

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 mean time, 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.

Administrative level:

SorceryNet is founded on the principle that the network is governed by those people ultimately in charge of its servers. As individuals, the admins have sole command over their servers. As a group, they have command over the network as a whole.

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

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Written by SorceryNet

Friday, 18 March 2011 21:00 - Last Updated Saturday, 19 March 2011 11:41

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.

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 of the server nor the prospected new admin are allowed to vote.

d) In the case of an admin changing or adding servers, a vote is only mandatory if the server to be added is either less powerful than the original server or is in a different location net-wise. The admin of the server to be changed or added is not allowed to 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.

- In the case of a co-admin disagreement, it is up to them to resolve disputes. If there is no resolution, the server is deemed to have no admin, and must either be delinked or a new admin must be appointed by a vote.

2.1 Admin rights and responsibilities:

a) An admin has the right to call for a matter to be voted on by the admins, irrespective of whether that admin will be permitted to vote.

b) An admin is responsible to vote on all matters in a timely manner. If an admin does not vote in three votes in a year, said admin loses vote privileges for 12 months.

c) An admin is free to appoint IRC operators as they see fit, unless another admin wants to exercise their veto right. Should this occur, an automatic vote of the admins follows and its result is binding.

d) An admin is responsible for the actions of their IRC operators and must ensure they are properly trained.

e) An admin is responsible for keeping the SorceryNet admin team informed to any changes on his/her server.

f) An admin must maintain the ircd configuration set by the network. This applies to running the correct version, code, and approved configuration.

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g) An admin must adhere to the results of a vote of the admins.

2.2 The 'vote of the admins':

a) If a Call For Votes (CFV) is called, the voting team has the responsibility to keep track of all the votes and e-mail the results at the end of the vote.

b) An optional Call For Discussion (CFD) may precede a vote. The CFD lasts for a minimum of one week and a maximum of one month.

c) The vote and discussion may take place in private, but the result is always announced in public.

d) A CFV should always contain information specifying who is eligible to vote, what the exact voting options are and with which ratio of YES to NO votes the vote passes.

e) No server may have more than one vote. No admin may have more than one vote.

f) If the matter being voted on is to server admin change, delink or to force an admin to comply with a task, no one listed as admin on the server in question may vote.

g) Acceptable votes are YES, NO, and ABS. Whomever requested the vote may disallow abstain (ABS) votes.

h) The CFV lasts for 96 hours, divided in two equal blocks of 48 hours. At the start of the second block, anyone who has not voted yet is sent a personal reminder e-mail by the voting team. The list of late voters is also sent to the admins mailing list. No Vote Counted (NVC) is recorded after the second block ends and no vote has been received.

i) If more than 50% of eligible servers are listed as NVC, the motion fails. ABS votes are -not-counted as NVC. Otherwise, when there are more YES than NO votes, the vote is passed. In case of a tie, the network director makes the final decision.

j) A server administrator may delegate a named operator as proxy for votes, but needs to have stated this in e-mail before the CFD/CFV began.

k) The voting team members must verify that each vote has been received separately. Admins must ensure that they have received a reply to their vote from both of the voting team members. Otherwise, their vote could have been lost. At the end totals will be compared before releasing the results.

3. Network director:

a) To oversee and coordinate the administrative structure of the network and to provide direction and vision, SorceryNet has a Network Director (ND). This said, the ND has no power to enforce their wishes or demands on the admins or staff of the network. The authority is merely persuasive and it is expected that coordinators consult with the network director but ultimately the decisions rest on the shoulders of those appointed to make them.

b) The ND will assist with admin/oper/user disputes as needed.

c) The ND must be a member of staff.

3.1 Procedure - Network director confidence votes:

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- a) Twice annually, on March 1 and September 1, a confidence vote is called by the voting team. However, an admin can call for a confidence vote at any time.
- b) The confidence votes are initiated and coordinated by the voting team.
- c) The voting team members must verify that each vote has been received separately. Operators must ensure that they have received a reply to their vote from both of the voting team members. Otherwise, their vote could have been lost. At the end totals will be compared before releasing the results.
- d) All IRC operators on SorceryNet are eligible to vote, provided they have held an o:line on SorceryNet for at least one month prior to the date of the CFV. The network director is not allowed to vote in their confidence vote.
- e) If 50% or more of the YES/NO votes are in favour of electing a new network director, an election will start on the upcoming monday.
- f) If the outcome of the CFV is that we do not need a new network director, a new confidence vote may not be called until at least 2 months have passed from the closure of the previous one.

3.2 Procedure for the election of the network director:

- a) If there is the need for a new network director, a Call For Discussion should be posted on a public mailing list by the voting team.
- b) Those wishing to run for the position must have posted a reply to the CFD before the CFD period ends, outlining why they feel they should be voted into the position.
- c) To be eligible as network director, one must have held an o:line on SorceryNet for at least one month prior to the commencing of the election process.
- d) If there is no candidate, the election is cancelled. The network runs without a network director and each month the election process is repeated until a network director is found.
- e) If there are multiple candidates, a CFV is called by the voting team. If there is only one candidate at the end of the CFD, that candidate is declared network director by default.
- f) Candidates for the position are not allowed to vote.
- g) The candidate with the most votes becomes the new network director.

4. Positions:

Next to the network director, there are 3 coordinator positions:

- 1) Operations coordinator.
- 2) Development coordinator.
- 3) User services coordinator.

These coordinators are appointed by the network director. Once appointed, the coordinator has a one month probation period during which he or she can be removed by the network director without needing a vote. After probation, removal of a coordinator requires the vote of the admins.

Individual coordinators are allowed to appoint staff but remain accountable for the key area and have responsibility for the conduct of their staff. Their decisions are binding and can only be

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overruled by a vote of the admins. It is a requirement that all coordinator positions are held by different individuals.

For more information about these positions and any underlying teams and positions, see the document entitled the hierarchy of SorceryNet.

5. IRC operators:

- a) IRC operators are appointed by a server administrator.
- b) The operations coordinator is responsible for maintaining a list of all current IRC operators.
- c) The postmaster is responsible for ensuring each IRC operator has a mail alias of the form `nick@sorcery.net`, where 'nick' is, the nick by which the operator is listed in the motd of their primary server is placed.
- d) New IRC operators only get local operator rights until they are properly trained.
- e) Each IRC operator has a single primary o:line. The admin of the IRC operator's primary server is responsible for the IRC operator. Any admin may give an IRC operator a 'backup' o:line on the admin's server if it is desired. If an IRC operator loses his/her o:line on the primary server and no other server wishes to grant him/her a primary o:line, all backup o:lines must be removed at once.

5.1 IRC operator duties and responsibilities:

- a) An IRC operator is responsible for everything his/her nick does while opered; including a terminal left unattended, even if someone else uses their account.
- b) An IRC operator has a primary nick which is listed in motds and mail aliases. This nick must not be allowed to expire.
- c) An IRC operator must vote in the network director elections if eligible.
- d) Operator misconduct is dealt with first by the relevant admin, then the network director if there is no resolution and finally by the admins as a group.

6. Linking and delinking servers.

6.1 Applying servers.

- a) Linking a server permanently to the network requires a vote of the admins, with the CFD held on the public mailing list.
- b) The requirements for a server are outlined in the document entitled linking information.
- c) A test link of an applying server is mandatory and will be made during the CFD period. It is the prospective admin's responsibility to ensure that the server is test linked in co-operation with the application team. Only current SorceryNet IRC operators are permitted to have global o-lines on a test linked server. The prospective admin and his/her opers may only have a local o:line during the test link.
- d) New admins have a one month probation period, starting at the day the CFV results were

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posted. During this period, the server admin has no voting rights in CFVs, nor any access to admin only areas. Also, during this period the new admin only gets global operator rights. An end of probation CFV will be called at the end of the month, but any admin may call one sooner than that.

6.2 Emergency servers/situations.

a) A server may be linked, juped or delinked in an emergency situation by anyone who has the technical power to do so. The person who will be performing this operation should seek as much comment from admins and coordinators as they can, taking into account the nature and degree of the emergency. Misuse of these powers constitutes serious misconduct against the network.

b) Any emergency linking or delinking should be announced to the outage mailing list and may be rejected by the admins. Any emergency linking or delinking that is for an extended period should be accompanied by the immediate commencement of an admin vote to approve it.

6.3 Delinking servers.

a) Delinking a server requires a CFV by the admins. A CFD is not mandatory. Depending on the nature of the call for a delink, the CFV (and if applicable, the CFD) is either posted to a public or a private mailing list.

b) During the CFD/CFV, the server itself is pulled from the dns pools to lower the user count in case the outcome of the CFV is to permanently delink the server.

c) The results of the CFV are to be posted to the same list the CFV was called on.

d) A public statement has to be posted to a public list no longer than one week after the CFV ended.

Altering this document requires a 'majority vote of the admins' as defined in section 2.2.