

# *The Constitution of Democraciv*

Preamble - *We the People of Democraciv, for the purpose of a more perfect nation, to establish justice, protect the freedoms of the People, provide for the common defense and insure domestic tranquility, do ordain and establish this Constitution of the People of Democraciv.*

## Article 1 - The Executive Branch

### Section 1: Composition and Election

1. The Executive Branch shall consist of the "Ministry" and the Governors.
  - a. The Ministry shall consist of five (5) Ministers, including one (1) Prime Minister, who shall serve terms lasting four (4) weeks.
2. The Ministry shall be elected by the people in a manner determined by Law or should the Law not provide a manner, in a manner decided by the Electioneers.
  - a. The Prime Minister shall be Appointed by the Ministry from amongst themselves with a Majority of Votes Cast in the Affirmative.
    - i. The Prime Minister may be removed at any time by majority approval of the Ministry.
3. The Governors shall be elected by the people in a manner determined by Law or should the Law not provide a manner, in a manner decided by the Electioneers.
  - a. Governors shall serve terms lasting four (4) weeks.
  - b. Every citizen may only vote in one (1) gubernatorial election every election cycle

### Section 2: Powers and Responsibilities of the Ministry

1. The Ministry shall, subject to reasonable regulation under the Law,
  - a. Manage all diplomatic relations with foreign Civilizations and City-States,
  - b. Manage all gold expenditures,
  - c. Solely control all military units, airplanes, nuclear weapons, and any civilian non-combat units not in possession of a state,
  - d. Control all Great People except for Great Engineers and manage all Great Works and Artifacts, and

- e. Make all in-game Decisions not covered nor prohibited in this Constitution unless Law is passed to provide for alternatives.
- 2. The Ministry may, with ( $\frac{4}{5}$ ) vote, force a governor to build a unit or building with twenty (20) turns given before they must construct whatever they were forced to build.
  - a. While our civilization is at war, the ministry may force production for a unit or building deemed vital for the war effort without delay.
- 3. The Ministry shall organize and play a game session at least once every seven (7) days.
  - a. Law may indicate a turn cap of no fewer than twenty (20) turns for the Ministry to play each week and/or in-game conditions upon which the Ministry must terminate a game session.
  - b. The first game session of the first Ministry must be authorized by Law.
  - c. The Ministry shall be responsible for streaming the game sessions whenever they are held
    - i. This is not to prohibit the ability of proxies to carry out ministerial duties.
- 4. The Ministry has the right to appoint an Attorney General who shall represent the Ministry in Court hearings.
- 5. The Prime Minister shall be the presiding officer and organizer of the Ministry.
- 6. The Ministry may establish additional rules and procedures for itself.

## Section 3: States and Governors

- 1. The Governors shall have the sole ability to,
  - a. Control production in the cities within their state,
    - i. With the exception of the process laid out in Article 1, Section 2.2
  - b. Control and give up control of all civilian non-combat units and Great Engineers produced by their cities or otherwise granted to their state, and
  - c. Manage population allocation in the cities within their state
- 2. The State containing our initial capital city shall be referred to as the Capital State, unless Law is passed to .
  - a. By default, all newly founded or captured cities within our civilization shall be considered part of the Capital State.
    - i. An exception is if a State owns a settler, the resulting city shall be part of said State.
    - ii. Cities that were previously in a State but ceased to be owned by our Civilization shall still be considered part of that State if our Civilization regains ownership of them

3. States may be formed, dissolved, or have city composition altered through Special Legislation requiring a two-thirds ( $\frac{2}{3}$ ) majority of the Legislature.
  - a. Special Legislation will only take effect at the end of the current term.
  - b. Special Legislation is not subject to the Ministries veto power
  - c. When a State is dissolved, its cities and controlled units return to the Capital State.
4. No State may contain fewer than one (1) city, nor may cities belong to more than one (1) State.
5. The Governors may establish additional rules and procedures for themselves collectively and their states individually.

## Article 2 - The Legislative Branch

### Section 1: Composition and Election

1. The Legislative Branch shall consist of the “Legislature”, including a Speaker and Vice Speaker, and shall be responsible for the creation of Law not to supersede this Constitution.
  - a. The number of Legislators in the Legislature shall be equal to five (5) or 20% of the number of votes cast in the latest Legislative Election rounded up to the nearest whole number, whichever is greater, unless law is passed to provide for alternatives.
2. The Legislature shall be elected by the people in a manner determined by Law or should the Law not provide a manner, in a manner decided by the Electioneers.
  - a. The members of the Legislature shall serve 4-week terms.
3. The Legislature shall appoint from amongst themselves, through approval voting, a Speaker and Vice Speaker at the beginning of each Legislative term.
  - a. The Speaker shall serve as the presiding officer and organizer of the Legislature
    - i. As organizer of the Legislature, the Speaker shall have the power to decide which pieces of legislation are voted on by the Legislature.
  - b. The Vice Speaker shall assist the Speaker in their duties as presiding officer and organizer of Legislature and shall serve as their proxy in this role when the Speaker is absent.
  - c. The Speaker and Vice Speaker may be removed at any time by majority approval of the Legislature.

## Section 2: Powers and Responsibility

1. The Legislature may introduce Legislation pertaining to anything neither covered, nor prohibited by this Constitution, including but not limited to: (a) the issuance of directives and/or policy guidelines to the Ministry; (b) the impeachment of elected officials; and (c) the establishment of subordinate offices or institutions.
  - a. No Legislation or Procedure established by the Legislature, or any other body, shall hold retroactive authority or effect.
2. Legislation approved by majority approval (>50%) of non-abstaining Legislators shall be presented to the Ministry, who shall have 48 hours to approve or reject it, or it will automatically be passed into Law.
  - a. Legislation which passes majority approval of the Legislature shall be considered Law if any of the following conditions are fulfilled: (a) it is approved by the Ministry; (b) the Ministry vetoes it, and it is revived by three-fifths (3/5) approval of the entire Legislature; or (c) the Ministry fails to approve or reject it within 48 hours of its passage.
3. The Legislature shall have sole power of Impeachment.
  - a. No one shall be convicted without the Concurrence of two-thirds of the Members present.
  - b. Judgment in Cases of Impeachment shall not extend further than removal from Office, and disqualification to hold any Office: but the Party convicted shall nevertheless be liable and subject to Indictment, Trial, Judgment and Punishment, according to Law.
4. The Legislature shall have the sole power to declare war and make peace.
5. The First Legislature must pass legislation detailing game settings and mods within the first seven (7) days of their term.
6. The Legislature may establish additional rules and procedures for itself.

## Article 3 - The Judicial Branch

### Section 1: Composition and Judicial Appointment

1. The Judicial Branch shall consist of the "Supreme Court" and such Inferior Courts as the Supreme Court deems fit to establish.
  - a. The Supreme Court shall initially consist of three (3) Justices, including one (1) Chief Justice, who shall serve terms lasting six (6) weeks.

- i. The size of the Supreme Court may be determined by Law but shall not exceed seven (7) nor be less than three (3)
    1. Any enacted Legislation that would alter the size of the Supreme Court shall only take effect at the end of the current Supreme Court term.
2. The Supreme Court shall be Nominated by the Ministry and confirmed by majority approval in the Legislature
  - a. The Chief Justice shall be Appointed by the Supreme Court from amongst themselves with a Majority of Votes Cast in the Affirmative.

## Section 2: Powers and Responsibilities

1. The Judicial Branch shall be responsible for all cases in Law arising under this Constitution, the Laws of the Democraciv government, and controversies between the people or the people and their government.
  - a. Members of the Judiciary may not initiate their own cases while in office
2. The Judicial Branch in conjunction with the Legislature shall create and maintain an official Legal Code which documents all Laws of the Democraciv government
3. The Supreme Court may establish additional rules and procedures for itself.

## Article 4: Government Rules

1. Individuals shall neither hold nor run for any two (2) or more elected positions simultaneously, unless otherwise specified in this Constitution.
2. No individual may hold any office in other branches of Government while serving in the Judicial Branch.
3. Any elected or appointed official may designate a proxy to act on their behalf in case of absence.
  - a. No elected or appointed official may act as a proxy in any branch of government other than their own.
  - b. No individual may concurrently proxy for more than one (1) person at a time.
4. A Vacancy shall occur if a Member of Government Resigns, is found in Prolonged Absence, or is removed from office through Impeachment, the following procedures shall be used.
  - a. For the Executive Ministry and Governors,
    - i. The Legislature shall appoint a replacement until such time as an Election can be held.

- b. For the Supreme Court,
    - i. The same Procedure used to appoint a Justice shall be used, and they shall fulfill the term of the Justice they replace.
  - c. For Legislators,
    - i. The Legislature shall appoint a replacement until such time as an Election can be held.
  - d. For all such Indefinite Replacements, they shall fulfill the term of the Official in Absence
  - e. Should there exist any other circumstance requiring an office be filled, the legislature may declare the office vacant by a simple majority vote.
  - f. Prolonged Absence is defined as being inactive for two (2) or more weeks.
5. Moderation shall act as the default electioneers unless an alternative is provided by Law.

## Article 5: Constitutional Upkeep, Public Referendums, and Ratification

1. The Constitution may only be amended by the Citizens.
  - a. In order to be ratified an amendment must receive two-thirds ( $\frac{2}{3}$ ) approval in a public referendum held by the electioneers.
    - i. In order for a public referendum to be initiated it must receive a number of signatures equal to twenty percent (20%) of the votes cast in the most recent legislative elections.
2. An unmodified copy of this Constitution, including all ratified amendments, shall be kept by Moderation.
3. The Citizens shall reserve the right to call for a public referendum pertaining to any issue neither covered, nor prohibited by this Constitution.
  - a. In order for a public referendum to be initiated it must receive a number of signatures equal to twenty percent (20%) of the votes cast in the most recent legislative elections.
4. Should the Citizens choose to ratify this Constitution in a public referendum with at least four-sevenths ( $\frac{4}{7}$ ) of votes cast in approval, then the Constitution shall be ratified and will take effect immediately as the supreme law, and the game shall begin.