

## Article I---Name

### Constitution of Roundnet Club

This club shall be known as the Lafayette Spikeball Roundnet Club  
(Spikeball is the company which manufactures equipment for the sport  
officially known as Roundet)

## Article II---Purpose

The purpose of this club is to teach new members how to play roundnet while helping experienced players build upon their skills. The primary objective of this club is to bring the sport of roundnet to Lafayette's campus in order to provide a local roundnet community interested in the game and competing at a higher level.

## Article III---Membership

Members can range from any skill level. Roundnet is an easy to learn, hard to master sport. New members are encouraged to join and learn the game while veteran members are encouraged to keep challenging their skills playstyles. Anyone interested in learning or playing can join the club. Members are strongly encouraged to train on their own, or organize small pickup games whenever they feel like. All members must join through the <http://dosportseasy.com/lafayetteclubs/> web site. Benefits of roundnet club include, but are not limited to: being part of a national community, improving hand eye coordination, being around other people passionate about the sport etc.

## Article IV---Officers

The officers of this club shall be the President, Vice President, Secretary, and Treasurer. The President will serve as the Program Chair and will be in charge of running practices and

meetings. The Vice President will serve as the primary safety officer or risk manager and will assist the President in any duties he/she may have. The Treasurer will decide how funds will be spent and will handle any money the club is using (ex. competition money, payments for roundnet material, purchasing new equipment etc.) The Secretary will be in charge of emails or messages concerning club activities as well scheduling any roundnet events. Team captains can be anyone in the club, but will be dependent on skill level in roundnet. Team captains can be challenged by other club members for their position and will be decided with a best 2 of 3 set of roundnet. In order to impeach a club officer, there must be a  $\frac{2}{3}$  vote by all the members including executive board members. A member is someone who is on the email list and attends at least one roundnet meeting/practice each month. Elections will be held every year during the last month of the school year.

#### Article V---Meetings

This organization shall meet at least once a week to hold practice for 90 minutes. Part of these practices will be general body meetings in which new announcements will be discussed and any other relevant material shall be brought up, whether it be by a board member or general body member. Executive board members can meet together at their own discretion.

#### Article VI---Procedure

roundnet Club schedule for meetings:

1. Call to order.
2. Roll call of members present.
3. Reading of minutes of last meeting.
4. Officers reports.

5. Committee reports.
6. Special orders --- Important business previously designated for consideration at this meeting.
7. Unfinished business.
8. New business.
9. Announcements.
10. Adjournment.

The method used by members to express themselves is in the form of moving motions. A motion is a proposal that the entire membership take action or a stand on an issue. Individual members can:

1. Call to order.
2. Second motions.
3. Debate motions.
4. Vote on motions.

There are four Basic Types of Motions:

1. Main Motions: The purpose of a main motion is to introduce items to the membership for their consideration. They cannot be made when any other motion is on the floor, and yield to privileged, subsidiary, and incidental motions.
2. Subsidiary Motions: Their purpose is to change or affect how a main motion is handled, and is voted on before a main motion.
3. Privileged Motions: Their purpose is to bring up items that are urgent about special or important matters unrelated to pending business.

4. Incidental Motions: Their purpose is to provide a means of questioning procedure concerning other motions and must be considered before the other motion.

#### How are Motions Presented?

1. Obtaining the floor
  1. Wait until the last speaker has finished.
  2. Rise and address the President by saying, "Mr. President, or Mr. President."
  3. Wait until the President recognizes you.
2. Make Your Motion
  1. Speak in a clear and concise manner.
  2. Always state a motion affirmatively. Say, "I move that we ..." rather than, "I move that we do not ...".
  3. Avoid personalities and stay on your subject.
3. Wait for Someone to Second Your Motion
4. Another member will second your motion or the President will call for a second.
5. If there is no second to your motion it is lost.
6. The President States Your Motion
  1. The President will say, "it has been moved and seconded that we ..." Thus placing your motion before the membership for consideration and action.
  2. The membership then either debates your motion, or may move directly to a vote.
  3. Once your motion is presented to the membership by the President it becomes "assembly property", and cannot be changed by you without the consent of the members.

## 7. Expanding on Your Motion

1. The time for you to speak in favor of your motion is at this point in time, rather than at the time you present it.
2. The mover is always allowed to speak first.
3. All comments and debate must be directed to the President.
4. Keep to the time limit for speaking that has been established.
5. The mover may speak again only after other speakers are finished, unless called upon by the President.

## 8. Putting the Question to the Membership

1. The President asks, "Are you ready to vote on the question?"
2. If there is no more discussion, a vote is taken.
3. On a motion to move the previous question may be adapted.

Voting on a Motion:

To Vote on a Motion in roundnet club you may Vote:

1. By Voice -- The President asks those in favor to say, "aye", those opposed to say "no".  
Any member may move for an exact count.
2. By Roll Call -- Each member answers "yes" or "no" as his name is called. This method is used when a record of each person's vote is required.
3. By General Consent -- When a motion is not likely to be opposed, the President says, "if there is no objection ..." The membership shows agreement by their silence, however if one member says, "I object," the item must be put to a vote.

4. By Division -- This is a slight verification of a voice vote. It does not require a count unless the President so desires. Members raise their hands or stand.
5. By Ballot -- Members write their vote on a slip of paper, this method is used when secrecy is desired.

There are two other motions that are commonly used that relate to voting.

1. Motion to Table -- This motion is often used in the attempt to "kill" a motion. The option is always present, however, to "take from the table", for reconsideration by the membership.
2. Motion to Postpone Indefinitely -- This is often used as a means of parliamentary strategy and allows opponents of motion to test their strength without an actual vote being taken. Also, debate is once again open on the main motion.

Parliamentary Procedure is the best way to get things done at your meetings. But, it will only work if you use it properly.

1. Allow motions that are in order.
2. Have members obtain the floor properly.
3. Speak clearly and concisely.
4. Obey the rules of debate

#### Article VII---Amendments

The constitution may be amended by the officers with support from at least half of the members or a  $\frac{2}{3}$  vote by the members of the club. If an issue is brought to attention during a meeting, then the club members may discuss it and decide to vote on it.

#### Article VIII---Risk Management

Section I: Injuries: All members should stretch/warm up before playing or practicing roundnet. This could include jogging, stretching, or any other relevant aerobic exercises. During play or practice, all members should be courteous and respectful to each other in order to avoid accidents or injuries.

Section II: Finances: All finances must be spent on things that are necessary to playing roundnet. This mainly includes roundnet sets and balls. Judging on the budget, members can vote on whether or not they wish to purchase other miscellaneous roundnet gear (ex. t-shirts, hats, glow in the dark balls etc.). Ultimately, the Treasurer will be in charge of the budget and must report to the President on any spending or deficits. In case of a financial problem, the executive board will meet to decide who was responsible and how to proceed accordingly.

Section III: Hazing: If anyone in the club or anyone outside of the club observes behavior that they are uncomfortable with and could be categorized as hazing, they should bring it up immediately with board members so that it may be addressed. Hazing is not permitted and members that do not comply will be removed from the club. The member's actions will also be reported to Lafayette, where they may face more punishment.

Print Co-Founder Name

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Print 2<sup>nd</sup> Co-Founder Name

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Signature of Co-Founder

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Signature of 2<sup>nd</sup> Co-Founder

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