

# OFFICIAL SERVER CONSTITUTION & RULEBOOK

*Governing Document for All Server Operations*

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Enacted by: Billeison (Server Owner)  
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*This document constitutes the complete and binding set of rules, regulations, and governance procedures applicable to all members, administrators, and moderators of this server. Ignorance of these rules shall not constitute a valid defense against enforcement action.*

## PREAMBLE

This Constitution (hereinafter referred to as "this Document," "the Rulebook," or "the Constitution") establishes the complete, authoritative, and binding framework of rules, regulations, policies, and governance procedures for this Discord server (hereinafter referred to as "the Server"). This Document supersedes all prior informal communications, verbal agreements, or unofficial understandings regarding Server rules.

The Server Owner, operating under the username "Billeison" (hereinafter referred to as "the Owner"), holds ultimate and absolute authority over all Server operations, rule interpretation, enforcement, and amendment. This authority is non-delegable in its entirety, though specific administrative functions may be delegated to designated Administrators and Moderators as outlined herein.

By joining, remaining in, or participating in any activity within the Server, all members (hereinafter referred to individually as a "Member" and collectively as "Members") agree to be bound by every provision of this Document in its entirety, without exception or reservation. Membership in the Server constitutes implicit acceptance of these terms.

## ARTICLE I: DEFINITIONS & INTERPRETATION

For the purposes of this Document, the following terms shall have the meanings ascribed to them below. Where a term is not explicitly defined in this Article, it shall be interpreted according to its commonly understood meaning within the gaming and Discord community context, with the Owner having final interpretive authority.

### Section 1.1 — Core Definitions

1. **"Server"** means the Discord server governed by this Document, including all text channels, voice channels, categories, threads, forum posts, stage channels, and any other features or integrations connected thereto.
2. **"Owner"** means the individual operating under the username "Billeison" who created and maintains ultimate authority over the Server. The Owner's authority is absolute and supersedes all other provisions of this Document where conflict arises.
3. **"Administrator" or "Admin"** means any Member who has been explicitly granted administrative privileges by the Owner. Administrators serve at the pleasure of the Owner and their authority derives solely from the Owner's delegation.
4. **"Moderator" or "Mod"** means any Member who has been explicitly granted moderation privileges by the Owner or an Administrator. Moderators serve at the pleasure of the Owner.
5. **"Member"** means any individual who has joined the Server, regardless of activity level, role assignment, or duration of membership. Former Members who have been banned remain subject to the ban provisions of this Document.
6. **"Regular"** means any Member who has been recognized by the Owner, an Administrator, or by community consensus as a consistent, active participant in Server activities. The determination of Regular status is at the discretion of the Owner or designated staff.
7. **"Custom Game" or "Custom Match"** means any organized Rainbow Six Siege (R6) match played within the custom game mode, initiated by or on behalf of Server Members under the rules established by this Document.
8. **"Round"** means a single competitive round within an R6 Custom Game, beginning from the preparation phase and ending when a win condition is met or the timer expires.
9. **"Ban"** means the permanent removal of a Member from the Server, including revocation of all access privileges, roles, and permissions. A ban may only be reversed through the procedures outlined in Article VI.
10. **"Mute"** means the temporary restriction of a Member's ability to communicate in the Server for a specified duration, as determined by vote or administrative action.

### Section 1.2 — Interpretation Clauses

- a) Where any provision of this Document is ambiguous, unclear, or subject to multiple reasonable interpretations, the Owner shall have sole and final authority to determine the correct interpretation.
- b) The headings and section titles used in this Document are for organizational convenience only and shall not affect the interpretation or enforceability of any provision.

- c) The use of the singular form includes the plural and vice versa, unless the context clearly requires otherwise.
- d) Where this Document states that something "is not allowed," "is prohibited," "is banned," or uses similar restrictive language, this constitutes an absolute prohibition subject to enforcement action, unless an explicit exception is stated within the same provision.

## **ARTICLE II: OFFICIAL LANGUAGES**

### **Section 2.1 — Designated Languages**

- a) The official languages of the Server are Greek and English.
- b) Greek shall be considered the primary language of the Server. English shall be considered the secondary official language.
- c) All Members are permitted and encouraged to communicate in either Greek or English in any channel, unless a specific channel has been designated for a particular language by the Owner or an Administrator.

### **Section 2.2 — Owner's Linguistic Privilege**

Notwithstanding Section 2.1, the Owner reserves the absolute and unrestricted right to communicate in any language of their choosing at any time, in any channel, without limitation. This privilege is inherent to the Owner's authority and is not subject to challenge, vote, or appeal.

### **Section 2.3 — Other Languages**

Communication in languages other than Greek or English by Members (excluding the Owner) may be permitted at the discretion of the Owner or Administrators, provided that such communication does not disrupt the normal flow of conversation, does not constitute an attempt to circumvent moderation, and does not violate any other provision of this Document.

## ARTICLE III: RAINBOW SIX SIEGE CUSTOM GAME DEFAULT RULES

This Article establishes the default ruleset (hereinafter referred to as the "Default Rules") that shall automatically apply to all R6 Custom Games unless modified in accordance with Section 3.7. These Default Rules take effect from the moment a Custom Game lobby is created and remain in force for the duration of that game session.

### Section 3.1 — Roaming

- a) Roaming (the act of a defending operator leaving the objective site to engage attackers elsewhere on the map) is permitted by default.
- b) **Exception — Unequal Team Sizes:** In the event that the two teams in a Custom Game are not equal in number of players (e.g., a 3v4, 2v3, or any other asymmetric arrangement), the team with the greater number of players (hereinafter referred to as the "Larger Team") is prohibited from roaming. All members of the Larger Team must remain on or in the immediate vicinity of the objective site during the defense phase.
- c) The "immediate vicinity" of the objective site shall be interpreted as the objective room(s) themselves and any directly adjacent rooms or hallways that share a wall, doorway, or destructible surface with the objective room(s). Roaming to a different floor or to rooms not directly adjacent to the objective is expressly prohibited for the Larger Team under this provision.
- d) The smaller team retains full roaming privileges regardless of team size differential.
- e) For the avoidance of doubt, when teams are equal in size, both teams enjoy full and unrestricted roaming privileges.

### Section 3.2 — Map Pool & Playable Areas

- a) **Default Map Restriction:** Unless otherwise agreed upon per Section 3.7, Custom Games shall be played exclusively on the upper floors and designated interior areas of the map. The specific approved sites are:
  - Kids & Dorms on Oregon
  - Gym and Cache in Clubhouse
- b) The phrase "top only" shall mean that gameplay is restricted to the topmost bomb site or objective location available on the selected map, as commonly understood within the R6 community.
- c) Playing on sites or areas not designated under this Section without prior agreement per Section 3.7 shall constitute a rule violation.

### Section 3.3 — Shield Operator Restrictions

The use of shield-bearing operators and shield-based strategies is subject to the following comprehensive restrictions:

1. **Limited Shield Use:** Teams are permitted to employ a shield-based strategy (defined as any coordinated tactic that relies primarily on one or more shield operators for its execution) no more than once (1) per game. A "game" for the purposes of this Section means the complete series of rounds played in a single Custom Game session.

2. **Per-Round Operator Cap:** In any single round, no more than one (1) player per team may select an operator whose primary equipment includes a ballistic shield. This includes, without limitation: Montagne, Blitz, Fuze (when equipped with a shield), and any future operator whose primary gadget or loadout option includes a ballistic shield.
3. **Prohibition on Excessive Shield Play:** The following practices are expressly prohibited:
  - Selecting two (2) or more shield operators in a single round.
  - Deploying a shield-based strategy in more than one (1) round per game.
  - Repeatedly selecting Blackbeard (or any operator with a weapon-mounted shield attachment) across multiple rounds with the primary intent of exploiting the shield advantage. Occasional or incidental Blackbeard picks are permissible; systematic or every-round Blackbeard play is not.
  - Repeatedly selecting Blitz across multiple rounds. A single Blitz pick within the scope of the one permitted shield strategy is acceptable; persistent Blitz selection beyond this is prohibited.
4. **Determining "Excessive":** Whether shield use constitutes "excessive" play shall be determined by consensus of the participating Members, or in the absence of consensus, by the Owner or an Administrator. As a general guideline: if the shield strategy is being used as a crutch rather than an occasional tactical option, it is excessive.

### Section 3.4 — Cheating, Hacking & Exploits

- a) The use of any third-party software, scripts, macros, injectors, aimbots, wallhacks, ESP (Extra Sensory Perception) tools, speed hacks, teleportation exploits, or any other unauthorized modification to the game client that provides an unfair advantage is absolutely and unconditionally prohibited.
- b) The use of known game-breaking exploits or glitches (such as invisible operator glitches, map clipping, or invincibility exploits) is prohibited, even if such exploits exist within the unmodified game client.
- c) Any Member found to be cheating or hacking shall be subject to immediate and permanent ban from the Server, without prior warning, and without recourse to the appeal procedures outlined elsewhere in this Document, unless the Owner expressly chooses to permit an appeal.
- d) Accusations of cheating must be substantiated with evidence (e.g., video clips, screenshots, or corroborating testimony from multiple Members). Baseless or frivolous accusations of cheating may themselves be subject to disciplinary action.

### Section 3.5 — Banned Software

- a) All "Jarvis-like" software is banned from use by Members during any Server-related gaming activity. "Jarvis-like software" is defined as any AI-assisted aim enhancement tool, aim training overlay that provides real-time targeting assistance during live gameplay, or any software that automates, assists, or augments a player's aiming, tracking, or reaction capabilities through artificial intelligence, machine learning, or computer vision.
- b) This prohibition extends to, but is not limited to: Jarvis, any fork or derivative of Jarvis, and any software that performs substantially similar functions regardless of its branding or marketing.

- c) Use of conventional aim trainers (e.g., Aim Lab, Kovaak's) for practice purposes outside of live gameplay is permitted and is not covered by this restriction.

### Section 3.6 — Golden Goal

The following provision is absolute and admits no exceptions:

- a) **Total Prohibition:** The suggestion, proposal, advocacy, or implementation of "Golden Goal" rules (defined as any arrangement whereby the outcome of an entire match or game is determined by a single round, thereby rendering subsequent rounds unnecessary) is strictly and unconditionally prohibited.
- b) **Mere Suggestion as Violation:** For the avoidance of all doubt, the mere act of suggesting or proposing Golden Goal — even in jest, hypothetically, or as a "what if" scenario — constitutes a violation of this Section. Members need not actually implement Golden Goal to be in breach; the suggestion alone is sufficient grounds for disciplinary action.
- c) **Penalty:** Any Member who suggests Golden Goal is subject to a ban from the Server. This ban shall be initiated through the standard Vote Ban procedure outlined in Article VI, unless the Owner or an Administrator elects to impose an immediate administrative ban.

### Section 3.7 — Ad Hoc Rule Modifications

The Default Rules established in Sections 3.1 through 3.6 may be modified on a per-game basis subject to the following conditions:

1. Any participant in the Custom Game may propose one or more rule modifications at the start of the game, before the first round begins.
2. A proposed modification takes effect if and only if every participant in the Custom Game ("unanimous consent") expressly agrees to the modification. Silence, ambiguity, or failure to respond shall not be construed as consent.
3. Ad hoc modifications apply only to the specific game session in which they were agreed upon. They do not carry over to subsequent games, and the Default Rules automatically reassert themselves at the start of each new Custom Game.
4. No ad hoc modification may override Section 3.4 (Cheating), Section 3.5 (Banned Software), or Section 3.6 (Golden Goal). These provisions are immutable and may not be modified by participant agreement.
5. Any dispute regarding whether an ad hoc modification was properly agreed upon shall be resolved by the Owner, or in the Owner's absence, by the highest-ranking Administrator present.

## ARTICLE IV: CONTENT POLICIES

The following types of content are prohibited from being posted, shared, linked, or referenced in any Server channel:

1. **9GAG Memes:** Content originating from, watermarked by, or clearly sourced from the website 9GAG (including but not limited to images, videos, or text posts bearing the 9GAG watermark, URL, or branding) is banned from the Server. This includes re-uploads or crops of 9GAG content where the source remains identifiable.
2. **Logical Fallacy Standards:** Members are encouraged to engage in reasoned discourse. While the posting of the "Thou Shalt Not Commit Logical Fallacies" reference chart is permitted for educational purposes, Members are expected to argue in good faith. Repeated and deliberate use of logical fallacies in arguments, when called out, may be subject to moderation.

## ARTICLE V: EMPLOYMENT & ACTIVITY EXPECTATIONS

### Section 5.1 — Employment Status

The following tongue-in-cheek but nonetheless enforceable provision governs Member employment status:

- a) **General Rule:** Being employed in a full-time capacity is a bannable offense. The Server expects its Members to be available for gaming, social interaction, and community participation. Full-time employment is understood to be fundamentally incompatible with these expectations.
- b) **Exception — Part-Time Employment:** Part-time employment (defined as employment that does not exceed twenty [20] hours per week on average) is permitted, provided that the purpose of said employment is to finance the acquisition of a personal computer (PC) or gaming hardware necessary to participate in Server activities.
- c) **Burden of Proof:** A Member accused of being employed may invoke the Part-Time Exception by demonstrating, to the reasonable satisfaction of the Owner or an Administrator, that their employment is part-time and for the purpose described above.
- d) **Enforcement Discretion:** The Owner acknowledges that this provision is satirical in nature and reserves absolute discretion in its enforcement. This provision shall not be weaponized to target Members in bad faith. However, should a Member's employment demonstrably and consistently prevent them from participating in Server activities, the Owner reserves the right to invoke this provision humorously or otherwise.

## ARTICLE VI: VOTING PROCEDURES & DEMOCRATIC GOVERNANCE

**IMPORTANT:** The procedures outlined in this Article are administrative tools available to the Owner and Administrators/Moderators for community governance. They are not Member-initiated rights. All votes described herein must be initiated and supervised by Server staff (Owner, Administrators, or Moderators) unless explicitly stated otherwise.

### Section 6.1 — Vote Mute (Administrative Tool)

The Vote Mute is an administrative tool by which staff may poll the active community to temporarily restrict a Member's ability to communicate in the Server.

#### 6.1.1 — Initiation

1. A Vote Mute may be initiated by the Owner, an Administrator, or a Moderator.
2. Members may not unilaterally initiate a Vote Mute. Members may request that staff consider a Vote Mute, but the decision to proceed lies solely with the staff member.

#### 6.1.2 — Threshold

1. A Vote Mute passes if more than fifty percent (>50%) of the votes cast are in favor of the mute.
2. There is no minimum total vote requirement. Only Members who are actively present in the chat at the time of the vote are eligible to vote, and only their votes count. Members who are offline, away, or otherwise not participating in the chat at the time of the vote are not counted for purposes of calculating the threshold.
3. Abstentions are not counted as votes cast.

#### 6.1.3 — Duration Limits

- a) **One-Hour (1h) Mute:** A maximum of one (1) one-hour mute may be imposed on the same Member per calendar day (defined as 00:00 to 23:59 UTC). Any subsequent mute of the same Member on the same calendar day must be of a different duration or must wait until the next calendar day.
- b) **One-Day (1d) Mute:** A maximum of one (1) one-day mute may be imposed on the same Member per calendar week (defined as Monday 00:00 UTC to Sunday 23:59 UTC). A one-day mute and a one-hour mute may coexist in the same week if they target the same Member, but two one-day mutes in the same week targeting the same Member are prohibited.
- c) These limits exist to prevent mute-stacking and harassment-by-muting.

### Section 6.2 — Vote Ban (Administrative Tool)

The Vote Ban is a grave administrative action that results in the permanent removal of a Member from the Server. Due to the severity of this action, it is subject to stricter procedural requirements than the Vote Mute.

#### 6.2.1 — Initiation

1. A Vote Ban may only be initiated by the Owner or an Administrator. Moderators may not initiate Vote Bans.
2. Members may not initiate Vote Bans under any circumstances. Members may petition the Owner or an Administrator to consider a Vote Ban, but the decision to proceed is entirely at the staff member's discretion.

### 6.2.2 — Threshold & Participation

- a) **Supermajority Requirement:** A Vote Ban passes if and only if at least seventy-five percent (75%) of the votes cast are in favor of the ban.
- b) **Mandatory Participation:** Unlike the Vote Mute, all Regulars (as defined in Article I) are required to cast a vote in any Vote Ban. This requirement ensures that such a consequential decision reflects the broadest possible community input.
- c) **Consequence of Non-Voting:** Any Regular who fails to vote in a Vote Ban shall lose their voting privileges in all future Vote Bans. This penalty is cumulative and permanent unless reversed by the Owner. Non-voting Regulars are not counted toward the total vote count.

### 6.2.3 — Frequency Limitation

1. Vote Bans may only be conducted once per calendar month (defined as the 1st through the last day of a given month). This prevents the weaponization of the Vote Ban process.
2. If a Vote Ban fails (i.e., the 75% threshold is not met), no additional Vote Ban may be held during the same calendar month, regardless of the target.

## Section 6.3 — Weighted Votes

The following Members have been granted weighted voting privileges by the Owner. These weights apply to all votes (both Vote Mutes and Vote Bans) unless the Owner specifies otherwise:

- a) **Billeison:** Each vote cast by Billeison shall be counted as two (2) votes.
- b) **Hellshade:** Each vote cast by Hellshade shall be counted as two (2) votes.
- c) The Owner may, at any time and at their sole discretion, grant, modify, or revoke weighted voting privileges for any Member.
- d) Weighted votes are personal and non-transferable. A Member with weighted voting privileges may not delegate their votes to another Member or authorize another Member to vote on their behalf.

## Section 6.4 — Vote Integrity

1. All votes must be cast openly in the designated channel. Secret or private votes are not recognized.
2. Vote manipulation (including but not limited to bribery, coercion, threats, use of alternate accounts, or coordination to manipulate vote outcomes) is a bannable offense.
3. The Owner reserves the right to nullify any vote that the Owner determines, in their sole judgment, was conducted improperly, was tainted by manipulation, or produced a result that is manifestly unjust.

## ARTICLE VII: ENFORCEMENT & DISCIPLINARY ACTIONS

### Section 7.1 — Hierarchy of Enforcement Authority

- a) **Owner:** The Owner holds supreme enforcement authority. The Owner may impose any disciplinary action — including warnings, mutes, kicks, or bans — at any time, for any reason, without being bound by the procedural requirements of this Document. The Owner is not required to provide reasons, though the Owner may choose to do so.
- b) **Administrators:** Administrators may issue warnings, impose temporary mutes, and initiate Vote Bans in accordance with the procedures outlined in Article VI. Administrators may not impose permanent bans unilaterally; permanent bans require either a successful Vote Ban or direct action by the Owner.
- c) **Moderators:** Moderators may issue warnings, impose temporary mutes (up to one hour), and initiate Vote Mutes in accordance with Article VI. Moderators may not initiate Vote Bans or impose permanent bans.

### Section 7.2 — Proportionality

Except where this Document prescribes a specific penalty for a specific offense, enforcement actions should generally be proportionate to the severity and frequency of the violation. The following is a suggested (but non-binding) escalation framework:

1. **First offense (minor):** Verbal warning.
2. **Second offense or continued minor violations:** Vote Mute (1 hour).
3. **Persistent violations or moderate offenses:** Vote Mute (1 day).
4. **Severe or repeated offenses:** Vote Ban procedure initiated.

This framework is advisory. The Owner and staff retain full discretion to deviate from this framework as circumstances warrant.

## **ARTICLE VIII: AMENDMENTS & REVISIONS**

### **Section 8.1 — Amendment Authority**

1. Only the Owner may amend, modify, repeal, or add to the provisions of this Document.
2. Members may propose amendments to the Owner, but the Owner is under no obligation to accept, consider, or respond to such proposals.

### **Section 8.2 — Effective Date of Amendments**

1. Amendments take effect immediately upon the Owner's announcement in the Server, unless the Owner specifies a future effective date.
2. Amendments are not retroactive unless the Owner explicitly states otherwise. No Member shall be punished for conduct that was permissible at the time it occurred but was subsequently prohibited by amendment.

### **Section 8.3 — Documentation**

All amendments shall be documented by updating this Document and incrementing the version number. The amendment date shall be recorded on the cover page.

## **ARTICLE IX: SEVERABILITY, DISCLAIMERS & MISCELLANEOUS**

### **Section 9.1 — Severability**

If any provision of this Document is found to be unenforceable, impractical, or inapplicable (by Discord's Terms of Service, applicable law, or the Owner's determination), such provision shall be severed from this Document, and all remaining provisions shall continue in full force and effect.

### **Section 9.2 — No Waiver**

The failure of the Owner, an Administrator, or a Moderator to enforce any provision of this Document on any particular occasion shall not constitute a waiver of that provision or of the right to enforce it on any future occasion.

### **Section 9.3 — Entire Agreement**

This Document constitutes the entire and exclusive set of rules governing the Server. Any rules, agreements, or understandings not contained in this Document are null and void unless expressly incorporated by reference by the Owner.

### **Section 9.4 — Owner's Reserved Powers**

The Owner reserves all powers not expressly delegated or restricted by this Document. The enumeration of specific powers in this Document shall not be construed as a limitation on the Owner's inherent authority as Server creator and operator.

### **Section 9.5 — Disclaimer of Seriousness**

While this Document is drafted in formal legal language for the purposes of comprehensiveness, clarity, and the elimination of loopholes, it is acknowledged that this is a Discord server for gaming and social interaction. This Document is intended to be enforced in good faith, with common sense, and with an appropriate sense of humor. The formal language should not obscure the fundamental purpose: to ensure everyone has a good time.

## RATIFICATION

This Document has been enacted, ratified, and made effective by the undersigned Server Owner.

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**Billeison**

*Server Owner & Supreme Authority*

Date: 03/05/2026