

CONSTITUTION

of the

INTERNATIONAL SCIENCE OLYMPIAD DISCORD NETWORK

Article I - Mission Statement

This network unites several Discord Servers which have similar goals: to bring together students from all across the globe who are interested in the International Science Olympiads with a platform where they can meet, learn, and socialise with like-minded individuals.

As a network, we aim to facilitate the sharing and exchange of resources between member servers, and act as a committee which can make well-informed suggestions to member servers.

Article II - ISODN Committee

The ISODN network committee consists of delegations representing each server; these delegations will consist primarily or totally of the server staff.

Committee members will be differentiated between *voting* and *observing* members. Servers may nominate any number of *observing* members as they please, but these members may be censured if needed; see Article III Section V. *Observing* members may engage in discussion.

Only *voting* members may vote on committee proposals. The number of *voting* members a server is given is as follows:

- 150-499 members: 3 votes
- 500-1499 members: 4 votes
- 1500-4999 members: 5 votes
- 5000+ members: 6 votes

If a *voting* member is not present for voting, an *observing* member from the same server may take their place.

Article III - Parliamentary Procedure

Section I: Setting Objectives

The time of a meeting should be established in advance, as should the objectives of said discussion. This will give ample time for committee members to object.

Section II: The Role of the Chair

Before a discussion begins, a chair should be nominated. The chair should be impartial to the discussion. If a discussion gets out of hand, the chair will create a list and order for members of the committee to speak individually. There will be no time limits on discussion. The chair will also tabulate votes.

Section III: Voting Procedure

When the committee has determined that discussion should conclude, the committee may decide to have a vote. There must be a simple majority agreement in order to begin voting procedure. Once the voting procedure has begun, it may not be interrupted. The chair will do a roll call and collect the votes. Committee members may vote *yea*, *nay*, or *abstain*. Abstentions will not be counted in the final vote.

Section IV: Implementing Changes

- A. Minor changes to ISODN policy will require a simple majority,
- B. Implementation of new rules for member servers to follow will require a $\frac{2}{3}$ supermajority,
- C. Alterations to the constitution will require a $\frac{2}{3}$ supermajority,
- D. Admission and dismissal of member servers will require a $\frac{3}{4}$ supermajority.

Section V: Censuring Committee Members

If the chair finds a committee member to be disruptive or disrespectful, they may bring up a vote to censure that member. At that point, there will be a vote to censure, i.e. expel, that member for a certain amount of time. The vote will be a simple majority.

Section VI: Public Releases of Discussion Content

For certain very important discussions, a summary of the details of the discussion may be released in the form of *minutes*. Alternatively, a transcript may be released. Either of these actions requires a simple majority.

Article IV: For Prospective Member Servers

Section I: Requirements

Servers should have at least 150 members, not including bots. Server structure and events should adhere to the guidelines below as closely as possible.

Section II: Procedure

See Article III, Section IV A.

Section III: Upon Acceptance

Add server to portal. Make an announcement in every member server. Start a new dedicated page on the shared website. Server to create committee delegation.

Section IV: Upon Rejection

If the rejection is due to them not following guidelines, then provide the prospective server with a rationale for their rejection. In any case, provide them with the details of the votes and discussion.

Article V: Server Structure

All member servers should adhere to the following server structure as closely as possible.

- A. Server name and icon: Name should be <Topic> Olympiad or similar, official name should be <Topic> Olympiad Discord Server or similar. Icon should include all five Olympic colours and be themed on the server Olympiad topic.
- B. Server Guidelines: This should be standardised across the network as much as possible. See the SERVER GUIDELINES section below.
- C. Categories: An "info" category, a category for general chat, a category containing channels for each main subtopic of the Olympiad, a staff category. Each server event should also be housed in its own category.
- D. Channels: Rules (inc. verification), announcements, resources, network (inc. partners), general chat, memes/chill, general VC, subtopic-specific channels, spam, server suggestions. Each server event should also have its own channel(s).
- E. Bots: Each member should have the ISODN bot (once it exists). Servers with over 300 members should have a dedicated Staff Mail bot. Other useful optional bots include Paradox/Texit (use of mathbot is discouraged), InviteManager, Zira (ties roles to reacts), and Rythm (for music).
- F. Roles: A coloured role should be related to server events or server positions, with the exception of supporters such as Patreon or Nitro boosters. Users should not be able to “select” a colour for vanity purposes.
- G. Server positions: Staff = {Admin, Moderator}, Helper Team = {Helper, optional other event helper roles}. Possible tech roles. All positions should require an application.
- H. List of roles: All server positions, server event roles, announcements role, Observer, muted, and unverified. Other possible roles include favourite subtopic roles.
- I. Verification: All servers should have a verification process upon joining the server. (This is very easy to set up.)
- J. Partners: A server should have a channel for partners, which should only be accepted on the basis that both servers are well-organised and are closely related in topic, and not for “advertisement” purposes. Otherwise we encourage the server to be listed as a resource or not at all.

- K. Olympiad participants (optional): Servers may choose to verify Olympiad participants. If so, they should be minimally distinguishable from other members. However they should have their own private channels/category, and there should be a secret "Olympiad Participant directory" listing all verified participants and, if they agree, their real name/contestant info.

Article VI: Server Rules

Servers should create their own rules to suit the individual server structure. Here are the rules of the Chemistry Server as an example:

1. Be respectful. Don't be rude when answering questions. Debates are ok, personal insults and abuse are not. You need to respect first in order to be respected.
2. Be wise. Don't post anything questionable or NSFW.
3. Be likable. Don't intentionally start fights, and don't be a dick. Don't do things that you would hate others doing to you. Don't interrupt others.
4. Be relevant. Stay on topic or go to #lounge.
5. Be nice. Help others out when needed.
6. Be proactive. Report suspicious behaviour by pinging staff.
7. You are required to have a SFW, mentionable nickname.
8. No advertising servers or paid material without prior permission from staff. You can advertise discord servers only without permission in #advertisements.
9. Observe all embargos on all contest papers, not just chemistry olympiad. We take this very seriously.
10. Wait 15 minutes after posting a question to ping the @Helper role, and only once for each problem you have.
11. Please spoiler anything that might hint at the solution to a problem by using ||spoiler||. Make clear what is being spoiled.

Article VII: Shared Resources

Shared resources include:

- A. Shared event resources, such as templates, procedures, other misc tips and tricks.
- B. ISODN Bot with features: network bans, anonymous voting for the committee, tracking of edited and deleted messages.
- C. ISODN Website, where each member server can host their own webpage(s).

- D. Server rules, policies, punishments and bans. Punishments are standardised, and will be logged via the ISODN bot to a network database. Punishments such as mutes, kicks, and bans will also be network-wide.

Article VII: Server Events

Servers with 300+ members should have some sort of POTD or weekly challenge. Some common events include:

- A. Problem of the Day
- B. Some sort of "Weekly challenge"
- C. Monthly individual/team contests
- D. Tutorials
- E. Social events
- F. Other misc games according to your Olympiad (e.g. I/O in MODS)

Article IX: Conclusion

Whereas we seek to create an environment to promote engagement in the sciences,

Whereas we seek to create an environment in which all people can participate,

Whereas we seek to create an environment in which all members can learn, profit, and have fun,

We resolve to fulfill the ideals of this Constitution to the fullest extent of our ability.