

Constitution of Mk4 With the Moderation Responsibility Amendment

Article 1: The Community

Section 1: The Community

- (1) DemoHOI4 is the name of this community, which is playing a democratic game of Hearts of Iron IV as multiple nations.
 - (a) For the rest of the constitution, “national” means the affairs of a specific nation that is played, and “international” means the affairs of the entire DemoHOI4 community.
- (2) The community shall have the subreddit “www.reddit.com/r/DemoHOI4/” as its main hub for all community-related publications.
 - (a) Any member may create additional subreddits who are affiliated with /r/DemoHOI4 but who are not considered official.
- (3) The community shall have three official discord servers. This server shall serve as a host for most game-related and off-topic discussions. Secondary to that is the Government server, which shall host all national-government-related discussions, with private channels for each country at their own will. There shall also be an official Diplomacy server, which shall host channels for diplomacy between countries.
 - (a) An invite to the main discord server shall, at all times, be available on the official subreddit, and also [here](#) in the Constitution. This link may not be removed.
 - (b) Any country, party or organization is allowed to create their own discord servers to allow for easier management of their governments, etc.

Section 2: Registry

- (1) Every person that wishes to participate in the community is required to register themselves in the official registry with their Reddit and Discord Usernames and desired country. In the case of any of this changing, the person is required to re-register.
 - (a) A Person is not required to join a country.
 - (b) If a member wants to change their country of residence, they are required to re-register and notify the Moderation Council. Members are only allowed to change their country after at least one week.

- (2) The Registry has to be available on the official subreddit at all times.
- (3) Upon registering, the person gains any rights of a member.
- (4) A member joining a country shall be referred to as a 'Citizen' of that country.
- (5) No member is allowed to register a second account as a different member and participate in the community with more than one account secretly.
- (6) Any member who has voted in at least one of the last two elections or votes shall be considered an 'Active Member'.

Section 3: Rights

- (1) Every member is equal before the law and in this constitution.
 - (a) At the same time, every member has the Right to appeal to the Supreme Court if they deem their rights to have been broken by any person, party or group.
- (2) Every member has the Right to freely express their opinions.
 - (a) It is not allowed to use this right to spread hate speech, spam, slander, Nazi-related language or other similar expressions. It is up to the Moderators to decide whether a person has broken this rule.
- (3) Every member has the Right to join any DemoHOI4-affiliated subreddits or discord servers.
- (4) Every member has the Right to create any political party or organization.
- (5) Every member has the Right to join any political party and organization.
- (6) Every member has the Right to publish any Press, Propaganda or Opinion Pieces they want. No other person is allowed to censor these Publications, unless the publication breaks Article 1, Section 3, (2).
- (7) Every person has the Right of Membership in the community. It is not allowed for any person to revoke this Right without sufficient reason, decided by the Moderation as outlined in Article 2, Section 2. **He must be told the reason as to why that right was revoked.**
- (8) Every member has the Right to have their voting records not to be published and stay anonymous-, **with the exception of the Supreme court in case of alleged vote irregularities.**
- (9) Every member has the Right of Universal Suffrage in any vote, so that no one member shall be preferred in any vote.
- (10) Every member is only allowed to serve in either the Legislative Assembly or the Supreme Court, but never in both at the same time. They are also not allowed to run for office in both institutions.

- (a) If a member is part of both institutions at the same time, this is only allowed for 24 hours, before he needs to resign from at least one of the positions. Failure to do so leads to the immediate recall from the most recent position the member assumed office in.

Section 4: Parties & Organizations

- (1) A 'Political Party' is a national-level group of people with common interests and goals.
- (2) An 'Organization' is an international-level group of people.
- (3) Every member is only allowed to join one Political Party at a time.
- (4) Every member is only allowed to join one Organization at a time.
- (5) Every Player-Led Nation is allowed to set their own limits on the formation and dissolution of Political Parties, and control the joining of members to them.
- (6) Organizations may have any number of members. They are not controlled by any national constitution and there are no limits on formation and dissolution of Organizations, nor on joining or leaving them.
- (7) Any member may file a case in the Supreme Court if they deem a party or organization to break the Constitution.

Article 2: The Moderation

Section 1: Moderation Council

- (1) The Moderation Council is made up of five members, at least two neutral moderators, who are not part of any country, party or organization, but otherwise with the same rights as any other member, and biased moderators, who are allowed the same rights as any other member.
 - (a) Each Moderator is equal in the Moderation Council.
 - (b) One Moderator has to own the official DemoHOI4 discord servers. This moderator needs to be a neutral moderator.
 - (c) One Moderator shall be named 'Election Chief'. The Election Chief is in charge of carrying out Elections and Votes, as outlined in Article 6.
 - (d) At the start of the game there shall be two neutral moderators and three biased moderators.
- (2) The Moderators have term lengths of four weeks. When their term runs out, a new election for the Moderator position has to take place. Moderators are allowed to run for office again.

- (a) This Election gets carried out by the Election Chief under the same rules as any ordinary election, outlined in Article 6.
 - (b) Moderators keep their powers and position as long as the election is not concluded and the results have been announced.
- (3) A moderator may, at any point, choose to resign from his position. A new election will then be held for his position until the next elections. If there is more than one moderator resigning before a vote can be held, the election shall be held for all open seats at once. The rules outlined in Article 6 apply.
- (4) If a moderator relinquishes from his position, he is granted any rights of a regular member and loses any powers and positions that were connected with their moderator position.
- (5) Any decision made by the Moderation needs to be done by more than 50% of the Moderators.
 - (a) Moderators may abstain from any decision that is to be made.
 - (b) Exceptions are outlined in Article 2, Section 2.
- (6) A moderator may be recalled with a petition signed by at least 10% of active members and at least 50% of the 'Aye' votes while not counting abstains in a vote, as described in Article 6.

Section 2: Powers of the Moderation

- (1) The 'Moderation Council' is responsible for keeping the community civil and maintaining the main discord servers as well as the official subreddit (/r/DemoHOI4). They are also responsible for enforcing meta rules and enforcing bans and mutes. The members of the Moderation Council are called 'Moderator'.
- (2) Any mute may be carried out by a single moderator without another moderator agreeing to mute the person. A ban does need to have the approval from at least $\frac{2}{3}$ of the Moderators.
 - (a) A mute may at most be 24 hours long, after that it may not be extended unless another offense has been committed.
 - (b) A ban does not have **to have** a set end date. Their end date can be changed after it has been issued.
 - (c) Any person receiving a ban does immediately relinquish any positions and rights they held previously. They are however allowed to file a 'Ban Appeal', which will then be ruled on by the Supreme Court. **If the appeal is successful, they will regain their former positions, if it has been less than 1 week since they got banned.**

- (3) Moderators are not allowed to use their position to further their personal or any other person's interests in the community. They are not allowed to intervene in any matter that does not fall under Moderation Jurisdiction, outlined in Article 2, Section 2.
- (4) Neutral Moderators shall be allowed server administration rights in any affiliated discord servers. The Powers of Neutral Moderators extend to all these servers. It is up to the Moderation Council to decide if a server is part of the DemoHOI4 community.

Article 3: Legislative

Section 1: The Assembly

- (1) The Assembly is the highest legislative body of DemoHOI4.
- (2) The Duty of the Assembly consists of examining bills that apply to all played countries at the same time.
 - (a) Any bills approved by the legislature will then be voted on at the next election date.
 - (b) Any legislator may vote either 'Aye', 'Nay' or 'Abstain' on a given bill.
 - (i) A bill needs over 50% 'Aye' votes from Legislators to pass.
 - (ii) 'Abstain' votes are not counted.
 - (c) The Legislature shall make sure that any bill is not unconstitutional and does not contradict any previous bill.
 - (i) If the Assembly deems a bill to contradict a previous bill, the new bill shall be rejected and instead the previous bill shall be amended.
 - (d) Any citizen may, at any point, create and propose a bill that the legislature then needs to be voted upon. A bill is a collection of any number of Laws that are voted on at once. A 'Law' is a legal text that defines a rule or a set of rules by which every member of the Community must act until it is repealed.
- (3) The Assembly shall consist of 7 members, with two members from each country and one freely elected member.
 - (a) The members shall be called "Legislators".
 - (b) These members shall be elected in each country with the Single Transferable Vote system. Article 6 Section 2 otherwise also applies to this election.
 - (c) The Seventh Freely Elected Member shall be elected by all members of the community with the Alternative Vote system.
 - (d) Citizens may only run for office in the Assembly in their country of residence.
 - (e) Citizens may only vote in elections for the Assembly in their country of residence.
- (4) Assembly elections shall be every 2 weeks.
 - (a) Legislators are able to be reelected.

- (5) A legislator is considered inactive, if he fails to vote on three consecutive bills without previous notice.
 - (a) The legislator can then be recalled via a petition as described in Article 3 section 1 (6), without any signature requirements.
- (6) If any citizen deems that a legislator did not fulfill his duties, the citizen may start a recall petition.
 - (a) The petition needs to be signed by at least 10% of all active members.
 - (b) If the petition has reached this threshold, the petition goes to a vote within at most 24 hours after reaching the threshold.
 - (c) This petition needs over 50% of all voters to vote 'Aye' to recall the legislator.

Article 4: Judiciary

Section 1: The Supreme Court

- (1) The Highest Body in the Judiciary shall be named the 'Supreme Court'.
 - (a) The Supreme Court shall have three members, each one named 'Justice'.
 - (i) Each country shall have exactly one member in the Supreme Court.
 - (ii) If there are less than 3 Justices, there needs to be a new election with the rules outlined in Article 6 and in accordance to Art. 4 Sec. 1 1.a.i. The new Justice's term lasts until the next election, not 4 weeks.
 - (b) Justices serve for a term of 4 weeks.
 - (i) Justices can be re-elected indefinitely.
 - (c) One of the Justices shall be voted for Supreme Magistrate by the Justices with a >50% vote.
 - (d) The Supreme Magistrate is responsible for the cases to be processed and presented at a reasonable pace. He shall be responsible for opening courtrooms and presiding over order inside the courtrooms.
- (2) The Supreme Court may, at any point, create inferior courts to help them in their work.
- (3) Each Country may create their own courts to rule on national matters.
 - (a) These courts may follow different rules, layed out by the countries' constitution.

Section 2: Court Procedure

- (1) Any citizen of any country, or an independent, may, at any point, file a case for the Supreme Tribunal to rule on.

- (a) After the case has been filed, the Supreme Court has to vote on hearing the case between themselves with a >50% vote.
 - (i) If they decide not to hear the case, the case is automatically dismissed.
 - (ii) The Supreme Court can only vote on hearing a case if there are three justices.
- (b) The citizen who filed the case may at any point request the case to be dropped.
 - (i) If the Supreme Court votes to drop the case, the case is automatically dismissed.
- (2) The Supreme Court's purpose is to preside and rule over any of the case types described in the following paragraphs. The Supreme Court may only act if a case has been filed for these specific case types. Otherwise the case is up to moderation to decide.
 - (a) The Supreme Court has the power of Judicial Review, so they may rule on the legality of an given bill or petition.
 - (i) The Supreme Court may either remove illegal parts or nullify the entire bill or petition.
 - (b) The Supreme Court has the power to rule on any case of International Dispute to settle any such disputes between two citizens of different nations.
 - (c) The Supreme Court has the power to rule on any case where a person is suspected of violating this (international) Constitution.
 - (d) The Supreme Court has the power to rule on any case where a National Constitution is suspected of violation this international Constitution.
 - (e) If the public feels that the moderators have overstepped their mission, they may file a Moderation Review case. The Supreme Court has the power to nullify any Moderator decision and call for immediate recall referendum held by the Court for a particular or the entirety of the moderation.
 - (i) Ruling on such a referendum requires a unified court with a 100% ruling.
 - (f) The Supreme Court may also rule on anything mentioned in the constitution but not written in these case types.
- (3) The Punishment, if found guilty, differs from case to case, but there are some guidelines for these punishments.
 - (a) The Punishment must be fair, and not humiliating.
 - ~~(b) A punishment may not result in a ban from the community. It is the mods' jurisdiction to decide on a ban. They may however suggest a ban to the moderators for them to decide on.~~
 - (c) A punishment that includes a ban from a government office may not exceed 3 election cycles for the specified office(s).
 - (d) All ban issued by the Court may only be up to one month without approval from the moderation.

- (4) If any national court, if applicable, deems a case to better be rule upon by the Supreme Court they may ask the Supreme Court to rule on the case. The Supreme Court may either accept or decline the request in a >50% vote.
- (5) If any member deems the court's ruling to be wrong, the member may start a petition which needs 10% of active members to sign the petition and >2/3 of all members to vote 'Aye' in the next possible vote. The regular rules from Article 6 apply to this vote.

Section 3: Emergency Judicial Committee

- (1) An emergency judicial committee may be created should there be no active Supreme Court, it will consist of 5 members, who may not be moderators. Every nation shall have at least one member in the Committee, unless all active citizens from that nation refused to be in it. This committee has the authority to issue rulings against the moderation to limit abuses of power and immediately recall one or all moderators.
 - (a) The committee may rule on all cases that the Supreme Court may rule on.
 - (b) Rulings against power abuse and moderator decisions requires a >50% vote out of all of its members.
 - (c) Immediate recall requires a 100%-vote of at least 4 of the members. The vote for the ruling must be up for at least 24 hours.
- (2) The Committee's members are determined by a random generator out of all active citizens, in adherence to the requirements presented in these section. Members who refuse to serve in the court or hasn't accepted the appointment after more than 24 hours after being picked can be rerolled by generator and someone else picked.
 - (a) The rolling process shall be done publicly by the moderation with all information on the matter public, using a discord bot and a preknown list of results per roll, for example.
- (3) Committee members have immunity from moderation issued punishments. as long as there is no Supreme Court to replace it. Upon an active Supreme Court, the Committee is dissolved.

Article 5: National Constitutions & Matters

- (1) Every Player-Led Nation is required to have its own National Constitution, in which any national political and other matter has to be outlined.
 - (a) A national constitution does additionally control puppets of that nation.

- (2) The National Constitutions are not allowed to contradict any Articles of this International Constitution.
- (3) The National Constitution of one Country does only apply to that single Country.
- (4) The original national constitution shall be a basic mod supplied constitution in order to apply with this Article. That constitution must have all amendments to it be done by a >50% vote, in order to ensure an easy adoption of more complicated national constitutions.
- (5) A national constitution may adapt a national court system and a national legislature system, different from the Assembly.
 - (a) A national court is able to handle any national court cases in which a citizen breaks the national constitution, a national law or a different national dispute arises.
- (6) In case a civil war nation spawns, or a separatist movement is successful, these steps shall be executed.
 - (a) If it spawns from a Player-Led Nation the citizens of that Player-Led Nation can join the new country. Any citizen of the previous nation may move to the new country in this first week, even if they moved in the previous two weeks.
 - (b) The new nation may either adopt the constitution of the previous nation or write a new one. The vote on the constitution needs to be done within one week of the game session the new nation has spawned. Article 6 applies.
 - (i) During the time until the vote results have been published the previous Nations' constitution shall apply.
 - (c) Elections for the government of the nation shall be done according to Article 6 Section 2 after the constitution has been voted on.
 - (d) When the civil war ends all citizens of the losing side may choose to either move to a new country, even if they had moved within the previous two weeks, or they may return to the winning side. When reunified the new nation shall adopt the constitution and government officials of the winning side.
 - (e) A civil war may start via event, like in the case of the Spanish civil war, by coup, or by player done civil wars. Player done civil wars shall be initiated when a group of at least 33% of the nation seeks to initiate a civil war, once initiated the session shall immediately end. In between sessions the citizens of the once unified nation shall decide where to go and the new nation shall decide its constitution and government officials. In between sessions one of the Moderators shall take a copy of the save file and, in singleplayer, use console commands to initiate the civil war.

Article 6: Elections & Votes

Section 1: Election and Vote Systems

- (1) Any election for any position shall be carried out with a 'Single Transferable Vote' (STV) system, unless stated otherwise in a national election if it is a national position.
 - (a) If there are more than one position to be filled, there shall be one election for all positions.
 - (b) If there is only position to be filled, the 'Alternative Vote' (AV) system shall be used to determine one single winner.
- (2) Any vote on a given bill or petition vote shall have only the following options: 'Aye', 'Nay' and 'Abstain'.
 - (a) Any 'Abstain' vote is not counted towards the threshold when counting votes on whether the vote has received enough 'Aye' votes to be considered 'passed'.
 - (b) A passed vote goes into effect immediately
 - (c) The threshold for such a vote to be considered 'passed' is >50% of the votes being 'Aye', unless stated otherwise.

Section 2: Election Procedures

- (1) Each election must be held, at most, 48 hours before or after it's scheduled date.
- (2) At most 72 hours before an election, a candidacy thread needs to be opened for all valid candidates to announce their candidacy on the official /r/DemoHOI4 subreddit.
- (3) At the same time, there shall be a 'Town Hall' Thread on the official /r/DemoHOI4 subreddit, where members may ask any candidate questions.
 - (a) If there are more candidates for a position than it requires, candidates for that position are required to answer at least one question to be allowed on the ballot, but are not required to answer every question.
- (4) The ballot of the election shall be published on the official /r/DemoHOI4 subreddit for members to vote.
- (5) Any vote or Election in which every member is allowed to vote shall take at least 24 hours, and at most 48 hours.
- (6) Any voter is required to confirm their vote in the #voting channel in the main discord server.
 - (a) If the voter does not confirm their vote, their vote is not allowed to be counted.
- (7) At most 2 hours after the end of the vote the results must be announced. Failure to do so does allow the creation of a recall petition against the Election Chief. This 2 hour window

is to be used to allow people sufficient time to confirm their votes, if they did not do so previously.

- (8) It is the duty of the Election Chief to ensure that any vote or election is carried out, via appointing a moderator (including himself) who agrees to do so to hold it.
- (a) The moderator who runs the election is not allowed to delete any vote, even if the vote is spoiled, the person re-voted or otherwise illegal.
 - (b) The moderator who runs the election has to count every valid vote.
 - (c) The moderator who runs the election is not allowed to publish any information of any ballot that contains personal information, as well as the specific votes of a person-, with the exception of the Supreme court in case of alleged vote irregularities.
 - (d) If the Election Chief or any other moderator refuses or is unable to carry out a vote, the original Petitioner is instead able to carry out the vote. The same rules as in any other vote, with the rules in Article 6.
 - (i) If the Election Chief refuses to carry out the vote, there may be a vote included to recall the Election Chief. This vote does not need to have a petition and thus does not need signatures. It needs >50% to pass.
 - (e) Any person elected to fill the role of a person who was recalled, resigned or otherwise left office prior to their term ending in a position described in this constitution will occupy that office for the term of the previous holder, unless the remainder of the term is less than 25% of the total length of the original term length. In that case, the person is elected for the next term as well.

Article 7: The Game

- (1) The Game is to be played from the 1936 start in Hearts of Iron IV. It is to be played with all current DLC's and on the current patch as of the start of the game.
- (a) Additional, the game shall include the following Mods: 'Road to 56', 'Player-Led Peace Conferences', 'Faction Manager', 'Coring States', 'Change Ideology', 'Tension Limits', 'Fix the Spanish Focus Tree's Political Branch', 'Vicotaco as PM of Canada' and 'Quackoslovakia Mod'.
- (2) The Player-Led Countries at the start of the game shall be Spain, Yugoslavia and Turkey.
- (3) Each session shall only be played with at least one player from each Player-Led Country present. In each session at most one in-game year shall be played.
- (a) Any number of players may play in each nation.
 - (b) After each in game year, the game shall be stopped, saved, and then played the consecutive session with the newest save game.

- (c) The Save File must be available on the official subreddit at all times.
 - (d) In case a Nation does not have a government 24 hours before the scheduled beginning of the Game, the Nation has to vote on a Citizen who attends the session.
- (4) The Game can be ended if at least 10% of all active members sign a 'Petition to End the Game' and at least 75% of all active members vote 'Aye' in a Vote without abstains counted.
- (a) After the vote on the petition passes, all bills are nullified, and the only parts that remain empowered by this constitution are Articles 1, 2, 4, 6, 8, and this specific clause. The moderation may also hold a vote on instating another constitution instead of this, at their discretion.

Article 8: Ratification & Amendments

Section 1: Ratification

- (1) This constitution shall immediately go into effect after a vote has been held to decide on the constitution that is to be used for Mk4 and this constitution winning the vote.
- (2) As soon as the constitution is ratified, any official subreddits or official discord servers have to be changed in a way to adhere to this constitution.
- (3) After this constitution has been put into place, the current moderation team will hold an election for a new moderation council with the rules outlined in Article 6 and Article 2. After this election has been carried out, the first national and international elections shall take place.
 - (a) Moderators who were elected during the MK4 setup will be considered as automatically elected in that election, and their seats are not put to election. Their term will end at the same time that the term of the moderators who were elected during that election will end.
- (4) This constitution was originally signed by /u/cyxpanek, the Drafter of this Constitution.

Section 2: Amendments

- (1) Any Member may at any point propose an amendment to this constitution. The Amendment needs to be signed by 10% of all active members. After this threshold has been achieved, a vote for the Amendment has to be carried out as outlined in Article 6.

- (a) An Amendment needs at least $\frac{2}{3}$ of the voters to vote 'Aye' with Abstains not counted. Otherwise the same rules apply.
 - (b) If two contradictory amendment pass, the one with a larger 'Aye' to 'Nay' ratio shall pass and the other not pass. If both are tied on that criteria, the one with more 'Aye' votes shall pass and the other not pass. If both are also tied on that criteria, the one proposed earlier shall pass and the other not pass.
- (2) A valid amendment text must be written in a Google Document and include the original text of the amended parts and all changes, removals and additions the amendment includes.
- (3) After the Amendment has been passed, it goes into effect immediately and needs to be put into the constitution by a Protector.

Section 3: Protectors of the Constitution

- (1) There shall be four members of the community named 'Protectors of the Constitution'. The four protectors shall be '/u/StringLordInt', '/u/supersteef2000', '/u/Joebob62911'/'Joebob' and '/u/Asgore_Dreemurr-'/'OboDerf'.
 - (a) The Protectors do not have a term limit. If any protector resigns from their position, the position shall be filled by an AV election with the same procedure outlined in Article 6.
 - (i) A protector shall be considered 'resigned' if they either announce their resignation or leave the community without previous notice that they resigned from their position as Protector.
- (2) Every Protector shall own a copy of the current constitution.
- (3) The Protectors are responsible for maintaining the constitution and changing the constitution after an amendment has been passed.
- (4) A secondary responsibility is the right to change small parts of the constitution to correct grammatical and spelling mistakes, make cosmetic changes which don't affect the meaning of the constitution or similar. The Protectors may only make changes to the constitution as long as the change does not change the meaning of the constitution.
 - (a) They do not need to pass a petition and a vote, like any other amendment, to make these changes.
- (5) If the protectors encounter a disagreement in their work, it shall be resolved with a >50% between the protectors, or moved to a moderation vote or a community vote with a >50% vote.