

The Doctrine of Gaming

We the gamers

Believe that our community is driven by the people who exist within it. We accept people of every race, gender, or creed and acknowledge that they have as much a right to be a part of this community as anyone else. All gamers are hereby declared equal and should be free from pervasive harassment and excessive shaming. We believe ourselves to be a democratic-meritocracy and believe a gamer's worth or skill can be determined by their actions.

The Open Gaming Society stands as an online community for gamers of all types to come together and discuss pressing topics. It is our attempt at unifying the voices of all gamers so that we may be heard in the public spaces. We want the Open Gaming Society to be a central hub that all gamers can flock to and feel welcomed.

We believe that all gamers can coexist regardless of background and should be free from discrimination. Every gamer has a right to his or her own happiness and is entitled to seek out and declare themselves to be happy on their own terms. No one gamer shall be persecuted for the actions of others. We are all individuals who exist within the community and allow the Open Gaming Society to be the voice of the whole.

This document is an affirmation of our rights and freedoms as gamers and a declaration of the creation of our community and its purpose. Outlined within this document are the best practices to be adhered to, a description of our community's organization, and our rights as gamers. **Please read carefully.**

Article I. Community, Organization, and Function

The Open Gaming Society is organized in what we call a "two-state system" in which the community exists in two bodies. The first body, and most important (and largest), is the community. Anyone who identifies themselves as a part of the Open Gaming Society can be counted among the community members. The second [smaller] portion is the council. The council consists of five [5] members – members who are elected by the community. The author of this document is to be counted among the five until otherwise deemed unfit for service by the community or fellow council members.

The council is a literal representation of the "unified voice" of the community. The system is organized so that the council does not have absolute power and that it cannot create policies on its own. Each state of the system needs the other – the community needs the council and vice versa.

Section 1. Voting structure

When the community wishes to level a claim with the council they must first bring it to vote amongst themselves. Any member of the community can start a vote, determine the subject to be voted upon, and close a poll when deemed necessary by the initiating party. For the council to consider a claim a community poll must be acted upon by a minimum of 15% of the community and they must vote in the affirmative. This will demonstrate that the issue is pressing enough to be considered by the council.

Once the importance of the issue has been determined [you] may use the proper social forums to gain the council's attention (Facebook, Twitter, Email, etc.) in regards to the claim. At this point the claim will be brought to a vote in the council and must receive a three-fifths [3/5] majority vote to have the claim enacted.

If a claim or amendment (see [section 2](#)) is declined by the council and the vote was unanimous then the claim or amendment can never be considered again – this is ONLY in the case of a unanimous vote from the council. Even one vote in the affirmative will allow the claim or amendment to be considered again in the future.

Section 2. Amendments

This document is not, and never will be, considered perfect. It is a forever changing document that is subject to alterations, omissions, and outright dissolution (in extreme cases). For an amendment to be considered it must first be drafted. Anyone in the community or council can draft an amendment. It is suggested that the proposed amendment be peer reviewed several times before being presented but is not explicitly required.

Once an amendment has been drafted it must be put to a vote in the community [first] and must receive a sixty percent [60%] majority vote in the affirmative before being considered by the council. Once considered by the council it will be voted on by all five council members and must receive a four-fifths majority to become amended to this document. Once an amendment is added it becomes a part of the ever changing document. Any amendment can be revoked by either a 90% community vote to repeal the amendment or a unanimous council vote.

Section 3. Electing Council members

For a council member to be elected there must first be an available seat on the council. If no seats are available then a council member must first be voted out (see [section 4](#)). If a seat is available then the procedure is as follows: Any member of the community may nominate a [singular] person that they feel to be a good fit for the council. The requirements of the individual in question are listed below. Once the nomination is set then it may be put to a vote in the community. It must receive a sixty percent [60%] majority vote. If successful the nominee will be automatically included in the council. However there are two cases in which a nominee can be declined entry. If the council votes unanimously to decline the nominee's election, or if the nominee in question declines the nomination of their own free will. You cannot force someone to serve who simply does not want to.

New Council members may not challenge amendments, proposals, or systems created by previous council members without the consent/sponsorship of at least two other council members.

Subsection 1. Nominee Requirements

Nominee requirements are brief but important and should be met before the nominee will be considered by the community.

1. Must be 18 years of age or older.
2. They should be a notable public figure and have decent visibility across one or more social mediums, however non-famous, less notable peoples will be accepted as well.
3. Must be a gamer.
4. Must not [currently] be a member of the gaming "press".
5. They should not have a political or personal agenda that conflicts with the views and goals of the Open Gaming Society.

Section 4. Voting out a council member

For a council member to be voted out there are a few conditions that must be met. The council member in question must have broken at least two of the five tenets, or refused to adhere to the doctrine for an extended period of time (6 months or greater). A vote must be set in the community and must receive an eighty percent [80%] vote. It will then be considered by the council and must receive a three-fourths [3/4] vote. The council member in question will not be allowed to vote on the matter. In lieu of this process a unanimous vote from the

remaining four council members may oust a council member. Additionally a completely unanimous vote from the community may also oust a council member without consideration from the council.

Article II. Acceptance and Inclusion

Every gamer regardless of gender, race, religion, sexual orientation, or any other discernible descriptors shall be included into the gaming community unconditionally. However they must also recognize that their mere existence does not guarantee their inclusion into all groups, sub-groups, guilds, clans, and teams. All gamers are free to choose their own companions with which they will engage in various activities. Each gamer is free to judge another gamer on the basis of their merit. It is preferred that [you] use publicly available methods to discern a gamers merit and that you present them with your reasoning when declining to group with them (E.g. Match history, Gamerscore, ELO, MMR, KDA are all acceptable methods).

We wholly expect all gamers to treat one another with respect and dignity, but also realize that we are all different and that one gamer may be more skilled than another. Each gamer should, at the very least, be given an opportunity to prove themselves either by their actions or with publicly available records of their actions.

Discriminating against another on the basis of superficial descriptors such as race, gender, sexual identification, physical appearance, financial standing, Country of origin, geographic location, or religion will not be tolerated.

To elaborate on geographic location; If a game segregates players by geography (to create lower latency) then this is not a fault of the gamer and is an exception.

Article III. Online Etiquette

Gamers should treat one another with the same respect and dignity that they would award themselves. We, the community, ask that you be courteous to your fellow gamers and do your best to weed out the uncivil players. Language is important and we ask that you be mindful of others. All we ask is that you "keep it clean" – within reason of course.

When you see a gamer harassing another gamer we ask that you report it to the proper authorities (E.g. Moderators, developers, GMs) and allow them to take care of the matter. Do not take justice into your own hands.

When outside of the gaming space it equally paramount that you carry yourselves with dignity. You represent yourself, but to others you can easily represent the entire gaming community. This is not how the Open Gaming Society wishes for you to be seen and would prefer that we be the representatives of the community, but we cannot affect the opinions of every individual and you may still be subject to scrutiny.

We ask that you do not threaten or harass individuals maliciously. Simply disagreeing, disliking one's opinion, or presenting counter arguments is both acceptable and tolerated. If anyone categorizes your comments as "harassment" and wishes to take some sort of action against you, then please report it to the council and the Open Gaming Society will handle the matter.

Section 1. Harassment

Harassment is defined as "to make repeated attacks against (an enemy)" "aggressive pressure or intimidation" "repeated contact after being asked to break contact". If your actions fall within the aforementioned definitions and are severe or pervasive enough you can become subject to scrutiny from fellow community members and possible expulsion from the community.

Section 2. Free Speech

Free speech, in most western countries, is guaranteed to the population by law. The Open Gaming Society awards the same freedoms to its community members and considers them to be inalienable. We will never willingly or knowingly silence, censor, or inhibit the freedom of an individual to speak. In fact free speech is encouraged and welcomed in all its forms. Free speech is a double edged sword and we must take the good with the bad.

However, some forms of speech will not be tolerated. Derogatory, racist, bigoted, sexist, threatening, or terroristic remarks will not be tolerated.

Section 3. Criticism

Criticism (noun); 1. The expression of disapproval of someone or something based on perceived faults or mistakes in their arguments.

2. The analysis and judgment of the merits and faults of a literary or artistic work.

Criticism is a core component of community's functioning. Without criticism the doctrine would never evolve, amendments would never be proposed, and constructive discussion could never be conducted. Criticism of gamers, art, media, public figures, council members, and anything made publicly available is both accepted and encouraged. However we do ask that you keep your criticisms focused and refrain from personally attacking an individual. Attacking an individual can consist of, but is not limited to, harassing, racial slurs, release of private information or media, and stalking.

Article IV. Freedom of Creativity

It is our belief that game developers, independent and professional (AAA), have the right to create whatever content they see fit. Gamers also have a right to judge a title by its merits and make an informed decision whether or not to invest time and money into it. We, the gamers, have no right to control a developers actions and insist that they cater to our individual needs. We may make request of developers to include certain content, features, or art, but it is ultimately up to the developer in question to include it. We wholly expect that developers will do all that they can to cater to their preferred demographic, but we also understand that not every gamer is the key or target demographic for every game. Developers are hereby free to create whatever content they wish to and to target whatever demographic they see fit. However, the developers must recognize that they are not free from criticism (see [article III, section 3](#)) and will be subject to public scrutiny. A developer should not be required to remove content from their product based on public scrutiny, but they are free to add and remove content of their own free will.

If a product does not appeal to you [individual] and you find it distasteful, crude, abhorrent, sexist, or otherwise then you reserve the right not to purchase the product. We ask that you research the product and form a cohesive opinion so that you may make an informed decision. For this we ask that you refer to the [ESRB](#) and make a practice of reading the "Content Descriptors" and "Rating Summary". It is also recommended that you observe the "Rating category" when researching a game. A longer, more detailed, description is also available and should be observed.

Article V. Representation

We do not feel that it is absolutely necessary to represent everyone in every setting imaginable. If a group or individual wishes to be represented by a public figure, developer, or otherwise they should submit a claim to the individual(s) in question using the proper channels(email, official forums, "contact us" form, Twitter, Facebook,

other social media.. We do not require any groups within the Open Gaming Society to equally represent all genders, races, ethnicities, religions, and other individuals; however it is highly encouraged.

We believe that gamers are free to choose whom they engage with and that their grouping is a result of a very complex and ever changing marketplace that presents gamers with endless choices. We do not feel that a gamer can be held responsible for the type of people that he or she associates with and should be free from criticism based on this.

Example: John plays League of Legends with Sam, Michael, and Draven. Their group plays together every day, but they do not have a female in their group. Additionally they are all white and rarely interact with others. These individuals shall not be criticized for "not being diverse". They are free to play with whomever they choose. Whether or not you diversify your small gaming group or clique is left to your discretion and is completely voluntary. We do not require any individuals or groups to diversify themselves, but we do encourage our gamers to play with other gamers regardless of race, gender, sexual identity, religion, or other factors.

Article VI. Protection

This document awards protection to gamers in certain situations. Here we will outline the specific situations in which the doctrine can protect [you].

1. When criticizing a public figure or product.
2. When falsely accused of harassment.
3. When creating a review of a product.
4. When publicly submitting your opinion.
5. When discriminated against by public bodies (E.g. Game developers, publishers, public figures).
6. When discriminated against by individuals within the community.
7. When levying small claims against developers and publishers.
8. Anonymous posting – we cannot determine the origin of a comment or threat if the poster is anonymous.

We hereby declare that all gamers shall be protected from discrimination and harassment and that it is the duty of the Open Gaming Society to see this justice done. We will use whatever legal means necessary to achieve this end.

In a court of law some portions of the doctrine may be used against gamers who have not adhered to the doctrine or the five tenets. Gamers who have engaged in violent activity, levied death threats against individuals, or who have been proven as harassers shall not be protected by the document and shall face full punishment under the law of their country of residence. The doctrine may be used in the court hearings as evidence of the gamer's crimes.

Section 1. Court Usage

For the doctrine to be utilized in a court of law certain steps must be completed.

1. A formal request must be filed with the Open Gaming Society Council.
2. The council will put it to a vote in the community and it must receive a seventy percent [70%] affirmative vote.
3. The council must then vote. There must be a four-fifths [4/5] majority (affirmative) vote.
4. Two [2] of the five [5] council members must be present at the court hearing, unless a physical presence is impossible.

5. The original printed doctrine must be presented.
6. It must only be presented as evidence.
7. It may only be used once in a single court case.
 - a. An exception may be made in extreme cases.

Section 2. Inexcusable Actions

These actions are deemed deplorable and shall not be excused or protected:

1. Stalking an individual.
2. Harassing an individual or group.
3. Releasing personal information.
4. Physical violence perpetrated by an individual or group against another individual or group.
5. Invasion of privacy or hacking.
6. Theft of property, content, products, services, or otherwise.
7. Acts of terrorism as defined by the law.
8. Destruction of property or defacing virtual spaces or webpages.

Credits

@OPGamingSociety

@DrEvilGamer

@Astojap

@Grummz

@JHLillevik

@Grummz