site administrators.

A Senator can have a special task. The special tasks are:

- Welcome Committee (a committee to follow new candidates that wish to join the clan, and help new members)
- Inner Relationships (with the clan members). (A Senator who reports the decision of the Senate to other members)
- External Relationships (A Senator with the task of the main ambassador, but I remind you, all Senators can be ambassadors)

### **The Council**

The Council is a parliamentary and executive organ aimed to manage the clan about "Star Wars universe". The initial Council will be appointed by the Senate. Successive Council members will be decided by the then members of The Council and as such, The Council will be self-governing.

The Council will consist of ten percent (10%) of the members of the clan, each of JM/SM or superior rank. A member of The Council will serve one (1) year terms and can serve no more than three (3) consecutive one (1) year terms. At no time will there be less than three (3) members of The Council and The Council shall always have an odd number of members, not to exceed ten percent (10%) of the clan members. In the event that there are less than ten percent (10%) of the clan of rank higher than JK/SW, then the Council will make special appointments regardless of rank to fill the remaining Council member seats.

The requirements to be Council are in order:

- Time in the JOC clan.
- Higher than JM/SM Rank (Highest ranks have preference).
- Active player in Forums and Servers.
- Cannot be a member of the Senate.

### **The Council Charges are:**

1. Test applicants after the Senate approval and trial period, and give them rank.
2. Upgrade Ranks.
3. The Council will be responsible to give master to their jedi/sith padawans, and supervise their training.
4. The Council can also propose and make recommendations in the clan politics after being voted on by senate.
5. Senate still has the power to veto or override decisions made by the Council.

## **Special Tasks**

To manage the clan, the Leader, Deputy Leader and Senate need help. They can assign to members special task like forum moderator, webmaster, low power game server administrator, low power Team Speak administrator or any other things.

## **Amendment Process**

This document may be modified, in whole or in part by following the procedure below.

1. A proposed amendment to this constitution may be submitted for review by either 5 active {JOC} members in good standing or a member of the Senate. "Active member" means someone who has posted on the forums a minimum of once a month for the past three (3) months and is has been accepted into the clan by a vote of the Senate at least three (3) months ago.
2. The proposed amendment is then submitted to the Senatorial body for consideration by the Deputy Leader or his/her designee. The Amendment will then be "in committee" which means it will be reviewed, commented upon and may be changed by the members of the Senate.
3. The Senate has 30 days from the day the document goes "into committee" to review and propose changes to the text of the proposed amendment. On the 31st day, the Deputy Leader or his/her designee will declare the amendment "out of committee" and setup a vote in the Senate. Note: by a majority vote of the Senate, the proposed amendment may be declared out of committee sooner than 30 days, but it may not languish in committee longer than 30 days.
4. The Senate members will vote on the final draft of the proposed amendment. A two-thirds (2/3) majority of the Senate voting in the affirmative is required for passage.
5. Upon passage, the proposed amendment will be added to the base document as the next numbered amendment and will be posted on the clan's web site.

## Amendments

### 1. Authority of Leader to Amend This Document

Proposed by: {JOC}Kalecomm{JK}{SE}

Date Ratified: 07 Sep 2008

The Amendment Process in the Jedi Outcast Clan Constitution is amended as follows:

The Leader and only the Leader of the Jedi Outcast Clan may amend this document without the approval of the Senate, Council or any other clan member at will. The Leader must however, post in a public area on the clan's forums what The Leader is amending and why.

### 2. Deputy Leader Candidature changed to 30 days

Proposed by: {JOC}Shion Kenobi{SM}{DL}

Date Ratified: 07 Sep 2008

The Electoral process for the office of Deputy Leader {DL} is hereby amended as follows:

The Deputy Leader Elections shall be a minimum of 30 days for the candidature and Electoral Campaign, plus seven days or one week for votation.

### 3. Clan Alliances

Proposed by: {JOC}Kalecomm{JK}{SE}

Date Ratified: 21 Sep 2008

An alliance with the {JOC} is a very serious issue and not to be entered into lightly. A badly formed alliance could bring ill will on both sides leading to possible clan wars or worse. With that in mind, the following process will be adhered to when entering into alliances with another clan:

1.) Any member may propose an alliance. However, a 2/3 vote of the Senate will be required for the alliance to pass.

2.) Both clans will provide to each other the following information:

~Your clan's website

~Your clan's server IP

~Your clan's age

~The amount of members in your clan

~Your allies

~Any clans you have a problem with

3.) A minimum time period for each clan to get-to-know-one-another of 60 days shall be required before proceeding to the next step. The start of the 60-day period will be declared by the Deputy Leader.

4.) A formal dispute resolution process will be submitted to the potential ally in writing. A dispute resolution process is the process that is clearly defined in writing that each clan would follow to resolve disputes with the other clan or their respective members.

The dispute resolution process will be negotiated with both clan's leadership. The Senate will vote to approve the negotiated dispute resolution process with a simple majority required for approval. The vote will have a time limit of 7 days.

The next step cannot be taken until this dispute resolution process is in writing and approved by both clans.

5.) The Deputy Leader or his/her representative will then start a vote in the Senate. The options for this vote will be:

Approve the Alliance

Disapprove the Alliance

Require 60 more days for the Alliance and vote at that time.

This vote will have a time limit of 14 days from the start of the vote. A 2/3 majority is required for acceptance of the Alliance.

6.) At the discretion of the Deputy Leader, members of a clan with whom an alliance has been approved may be given elevated privileges on our forums and/or up to knight admin on a given server.