SorceryNet Charter

Last amended: 18 March 2011

Introduction:
SorceryNet is an IRC network. An IRC network is an online area where people gather to chat. SorceryNet was formed in late 1996 when a couple of servers split from DALnet to form their own network. Their goal was to provide the public with a stable network and helpful staff to make chatting as easy as possible with as little interruption as possible. On the administrative level, SorceryNet was based on the principle that the administrators would each have an equal vote in decisions concerning the network. No single person would ever own the network. The protocols were documented in a charter. Even though there have been many revisions of the charter in the meantime, the basics stayed the same.

SorceryNet is a privately owned and operated network. As such, we reserve the right to deny access to this server, this network, and/or services at any time, for any or no reason as we deem necessary.
While SorceryNet will attempt to abide by all that is stated below, this is not a contract or a document intended to give rights to the users.
SorceryNet has no control over the content in any of the chatrooms and as such cannot be held responsible.

However, we do our best to provide our users with:
- a stable network by using well-maintained servers with fluid connections in the most workable configuration;
- helpful, trustworthy and capable staff to assist you with online needs as they apply to SorceryNet;
- sufficient services to users so that they can have ease of use and minimal interruption while on SorceryNet.

1. Administrative Level
1.1 Acceptable Use Policy
a) Cloning, flooding, harassment or anything else with the purpose of annoying others is not allowed.
b) This network will assist any and all law enforcement agencies (once properly identified) investigating illegal activities on this network.
c) The server admins reserve the right to discontinue service to any user at any time, without prior notice.
d) Spamming is strictly forbidden. Advertising your channel in random other channels or private messages to random people is not allowed. Channels that do this, or encourage their users to do this, are not welcome on SorceryNet.
e) IRC is a medium intended for people to talk to one another. Using SorceryNet for other purposes, such as trading files or controlling botnets, is prohibited.
f) A server administrator may apply additional restrictions to their server, provided they state so in the Message Of The Day (MOTD).
g) It is strictly forbidden to use proxies on SorceryNet.

1.2 The Server Admins
a) A server admin is the person recognized by the other SorceryNet admins as being ultimately in charge of a server.
b) An administrator can delegate any task or subtask but remains responsible for the standard of work delivered.
c) In the case of a server changing admins, an admin CFV (Call For Votes) is required to authorize

the change. Neither the current admin nor the prospective new admin may vote.
d) In the case of an admin changing or adding servers, a vote is only mandatory if the server to be added is less powerful than the original server or is in a different network location. The admin of that server may not vote.
e) In the case of a server with multiple admins:
  - Each co-admin has authority to exercise any power as if they were the sole admin. However, they only have one combined vote in any CFV.
  - If co-admins disagree, they must resolve disputes among themselves. Failing that, the server is deemed to have no admin and must either be delinked or have a new admin appointed by vote.

1.3 Admin Rights & Responsibilities
a) An admin may call for any matter to be voted on by the admins, whether or not they are permitted to vote.
b) An admin must vote on all matters in a timely manner. Missing three votes in one year forfeits voting rights for 12 months.
c) An admin may appoint IRC operators as they see fit, unless vetoed by another admin—if vetoed, an automatic admin vote follows, whose result is binding.
d) An admin is responsible for the actions and training of their IRC operators.
e) An admin must keep the SorceryNet admin team informed of any changes to their server.
f) An admin must maintain the network's approved ircd configuration and version.
g) An admin must adhere to the results of any admin vote.

1.4 The "Vote of the Admins"
a) When a CFV is called, the voting team tracks all votes and reports results at vote end.
b) An optional CFD (Call For Discussion) may precede a vote, lasting 1 week–1 month.
c) Votes and discussions may be private, but results are always announced publicly.
d) A CFV must specify eligible voters, voting options, and the ratio of YES to NO needed to pass.
e) No server or admin may cast more than one vote.
f) For admin-change votes, admins of the affected server may not vote.
g) Acceptable votes are YES, NO, and ABS (abstain). The requester may disallow ABS votes.
h) The CFV runs 96 hours in two 48-hour blocks; at block two, non-voters receive email reminders. Late votes (NVC) after block two are not counted.
i) If over 50% of eligible servers are NVC, the motion fails. Otherwise, a YES-majority passes; ties go to the Network Director.
j) Admins may appoint a named operator as proxy before the CFD/CFV begins.
k) The voting team must verify each vote separately; admins should confirm receipt from both voting-team members before results are released.

2. Network Director
a) The Network Director (ND) oversees and coordinates the network's administration. The ND's authority is persuasive; final decisions rest with the admins.
b) The ND assists with admin, operator, or user disputes as needed.
c) The ND must be a member of staff.

2.1 Confidence Votes for the Network Director
a) Held twice annually (March 1 & September 1); admins may also call a vote anytime.
b) The voting team initiates and coordinates the vote.
c) Voting-team members verify each vote; operators ensure they've received confirmations.
d) All IRC operators with ≥1 month's o:line are eligible, except the ND.
e) If ≥50% of YES/NO votes favor a new ND, an election starts the following Monday.
f) If the ND vote fails, the next confidence vote is ≥2 months later.

2.2 Electing a New Network Director

a) A CFD is posted publicly by the voting team when an ND election is needed.
b) Candidates must reply before the CFD ends, explaining their qualifications.
c) Candidates must have held an o:line for ≥1 month prior to the election start.
d) If no candidates emerge, the election is canceled and retried monthly until filled.
e) If one candidate exists, they win by default; if multiple, a CFV is held.
f) Candidates may not vote.
g) The candidate with the most votes becomes the new ND.

3. Coordinators & Positions

Next to the Network Director, there are three coordinators: Operations, Development, and User Services. Coordinators serve a one-month probation before removal requires an admin vote. Coordinators may appoint staff but remain accountable for their area; their decisions are binding unless overridden by an admin vote. All coordinators must be held by different individuals.

4. IRC Operators

a) Appointed by a server administrator.
b) The Operations Coordinator maintains the list of current operators.
c) Each operator receives an email alias nick@sorcery.net matching their primary motd nick.
d) New operators gain local o:line rights until properly trained.
e) Each operator has a single primary o:line; backup o:lines may be granted but must be removed if the primary is lost and no new primary is assigned.

4.1 Duties & Responsibilities

a) Responsible for everything performed under their opered nickname, even unattended sessions.
b) Maintain their primary nick and email alias, ensuring neither expires.
c) Vote in ND elections if eligible.
d) Misconduct is handled first by the server admin, then the ND, then the admin body.

5. Linking & Delinking Servers

5.1 Applying & Linking a Server

a) Permanent links require an admin CFV with a public CFD.
b) Server requirements are detailed in "Linking Information."
c) A mandatory test link occurs during the CFD; only current SorceryNet operators may have o:lines on it.
d) New admins serve a one-month probation without voting rights; a post-probation CFV is called automatically.

5.2 Emergency Linking/Delinking

a) Emergency ops may link, jupe, or delink if technically able; they should seek admin/coordinator input as feasible.
b) All emergency actions must be announced to the outage mailing list and may be ratified or rejected by a subsequent vote.

5.3 Delinking a Server

a) Requires a CFV; a CFD is optional and may be public or private.
b) During CFD/CFV, the server is removed from DNS pools to reduce user impact.
c) CFV results are posted to the original mailing list.
d) A public statement must follow within one week of vote end.

Altering this document requires a "majority vote of the admins" as defined above.