

Zorn Vongal Bylaws – Final 20191203

1. Purpose

- a. We are Zorn Vongal, Central Virginia's premiere Youth and Family-focused Chapter of Dagorhir Battle Games Association, Inc. (DBGA) We exist to promote the positive growth and support of peer and family interactions in a Tolkien-based Medieval Fantasy combat environment. Our game focuses on honor, integrity, sportsmanship, and teamwork through high-intensity play and active conflict resolution.
- b. Secondary purposes of Zorn Vongal are as follows:
 - i. To promote positive membership and participation growth in Zorn Vongal
 - ii. To promote positive membership and growth for DBGA
 - iii. To raise public awareness of foam combat, medieval/fantasy games/sports, and DBGA activities both locally and nationally.
 - iv. To do all of the above while maintaining a safe environment for all members, participants, and attendees.

2. Board of Directors (BoD)

- a. Requirements
 - i. The BoD exists to support the management and procedural maintenance of Zorn Vongal and represent Zorn Vongal in all interactions with DBGA
- b. Limitations
 - i. No actions or decisions of the BoD shall negatively impact the enjoyment and safety of Zorn Vongal by its members, nor shall any action or decision of the BoD be in opposition to DBGA
- c. The BoD of Zorn Vongal are to be elected once each calendar year.
 - i. The BoD will be comprised of duly-elected members of Zorn Vongal
- d. Elections are to be held at the first Battle Practice in January of each year. If elections cannot be held at the first Battle Practice or if no practices occur in January, elections are to be held no later than March 1st of each calendar year.
 - i. Only members of Zorn Vongal are allowed to vote for the BoD or officers of the Chapter.
- e. Any member of Zorn Vongal at least 21 years of age can be nominated for Officer positions election.
- f. Elections will be determined by a majority vote.
 - i. In the case of a tie, all nominees will be approached for a compromise. If no compromise can be determined, then the current Administrator, Assistant Administrator, and Book Keeper will vote. A 2:1 majority will be needed to decide the outcome.
- g. After the new BoD is elected, the current BoD will recognize any new members of the board and control of the Chapter will be transferred to the newly elected Chapter leaders that same day. If no event is being held when the elections take place, the newly elected officers will be announced online or via email.
- h. An elected Board Member may voluntarily resign from office before the end of their term.
- i. The War Council may remove an elected Board Member from office if dereliction is discovered.

Zorn Vongal Bylaws – Final 20191203

- i. Removal of a Board Member requires a 3:1 majority vote of the War Council

3. Leadership Positions

a. Officers

i. Administrator

1. The Primary representative of the Chapter of Zorn Vongal. Chief organizer of all Zorn Vongal activities and public presence. Primary Ragnarok War Council (RWC) representative, both online and in-person, when available. The Administrator shall have the following duties:
2. To ensure the safety and well-being of all members, participants, and attendees, regardless of site location. This is not limited to weekly practices, but also includes any Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
 - a. Authorize or exclude new Kobold applicants
3. Act as final interpreter and arbiter of all Zorn Vongal rules
4. Establish and prepare BoD meeting agendas
5. Represent Zorn Vongal at RWC, both online and in-person, when available.
 - a. Appoint a representative to act in stead at RWC functions, when not available.
6. Represent Zorn Vongal to DGBA both online and in-person
7. Maintain the Zorn Vongal Website and all supporting online-based activities
 - a. This includes, but is not limited to: all soft copies of official forms, correspondence, online member roster, online photo and video storage, etc.
8. Conduct authorized expenditure of Zorn Vongal funds following a unanimous BoD vote on the expenditure.
9. Propose new rules to the members of the chapter, the Zorn Vongal War Council, and the BoD
 - a. Rules affecting game play must be ratified by the Zorn Vongal War Council
 - b. Rules affecting day-to-day operation of Zorn Vongal must be ratified by the BoD
10. Have the responsibility of carrying out and enforcing all consequences involving Zorn Vongal. This includes, but is not limited to: Strikes, Suspensions, and Bans.
11. Seek out any and all necessary assistance in enforcing the above. If legal assistance/law enforcement assistance is needed for any reason, the Administrator is the main point of contact for all matters pertaining to the above.

ii. Assistant Administrator

1. The Secondary representative of the Chapter of Zorn Vongal. Will sit in- stead for the Administrator when absent.

Zorn Vongal Bylaws – Final 20191203

iii. Book Keeper

1. Keeper of records for all BoD meetings and all other required Chapter paperwork including, but not limited to: Incorporation documents, receipts, waivers, official copy of Zorn Vongal Manual of Arms (MoA), official copy of Zorn Vongal Bylaws, and all other paperwork pertaining to the day-to-day function of Zorn Vongal and to DBGA as it applies to the Chapter of Zorn Vongal.
2. Responsible for managing the funds of the Chapter of Zorn Vongal. The Book Keeper shall be responsible at all times for all funds earned and expended by Zorn Vongal and any appointed Representative,
3. Responsible to make public record of all Chapter funds, as requested by any member of the BoD or Zorn Vongal War Council, with at least seven (7) days advance notice and quarterly. The Book Keeper may disclose this information in public at an official gathering or post the same online or via email.

4. Fiscal Management

a. Zorn Vongal Board of Directors

- i. Members of the Board of Directors (BoD) shall transact necessary business and be involved with activities in support of the purpose of the Zorn Vongal on behalf of Zorn Vongal general membership and maintenance. BoD members are encouraged to propose ideas, activities, and programs in support of the purposes of Zorn Vongal in order to keep Zorn Vongal actively involved with the greater community. A minimum of two members of the BoD, including the Administrator and the Book Keeper shall be signatories on all Zorn Vongal bank accounts. Upon authority of the BoD, the authorized signatories may sign checks or disburse funds individually up to \$500 in the aggregate for approved budget items and for items in support of the purposes of Zorn Vongal. All checks and disbursements over the amount of \$500 require the signature of the two authorized BoD members.

b. Administrator

- i. The Administrator shall be responsible for the initial establishment of the Zorn Vongal bank accounts. The Administrator shall be an authorized holder of Zorn Vongal debit/ATM cards and checkbooks. The Administrator shall be able to authorize the disbursement of funds as necessary with the approval of one other BoD member via cash, check, electronic transfer, or other legal disbursement means not detailed herein. The disbursement of funds shall be within good accounting practices and within the policies of Zorn Vongal as further described in the Zorn Vongal by-laws. When the Book Keeper is unavailable, the Administrator may receive monies due to the Zorn Vongal and promptly deposit these funds in a financial institution approved by the BoD and within the policies of Zorn Vongal.

c. Assistant Administrator

- i. The Assistant Administrator shall act as Administrator in the event of the Administrator's absence, death, or incapacity and shall assume duties for the balance of the term unless the Administrator returns or the vacancy is

Zorn Vongal Bylaws – Final 20191203

otherwise filled by the BoD. The Assistant Administrator shall also perform duties assigned by the Administrator, assist the Administrator in performing his/her duties, and shall implement and support the purposes of the organization.

d. **Book Keeper**

- i. The Book Keeper shall keep an accurate record of all financial affairs and be responsible for the post-establishment management of the Zorn Vongal bank accounts. Unless unavailable, the Book Keeper shall receive all monies due to the Zorn Vongal and promptly deposit these funds in a financial institution approved by the BoD and within the policies of Zorn Vongal. The Book Keeper shall be an authorized holder of Zorn Vongal debit/ATM cards and checkbooks. The Book Keeper shall disburse funds of Zorn Vongal only for the purposes approved by the BoD via cash, check, electronic transfer, or other legal disbursement means not detailed herein. The Book Keeper may reimburse pre-approved expenditures made by BoD members subject to the receipt of actual proof of such expenditures. The Book Keeper shall present a statement of account and profit and loss statement at all regular meetings and at other times as requested by the Administrator or the BoD. The Book Keeper shall prepare a full written financial report for presentation prior to the Annual Elections. This financial report, outlining income and expenditures, shall be provided to the BoD and made available to all active members by November 15th of each year. The bank accounts of the Zorn Vongal may be audited by a committee approved by the Administrator or if requested by the BoD. All books and records of the Zorn Vongal may be inspected for any proper purpose at a reasonable time upon the request of any Zorn Vongal member.

5. Support Positions

a. **Head Herald**

- i. Appointed by Administrator
- ii. Responsible for the overall safety, enjoyment, and enforcement of rules pertaining to combat activities of Zorn Vongal. This is not limited to weekly practices, but also includes any Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
- iii. Responsible for the training and appointment of Lead and Assistant Heralds
 1. Appointment of Lead and Assistant Heralds is at the discretion of the Head Herald

b. **Head Armorer**

- i. Appointed by Administrator
- ii. Responsible for the overall safety, enjoyment, and enforcement of rules pertaining to all weapons and arms of Zorn Vongal. This is not limited to weekly practices, but also includes any Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
- iii. Responsible for maintaining, distributing, and recovering all Official Loaner Equipment
- iv. Responsible for the training and appointment of Lead and Assistant Armors

Zorn Vongal Bylaws – Final 20191203

1. Appointment of Lead and Assistant Armorers is at the discretion of the Head Armorer

c. Head Troll

- i. Appointed by Administrator
- ii. Manager of all on-arrival activities of members, participants, and attendees, regardless of site location. This is not limited to weekly practices, but also includes any Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
- iii. Manages Sign-In roster, Waiver completion and accountability, and Guild and Unit Register

d. Social Media Representative

- i. Appointed by Administrator
- ii. Responsible for the public, positive and creative social media presence for Zorn Vongal. This includes, but is not limited to the official Zorn Vongal Facebook, Twitter, Instagram, and Google+ accounts.
- iii. Make daily positive and topical posts to all available platforms for the betterment of Zorn Vongal
- iv. Promote Zorn Vongal through any and all positive and group-appropriate venues
- v. As requested, use platform to make official announcements on behalf of BoD, War Council, or Knight's Council

6. Zorn Vongal War Council

a. Purpose

- i. The Zorn Vongal War Council exists to support the gameplay, field/site activities, and overall enjoyment of Zorn Vongal's members, participants, and attendees, at weekly practices and Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.

b. Members

- i. The Zorn Vongal War Council consists of the Administrator, Assistant Administrator, Book Keeper, Head Herald, Head Armorer, Leaders of each registered Guild and Unit within Zorn Vongal, with the sole exception of the Kobold Guild.
 1. Kobold Guild policies will be voted on independently of Kobold Guild representation

c. Voting Procedures

- i. Any waived member of Zorn Vongal may submit a proposal for vote
- ii. All measures voted on must be accepted by at least three voting members of the War Council
- iii. All measures must pass War Council vote by a minimum of 2:1 majority
- iv. Results of vote will be announced immediately, followed by announcement online or via email.

7. Knight's Council

a. Purpose:

Zorn Vongal Bylaws – Final 20191203

- i. To maintain governance of all Chivalric Orders and Heraldry within Zorn Vongal
 - ii. To elevate the level of play and participation within Zorn Vongal through both deeds and words
 - iii. To act as ambassadors of Zorn Vongal in all Dagorhir-related engagements
 - b. Members
 - i. All recognized Knight members of Zorn Vongal
 - c. Voting Procedures
 - i. Voting procedures for Council activities remain at the same Council's discretion.
 - ii. A decision made by the Knight's Council may only be overturned by a unanimous vote by a majority vote by War Council, followed by a unanimous vote by BoD.

8. Chapter Rules

- a. Membership (All Types)
 - i. An applicant's eligibility for membership and participation is at the discretion of the Administrator, made with considerations for safety and enjoyment of all players, including but not limited to the applicant.
 - ii. Membership is established through the Zorn Vongal's acceptance of a waiver identifying Zorn Vongal as the applicant's Realm.
- b. Waiver Requirements
 - i. Adults
 - 1. All adults must provide a completed waiver before participating.
 - ii. Minors
 - 1. No minor applicant may be under the age of 10.
 - 2. All minor applicants between the ages of 10-12 must be accompanied by a parent/guardian at all Zorn Vongal activities at all times.
 - 3. All minor applicants and their parents/guardians must provide a completed, notarized waiver before participating.
 - iii. First Practice Exception
 - 1. Applicants may be eligible for one (1) un-waivered weekly practice. This is to allow for applicants to "try out" Zorn Vongal.
 - 2. No un-waivered participation is authorized for Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
 - 3. An applicant's eligibility for un-waivered practice is at the discretion of the Administrator, made with considerations for safety and enjoyment of all players, including but not limited to the applicant.
- c. Dues Requirements
 - i. Annual Zorn Vongal Membership
 - 1. Annual Membership dues are the primary means of support funding for Zorn Vongal. Without dues, loaner equipment/water/paint/first-aid/etc cannot be reliably obtained and/or maintained.
 - 2. All participants, regardless of age or playing frequency, must pay Annual Membership dues by the second practice attended.

Zorn Vongal Bylaws – Final 20191203

3. Dues apply to annual Zorn Vongal membership and attendance to all standard Zorn Vongal practices for the duration of the calendar year (1 Jan – 31 Dec) and only apply to the calendar year of the payment.
 - a. Paying annual dues ahead of time is not authorized.
 4. Annual Membership dues do not affect Special Event Membership in any way.
 5. Annual Membership dues amounts will be voted on annually by the BoD and will go into effect on 1 January of the following calendar year.
 - a. Following the vote on Annual Membership dues amounts, the results will be announced at the next public practice and posted through Zorn Vongal social media.
- ii. Special Event Membership
1. Special Event Membership dues are the primary means for Zorn Vongal to recoup the costs associated with running our shared special events. Without these limited dues, space rental/vendor hiring/event prizes cannot be obtained and/or maintained.
 2. Special Event Membership applies in two forms- Individual and Organization.
 - a. Individual Special Event Memberships are for the individual attendance/participation in Zorn Vongal Event Activities.
 - i. Special Event Membership is temporary and limited to the duration of the event.
 - ii. Special Event Membership does not extend Annual Zorn Vongal Membership to the payee.
 - b. Organization Special Event Memberships are for groups/organization attendance/participation in Zorn Vongal Event Activities.
 - i. Organization Special Event Membership is temporary and limited to the duration of the event.
 - ii. Special Event Membership does not extend Annual Zorn Vongal Membership to the payee.
 3. Special Event Membership dues do not affect Annual Membership in any way.
 4. Special Event Membership dues amounts will be voted on prior to each event by the BoD and will go into effect at the time of the event.
 - a. Following the vote on Special Event Membership dues amounts, the results will be announced at the next public practice and posted through Zorn Vongal social media.
- d. Official and Off-Season
- i. Zorn Vongal Official Season runs from April through October
 1. During the official season, unless otherwise noted, all Zorn Vongal activities will be conducted in garb

Zorn Vongal Bylaws – Final 20191203

2. Members will only be authorized to play out of garb for the first two waived weeks, with the first waived practice counting as week 1, after which time minimum garb is required.
- ii. Garb requirements are defined in the Zorn Vongal MOA, Section 1
 1. Zorn Vongal Off-Season runs from November through March
 2. During the off-season, unless otherwise noted, all Zorn Vongal activities will be garb-preferred, but optional.
- iii. Official Loaner Equipment (weapons/shields/etc)
 1. Official Loaner Equipment is made available for limited use by members and guests
 - a. All Members 13yo and older may use Official Loaner Equipment up to but not exceeding the first four weeks of membership
 - i. This is counted in calendar weeks, not in first four practices attended
 - b. Minor Members between the ages of 10-12 may use Official Loaner Equipment until their 13th birthday
 2. Official Loaner Equipment is available for practice and special event duration only
 - a. Official Loaner Equipment may not be used outside of practices and special events.
 3. All members and guests are welcome to Official Loaner Equipment for up to their first four practices.
 - a. All users of loaner equipment must sign out equipment from the Head Armorer or appointee.
 - b. The maximum amount of equipment that can be signed out by any user at any time is one(1) weapon and one(1) shield.
 - i. This limitation does not apply to hosts of Zorn Vongal-sanctioned special events
 - c. Users with their own passing “like equipment” on hand may not sign out any loaner equipment
 - i. Like Equipment refers to any weapon and/or any shield
 - ii. Example: if a user has in their possession a passing weapon, they may not sign out another weapon.
 - d. All users must agree to take full responsibility for all the equipment signed out for use.
 - e. In the event equipment is lost or damaged from misuse, the user will reimburse Zorn Vongal the full replacement cost of those items.
- e. Combat Rules
 - i. As of current, Zorn Vongal is part of DBGA and will hold its Manual of Arms as the base standard for all rules and regulations applying to all aspects of the combat-portion of our organization.

Zorn Vongal Bylaws – Final 20191203

- ii. Zorn Vongal reserves the right to hold and use its own “House Rules” for all combat-related persons and activities. This is not limited to members, participants, and attendees, but also weekly practices, any Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
 - iii. Zorn Vongal limits the use of weaponry of all new participants to Blue-Only weapons for the first four (4) waived practices.
 - iv. Zorn Vongal limits the use of weaponry of all Kobold Guild participants strictly to Blue-Only swords/clubs/axes, Blue-Green boot knives, Green-Only daggers, and White weapons.
- f. Non-Combat Rules (Code of Conduct)
- i. Non-Discrimination
 - 1. Zorn Vongal strives to maintain a welcoming and friendly atmosphere. This includes positive attitudes, welcoming of new members, and courteous treatment of all fellow Dagorhirrim and guests. All attendees will refrain from actions that a reasonable person would feel would limit the safe enjoyment of events by another person or societal standards. This includes, but is not limited to, all forms of real-world harassment and any forms of in-character harassment that have real-world consequences.
 - ii. Real World v/s Roleplay
 - 1. Zorn Vongal allows in-character slights, comments, and actions, provided they are made with clear difference between character / in-game interaction as opposed to it being used as an avenue for abuse. We maintain zero tolerance for sexual, verbal, and physical harassment in any form. Attendees should address it immediately with the other involved party, if they feel able to do so first. If they do not feel comfortable doing so, any member of leadership can and will act immediately once notified. Given our family-friendly/family-encouraged atmosphere, this is of the utmost importance.
 - iii. Language
 - 1. Abusive or profane language or other behavior unbecoming of a player or other representative of the group using a “reasonable person” standard is unauthorized and may result in action against the member, participant, or attendee.
 - iv. Sex/Violent Offender
 - 1. No person who is currently or has ever been convicted, registered, or listed a sex offender or violent offender in any federal, state, or local court, registry, or other legal government record shall knowingly attend, sign a waiver to become a member of, or participate in any way with Zorn Vongal. If it is determined that an individual has attended, signed a waiver, or otherwise participated in the Zorn Vongal or Zorn Vongal-sponsored events, that individual will have their waiver voided and shall

Zorn Vongal Bylaws – Final 20191203

be directed to leave and not to return to Zorn Vongal or any Zorn Vongal-ran events regardless of location.

2. Zorn Vongal and its BoD reserve the right to research any and all of its members, participants, or attendees using any local, state, or federal resources if it is requested by any member of Zorn Vongal.

v. Violent/Abusive Behavior

1. Violent and/or abusive behavior, either in physical or verbal manifestations, will not be tolerated at any Zorn Vongal sponsored activities. Examples of such acts can be defined as, but are not limited to: purposefully striking another individual in any other manner than what is deemed reasonable and acceptable within game mechanics; initiating a real, non-game physical altercation; maliciously yelling or belittling, or berating another member, participant, or attendee.
 - a. Such behavior is unauthorized and may result in action against the member, participant, or attendee as described in section f, “Consequences”.
 - b. At the discretion of Zorn Vongal and its BoD, any member, participant, or attendee found in violation of this may be asked to leave the area immediately. If the individual refuses to do so, a BoD member will contact the local police and have the individual removed.
2. The waivering of or allowing attendance of any person who has exhibited such behavior outside of Zorn Vongal events or practices, either physically or verbally, is solely at the discretion of Zorn Vongal and its BoD.

vi. Drugs

1. Illegal Substances
 - a. Federally-recognized illegal substances (i.e. Drugs) are not allowed in the Chapter of Zorn Vongal. This is not limited to weekly practices, but also includes any Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
2. Prescription Drugs
 - a. Prescription drugs will be allowed, provided the person using them has a valid prescription. When the physical prescription is not available, the pharmacist-indicated person’s information on the medication’s container may suffice.
3. Any member, participant, or attendee found in violation of this will be asked to leave the area immediately. If the individual refuses to do so, a BoD member will contact the local police and have the individual removed.

vii. Alcohol

1. Alcohol is not allowed as part of official Zorn Vongal combat activities. This is not limited to weekly practices, but also includes any Zorn

Zorn Vongal Bylaws – Final 20191203

Vongal-ran Chapter and inter-Chapter events, regardless of event location.

2. If any member, participant, or attendee found under the influence of alcohol, they may be asked to leave the area. If the individual refuses to do so, a BoD member will contact the local police and have the individual removed.

g. Consequences

i. Strikes

1. Strikes are formal warnings given to a member, participant, or attendee
2. Strikes are cumulative, and may result in Temporary Suspension
3. Strikes are assessed in the event of a member, participant, or attendee violation of Zorn Vongal Bylaws
4. Strikes are assessed by Administrator, Assistant Administrator, Book Keeper, and/or Head Herald

ii. Temporary Suspension

1. Temporary suspension limits a member, participant, or attendee from any or all weekly practices, Zorn Vongal-ran Chapter and inter-Chapter events, regardless of event location.
2. Administrator, Assistant Administrator, Book Keeper, Head Herald, or Head Armorer may issue a temporary suspension for up to four (4) consecutive Chapter activities or 30 days, whichever is shorter.
3. Any member, participant, or attendee receiving three (3) or more temporary suspensions within a calendar year is automatically nominated for Permanent Suspension

iii. Permanent Suspension

1. Nomination and voting for permanent suspension may occur at any time.
2. All permanent suspension must be voted on by the BoD, and must pass with a unanimous vote.
3. All permanent suspension may be appealed before the BoD no more than once per year. All appeals must be voted on by the BoD, and must pass with a unanimous vote.

iv. Ban

1. Ban actions are reserved for the most egregious, illegal activities
2. Bans are permanent and non-rescindable
3. Nomination and voting for ban may occur after a successful Permanent Suspension.
4. All Bans must be voted on first by the War Council, followed within one (1) month by BoD
 - a. War Council Ban vote must pass with 2:1 majority
 - b. BoD Ban vote must pass with a unanimous vote.

9. Guilds and Units

a. Permanent Guilds/Units

Zorn Vongal Bylaws – Final 20191203

- i. A Guild or Unit must be formed and inform the War Council of their intention to become a recognized unit in the realm
 - 1. This date, along with the Guild or Unit member names, will be recorded in the Guild and Unit Register.
- ii. A Guild or Unit must be formed for at least one (1) calendar year or one (1) complete fighting season to receive recognition
 - 1. Exception to this requirement may be voted on by Zorn Vongal War Council
- iii. A Guild or Unit must have at least five (5) active members defined by:
 - 1. Unit members must have regular practice attendance defined by the member attending Chapter practice a minimum of 12 times per year
 - 2. Combat Guild or Unit members must take the field as a Guild or Unit a minimum of 12 times during 12 separate dates per year
 - 3. Non-Combat Guilds or Units must hold non-combat related events as a Guild or Unit a minimum of six (6) times during six (6) separate dates per year.
- iv. Recognized Guilds and Units will be listed on the Zorn Vongal website
- v. Recognized Guilds and Units will select one (1) Primary and one (1) Alternate representative to Zorn Vongal War Council.
- vi. Kobold Guild
 - 1. Kobold Guild shall be limited to players aged 10-12.
 - 2. Participation in Kobold Guild requires parent/guardian attendance.
 - 3. Kobolds weapon access and selection is strictly limited to Blue-Only swords/clubs/axes, Blue-Green boot knives, Green-Only daggers, and White weapons.
 - 4. When at all possible, Kobolds are to take the field as a Unit and operate as such
 - 5. Recognition of an applicant as a Kobold is at the discretion of the Administrator, made with considerations for safety and enjoyment of all players, including but not limited to the applicant.
- b. Guest Guilds/Units
 - i. Guest Guilds and Units from other Chapters and Realms, as well as Independent Units, will be afforded courtesies and participation within Zorn Vongal commensurate to their participation in Dagorhir as a whole.
 - 1. Zorn Vongal recognition of chivalric orders and heraldry from any and all Guests is a courtesy, but not mandatory. Such courtesy can be retracted by vote of the Zorn Vongal War Council at any time.
 - ii. Guest Guilds and Units must, while participating in Zorn Vongal activities, must abide all Zorn Vongal Rules and Code of Conduct.
 - iii. Guest Guilds and Units may teach, mentor, sponsor, or otherwise support Zorn Vongal activities and members, provided such activities do not negatively impact Zorn Vongal activities.
- c. Casual Guilds and Units

Zorn Vongal Bylaws – Final 20191203

- i. All Guilds and Units not yet recognized by Zorn Vongal are considered Casual
- ii. Casual Guilds and Units must, while participating in Zorn Vongal activities, must abide all Zorn Vongal Rules and Code of Conduct.
- iii. Casual Guilds and Units may teach, mentor, sponsor, or otherwise support Zorn Vongal activities and members, provided such activities do not negatively impact Zorn Vongal activities.
- iv. Casual Guilds and Units will not be listed on the Zorn Vongal website

10. Chivalric Orders and Heraldry

- a. Joining of a Chivalric Order and establishing Heraldry can be achieved by squiring to a Knight of Zorn Vongal or, until the realm has established three (3) active Knights, directly to Zorn Vongal War Council, or to Guest Knights of other Chapters.
- b. Requirements for Squiring to the Zorn Vongal War Council are pending review.

CHANGES TRACKER

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Added 2.h. An elected Board Member may voluntarily resign from office before the end of their term.

Added 2.i. The War Council may remove an elected Board Member from office if dereliction is discovered.

Added 2.i.i. Removal of a Board Member requires a 3:1 majority vote of the War Council

Added 7.A. Official and Off Seasons

Amended 3.A.i.9.a. “gam play” to “game play”

Amended 3.A.iii.3. “Chapter fund” to “Chapter funds”

Amended 5.A.i. “Zorn Vongal war Council” to “Zorn Vongal War Council”

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Added 7.a. Membership

Added 7.b. Waiver Requirements

Added 8.a.vi.2. Participation in Kobold Guild requires parent/guardian attendance.

Amended 7.c.iii. “upmost importance” to “utmost importance”

Amended 7.d.iv. “first four (4) practices.” to “first four (4) waived practices.”

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Amended 7.e Non-Combat Rules (Code of Conduct)

Added 7.e.v. Violent/Abusive Behavior

Removed 9.b. Squiring to the War Council of Zorn Vongal

Added 9.b. Requirements for Squiring to the Zorn Vongal War Council are pending review.

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Added 4 Fiscal Management

Amended 5.b.iii Head Armorer

Added 8.d.iii Official Loaner Equipment

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Amended 8.f.vii.1. “Zorn Vongal activities” to “Zorn Vongal combat activities”

Amended 8.f.vii.2. “will be asked” to “may be asked”