
Policy Document:

Mascot Kidnapping

Last updated: August 2020

Last reviewed: August 2020

1. Mascots

- 1.1. A mascot is an item which is registered on the Official Mascot List.
- 1.2. A mascot is the property of its parent club or owner at all times even in the event of it being kidnapped.
- 1.3. Within SSAGO, clubs and specified individuals must have at least one 'stealable mascot' which must be brought to all national events.

2. Types of Mascots

- 2.1. Stealable Mascots
 - 2.1.1. Stealable mascots are those that are listed as 'stealable' on the Official Mascot List on the SSAGO website.
 - 2.1.2. They are the only items which can be kidnapped at a national event.
- 2.2. Non-Stealable Mascots
 - 2.2.1. Mascots listed on the membership system as 'non-stealable' may not be kidnapped under any circumstances.
 - 2.2.2. Non-Stealable Mascots are usually historically important, worth a significant amount of money or are fragile.

3. Official Mascot List

- 3.1. The Official Mascot List must be displayed on the SSAGO website.
- 3.2. Clubs must provide a picture of their stealable mascot along with a description of any uniquely identifying features that separate their stealable mascot from any other mascots or items they own.
- 3.3. Clubs may also provide a picture of any Non-Stealable mascots but must ensure that they are clearly labeled as Non-Stealable.
- 3.4. It is the responsibility of clubs to ensure that the section describing their mascot(s) is up to date.

4. Mascot Kidnapping

- 4.1. Mascot kidnapping is meant to be fun and those who take part in mascot kidnapping should at all times be safe and responsible.
- 4.2. Stealable mascots can be kidnapped at any time during a SSAGO event.

- 4.3. Stealable mascots cannot be kidnapped criminally or by force.
- 4.4. Stealable mascots cannot be taken back from a person who has successfully kidnapped it.
- 4.5. Mascots may only be kidnapped if left unattended or handed over by accident.
- 4.6. In the following instances kidnapping a mascot is not permitted regardless of whether or not it is stealable:
 - 4.6.1. During the national SSAGO Ball.
 - 4.6.2. From the host club or individuals of any national or regional event.
 - 4.6.3. During any service event where a SSAGO club or individual is volunteering or providing support.

5. Return and Forfeits

- 5.1. Kidnapped stealable mascots must be handed in to a member of the National Exec.
- 5.2. It is the responsibility of the National Exec to register which mascots have been kidnapped and confirm whether they were kidnapped within the rules.
- 5.3. Once registered the mascot is to be returned to the club.
- 5.4. Disputes between the kidnapper and the owner of the mascot are resolved by the SSAGO Chair's final decision.
- 5.5. The kidnapper is able to bestow a forfeit on to the owner of the kidnapped mascot which is to be performed at the next National Event closing ceremony.
- 5.6. In the event that a mascot is stolen repeatedly at one event there will be no additional forfeit.
- 5.7. If someone hands in a non-stealable mascot by mistake, it will be returned to its club and this will be recorded and a forfeit assigned to the kidnapper for capture of a non-stealable mascot.
- 5.8. If a mascot is kidnapped in contravention with this policy the victimised group may assign a forfeit to the kidnapping group or individual.

6. Other Mascots and Non-Mascots

- 6.1. National SSAGO Mascots are those associated with the SSAGO Exec and cannot be kidnapped.
- 6.2. Non-mascots and non-SSAGO mascots are not covered by this policy document.
 - 6.2.1. In the event where other belongings are 'kidnapped' The National Exec will fully assist in whatever action is deemed necessary by the victim and suitable disciplinary procedures may apply.