

Legislative Procedures

Section 1: Definitions

1. The following definitions apply for these procedures:
 - a. Absolute majority: A situation where the outcome of the vote cannot be changed by additional votes being cast.
 - b. The Cabinet: The body consisting of the Speaker and the Vice-Speaker.
 - c. Electioneers: The body in charge of organizing the elections.
 - d. Bill: A draft of a proposed law.
 - e. Motion: A formal proposal put to the Legislature.

Section 2: The Cabinet

1. Any time there is a vacancy in the Cabinet
 - a. The electioneers shall create a candidacy thread where legislators may announce their candidacy for the Cabinet. Legislators may run for either Speaker or Vice-Speaker. The candidacy thread shall stay open for a period of at least twenty-four (24) hours.
 - i. The candidacy thread may be created while the elections for the Legislature take place.
 - b. Once the candidacy thread is closed, the electioneers will administer a vote within the legislature, which shall use approval voting. The vote shall last at least twenty-four (24) hours.
 - i. The electioneers may close the voting period before twenty-four (24) hours if all legislators have voted or if an absolute majority has been reached for all items.
 - c. If there is a vacancy in the position of Speaker, the Vice-Speaker may choose to occupy it and vacate their position as Vice-Speaker.
2. Members of the Cabinet shall automatically relinquish their positions in the Cabinet once a new Legislature takes office.
3. If at least 30% of legislators sign a petition to remove a legislator from their position in the Cabinet, any legislator may request the electioneers to conduct a vote.

4. If more than 50% of legislators sign a petition to remove a legislator from their position in the Cabinet, the removal shall take place automatically.
5. Any member of the Cabinet may make decisions for the Cabinet as a whole, but the Speaker shall have the power to overrule any reversible decisions made by the Vice-Speaker.

Section 3: Regular Sessions

1. The Cabinet must call for a regular legislative session at least once every seven (7) days.
2. A regular legislative session shall begin with a joint discussion and submission period of at least twenty-four (24) hours.
 - a. The Cabinet shall create a clean copy of every submitted bill and add them to the docket. The Cabinet may format the bill and add information about it without materially altering the contents of the document's body.
 - b. The Cabinet shall add all submitted motions to the docket.
 - c. The Cabinet shall add all pending veto overturns to the docket.
3. The Cabinet shall declare the end of the discussion and submission period and the beginning of the voting period, which shall last at least twenty-four (24) hours.

Section 4: Emergency Sessions

1. The Cabinet may, at the request of the Ministry, or by their own will, call for an emergency session.
 - a. In order to request an emergency session, the Ministry or the Cabinet must submit a list of bills and motions that they want addressed.
2. An emergency legislative session shall begin with a joint discussion and submission period. During this period, the Legislature may discuss and submit modified versions of the items submitted by the Ministry or the Cabinet. The length of this period is at the discretion of the Cabinet and the Cabinet may choose to skip it.
3. The Cabinet shall declare the end of the discussion and submission period, or that it has decided to skip it, and the beginning of the voting period, which shall last at least twenty-four (24) hours.

- a. Only items submitted by the Ministry or the Cabinet, or their modified versions, may be voted on in an emergency session.

Section 5: Voting Rules

1. Legislators shall be allowed to vote for all items included in the docket.
2. The Cabinet may close the voting period before the required time if all legislators have voted or if an absolute majority has been reached for all items.
3. The Cabinet may group together related items for voting:
 - a. The Cabinet must clearly inform the Legislature which items are grouped together.
 - b. If two or more items within a group receive a simple majority then only the item with the most votes shall pass.
 - c. If there is a tie between two or more options, the Cabinet shall break it.
4. The Cabinet may establish a method for identity validation. If they choose to do so, unvalidated votes may not be counted.

Section 6: Conflicting Rulings

1. Conflicting rulings are rulings which cannot be fulfilled at the same time.
 - a. If two or more active laws are providing conflicting rulings, the one implemented latest should be used.
 - b. If two or more active laws which are providing a conflicting ruling were implemented in the same session, the one which received the most legislative votes should be used.
 - c. If the bills are tied both in date and number of votes, those subject to the laws may choose and obey only one of the conflicting rulings at any moment in time.