



Regulations of Jet Lag: Oxford

In effect from 22 Apr 2026

Preface

Purpose

This document contains the full comprehensive regulations and by-laws of Jet Lag: Oxford and is meant to be the ultimate authority if any issues arise. Members are not expected to read this document in full. The Committee should be aware that the Regulations exist and they should consult it if ever in doubt about something.

Advisories

Some regulations are worded as “advised to”. This means that these regulations are not enforced but instead encouraged by good faith. Members are advised to call out blatant disregard of advisories.

Usage

In most cases, members should be able to refer to the rules provided by the Committee, which should cover most issues covered by the Regulations.

The Committee should run the Club as if it is a typical non-sports club of the University of Oxford and should refer to the internal summaries of the Regulations and other resources for guidance.

The Regulations should be used if additional clarity is needed.

Indexing

If you want to reference the Regulations without writing out the entire regulation, you can reference them in the format 1.1.1.a To mention a group of regulations omit later parts of the index (for example 1.1). If there is sufficient context and it is unambiguous what you are referring to, the prefix can be omitted such as .1.a

The index of the Regulations may change. If old Regulations need to be referenced, then you can reference it as 1.1.1.a (08/11/2024). The day and/or month may be omitted if it is not ambiguous or relevant. If the month is omitted, the day must also be omitted to avoid ambiguity.

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Recent Changes

- 3.1.4.a, 3.2.2.b and 3.2.3.d have been changed to disallow unlawful discrimination instead.
- 7.5.1 has been expanded to be 20 kilometers instead of 16 kilometers for the requirement for a Ruleset to be Large is reached.
- 7.5.5 has been added to require the Committee to initially flag Rulesets as Large if it exceeds 10 kilometres.
- 7.5.6 has been added to require the Committee to vote at a Committee meeting to remove the Large flag from a Ruleset that has one.
- Full Members, Partial Members and their associated procedures have been defined in section 3.4
- Many regulations in section 5 have been changed to only allow Full Members to participate in General Meetings.
- 2.1.1.a and 2.1.1.b have been changed to only require the procedure for Full Members.
- 8.1.7.b has been added to allow an exception for full sheltered Play Areas.
- "Termcard" is now defined in 1.1.8.
- "Organised by the Club" is now defined in 1.1.13.
- 8.1.8 has been removed, allowing Member-started overseas games.
- The Small, Medium and Large classification has been removed and replaced with a flag called Large. Many regulations involving Large Rulesets and Games have been changed to use this new terminology.

1 Definitions

1.1 Club Definitions

1. The Club refers to the University Club at the University of Oxford called “Jet Lag: Oxford” which is also known as “JL:OX”.
2. This document contains the Regulations of the Club which Members of the Club are expected to follow.
3. The Committee is a group of people responsible for running the Club.
 - a. The Committee consists of Committee Offices. These Offices may hold a title, powers and responsibilities.
 - b. People that hold a Committee Office are part of the Committee and are called Committee members.
4. Property of the Club refers to any physical item given to, produced by or purchased by the Club that is to be kept and used by the Club.
5. Services of the Club refers to other resources provided by the Club for use in its activities and by its Members.
6. The Website refers to the website with the URL <https://jetlagoxford.co.uk>. This is a Service of the Club.
7. The Discord Server refers to a community server on the social media platform Discord called “Jet Lag: The Oxford”, for which an invite link can be found at <https://jetlagoxford.co.uk/discord>. This is a Service of the Club.
 - a. The Discord Server contains Discord Integrations and Discord Bots. The Discord Integrations and Discord Bots on the Discord Server are also Services of the Club.
8. A Termcard refers to a list of activities organised by the Club for a particular.
 - a. The Termcard for a Full Term must be published at <https://jetlagoxford.co.uk/termcard> no later than the end of the second week of that Full Term and must remain published there until the end of the Full Term.
 - b. The Termcard may be edited by the Committee at any time, even after publication.
 - c. The Termcard must only contain activities whose Host is the Committee.

- d. The Termcard may contain activities that do not take place within that Full Term.
9. A notice is prominently visible when there is a genuine attempt to ensure as many members as possible will be notified of it.
 - a. For something to be prominently visible it must include an @everyone or @Member ping on the #announcement channel of the Discord Server. The #announcement channel must be visible to Members on the Discord Server.
 - b. For something to be prominently visible it must include an email sent to all current Members that are on the mailing list of the Club.
 10. An activity is an activity of the Club if it is run using the name of the Club.
 - a. The Host of the activity is the Members that are responsible for organising the activity. This is typically the Committee as a whole or a group of Committee members but it can also be non-Committee Members of the Club where allowed by the Regulations.
 - b. The Club will not be responsible for any activity that is not an activity of the Club.
 - c. Activities are associated with a type. This type must be an accurate category based on what takes place at the activity.
 - d. The types of activities are "Social" and "Game"
 11. The Register of Rulesets refers to a collection of Rulesets. This list is managed by the Committee.
 - a. Rulesets may have flags put on them by the Committee.
 - b. Regulations involving Rulesets only apply to Rulesets on the Register of Rulesets.
 12. A Game is an activity that uses a Ruleset from the Register of Rulesets where players of the game are playing the game simultaneously and is usually not in the same space or room such that they are able to see all other players.
 - a. A Game run using the Services and/or the Property of the Club is considered an activity of the Club if it is not taking place within another activity of the Club.
 - b. Any activity that contains or is a Game must be given the type "Game".
 - c. A Game will inherit the flags of the Ruleset.

13. An activity of the Club is “organised by the Club” if the Host of the activity is the Committee.
14. Contacting the Committee is to be done by any of the following: sending an email to an email address with the domain jetlagoxford.co.uk, pinging a Committee member on the Discord server, sending a direct message to a Committee member on Discord or any alternative method that the Club provides that has been communicated to its Members.

1.2 University Definitions

1. The University refers to the University of Oxford.
 - a. When Oxford Brookes University needs to be referred to, it will be referred to by name.
2. The Constitution refers to a document titled “CONSTITUTION OF JET LAG: OXFORD”.¹
3. The Code of Conduct refers to a document titled “Code of Conduct for Jet Lag: Oxford”.²
4. The Complaints Procedure refers to a document titled “Complaints Procedure for Jet Lag: Oxford”.³
5. Full Terms are defined by the most recent University Calendar published by the Oxford University Gazette.⁴
 - a. This will also define Michaelmas Full Term, Hilary Full Term and Trinity Full Term.
 - b. Durations may reference Full Term. These durations will be paused outside of Full Term and will only count during Full Term.
6. For the purposes of the Regulations, weeks are to start on Sundays.

¹ <https://jetlagoxford.co.uk/constitution>

² <https://jetlagoxford.co.uk/code-of-conduct>

³ <https://jetlagoxford.co.uk/complaints-procedure>

⁴ <https://gazette.web.ox.ac.uk/university-calendar>

2 Authority

2.1 Violations of Regulations

1. If a Member violates the Regulations, the Committee will decide on an appropriate action to take which may include a temporary suspension to some or all activities.
 - a. If the Committee wants to apply a temporary suspension of more than 1 year to a Full Member, they must seek advice from the Senior Member first.
 - b. If the Committee wants to revoke the membership of a Full Member, they must seek advice from the Senior Member first.
 - c. No suspension will last longer than 10 years.
 - d. The Committee may also suspend the person from being a Host to an activity.
 - e. If Committee members violate the Regulations, the same procedure will be used but those Committee members will not be part of the Committee for the purposes of deciding on an appropriate action.
2. Suspensions will continue to apply even if the person suspended is no longer a member.
3. Persons who had their membership revoked or have a suspension will not be eligible for a refund of their membership subscription.
4. The Club will not be responsible for actions that violate the Regulations. The responsibility of those actions will fall on the person who has taken those actions.

2.2 External Regulations

1. Without exception, all laws, regulations and instructions that a Member is subjected to will supersede the Regulations.
2. Laws, regulations and instructions that supersedes the Regulations includes but is not limited to: UK Law, University Regulations, College Regulations, the Constitution, the Code of Conduct, the Complaints Procedure, legal signage and any instruction by any competent authority.

3. Any violation of a law, regulation or instruction that supersedes the Regulations will also be considered a violation of the Regulations.
4. If a member is under investigation for breaking a law, regulation or instruction that supersedes the Regulations, the Committee will hand over any investigations related to the matter to the appropriate authority.

3 Membership and Activities

3.1 Membership

1. Any student member of the University is eligible to become a Member of the Club.
2. Any student member of Oxford Brookes University is eligible to become a Member of the Club provided it is allowed by the Constitution.
3. Any member of staff of the University is eligible to become a Member of the Club provided it is allowed by the Constitution.
4. Any other person may be made eligible to become a Member subject to the approval of a majority of the Committee provided it is allowed by the Constitution.
 - a. The Committee must not unlawfully discriminate against any person in accordance with the Equality Act 2010 when determining if a person is eligible to be a Member.
5. Any person eligible to become a Member may be made a Member by paying the appropriate subscription and completing the Membership Form.
6. If a Member's subscription to the Club expires and is not renewed, then they will no longer be a Member of the Club.
 - a. A Member may only renew a membership provided that they are eligible to become a Member at the time of the renewal.
 - b. People who have lost their membership this way may reapply to join the Club provided that they are eligible to become a Member.
7. If a Committee member or a Member that has been elected for an Office loses their membership due to their subscription expiring, they will remain a Member up until the Office is due for re-election.
 - a. This Member may not vote or run for re-election unless their membership is renewed.
 - b. For 365 days after their membership was due to expire, if they renew their membership, the membership will be renewed as if they had renewed it on the date that it would have expired if they were not a Committee member or a Member that has been elected for an Office.

8. Members will be able to request the Club that one of their Discord accounts be granted the Member role on the Discord Server if that account has joined the Discord Server.
 - a. If this Member loses their membership, the Member role will be revoked from that Discord account.

3.2 Activities

1. Members that do not have an active suspension will always be allowed to participate in all of the Club's activities provided that there are enough spaces for the activity.
2. The Committee may allow non-members to participate in some of the Club's activities.
 - a. The Committee may impose restrictions on which non-members can participate in the Club's activities.
 - b. Any restrictions must not unlawfully discriminate against any person in accordance with the Equality Act 2010.
3. The Host may allow Guests to some of the Club's activities.
 - a. Guests are non-members that have been invited by a Member.
 - b. A Guest will not be allowed to participate in an activity if they have an active suspension for the type of activity.
 - c. Each Guest may only participate in the Club's activities with the approval of the Host of the activity.
 - d. The Host must not unlawfully discriminate against any person in accordance with the Equality Act 2010 when determining if a Guest is allowed to participate in an activity.
 - e. Guests will be subject to the Regulations when participating in the Club's activities.
 - f. Members are responsible for the actions of their Guests, including situations where the Guest violates the Regulations.
4. Some of the Club's activities have limited spaces. For activities where the Committee is the Host, the following must be followed.
 - a. If non-members are eligible to attend, members must have priority over non-members for spaces.
 - b. At least one space must be reserved for Committee members. The number of spots reserved may be calculated from the total number of sign-ups. These Committee members must act as the

Host of the activity. The Committee is advised to minimise the number of reserved spaces.

- c. The assignment of spaces must be fair to Members. The Committee's prior knowledge of a sign-up date is advised to be taken into account when deciding on a procedure to assign spaces.
5. Any Member may request the Committee to provide a description of the procedures used for assigning spaces for any activity hosted by the Committee that has not started.
 - a. For sign-ups procedures that include multiple activities, members may ask for the procedure up until the last activity has started.
 - b. The Committee is to provide a description of the procedure in no less than 48 hours.
 - c. This description must include the methodology used to allocate spaces.
 - d. This description must include the number of spaces allocated for Committee members or the method used to calculate it.
 - e. If non-members are allowed to participate, this description must include the procedure for prioritising members over non-members.
6. A person with an active suspension for a type of activity will not be allowed to participate in any activity of that type regardless of any other Regulation.
7. The Host and the Committee may remove any attendee from an activity if the attendee intends to violate or has violated the Code of Conduct and/or the Regulations.
 - a. If this is done by a Host that is not the Committee, the Committee must be notified of this as soon as possible.
8. The Committee, at their discretion, may decide to cancel any activity if they learn of any information which may seriously affect the attendees' safety on their way to/from the activity, or during the activity.
9. The Committee, at their discretion, may decide to cancel any activity if they learn of any information which suggests that the activity violates the Regulations.
10. The Committee may forbid Members from starting any activity that takes place in an area that overlaps with a specified region if the Committee learns of any information which may seriously affect attendees' safety within the specified region.

- a. This specified region is of arbitrary size and can be used to forbid activities regardless of location.
- b. If there are any activities currently running in the region, these activities must be cancelled immediately.

3.3 Responsibility of Members

1. Members must not attempt to disrupt the operations of the Club.
 - a. This includes taking any action to disrupt the operations of the Services of the Club.
2. Members that are a Host of an activity are responsible for ensuring that attendees to that activity follow the Regulations and are acting safely to the best of Host's ability.
3. Even without the Committee or the Regulations forbidding the start of an activity, Hosts must ensure the location of their activity is safe for all attendees.

3.4 Membership Types

1. Memberships are split into two categories: "Full Membership" and "Partial Membership". Members with these memberships are referred to "Full Members" and "Partial Members" respectively.
 - a. For the purposes of the Regulations, unless otherwise specified, all references to "Member" refer to both Full Members and Partial Members.
 - b. For the purposes of the Constitution, only Full Members are considered members. Partial members will not be on the Club's official membership register.
2. When a Member buys or renews a membership subscription, they will become a Full Member.
3. Full Members that are currently not student members at the University of Oxford or Oxford Brookes University may become Partial Members at the Committee's discretion.
 - a. This cannot be done to Members that had bought or renewed a membership subscription in the last 365 days.
 - b. This cannot be done to Members that are currently proposing or seconding a Motion that has not been voted on.

- c. This cannot be done to Members that are currently nominated or elected for a Committee Office.
 - d. This cannot be done to Committee Members.
- 4. Full Members may become a Partial Member by sending a request to the Secretary.
 - a. Members that currently are currently proposing or seconding a Motion that has not been voted cannot make this request.
 - b. Members that are currently nominated or elected for a Committee Office cannot make this request.
 - c. Committee Members cannot make this request.
- 5. Partial Members may become a Full Member with no additional cost by sending a request to the Secretary to which the Secretary must either approve or deny the request and inform the member of this decision within 1 week.
 - a. If making them a Full Member is not allowed by the Constitution, then the Secretary must deny this request.
 - b. If the Member is a student member of the University of Oxford, then the Secretary must accept this request.
 - c. If not required otherwise, the Secretary may accept or deny any request.
 - d. If denied by the Secretary and it was not required to deny this request, then the Committee will decide if the request is approved or denied at the next Committee meeting.
 - e. If a request is denied by the Committee, the member will be informed, the Member may make another request at any time.
 - f. A request may not be made if they currently have a pending request that is to be decided by the Secretary or the Committee.

4 The Committee

4.1 Members

1. The Committee will consist of 8 Offices.
2. The Committee will always consist of Offices titled President, Secretary, Treasurer and Senior Member. The titles of these offices cannot be changed since these are required by the Constitution.
3. The Committee will also consist of Offices titled Events Officer, Publicity Officer, Games Officer and Webmaster.
4. The Webmaster will also have the responsibilities of the IT Officer as stated in the Constitution.
5. At least one Committee member that is not the President, Secretary, Treasurer, Senior Member or Webmaster will be designated as Welfare Officer. They will have the powers and responsibilities of the Welfare Officer in addition to the Office that they hold.
 - a. For the purposes of the Constitution, that Committee member will hold the Office of Welfare Officer and not their original Office.
6. The titles for the Committee Offices may be changed by a Motion at a General Meeting.
7. If the title of an Office changes, this does not change who is currently holding the Office.

4.2 Vacancies

1. If a Committee Office is vacant, the Committee may temporarily fill the vacancy until the next General Meeting by appointing a member of the Club, with their consent.
2. At the next General Meeting, an election must be held to fill the vacancy.
3. An Extraordinary General Meeting to hold an election is advised if any of the Offices of the President, Secretary or Treasurer is vacant.
4. If the Office of the Senior Member is vacant, the Committee must appoint a new Senior Member as soon as possible.
5. Regardless of how a vacancy is filled, an election must still be held for that Office at the next Annual General Meeting except for the Office of Senior Member.

4.3 Powers and Responsibilities

1. The Committee will uphold the Regulations to their best of their ability.
2. Unless otherwise specified, Decisions will be made with a majority vote of those present and voting in a Committee meeting.
3. In time sensitive situations, a Committee member may make a temporary Decision. They must then inform the rest of the Committee of this as soon as possible.
 - a. All temporary Decisions will be overturned at the next Committee meeting. For the Decision to continue, it must be voted on at the next Committee meeting.
 - b. Temporary Decisions may be overturned by any Committee member.
4. Any financial transactions will be made with the Club's Financial Policy as written by the Treasurer.
 - a. The Treasurer must inform the Committee of any proposed changes to the Financial Policy. This is to be approved by the Committee before the changes are enacted.
5. If a Committee member is temporarily unable to perform their duties, the other Committee members are to take over their responsibilities.
 - a. This does not give any powers of that Office except for the exceptions listed in this regulation.
 - b. If the President or Treasurer is unable to perform their duties, the other Committee members may take over the President's or Treasurer's responsibility of collecting fines and replacements for Property, including setting the amount of the fine, deadline and approving alternative resolutions provided that Committee members, if any, that are to pay the fine or are to replace the property are not involved in the decision making of this procedure.
6. The Committee is responsible for being the Host of all activities of the Club where the Host is not specified in the Regulations.

4.4 Minutes

1. Minutes are to be produced after all Committee meetings and all General Meetings by the Secretary.

2. Minutes must be made accessible to Members in no less than 8 weeks after the date of the meeting if there is no personal, confidential or sensitive information in the Minute.
3. Partial Minutes may be made accessible to Members with some parts omitted.
 - a. If this is done, this must be stated in the partial Minute.
 - b. The full Minute must still be made accessible to Members in no less than 8 weeks after the date of the meeting.
 - c. The Secretary must provide the full Minute to the University if it is requested by them.
4. If a Minute contains personal, confidential or sensitive information, a copy of the Minute will be made such that it will generalise or omit this information.
 - a. Details about Games are not considered to be personal, confidential or sensitive information.
 - b. If this is done, this must be stated in the copy of the Minute.
 - c. The Secretary must provide the full Minute to the University or authorities on request.
 - d. The full Minute will not need to be made accessible to Members.
 - e. The copy of the Minute must be made accessible to Members in no less than 8 weeks from the date of the meeting.

4.5 Property

1. No member of the Club is to own a Property of the Club. A Property of the Club is to be owned by the Club as an organisation when possible.
2. If a Property of the Club requires a person to own it, then the President of the Club will own the Property. The ownership of the Property must be passed onto the next President if the holder of the Office of the President changes.
3. The Committee is responsible for holding onto the Property of the Club when it is not in use.
4. The Treasurer is responsible for maintaining a record of which Committee member is holding onto each Property of the Club.
5. The current holder of a Property of the Club may give it to any Committee member. When this happens, the person that receives the property must inform the Treasurer of this.

6. The President and Treasurer may ask for any Property of the Club held by a Committee member to be given to them. The deadline to hand over the property must be no less than 1 week of Full Term.
7. The Treasurer may not request the Property of the Club from the President.
8. If both the President and Treasurer request for the same Property of the Club, the Treasurer's request is nullified.
9. If a Property of the Club held by the Committee is lost or damaged, they must inform the Treasurer of this. The Treasurer must then inform the rest of the Committee of this.
 - a. Both steps may be done simultaneously by the Committee member informing the entire Committee.
10. If a Property of the Club held by the Committee is lost or damaged, the holder is expected to either pay for the replacement of the Property or to provide a suitable replacement for the Property to the Club.
 - a. The Treasurer will be responsible for ensuring this is done by the Committee member.
 - b. The Treasurer must give at no less than 1 week notice of the deadline for this to be done by.
 - c. A replacement of the Property must be approved by the Treasurer before it is accepted.
 - d. If the Committee member who is to reimburse the cost or replace the Property is the Treasurer, the President is responsible for parts (a) to (c) of this Regulation instead of the Treasurer.
 - e. If the Committee members who are to reimburse the cost or replace the Property include both the President and Treasurer, the members of the Committee that are not expected to pay for the replacement or provide a replacement are responsible for parts (a) to (c) of this Regulation instead of the President or Treasurer.
11. If a Committee member is unable to reimburse the cost or replace a Property, they must inform the Treasurer of this.
 - a. The Treasurer may choose to waive the reimbursement and/or replacement, extend the deadline for the member or accept an alternative resolution.
 - b. If the Committee member who is to reimburse the cost or replace the Property is the Treasurer, the President is responsible for

receiving information in relation to this Regulation and for part (a) of this Regulation instead of the Treasurer.

- c. If the Committee members who are to reimburse the cost or replace the Property include both the President and Treasurer, the members of the Committee that are not expected to pay for the replacement or provide a replacement are responsible for part (a) of this Regulation instead of the President or Treasurer.

12. Failure to reimburse the funds or replace the Property by the deadline without a valid reason that has been approved is a violation of the Regulations.

13. If all Committee members are unable to hold a Property of the Club, a Member of the Club may be nominated, with their consent, to hold the Property. This member will be subject to all the same Regulations as a Committee member holding onto the Property.

4.6 Sub-Committees

1. The Committee may form a sub-committee with the approval of a majority of the Committee members that will not be in the sub-committee at a Committee Meeting.
2. A Purpose must be stated to form the sub-committee. The sub-committee will only be used for the Purpose and nothing else.
3. A sub-committee is to only contain Committee members.
4. A date for the dissolution of the sub-committee must be decided before its formation.
 - a. The sub-committee must dissolve no later than the date decided without prior approval of a majority of the Committee members that are not in the sub-committee.
5. The sub-committee may withhold information from the Committee.
 - a. The sub-committee may not withhold information not related to the Purpose.
 - b. The sub-committee may not withhold any information that has been requested by a Committee member.
 - c. Committee members may request for some or all information that has been withheld by the sub-committee.
 - d. All information withheld must be made available to the rest of the Committee when the sub-committee is dissolved.

5 General Meetings

5.1 Starting General Meetings

1. Any announcement of a General Meeting must be made prominently visible.
2. A General Meeting can be called by a majority vote in a Committee meeting unless otherwise specified.
 - a. General Meetings must be announced no less than 14 days before the date of the meeting.
3. An Annual General Meeting must be held in Hilary Full Term.
 - a. Annual General Meetings must be announced no less than 14 days before the date of the meeting.
 - b. An Annual General Meeting is to be called by a majority vote in a Committee meeting.
 - c. If an Annual General Meeting has failed to be called on or before the 5th week of Hilary Full Term, the President, Secretary or Treasurer may solely call an Annual General Meeting.
4. The President, Secretary or Treasurer may call an Extraordinary General Meeting.
 - a. An Extraordinary General Meeting called this way must be announced no less than 7 days before the date of the meeting.
5. The Secretary must call an Extraordinary General meeting if a written requisition of 7 or more Full Members, which must include a reason for the meeting, is delivered in writing to the Secretary no less than 14 days before the proposed date of the Extraordinary General Meeting.
 - a. An Extraordinary General Meeting called this way must be announced no less than 14 days before the meeting.
 - b. The reason provided in the written requisition must be included in the announcement of the meeting.
6. Only Full Members will count towards quorum for a General Meeting.

5.2 Annual General Meetings

1. The Committee must prepare and present the annual report for the previous year and the annual accounts of the Club for the previous year at the Annual General Meeting.
 - a. The annual report and annual accounts must be approved by the Committee prior to the meeting.
2. The Committee is to present a report of the Club's compliance with paragraph 2 of the Constitution at the Annual General meeting.
3. The Committee is to present a report of the number of complaints received from the use of the Complaints Procedure at the Annual General Meeting.
4. An election must be held for all Offices in the Committee except the Office of Senior Member at the Annual General Meeting.
5. The Committee is to appoint a member of the Congregation, with their consent, to be the Senior Member of the Club before every Annual General Meeting.
 - a. A Senior Member who has held the Office of Senior Member for more than 5 consecutive years will not be eligible to be appointed as a Senior Member.

5.3 Motions

1. Motions must be proposed by a Full Member of the Club. They will be the Proposer of the Motion.
2. Motions may be seconded by another Full Member of the Club. They will be the Secunder of the Motion.
 - a. If there is a Secunder, this is to be declared by the Proposer of the Motion and this must be done with the Secunder's permission.
 - b. Motions may be proposed without a Secunder.
3. Motions received by the Secretary no less than 48 hours before a General Meeting must be on the agenda for the General Meeting.
 - a. If a Motion was unable to be discussed and voted at a General Meeting, it must be discussed and voted on at the next General Meeting.

- b. Motions submitted late may still be put on the agenda. If not put on the agenda, it must be discussed and voted on at the next General Meeting.
 - c. This Regulation does not apply to any Motions to enact, modify or remove a Fun Regulation
4. Motions are to be discussed and voted on at the General Meeting.
5. Motions are to be voted on with a simple majority vote of Full Members present for "Yes" and "No".
 - a. Members may choose to abstain from a vote. They will not be considered as voting.
 - b. A Motion passes if a majority of Members present and voting vote for "Yes".
 - c. If a vote is tied, the President will have a casting vote.
6. If a Motion passes, the Committee must decide if they will enact the Motion within 4 weeks of Full Term.
 - a. The President may choose to enact a passed Motion at any time with immediate effect.
 - b. The Committee may reject a Motion by an unanimous vote at a Committee Meeting.
 - c. If this Motion is not rejected at the end of the period, the Motion is to be enacted.
7. If a passed Motion is rejected by the Committee, a justification must be provided by the Committee.
 - a. The rejection and justification must be made prominently visible upon the decision.
 - b. This will not forbid an identical Motion to be discussed and voted on at any future General Meeting.
8. If a General Meeting fails to reach quorum, all Motions to be discussed at that meeting will instead be discussed at the next General Meeting.
 - a. This Regulation does not apply to any Motions to enact, modify or remove a Fun Regulation.
9. If Motions that contradict each other pass, an approval vote of members present will be held for the contradictory Motions is to be held at the same meeting.
 - a. The Motion with the most votes will pass and all Motions that contradict it will fail to pass instead.

- b. If there is a tie for the most votes, the President will have a casting vote.
- c. This process is to be repeated until there are no contradictory Motions.

5.4 Elections

1. Elections for Committee Offices will occur at General Meetings.
2. If an election is to occur at a General Meeting, the notice of the election must be in the announcement for that General Meeting.
3. If a Committee Office is vacant, the Committee must hold an election for the vacant Office(s) at the next General Meeting.
4. Any Full Member may nominate themselves for a Committee Office by notifying the Secretary no less than 48 hours before the General Meeting.
5. Only Full Members may vote at elections.
6. The Secretary must publish a list of all candidates for election to be accessible by the Members no less than 24 hours before the General Meeting.
7. Elections will be held using Alternative Vote.
 - a. Re-open nominations must be an option on the ballot. This is to be treated as a candidate for the purposes of counting the ballot.
 - b. Re-open nominations may be abbreviated as RON.
8. If there are no candidates for an Office or re-open nominations wins the election, the Secretary will accept nominations from the floor.
 - a. If no additional nominations are received at the General Meeting, the election will be held again at the General Meeting. If this election fails, the Office will be vacant.
9. If after all elections are completed, a person has been elected for multiple Offices, they must forfeit all but one of the Offices.
 - a. The ballots for the election will then be recounted without candidates that have been elected for an Office to select another candidate for the forfeited Office(s). This is repeated until all elections have selected a candidate or have no candidates.
10. If votes are cast physically, the count must occur at the General Meeting by a Committee member under the observation of at least one other Committee member.

- a. Any person that is running for the Office must not count the vote or observe the count of the vote.
 - b. Committee members who are responsible for the counting or observing the count must not inform any person about the details of the vote other than the result of the election.
11. If votes are cast digitally, all data created by the election must be destroyed no less than 2 weeks after the election.
 - a. Only Committee members may access the data created from the election.
 - b. Committee members must not modify the data created from the election other than for the purpose of destroying the data.
 - c. Committee members must not inform any person about the content of the data created by the election other than the result of the election.
12. The results of the election must be made prominently visible no less than 1 week after the election.
13. The results of the election must include the number of votes for each candidate, including re-open nominations, for each round of voting and the winner of the election.
14. If a General Meeting fails to reach quorum and the Office is currently held by a Member of the Club, they will continue to hold that Office until the next General Meeting if they consent.
 - a. If the conditions are not met or consent is not given, then the Office will be vacant.
15. If a General Meeting fails to reach quorum and the Office is currently vacant, the Office will remain vacant and an election will be held at the next General Meeting.
16. If the title of an Office may be changed by a Motion at a General Meeting, Members may nominate themselves to be a candidate of the current title of the Office or any title that it has a Motion for. Members do not need to be a candidate for all possible titles.
 - a. After the Motions to change the title have been discussed and a title has been chosen, the Election will be held for the title chosen for the Office. All Elections for other titles for the Office will not be held.
 - b. Multiple Motions to change the title of the same Office contradict each other. Only one such Motion may pass at a General meeting.

- c. A Motion to change the title of an Office must be voted on before the Election for that Office.
 - d. If such a Motion passes, but is then later rejected by the Committee, the Office will be reverted to its original title, but the holder of the Office will remain in the office.
17. The Committee may group possible titles for an Office.
- a. If a Member becomes a candidate for a title, they will become a candidate for all other titles in that group.
 - b. If Members want to run for an individual title without becoming a candidate for all titles in the group, they are to inform the Secretary of this no less than 48 hours before the General Meeting.
18. If a Motion to change a title is submitted for an Office, the Secretary is to notify the current candidates for the Office of this Motion. This must be done no less than 36 hours before the General Meeting and no less than 24 hours after the Motion's submission.
19. If a Motion to change a title is submitted less than 72 hours before a General Meeting, Members may become a candidate for this title no less than 24 hours before the General Meeting instead of 48 hours.
- a. If this regulation is used, the Secretary is to publish the list of candidates no less than 12 hours before the General Meeting instead of 24 hours.

6 Changes to the Regulations

6.1 Changes by Motions

1. A Motion may be used to enact, change or remove one or more Regulations.
2. If such a Motion passes and is not rejected by the Committee, the Secretary must update the Regulations in accordance with the proposals stated in the Motion.
3. The Secretary must present the planned changes to the proposer of the Motion and to the rest of the Committee before it is enacted.
 - a. If rejected by the proposer of the Motion or the Committee, the changes will not be enacted and this process will be repeated until it is accepted.

6.2 Changes by the President

1. The President may enact, change or remove a Regulation if they deem it necessary.
2. The President may not enact, change or remove Regulations that affect how Regulations are enacted, how Regulations are changed, how Regulations are removed, elections or motions.
3. If the President enacts, changes or removes a Regulation, they must provide a justification.
4. If the President enacts, changes or removes a Regulation, the changes and justification must be made prominently visible so that members are informed of the change.
5. If the President intends to change the Regulations, they must notify the Committee of the planned change. They must get approval from the Committee at a Committee meeting before they enact the change.
6. The Secretary must propose a Motion to revert the changes made by the President at the next General Meeting if it has not yet been reverted and a Motion to revert it has not been proposed by another Member.
7. Motions to revert changes in the Regulations made by the President cannot be rejected by the Committee.

6.3 Changes by the Secretary

1. The Secretary may reorganise the Regulations by moving Regulations to different sections or changing the order of regulations.
2. The reorganisation must not change the interpretation of the Regulations.
3. The Secretary cannot change the text of a Regulation unless otherwise specified by the Regulations.
4. If the Secretary intends to reorganise the Regulations, they must notify the Committee of the planned reorganisation. They must get approval from the Committee at a Committee meeting before they begin the reorganisation.
5. The Secretary cannot move Regulations into or out of the section Fun Regulations.
6. The Secretary may update the URLs in the Regulations to keep them up to date. The URLs must point to a resource that can provide the most up to date version of the document stated at the time of writing.
 - a. The Secretary must inform the Committee of the URLs that they plan to change. This is to be approved by the Committee before the changes are enacted.
7. URLs in the Regulations that point to the Website must be kept updated by the Webmaster. The Webmaster must ensure that the content the URLs link to is accurate.

7 Rulesets

7.1 Designers

1. Only Members may be Designers of a Ruleset.
 - a. If a Designer is no longer a Member, they will also lose their status as Designer of the Ruleset. They will not regain the Designer status automatically unless they were the Creator of the Ruleset.
2. Members may create a Ruleset, if they do so they can define the initial Ruleset.
 - a. These members will be the Creators of the Ruleset and will be the initial Designers of the Ruleset.
3. Rulesets not designed by Members will have an initial Designer appointed by the Committee. The Creators of the Ruleset will be assigned to the non-member(s) that made the Ruleset.
 - a. If the Creator of the Ruleset later becomes a Member, they will automatically be a Designer of the Ruleset unless they have previously resigned from being a Designer of that Ruleset or have been removed by the Committee.
4. The Creators of a Ruleset will be part of the Designers of that Ruleset whilst they are a Member unless they have chosen to resign from being a Designer or have been removed by the Committee.
5. The Designers of a Rulesets may appoint Members, with those Members' consent, to become Designers of the Ruleset if they have not been previously removed from being a Designer of the Ruleset by the Committee.
6. Any Designer of a Ruleset may choose to resign from the status of being a Designer of a Ruleset. They must inform the Committee of this.
7. The Committee may remove the status of being a Designer of a Ruleset from a Member.
8. The Designers can collectively change the Ruleset. The Designers are responsible for determining how to make decisions.
9. When the Ruleset is changed, the Designers must inform the Committee. The new Ruleset will only be in force when the Committee approves the new Ruleset.

7.2 Registration

1. All Rulesets must be presented to the Committee for them to decide if the Club will register the Ruleset into the Register of Rulesets. This must be done every time the Ruleset changes.
2. The Club will only be responsible for Games that use a Ruleset that has registered on the Register of Rulesets at the time the Game is started.
3. The Committee may remove a Ruleset from the Register of Rulesets at any time.

7.3 Rules

1. Designers of a Ruleset must not create Rules that contradict the Regulations.
2. The Regulations will supersede the Ruleset.
3. Rulesets must not allow for all members of a group to be intoxicated with alcohol.

7.4 Global Rules

1. Global Rules are Rules that apply to every Game unless overruled by the Ruleset.
 - a. Some Global Rules can not be overruled. This will be indicated alongside the Rule.
2. The Global Rules consists of all documents in a folder titled "★ Global Rules".⁵
 - a. This folder must be kept accessible to all Members of the Club.
3. The Games Officer may change the Global Rules at any time without any prior notice.
 - a. If a change is made, they must inform the Committee of the changes.
 - b. The Committee may decide that a change is significant. If they decide that it is significant, they are advised to make the notice of the change prominently visible.
4. If the Committee makes a decision to change the Global Rules, the Games Officer must make the changes stated in the Decision.

⁵ <https://jetlagoxford.co.uk/global-rules>

7.5 Large Rulesets

1. Rulesets may be flagged as Large. These may be referred to as Large Rulesets.
2. The Committee must flag a Ruleset as Large if it has both a possible play duration of over 4 hours and the distance between any two points on the play area exceeds 20 kilometres as the crow flies.
 - a. The play area of a Ruleset is any location that a Player is allowed to go to during a Game with the Ruleset.
 - b. A Ruleset that is not automatically flagged as Large may still be flagged as such by the Committee.
3. A Ruleset flagged as Large must ensure that there are at least 2 people in each group at all times a Game using the Ruleset is being played.
 - a. The minimum number of Players per team for a Game using the Ruleset must be adjusted to ensure this.
4. A Ruleset flagged as Large must not separate a Player from the rest of their group by more than 1000 metres.
5. A Ruleset flagged as Large must not separate a Player from the rest of their group for more than 30 minutes.
6. If the distance between any two points in a play area of a Ruleset exceeds 10 kilometers as the crow flies, then the Ruleset must initially be flagged as Large.
7. If a Ruleset is flagged as Large, the Large flag may be removed from it only at a Committee meeting and it is not disallowed by another regulation.

8 Playing Games

8.1 Starting Games

1. Any Member that does not have a suspension from being a Host of an activity or a suspension from Games may start a Game using a Ruleset not flagged as Large that is in the Register of Rulesets provided all necessary services and equipment for the Game are available to use.
 - a. This Member will be the Host of the activity that is the Game.
 - b. The Committee may flag some Rulesets to be only started by the Committee. These Rulesets cannot be used to start Games by Members and may only be started by the Committee.
2. Games using Large Rulesets may only be started by the Committee.
3. Before starting a Game, all equipment required for the Game must be distributed to the Players.
4. Any person playing a Game will be a Player of the Game for the duration of the Game or until they are unable or unwilling to play the Game.
5. Prior to starting a Game, the rules may be slightly modified to work in the conditions the Game is being played in.
 - a. This regulation does not cover modifications defined in the Ruleset. Those modifications are allowed by default.
 - b. These modifications should not change the Ruleset substantially. Changes should only be used to make it possible to play in those conditions.
 - c. These modifications must not change the Ruleset such that it would be flagged as Large if the Ruleset was not originally flagged as Large.
 - d. These modifications cannot be in violation of the Regulations or create any additional risks to the Game.
 - e. All Players and Referees must be aware of the modifications prior to the start of the Game.
 - f. The Committee must be informed prior to a modified Game being played.
 - g. The Committee may stop a modified Game from being played.

8.2 Responsibilities of Players

1. Players will not attempt to disobey the Ruleset for the Game, unless otherwise allowed by the Regulations or the Global Rules.
 - a. Intentional, malicious or reckless violations of the Ruleset will be considered a violation of the Regulations.
2. Players must follow all safety procedures and instructions for the Game.
3. Players are responsible for their own actions. The Club will not be liable for the actions of the Players.
4. Players must prioritise the health and safety of themselves and others over any Rule in a Ruleset. Rulesets may be disobeyed for this reason.
 - a. If a Rule is disobeyed for this reason, this Player must inform the Referee (if applicable) and the other Players of this.
5. Players must not be a public nuisance even if this requires the Player to disobey the Ruleset used for the Game.
 - a. Players are advised to exercise common sense to determine if an action they intend to take will be a nuisance to the public. If in doubt, they should not take this action even if it would be required by the Ruleset.
 - b. If a Rule is disobeyed for this reason, this Player must inform the Referee (if applicable) and the other Players of this.
6. If a Player is commanded to stop what they are doing by an official authority or a member of the public within reason, they must stop what they are doing immediately. They must inform the Referee (if applicable) and the other Players of this when they are able to.
7. Committee members must not use any Committee privileges in order to give an advantage to any Player, including themselves, in a Game.
8. At all times during a Game, Players must ensure that there is at least one person per group that is not intoxicated with alcohol.
 - a. The Club will not be responsible for the actions taken by members of a group if the members of a group intentionally have all their members intoxicated.

8.3 Referees

1. Members of the Club that are not Players in the Game may be appointed by the Committee to be the Referee for a Game.

2. During the Game, the Referee is to ensure that all Players follow the Ruleset for the Game.
3. Players of the Game may contact the Referee at any time during the Game for rule clarifications.
4. The Referee must remain impartial to all Players in the Game.
5. The Referee may make rulings for the Game if the Ruleset is ambiguous.
 - a. The rulings should follow the Ruleset to the best of their interpretation.
 - b. The Referee may also make rulings for safety reasons. This should be prioritised over the Ruleset.
 - c. The Referee may also make rulings against bad faith interpretations of the Ruleset.
 - d. The Referee must not make rulings that would cause someone to violate the Regulations.
6. The Referee is advised to make a record of all rulings that they have made over the duration of the Game.
 - a. The Committee may request for a copy of all rulings made for a Game from the Referee if this list exists. This should be provided to the Committee within 1 week.
 - b. The Players of the Game and the Designers of the Ruleset for the Game may request for a copy of the rulings made by the Referee from the Committee no less than 2 weeks after the game. A Committee member or the Referee must then provide the list of rulings to the member who requested it within 1 week if this list exists.
7. The Referee must not distribute information to non-Spectators of the Game unless all Players are aware of the information.
8. There may be multiple referees, they will all share the responsibility of the Referee.
9. Committee members, even if they are a Player, may use the power granted to the Referee.
 - a. When used, the Committee member must follow the same regulations a Referee must follow.
 - b. If used and there is a Referee, the Committee member's instructions supersede the Referee's instructions.
 - c. If used and there is a Referee, the Committee member must inform the Referee of this and the actions that they intend to take.

- d. If used and there is a Referee, the Committee member is advised to limit using this power to actions needed to address issues outside the scope of the Game such as the addressing potential health, safety and welfare issues of Players before, during and after the Game.

8.4 Rest Periods

1. A Rest Period is a period of time either defined by the Ruleset of the Game or the Host of the Game.
 - a. All Players of the Game must be informed of the Rest Periods used for the Game prior to the start of the Game.
 - b. Unless specified by the Ruleset of the Game, all Players of a Game will be subject to all Rest Periods.
2. During a Rest Period, the Game is paused for the Players subject to the Rest Period and those Players will not be subject to the Ruleset of the Game.
3. At the end of the Rest Period, Players are to resume the Game to a state as close as possible to the state of the Game at the start of the Rest Period unless the Ruleset states otherwise.
4. If allowed by the Ruleset, a Rest Period may be started by a Player during the Game.
5. If allowed by the Ruleset, a Rest Period may only put some Players in a Rest Period.
6. If defined by the Ruleset, a Rest Period may start once the Game reaches a specific state.
7. A Referee may start a Rest Period at any time.

8.5 Large Games

1. A Game that uses a Large Ruleset is referred to as a Large Game.
2. Large Games must not be started or resumed without ensuring that each group has at least 2 Players for the entire duration of the Game except for cases allowed by the Ruleset.
3. If at any point in a Large Game there is a group with only one Player that has not been allowed by the Ruleset, the Game must be paused.
4. During a Large Game, Players in a group must not separate unless allowed by the Ruleset.

- a. If the Ruleset allows a group to separate, they must ensure that they can contact all members of the group before separating.
5. When playing Large Games a plan for ensuring all Players have sufficient food to eat must be made and communicated to the Players prior to starting the Game.
 - a. This Regulation does not require the Club to provide food to the Players.

8.6 Disputes

1. If there is a rules dispute or violation during a Game, Players are to consider the following in order.
 - a. Players must first contact the Referee (if applicable) for a ruling regarding the dispute. The ruling provided by the Referee will be used.
 - b. If there is no Referee or the Referee could not be contacted, the Players should attempt to reach a resolution among themselves.
 - c. If the Players cannot reach a resolution and all Players agree to continue the Game, they may continue the Game and, after the Game, report the rules dispute to a Committee member.
 - d. If the Players cannot reach a resolution and the Players do not agree to continue the Game, then they should stop the Game and report the rules dispute to a Committee member.
2. If the Committee receives a report of a rules dispute or violation, a sub-committee will be formed with only Committee members that were not Players or Referees in the Game mentioned in the report.
 - a. This sub-committee must consist of at least 3 eligible members.
 - b. If there are not enough eligible members, then the entire Committee will form the sub-committee even if they were Players or Referees in the reported Game.
 - c. If any of the member(s) that are accused of violating the rules is a Committee member, they can not be in the sub-committee even if they would be allowed otherwise.
 - d. The Committee may decline to consider malicious, vexatious or frivolous reports.

3. The sub-committee will perform an investigation on the report which may include contacting the Referees, Players of the Game and Designers of the Ruleset in the report.
 - a. The sub-committee may request for any materials produced as part of the reported Game.
 - b. Upon request by the sub-committee, members must provide any materials produced as part of the Game they are in the possession of to the sub-committee.
4. This sub-committee will determine an appropriate resolution of a report to apply retroactively to the reported Game.
 - a. This is to be decided by a majority vote of the members of the sub-committee.
 - b. The sub-committee may choose to take no action.
 - c. The sub-committee may change the result of the reported Game.
 - d. The sub-committee may nullify the reported Game.
 - e. The sub-committee may find a player to be recklessly, intentionally or maliciously violating the rules and therefore in violation of the Regulations.
 - f. The sub-committee may change the result or nullify other Games that have taken place in the same activity.
 - g. The sub-committee must inform all Players of the reported Game, its Referee and the Committee of the decision.
5. If the sub-committee finds a member to be in violation of the Regulations or suspects a Player has violated the Regulations, they are to inform the Committee of this and the entire Committee will become part of the sub-committee.
 - a. This must be invoked if a member has or is suspected to have intentionally, maliciously or recklessly violated a Rule of the Game.
 - b. If the member that is suspected to have violated the Regulations is a Committee member, they will not be part of the sub-committee.
6. Members may file a formal complaint by following the Complaints Procedure.
 - a. This is recommended if an incident is more severe than a rule dispute or a rule violation.
 - b. This is recommended if a member has repeatedly made intentional rule violations.

8.7 Emergencies

1. Any Player, the Referee or any Committee member may call an Emergency at any time during a Game.
 - a. This is done by notifying all other Players and the Referee (if applicable) of the Emergency.
 - b. Players must not abuse calling Emergencies. They must only call an Emergency if they believe there is a legitimate concern.
 - c. Non-players that suspect that there is an Emergency should instead contact the Referee or the Committee who may then call an Emergency.
2. Emergencies include but are not limited to: phones being on low power, injuries, being unable to travel for reasons not involving the Ruleset for the Game, losing personal possessions, failure of Game equipment, or any situation where there might be a concern about the health and safety of a Player.
3. When an Emergency is called, all Players must stop playing the Game and all the Rules in the Ruleset for the Game will not be in force for the duration of the Emergency.
4. Once the Emergency is resolved, the Game may be resumed if all Players agree to do so. If not, the Game must be stopped.

8.8 Borrowing Property

1. The Committee may lend the Property of the Club to people to be used in Games or other activities of the Club.
2. People using the Property of the Club must ensure that the Property is not lost or damaged.
3. After using a Property of the Club, members must return the Property to a Committee member as soon as possible.
 - a. If the Committee does not receive the Property within two weeks of it being lent, it will be assumed to be lost unless previously agreed otherwise.
 - b. When returning the Property, they must report any loss or damage to the Property.
4. If the Property of the Club is lost or damaged, the Committee may fine the users of the Property.

- a. The Committee is advised to only use a fine if they believe the loss or damage is reckless, intentional or malicious.
 - b. The total sum of the fines caused by loss or damage of a Property is to be no more than the funds needed to replace the Property in full.
 - c. The Treasurer is to notify the users of Property of the fine.
 - d. The deadline of the fine is to be no less than 1 week after the notice of the fine.
5. If a member is unable to pay a fine, they are to inform the Treasurer.
 - a. The Treasurer may, at their discretion, waiver the fine, extend the deadline or accept an alternative resolution.
 6. Failure to pay a fine before the deadline without a valid reason approved by the Treasurer is a violation of the Regulations.

8.9 Spectators

1. The Committee may invite people to be Spectators of a Game.
2. The Committee will be Spectators to every Game that they are not a Player or Referee in.
3. Players and Referees of a Game cannot be a Spectator of that Game.
4. The Committee may require some attendees of an activity to be Spectators of a Game. This must be communicated to these members, but may be implied by informing them to not talk about the Game.
 - a. This is advised to be used in situations where there are simultaneous Games in an activity, where Players in a Game will be Spectators of the other Games.
5. Spectators may be given information about the Game that some Players are not aware of.
6. Spectators are to not discuss information about the Game with non-Spectators for the duration of the Game unless allowed by the Referee or another Regulation.
7. Spectators may discuss information that all Players in the Game know of to non-Spectators.
 - a. If a Spectator is unsure if all Players know of the information, then they should not discuss it with non-Spectators.
8. Spectators must not aid any Player in the Game.

- a. Spectators are advised not to contact Players directly unless absolutely necessary. They should direct enquiries to the Referee of the Game or to the Committee.
9. Spectators should contact the Referee or the Committee if they have a concern about the Game.
10. Information that Players share to other people that are not other Players, the Referee or Spectators will be considered public information.
 - a. Players are advised to avoid sharing information with people that are not the Players or the Referee. If they do wish to share this information, they are advised to only share it with the Spectators of the Game.
11. Information created or distributed by people other than the Players, the Referee or the Spectators will be considered public information.
12. Non-spectators, including Players, cannot be penalised for distributing, receiving or using public information, even in private.
 - a. Spectators are still forbidden from notifying Players of public information.

9 Fun Regulations

9.1 Definition

1. The “Fun Regulations” are Regulations that are not enforced but members are encouraged to follow them.
 - a. There will be no consequences for violating a Fun Regulation.
2. All Fun Regulations are to be written under the “Fun Regulations” heading of the Regulations and not under the subheading “Definition”.
3. Any Regulation that is not a Fun Regulation will supersede all Fun Regulations.
4. If scheduled for a General Meeting, Motions to enact, modify or remove a Fun Regulation must be scheduled after both Elections and Motions that will not enact Fun Regulations.
5. Members that are proposing or seconding a Motion to enact a Fun Regulation are advised to not propose or second another motion to enact a Fun Regulation until the Motion has been voted on.

9.2 The Bit

1. At the end of any major activity, which includes activities that contain Medium or Large Games, “The Bit” must be done.
2. “The Bit” is that someone must be asked how they are feeling at the end of the activity. They must respond with “Jet Lagged”.