



RULES OF THE COMMUNITY

REVISION 2/5/20

This document is the basic rule book for the community. Below all articles there will be commentaries to make this document easier to understand. Comments will be made in **dark blue bold text**.

SECTION 1: DEFINITIONS, COMMUNITY AND PRINCIPLES

1.1. DEFINITION OF THE COMMUNITY

The Fraughtian Community (which may be referred to as Fraughtia) is a gaming clan made up of member clans. More specifically, the Fraughtian Community identifies as a Minecraft gaming organization, with the rest of gaming being secondary.

1.2. FOUNDATION AND LEGACY

The community recognizes its own foundation as being on **December 7th 2012**. This date was chosen as this was the start of the FraughtMovie Channel, which provided some sort of unity for the then **Fraught Squad**.

1.3. RIGHTS OF THE MEMBERS

Every member of the community, regardless of any status has certain rights. These are as follows:

1. **Right to vote:** Every Fraughtian may vote in all elections held in the community.
2. **Right to participation:** Every Fraughtian has the right to hold some sort of position in the community.
3. **Right to expression:** Every Fraughtian may express their opinions freely, so long as they do so in appropriate environments.
4. **Right to leave:** Every Fraughtian has the right to leave the community.
5. **Right to be political:** Every Fraughtian may form a “political party”, become a candidate for positions that are based on electoral results.
6. **Right to form a region:** See § **ARTICLE 3.1.1**.
7. **Right to fair treatment:** No Fraughtian may be banned from any public aspect of the community without trial.
8. **Right to protection:** All Fraughtians may seek the protection of the community.

9. **Right to holdings:** Every Fraughtian may have “items” that is their property within the community. (political parties, credits, intellectual properties, content, etc.)
10. **Right to enforcement:** Every Fraughtian has the right to impose this document and other relevant rules of the community to anyone who they think may be violating them.

1.4. PRIMARY GOALS OF THE COMMUNITY

The community holds certain priorities over all else. These are the community’s goals:

1. The community’s primary goal is to aid and protect our members as well as expand their opportunities.
2. The community’s secondary goal is to protect our organizational history, culture and all other attributes that make us unique.
3. The community’s tertiary goal is to expand our organizational power and control.

Comment: Basically, this part says the community is a gaming clan, was founded in 2012, and offers rights to its members and has goals that are important.

SECTION 2: ADMINISTRATION OF THE COMMUNITY

2.1. THE “GOVERNMENT”

The Fraughtian Community is administered by it’s “government” which consists of 3 entities:

- The Presidency of the Community
- The Congress of the Community
- The Electoral Jury

As a whole, the “government’s” job is to manage the community.

2.2. THE PRESIDENCY OF THE COMMUNITY

The presidency of the community is lead by the President of the Community and may be administered by the Secretary of the Community:

2.2.1. President of the Community

The President of the Community is the symbolic figurehead for the community. They hold certain reserve powers to help administer the community.

TERM: The President of the Community is eternal, until the president resigns or is voted out of power by 70% of the community's members or the Congress. The president may not have consecutive terms.

ELECTION: When the current president's term ends, they must choose to either select a new president by hand or start a public election.

REQUIREMENTS: For someone to be president, they must:

- Not have a position of power in another clan or community.
- Have been a Fraughtian for over a year.
- Have at least 25 credits or equivalent in their account.
- Not have a history of troublesome behavior.
- Be at least 17 years old.

POWERS: The president has the power to remove any member of the government from their position or demote any member. The president can also set and establish talking points to the Congress.

In addition, the president can hold referendums with light supervision from the EJ.

Once a month, the president can declare an imminent domain, in which his power is only limited by this document for 24 hours.

Finally, the president has the power to set a Secretary if they desire, knowing that their own power is limited to approving imminent domain and removing the secretary once they do so.

2.2.2. Secretary of the Community

Should the president feel they are not adequately informed or capable of holding their title, but want to remain in power for stability purposes, they may establish a secretary.

If one is chosen, the Secretary of the Community will perform delegated responsibilities or assume the role of the actual "head of state" and assumes all responsibilities and powers of the president, with the exception of imminent domain, which they'll have to receive approval from the president to use.

TERM: The position is wholly dependent on the president. The term of the secretary ends when the person in the presidency removes them from power.

ELECTION: Established directly by the president.

REQUIREMENTS: For someone to be secretary, they must:

- Not have a position of power in another clan or community.
- Have been a Fraughtian for over a year.
- Have at least 25 credits or equivalent in their account.
- Not have a history of troublesome behavior.
- Be at least 14 years old.

POWERS: Same as the president, except for the usage of imminent domain.

ARTICLE 2.2.3. FIRST LADY/GENTLEMAN

The First Lady/Gentleman (alternatively called "Consort") is the President's partner. Like the President, it is a figurehead position.

TERM: The consort's term is wholly dependent on the President. The term ends when the President dismisses the consort or when the President leaves or is removed from power.

ELECTION: The President elects the consort directly.

REQUIREMENTS: For someone to be consort, they must:

- Not have a history of troublesome behavior.
- Be at least 3 years below the President if the President is at the minimum age.

POWERS: The consort does not hold any specific powers in the community. At most, the Consort may have devolved powers from the Presidency or the Congress in severe emergencies.

2.3. CONGRESS OF THE COMMUNITY

The Congress of the Community is a group of every organization's leader. Collectively they can make new rules, take decisions for the community as a whole and ban members.

The Congress is divided into two boards, the Board of Governors and the Board of Tribunes. The Board of Tribunes serves as an OPTIONAL purely advisory body to the Governors, and cannot pass anything by itself. It does, however, retain the power to invoke the EJ and have it investigate or take action such as promote elections or

referendums if it feels its intervention is necessary. The Board of Tribunes is dissolved if only 1 member organization sends Tribunes.

2.3.1. Governor

Governors are leaders of their respective region or colony. They are responsible over their organization in terms of managing it and keeping it active.

TERM: In a Governor's term, election and other powers are established by that region's own rules. However, by default, the term of the Governor is eternal until they resign, are removed by the president or is voted out by a simple majority vote by EJ or some internal mechanism of the organization.

ELECTION: By default, the Governor is elected by a simple majority vote in the region.

REQUIREMENTS: For someone to be a Governor, they must:

- Not have a position of power in another clan or community.
- Not have a history of troublesome behavior.
- Be at least 14 years old.

POWERS: Governors can modify their region to their liking. They may create or dissolve organizations within their region and can devolve powers to certain roles. They may not violate their region's rules or the community's rules.

2.3.2. Tribune

Tribunes are democratically elected representatives. Their purpose is to propose and advise the Governors. They also serve the purpose of being "the bridge" between the Congress and the members of their organization.

TERM: A Tribune's term is wholly dependent on the Governor. Their terms ends when the Tribune is removed by the Governor, resigns or if their Governor's term ends and are not re-elected by the new incumbent.

ELECTION: Once a Governor decides he wants his server to send Tribunes, they may select a member(s) or have the EJ is to hold a simple majority vote in the server.

REQUIREMENTS: For someone to be a Governor, they must:

- Have been a Fraughtian for over 3 months.
- Not have a history of troublesome behavior.
- Be at least 13 years old.

POWERS: Tribunes have the power to propose and debate projects. Once consent is reached in the Board of Tribunes, the project can be sent to the Board of Governors. Should they feel that the Governors are abusing their powers, they have the power to invoke the EJ.

2.4. ELECTORAL JURY

The Electoral Jury is a group of important members who are not members of the presidency or the Congress. Their job is to set up and confirm the legitimacy of elections and trials.

2.4.1. Juror

Jurors are members of the Electoral Jury (EJ), they are responsible over the region or entity they are in, unless assigned to another by the Congress or the president.

TERM: Jurors are eternal, but can be removed for any reason by the Congress or the president. Jurors may resign but must inform their Governor of their resignation

ELECTION: Jurors can be set by the president or elected by Congress with a majority vote. There may only be 3 jurors per region.

REQUIREMENTS: For someone to be a juror, they must:

- Have been a Fraughtian for over 6 months.
- Not have a history of troublesome behavior.
- Be at least 14 years old.
- Have basic knowledge of the Trial Log.

POWERS: Jurors decide whether a trial or election is valid by confirming there is no vote-buying, mass manipulation or other activity that may skew the results. Jurors may invoke referendums of approval to remove their Governor should they feel the leader is abusing their powers.

Comment: This section says the community has a “government” made up of the Presidency, the Congress and the Election Jury. It also explains the terms of the President, Secretary, Governors and Jurors.

SECTION 3: FEDERATION, ANNEXATION AND MEMBER CLANS

3.1. FEDERATION AND MEMBER CLANS

The Fraughtian Community is a clan made up of various member organizations. To better accommodate the needs of vastly different organizations, there are a few types of memberships an organization can receive when it joins or is created. These are defined by § ARTICLE 3.4.

3.2. SUB-DIVISIONAL ORDER

Member clans can annex other clans into themselves with the approval of Congress. These are known officially as districts. The region itself establishes and manages them.

3.3. EXIT OF SUBDIVISIONS

Member clans can exit the Fraughtian Community with a vote by the EJ. The terms are defined in the [TERMS FOR ANNEXATION of 2020](#).

3.4. ANNEXATION

Annexation is a method by which another organization becomes a part of the community. The process of annexation is:

1. Organization requests or is invited to be annexed.
2. Organization selects the type of entity they wish to be once in the community. Annexation terms are drafted.
3. Congress debates the annexation and negotiates with the clan if needed.
4. If both sides agree, the annexation process may begin.

The annexation terms mentioned are standardized in the [TERMS FOR ANNEXATION of 2020](#).

3.4.1. Standard Annexation

In a standard annexation, all members of the clan being annexed retain their positions within the server and the server's format remains the same, with the addition of the Sindoni Statute's roles. All Fraughtians are given their roles and now the Governor can continue to operate as normal. All members of the server should now be recruited if the server is becoming a region.

3.4.2. Annexation with Reform

In an annexation with reform, the server is reformed to follow the Fraughtian Community's format. This is done on the server being annexed is suffering problems with organization or member activity. In this method, only the server's owner or leader

retains their position. The rest of the former staff is purged for inactivity or usability. Once completed, the remaining staff is placed in appropriate positions.

Comment: This section says that organizations can join the community. It also states that there are different types of membership an organization can choose.

SECTION 4: MEMBERSHIPS

4.1. DEFINITION

Members are any person who is within a Fraughtian Community organization and has willingly registered. Upon joining, members earn S/50.

4.2. PATRON TYPES

A patron is a member who supports the community via [Patreon](#). The tiers and benefits are defined by the Patreon website.

4.3. 1-UPS

1-ups are an extreme show of gratitude by the community. A 1-up exempts a member from a conclusion reached by the EJ, Congress or the President. The item is transferable and members may only have one at a time. Once the 1-up is used, the member cannot use another for a year. 1-ups are unusable by conditional members.

4.4. CONDITIONAL MEMBERSHIP

A conditional membership is a type of membership in which the person question can be banned without reason or warning. Conditional membership is to be given as a warning to a troublesome member. This membership may only be given by the EJ or by the President.

4.5. LEAVING

A member wishing to leave must tell their Governor of their action. If the member is a member of Congress or the EJ, they must tell the President. They must also specify where they want their belongings (credits, political parties, etc.) to go.

This section says there are different kinds of memberships. It also says that if you want to leave, you have to tell your Governor.

SECTION 5: GUIDELINES, BANNING SYSTEM AND TRIAL LOG

5.1. COMMUNITY GUIDELINES

The community guidelines are a series of rules that a member must follow. Failure to follow any of these guidelines will result in demotion or ban.

5.1.1. Member Oath

The member oath is a sentence a member must make once recruited:

"I, as a member of the Fraughtian Community, recognize that the following code is made to maintain order and that violating can result in a ban from it."

5.1.2. Guidelines

1. I will not discriminate, insult or harm another Fraughtian. Regardless of status.
2. I recognize that I am responsible for all of my actions, and that my actions affect the community (directly and indirectly).
3. I will report ANY suspicious activity to the Fraughtian authorities.
4. I will not betray the community or conspire against it. I am fully aware that I have a voice and a vote, without having to default to destructive actions.
5. I will never plagiarize from another member.
6. I will uphold and follow this protocol, as it is the foundation for this clan to remain safe and fair for all.

5.2. BANNING TIERS

If a member breaks a guideline or other rule they may receive one of these bans. What warrants the bans depends on the trial log or the discretion of the Fraughtian administration.

Ban Tier 1: The member is banned from a part of the community for less than a day.

Ban Tier 2: The member is banned from the community for a day.

Ban Tier 3: The member is banned from the community for a specified amount of time over a day.

Ban Tier 4: The member gets banned and must suffer trial to rejoin.

Ban Tier 5: The member is banned for life without chance to rejoin.

Only the president may lift bans, with approval by the Congress.

5.3. CASE ROUTE

Once an authority deems a member has done something against the rules, the situation becomes a “case”. Every case must follow this particular route.

1. **Regional Solution:** The case is to be brought to the Governor. The leader may then decide the punishment for the member. If the member believes the punishment is not fair or inadequate, go to step 2. The leader can choose for the case to go directly to step 2.
2. **EJ Solution:** The case is brought to the EJ. The EJ evaluates the situation and decides 3 possible punishments, ranging from light to harsh. After the punishments are chosen, a vote is put up in the region the member is most active in with a deadline between 1 to 3 days. The punishment with the most votes is the one the member receives. If the member is still not satisfied with the results, the case may go to step 3.
3. **Congressional Solution:** The case is brought to the Congress for evaluation and for action. The member may not appeal further.

If the president or a Congress member wishes, the case can go directly to step 3. During imminent domain, the president can ban, but it must be reviewed by Congress once the imminent domain is over.

5.4. DISCORD PUNISHMENT GUIDELINES

The Discord Punishment Guidelines defines the recommended procedure to treat a case. The leader may choose to not follow the guidelines, but it is highly recommended:

5.4.1. Definition of Offense

The offense may be described as a misdemeanor, medium offense or high offense.

Misdemeanor: Reserved for first non-serious offenses.

- Using chats for unintended purposes.
- Excessive use of foul language.
- Making another member feel uncomfortable.

Medium Offense: Reserved for first somewhat serious offenses or repeated non-serious offenses.

- Harassment of another member.
- Posting NSFW content outside of NSFW rated chats.
- Causing damage to another member's property.

High Offense: Reserved for first serious offenses or repeated somewhat serious offenses.

- Attack on Fraughtian server.
- Causing mental or physical damage to another member.
- Betraying the Fraughtian Community in anyway.
- Defamation of another member or the community.
- Causing damage to another member's property.
- Inciting acts of disobedience or revolution.

5.4.2. Punishment Definitions

Punishment 1: Warning

Punishment 2: Small to moderate fine (1% to 30% of total credit account) and/or a take of member role for up to 48 hours. Demotion of one member level.

Punishment 3: A moderate to severe fine (31% to 75% of total credit account) and/or a take of member role for up to 72 hours. Demotion of more than one member level.

Punishment 4 : A severe fine (75% up to 99% of total credit account) and ban from the server. Demotion of all possible member levels.

5.4.3. Punishment Execution

"Misdemeanor" = Punishment 1 or 2

"Medium Offense" = Punishment 2, 3 or 4

"High Offense" = Punishment 3 or 4

Comment: This section explains how members can be banned or punished when they do something bad. It also explains the Trial Log.

SECTION 6: EMERGENCY ACTIONS

6.1. EMERGENCY PROCEDURES

The following is a list of procedures for certain events that may cause disruptions to the community.

Name	Situation	Procedure
Fraughtian State of Emergency (F.S.E.)	The President is unable to lead, disappears or passes away.	Secretary takes the position as acting president if available. If there's no secretary, the leader of the largest region takes up the role of president and new elections must begin as soon as possible.
Temporal Fraughtian State of Emergency (T.F.S.E.)	The President cannot lead due to temporary urgency, emergency or situation.	Appoint a president pro-tempore with the same powers of the president except for imminent domain. If no one is appointed by the president himself, the secretary becomes the president pro-tempore. If there is no secretary, the leader of the largest region becomes president pro-tempore.
Fraughtian State of Emergency 2 (F.S.E. 2)	Current secretary is unable to lead, disappears or passes away.	New secretary is to be appointed.
Fraughtian State of Emergency 3 (F.S.E. 3)	½ of Congress is inactive or unresponsive.	The President dissolves Congress and takes imminent domain for 1 month.

		Dissolve all regions with unresponsive regions or remove unresponsive leaders. If the problem persists, enter One Power Situation with the president.
Fraughtian State of Emergency 4 (F.S.E. 4)	Members of the EJ are unresponsive when an election concerning them occurs.	Remove unresponsive members of EJ, have the president run the election. If the president is unavailable, have a relevant Governor run election. If the Governor is unavailable, have any willing Congress member run an election. If none are available, cancel the election.
Regional State of Emergency (R.S.E.)	A Governor is unable to lead, disappears or passes away.	If Controlled Region, remove Governor and run elections. Do this if the president has administrative privileges in server. If Semis or Full region, dissolve region and transfer active members to other server controlled by president.
One Power Situation	Only 1 entity in administration is present .	If the president remains, use imminent domain to re-establish Congress and EJ. If Congress remains, agree

		and promote Governor in Congress to become president pro tempore and replace all inactive EJ members. Run presidential elections once stability is re-established. If EJ remains, the EJ members of the largest active region become the temporary Congress. Congress upgrades one of themselves as president and tries to re-establish regional administrations. Replace temporary Congress with new regional administrative heads. If the problem persists, go to Survival Plan.
Survival Plan	All 3 entities in administration are inactive, unresponsive or unable to solve a One Power Situation, but some regions are active.	Collapse community, maintain 3 largest remaining regions. Remaining Governors elect a new president. Enter One Power Situation.
One Region Situation	Only 1 region is active.	The Governor becomes president. Enter One Power Situation.
Controlled Collapse	All regions are relatively inactive, all 3 entities in administration are dysfunctional.	Attempt to contact FraughtMovie0. FraughtMovie0 becomes president. If no contact happens in 3 months go to Conservation Plan.

Conservation Plan	FraughtMovie0 fails to contact.	Collapse community entirely. Await activation of § ARTICLE 6.2. to continue.
Community Lockdown	The community is badly damaged from attacks or other events.	The President assumes total community control until urgency is over.
Dictatorial Situation	The President gained total control in Community Lockdown, but did not declare the urgency as over.	Congress may impeach the president.
Legislative Lockdown	The president fails to lead, president pro tempore fails to lead or elections are impossible.	Congress assumes total control of the community. Run EJ elections once stability returns.

6.2. CONTINUATION OF THE FRAUGHTIAN LEGACY

In the event of the complete and utter dissolution of the Fraughtian Community, any member at or above the age of 14 may revive the community and auto-declare themselves President. This act is to transcend all revisions of this document, any acts that prevent it's execution, or the life of the community itself. Once revival is declared, the reborn community will adopt this document as its Carta Magna. Should multiple people declare revival, they must unite into a Congress and vote for the next leader amongst themselves. There may only be one true community. Once all administrative roles established by this document are filled, the community may resume normal functions.

6.3. PURGE OF MEMBERS

Every year, the registry must be cleared of inactive members.

6.4. ALERT STATES

To keep members safe, the president or Congress can declare an alert state:

CODE YELLOW: In this state, members should be alert for suspicious activity. Contact with outsiders is discouraged.

CODE RED: In this state, members should be alert for suspicious activity. Contact with outsiders is forbidden and bannable.

SOFT LOCKDOWN: In this state, contact with all outsiders is forbidden. No new members are to be registered.

HARD LOCKDOWN: In this state, contact with all outsiders is forbidden. No Fraughtian service should be available until the problem is resolved.

Comment: This section explains the different steps the community has to take to recover from an emergency.

SECTION 7: THE CREDIT

7.1. FRAUGHTIAN CREDIT

The Fraughtian Credit, or more simply “Credit”, is the currency used in the community. Its value is dependent on supply and demand. It is to be exchanged via a credit transaction system (SOLTRANS) or through a third party. Because of their nature, the credit is more of a “share” of the community, even if the community itself is not directly responsible for imposing value upon it.

7.2. THE “BUYBACK”

When the community itself needs credits, a community-wide buy-back is announced. Anyone with credits can participate. Members set their own price in **US DOLLARS** and the Presidency decides from whom to buy-back from.

7.3. LEADER’S EXCHANGE

The GOVERNORS of the Fraughtian Community can exchange their credits for benefits on Discord or for US DOLLARS. The items will be mentioned in the [Leader’s Exchange document](#).

Comment: Explains that members can earn “credits” as points to spend in the community.

SECTION 8: DEFAULTS AND ACCOUNTS

8.1. REGIONAL DEFAULTS

Upon annexation or creation of a region, the Governor should provide information on the organization of the region. If this doesn't happen or if the region is being reformed, the [Carta per Defaultam](#) applies.

8.2. SINDONI STATUTE

The Sindoni Statute is a series of rules all Fraughtian regions must follow.

8.2.1. Respect Chats

Governors may modify the Discord server of their region. They may not, however, delete the following:

- Player-made or player-bought chats
- Main chat
- Lobby 1
- News chat
- Welcome chat
- Action Log chat

8.2.2. Vital Roles

The following roles cannot be deleted:

- Member Role
- Verified Role
- Member Level Roles (Pleb, Curator, Noble, Consul)
- Patron Roles (Iron, Gold, Diamond, Emerald)
- Governor Role
- Bots Role
- Roles applying to member-made or member-bought chats

Only the Governor may have the **administrator privilege or administrator-like privileges**. Permissions of the mentioned roles may not be modified. Chat-level permissions of the mentioned chats may not be modified unless **granted permission by the President**.

8.2.4. Server and Annexation

There may only be 1 **official regional Discord server per region**. If another server is becoming a part of the region, it must adopt this statute, the carta magna and the

server's format. Along with this, the incoming server must also place the region's initials as a suffix to their name. EXAMPLE: *SERVER NAME (REGIONAL INITIALS/NAME)*.

8.2.5. Raid Responsibility

If a server is raided, it is the **responsibility of the Governor** and regional authorities to re-invite their members and re-establish/rebuild the server.

8.2.6. Verified Role Usage

Members of the server who are also present in the Member Checker must receive the Verified Role. If not present, they aren't members of the Fraughtian Community and therefore may not receive the Verified role.

8.2.7. Leave Control

With the exception of regions occupying game concredits, if a member leaves the regional Discord server and is not present in another Fraughtian server, they have left the Fraughtian Community and must be taken out of the registry.

8.2.8. Carta Magna

Every regional Discord is to follow their region's Carta Magna.

8.3. ACCOUNTS IN REGISTRY (MEMBER CHECKER)

In the registry (commonly referred to as Member Checker) can have different types of accounts in it.

- MVAs: Member Visual Accounts are for Fraughtian Members.
- PVAs: Public Visual Accounts are for Fraughtian companies or regions.
- FVAs: Foreign Visual Accounts are for colonies or non-Fraughtian entities.

Comment: This section says there are defaults that apply to regions and different account types in the registry.