

# System Name Ordinance

This Ordinance States:

*Effective December 2010*

Users are to use one, singular username during their time in the Villoux Server System. The username which a user chooses will be referred to as said user's "system name". Users' system names will be the username of the account they most often use in the department in which they are registered under in the latest system census, which is dependent on which of the Villoux-sponsored games they play most frequently. Usernames are the most common form of tracking method for individuals across the entire system and, as such, it should be noted that this ordinance effects all Villoux services.

## *Section 1 - System Name Requirements*

Steve 04 Clause

*Effective October 2018*

All users shall have the first letter of their names capitalized regardless of if their in-game name begins with a capital letter, pursuant to the English language's approach to proper nouns. Names which begin with letter the "X" followed by at two other of the same letter will instead have the first letter other than the aforementioned letter capitalized in their name, e.g. xxxUsernamexxx.

OldManWorkBench Clause

*Effective January 2012*

Users whom own multiple accounts in the same department are to choose one account to act as their primary account. The username of that account and only that account will act as that user's system name.

House of Players Clause

*Effective March 2012*

System staff members of a Villoux gaming department will be recognized by the username of the account in which they serve as a member of staff regardless of which game they most frequently play, pursuant to the System Census Ordinance.

VeniVidiVici Clause

*Effective January 2013*

User may file for system name changes should they fall within certain parameters outlined in this ordinance. Name change forms can be found on Villoux's website and must be submitted to the Villoux Chief of Staff. Users may not change their name until approval from the Chief of Staff is received.

**Section 2 - System Name Restrictions**

MystiA Clause

*Effective April 2015*

Usernames which contain characters not recognized by Villoux as official languages must be translated into characters recognized by at least one of Villoux's official languages, e.g. if a username contains Japanese or Hebrew characters, said characters must be translated into either English, French, or Spanish; furthermore, usernames containing words in foreign languages that use Villoux-recognized characters deemed to be inappropriate will be required to comply with the XStar Ocean Clause of this ordinance.

Angelberry Clause

*Effective October 2018*

The use of emojis and emoticons will not be allowed in system defined names as certain emojis may create misconceptions amongst users regarding a user's standing in Villoux, especially on Villoux's Discord Server.

XStarOcean Clause

*Effective March 2014*

Any user's in-game name that is deemed inappropriate pursuant to the Pbaron88 Clause, Spree Clause, KirinaeWindstalker Clause, or Zedl Clause of the Unity Ordinance will be requested to change their system defined name to an otherwise desired username that does not violate these clauses. Users that have inappropriate in-game names will have to request a system name change form before using their new name.

KonnyWonny Clause

*Effective January 2019*

Any user's in-game name that is "Villoux" or contains the name of the system will be required to change their system defined name to an otherwise desired username that does not contain the name "Villoux".

Hobomatt4 Clause

*Effective February 2015*

Any user that intentionally changes their in-game username in an attempt to mock, harass, or disrespect another Villoux user will not only have their name change request denied, but may also be prosecuted with charges of "Harassment" on any and all servers exposed to the inappropriate name. The user will not be allowed to connect to any Villoux owned or operated server with the inappropriate name.

**Section 3 - Eligibility for System Name Changes**

Cronus Clause

*Effective January 2013*

Users who change their primary account within their defined gaming department are required to apply for a system name change, though users are discouraged from changing their primary account without a significant reason.

Harry Clause

*Effective March 2014*

Users who use their in-person name as their system name may request that either the forename or the surname be removed from their system name for security and privacy purposes. Users must indicate this desire via a system name change form prior to implementing the change.

ImDgk Clause

*Effective September 2015*

The Villoux Chief of Staff maintains the right to deny name changes for users who change their usernames for frivolous reasons. This clause has supremacy over all other clauses and ordinances requiring names to be changed for any reason.

Dr. Baskerville Clause

*Effective September 2015*

Users who have been defined under one system name in Villoux for over three years may be denied a name change request under the grounds that other users would still refer to the user by their former name, and it would create a massive workload of paperwork for the Villoux Chief of Staff, especially if said user served on the Grand Council. The Chief of Staff maintains the right to enact this clause against users who have previously been approved for system name changes if they meet the requirements set forth in this clause. This clause has supremacy over all other clauses and ordinances requiring names to be changed for any reason.

RecruitQED Clause

*Effective August 2016*

The Villoux Chief of Staff maintains the right to deny a name change to any user who has been granted three other name changes. This clause has supremacy over all other clauses and ordinances requiring names to be changed for any reason.

***Section 4 - Required System Name Changes***

MPGH Clause

*Effective January 2013*

Users that begin connecting to Villoux's TeamSpeak Server or verify their account on Villoux's Discord Server with a username that would not otherwise be their system name are required to apply for a system name change upon learning about their mistake.

Cowsmule Clause

*Effective August 2011*

Users may only apply to change their system name once every thirty days. This clause has supremacy over all other clauses and ordinances requiring names to be changed for any reason.

Abe559 Clause

*Effective August 2011*

Users who change their in-game username within their primary department, change primary departments, or change their username in the gaming department for which they serve as a member of system staff are required to apply to change their system name. Users whom know they are disqualified from changing their system name should nonetheless inform the Chief of Staff they have changed their in-game.

ShadowBoo Clause

*Effective January 2013*

Users who change their defined gaming department are required to submit a system name change; however, it should be noted that users who use the same name across both departments are not required to submit a name change.

Coolkidzzz Clause

*Effective April 2015*

System names are unique to individual users therefore in the event a user joins the system with a name that was previously or is currently used by another Villouxian will be required to choose a different system name.