

PREVIOUS HEAD MODERATORS

Head Mod: Eve

Term Began: 09/12/2020

Term Ended: 24/05/2021

Head Mod: Bow (interim term)

Term Began: 24/05/2021

Term Ended: 17/06/2021

Head Mod: Bow

Term Began: 18/06/2021

Term Ended: 15/11/2021

HEAD MODERATOR

Current: Bow

Term Began: 17/11/2021

Term Ended:

Responsibilities:

- Perform general modwork
- Add & remove moderators and community representatives as voted
- Break ties in mod team votes
- Balance the power of the server owners as much as possible
- Represent GlobalPowers and the Mod Team to other xpowers, and the community itself
- Generally strive to maintain team efficiency and cooperation
- Review community complaints / modteam disciplinary action (bans, mutes, kicks, etc)
- Direct and distribute mod team actions, policies, and work
- Craft and curate (with input from community and modteam) the future plans/direction of GlobalPowers

Powers:

- All Other Normal Mod Powers - Permanent
- Act As Figurehead - Permanent
- Act As Representative To Other Subreddits/Communities When Necessary - Permanent
- Break Ties in Mod Team Votes - Permanent
- Direct and Distribute Modwork to Other Mods - Permanent
- Power of Veto - Three Vetoes per Term, applies to Mod Votes & In Game Posts
- Remove Mods from Sub and Discord - Upon Confirmation of Mod Removal by Majority Vote (Vote Not Including Targeted Mod)
- Reserve Powers - Upon Confirmation by Mod Vote (Supermajority (75%)) & Public Vote (Simple Majority), Head Mod gains access to Reserve Powers
 - Unlimited Power of Veto (except on Votes of Confidence and Elections)
 - Ability to Remove Mods Without Vote

■ Server Owner is Exempt

Restrictions:

- Cannot unilaterally remove any moderator without a vote
- Cannot unilaterally end or start a season (unless sole active moderator)
- Cannot use Power of Veto on Votes of Confidence
- Cannot use Power of Veto on Head Mod Elections
- Reserve Powers can only be utilized once per Head Mod term
- Reserve Powers last for Two Weeks

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Checks:

- Vote of Confidence - At any point a Vote of Confidence in the Head Mod may be triggered as a Mod Vote, upon which Simple Majority (51%) determines whether the Head Mod remains in position
 - If Head Mod is reconfirmed, he/she remains in power
 - If Head Mod is voted against, Server Owner is empowered to remove them
 - If Head Mod is voted against, elections for new Head Mod are begun - term for replacement Head Mod lasts until next normal election date
 - If the VoC results in an even tie, the Head Moderator is reconfirmed and remains in power
- Server Owner is empowered to remove Head Moderator from position following the end of term
- Server Owner is empowered to remove Head Moderator from position if:
 - Head Mod attempts to use more than three vetoes per term/abuses veto power (usage against VoC/elections)
 - Head Mod attempts to use Reserve Powers for longer than Two Week period
 - Head Mod attempts to stay in power following election/beyond end of term
 - Head Mod violates any restrictions on their power as laid out earlier

Selection Method:

- Elected by simple majority of Mods; Elections held 1 Week following the end of previous season
- If Election results in a tie between candidates, the outgoing Head Moderator tie-breaks as laid out under Powers section
- Any moderator, with the exception of Server Owner and including existing Head Moderator (assuming the election is not held as a result of a VoC against said Head Mod), is allowed to stand as a candidate in elections
- A Head Moderator which was voted against in a Vote of Confidence cannot stand as candidate in an election to replace them as a result of said Vote of Confidence, but can stand in next normal election