

Articles of Governance for the Polis of Yoahatl

As approved by the Yoahatlan Forum

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Article 1:

Overseeing the day to day operations are the three Chiefs. They will organize the citizenry to work tasks. Any citizen can call for a forum to discuss an issue. The forum will either be online or on the subreddit, whichever is easiest or most convenient. Simple majority rules always. All Positions listed below are elected. After election, the players are not required to stand for election again unless a forum calls for it. If the player is ousted, he/she cannot run for that position except by a forum called by another citizen. Any laws or amendments made in the forum supercede any made by the chiefs.

A chief may appoint a citizen to take his/her place for emergencies. Should the absence be elongated, the forum must approve of the new chief.

All positions are of equal strength, but Alcuahatl is considered first among equals.

- **Alcuahatl:** Oversees the day-to-day running of the city, moderates forums and is the only official allowed to declare states of emergency. Responsible for planning development and major infrastructure projects. Requires very high activity in order to deal with decisions that must be made on a daily basis.

- Handles all manner of military duties, including offensive and defensive operations.

Controls the main snitch group, and is responsible for the defense of the town.

Organizes lockdowns, early warning systems and any co-operative action with friendly forces. Manages the Vault.

- **Cuitcahtl :** Regulates the production of XP and mining, including doling out duties for citizens to complete. Responsible for keeping the factories up and running, as well as direct control over the treasury.

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- **Toltecahtl :** Handles all legal matters and is the presiding officer of the court.

Should it become necessary to appoint inferior judges, they would be classified under this office. The only Official allowed to post bounties in the subreddit. Yoahatl's

representative abroad, the only Official allowed to negotiate treaties with foreign powers

(that must also be ratified by the forum). Also expected to run any shops abroad as well as regulate any foreign shops within Yoahatl.

Article 2

The court system of Yoahatlan will be an impartial English Common Law style court. Overseeing each case shall be a judge. It is highly encouraged, although not required, that a non-citizen defendant hire a citizen to defend him/her, so as to achieve greater impartiality. All courts shall be conducted in mumble or a mumble like alternative: a chatroom can be used in extreme cases. The burden of proof is on the prosecution, and should the judge feel that any evidence presented is inadmissible, he is free to reject it.

Any citizen brought before the court must be vaulted prior to trial. He/she will be made aware of the crime they are being charged with (with accompanying screenshots as evidence that they were made aware). They will then be asked to plead guilty or not guilty. Should the defendant choose to plead guilty, the judge is allowed to cut their sentence by as much as 50% at his/her discretion. Should the defendant plead not guilty, he/she will be arraigned and brought to trial within 72 hours of the initial pearling. The judge will bring forward two types of evidence: first, physical evidence (snitches) and witnesses; second, character evidence: any other players who can vouch for the misconduct of the accused. The defense (or the defendant) will be asked to critique the physical evidence and bring forth any character witnesses of their own. The judge will then consider and render a verdict at a time agreeable to all parties. The judge *will* cite precedent when rendering their judgment.

Should the defendant be found not guilty, he/she will be released immediately and their items returned. Reparations for time spent in the End will be paid.

Should the defendant be found *guilty*, their citizenship will be revoked, forcing them to start again on the process. If they are already not a citizen, they will be expelled, forced to pay reps to the offended parties and, depending on the nature of their offense, sentenced to mandatory reps/End time. If they are found guilty of a Class I crime, they can be extradited to another vault for permanent pearling.

All players currently imprisoned in Yoahatlan's vault are eligible for appeal at 50% of their sentence only if their sentence is greater than one month. If their sentence is one month or less, they are eligible for a one week early release if they can prove conclusively that they have paid reparations to any offended parties. An appeal does not require a full trial, and can only be called by a forum of citizens. Early release does not call for the same requirement.

All crimes charged must be found in the Yoahatlan Criminal Code: anything outside of the criminal code cannot be used as justification for pearling. Interpretations on the law is

permitted by the defense, but must rely on case precedent and is liable to be rejected by the judge.

Any citizen is allowed to pearl on behalf of the city, but must immediately hand the pearl over to a relevant authority. The pearler can be tried for unjust pearling if the circumstances are found to be insufficient for pearling.

Gold armor or naked are considered non-hostile players.

Any Yoahtlan citizen accused of a crime abroad can ask to have their case extradited, and the government will lobby the relevant authorities to achieve this. Any non-citizen can be extradited to another city by way of an extradition hearing, which requires the agreement of the Executive Chief, Foreign Chief and Chief Justice.

Court records shall be kept by the Chief Justice for future use.

Article 3

Becoming a Yoahltl citizen bears many benefits to be had, listed below

- Right to vote in all public forums and call public forums
- Access to all citizen-restricted groups
- Protection from foreign powers
- Share of XP profit surplus
- Free starting equipment

There are two tracks to becoming a Yoahltl citizen, broken into two types of candidates.

Melonites: players originating from the Meloncraft server, for whom this city is descended from. These players, if verified, need only go through a brief probationary period to show either good nature or intent to work and will be granted citizenship at the discretion of the Alcuahltl.

Civcraftians: any native Civcraft players are freely invited to join the city. A district outside the walls will serve as temporary housing until citizenship has been granted. In order to be granted citizenship, a player must sign up to work either on a public works project, meet a mining quota (the majority profits of which will be returned to the new citizen) or work on the farms to generate a certain amount of XP (generally, at least 1 emeralds worth). Once achieved, there are only two obstacles to citizenship: current or past criminal activities, and associations with criminal groups. For the former, petty or minor crimes paid up will in most cases not bar citizenship. Serious crimes, however, even if fully paid, will be taken into consideration when accepting or denying a candidate. The latter category will in most cases result in a denial.

Add clause: those originating from the Chans are welcome to join the town as well.

However, any examples of chan-like behavior or excessive use of chan culture will result in either a denial of citizenship or a revoking of citizenship at the discretion of the Officials.

Citizenship can be revoked for serious criminal behavior, acts of war against the city and excessively, repeated disruptive behavior. A player whose citizenship has been revoked can still be tried in Yoahtlan's court.

Any group of 3 or more citizens can, with permission of the government, create a new settlement within Yoahtlan land claims. This new settlement will have their own government and their own resources, but will be bound by Yoahtlan law in all matters. They will be considered vassal or client states in all things, and are required to seek permission before interacting with external forces as well as ensure a Yoahtlan official has full citadel control of their main group.

Article 4

The Government of Yoahatl reserves the right to make a change to this document. A post will be made on the subreddit, and any citizen can ask questions or object. If there is sufficient resistance, a forum will be called to discuss the proposed change. This document includes implied powers that are required for the existence of a government.