

Constitution of Clear in Darkness (CiD)

Preamble

We, the members of Clear in Darkness (CiD), to form an organization based on common values, understood and accepted by all members, with a functional organizational structure that is independent of any individuals, former, current, or future, do hereby ordain and establish this Constitution for the Clear in Darkness clan.

Article I

Gaming and Community Standards

Section 1

Honor: This is CiD's Highest Law: Be Honorable. Honor is the most important quality of a member of CiD. A keen sense of right and wrong, adherence to the principles of good behavior, and Purity of Heart are at the core of this clan. To become a member (and to remain a member) you must demonstrate a high level of Honor by treating people with Respect. We follow the Golden Rule: Do unto others as you would have them do unto you. Remember: Without Honor, you are nothing. Without Honor, you are not True CiD.

Section 2

Loyalty: To be a part of the CiD team, we must remain faithful to our ideals, motives, beliefs and to each other. CiD is not just another gaming group. We are a family. We are a shoulder to lean on, a friend to talk to, somebody to have fun with. To remain a unified clan, we must be Loyal to one another.

Section 3

Respect: Mutual Respect is the underlying value that holds our organization together. It keeps us organized and unified. We are not merely a clan, but a community of likeminded, mature gamers who are as at home with each other online as we are in the "real world." Additionally, we are not an elitist organization; we accept members of all skill-levels. One of the fastest ways out the door here is being disrespectful of other members of the clan and gaming community. We believe in the old school internet system of mutual respect.

Section 4

Maturity: We do not respond to flames, insults, and attempts to incite an argument, be it from another clan/individual or from within our ranks.

Section 5

Having Fun: There is some work in CiD, but it must not go to the extent that it infringes on our purpose of having fun. That's why we are here in the first place, to relax, to have a good time, to make some friends and to create memories that will last a lifetime. There is no place for ego here.

Article II

Objectives and Definition of Terms

Section 1

Objectives - CiD shall aim:

- a) To promote the CiD Gaming and Community Standards.
- b) To promote the welfare, understanding, cooperation and harmonious relationships among CiD members.
- c) To establish closer relationship and unity among CiD members.
- d) To contribute to a positive reputation for CiD in the larger gaming community.

Section 2

Definition of Terms used in this Constitution:

Community member – a player who is not a CiD member, but who regularly games with us on our servers, who may also join us in our VoIP application, and/or who comments or views our website forum.

Recruit – a “recruit” is a valued member of the CiD gaming community who is being actively considered for Full Membership. Recruits have no voting rights, but are welcome at Clan-wide meetings, are invited to share their opinions in such meeting (as well as on the forum), are required to adhere to all CiD standards and rules, and are required to administer the rules when in a CiD-run server.

Full Member – a “Full Member” is a member who has gone through the full recruitment process and has been voted into the clan (see “Policy on Recruiting Members”). Full Members are permitted to vote on *all* Clan-wide decisions. No Full Member shall be disenfranchised in a Clan-wide vote, regardless of the topic, circumstances, or individuals involved. Full Members are required to adhere to all CiD standards and rules, and are required to administer the rules when in a CiD-run server. Full Members are given higher admin abilities and greater access to the CiD website than a recruit. Full Members are expected to represent CiD with dignity and honor every time they play, whether on a public or private server.

Senior Member – a “Senior Member” is a member who has completed six months of Full Membership and has proven to be an asset to the community. A Full Member is automatically promoted to the rank of Senior Member after six months of adherences to the requirements explained in “Full Member” (above). Furthermore, Senior Members are given higher admin abilities than Full Members, and are eligible to run for open “Officer” positions.

Officer – an “Officer” is a member of CiD who has been voted into a leadership position via a Clan-wide vote. Officers have the same rights and responsibilities as Senior Members, plus higher admin ability and greater CiD website access. Only Senior Members are eligible to run for officer positions. (See [Article IV](#) for additional information.)

Officer Emeritus – “Officer Emeritus” is an honorary title granted to any former CiD officers who served in the officer position for at least one whole calendar year, who continues to maintain CiD membership, and who remains in good-standing with CiD. Any officer, or former officer, who is removed from office or demoted due to malfeasance or negligence is not permitted to acquire or retain the title of “Officer Emeritus.” (See [Article IV](#) for additional information.)

Leader – “Leader” is the highest-ranking position in the clan. Leaders have all in-game administrative permissions, as well as access to all parts of the CiD website. To be eligible for a leader position, one must have first completed at least one year of active service as an officer. (See [Article IV](#) for additional information.)

Officers Group – the “Officers Group” is comprised of all the Officers and Leaders, excluding Officers Emeritus. (See [Article IV](#) for additional information.)

Justice – a “Justice” is a temporary rank appointed by the officers via a vote during an officer meeting in order to adjudicate a Court Case. (See [Article V](#) for additional information.)

Juror – a “Juror” is a temporary rank appointed by the officers via a vote during an officer meeting to adjudicate a Court Case. (See Article V for additional information.)

Standards – the CiD standards are those detailed in [Article I](#) of this document, and any related standards that logically extend from those stated in Article I.

Rules – the CiD rules are the server rules used to administer CiD sponsored game servers.

Policies – these are the official CiD policies regarding the administration of the clan, including, but not limited to, the procedures for recruitment, the requirements and expectation for a member to maintain “Good-standing,” and any other official policies deemed necessary to run and maintain the clan.

Guidelines –these are recommendations that have been discussed and approved by the Officers Group, and put in writing for all members to see. These guidelines have not received a Clan-wide vote, and therefore do not hold the same weight as an official policy. Guidelines may be put in place temporarily while an issue is being addressed, OR they may be put in place temporarily while the same guideline is being voted on as a rule or policy, OR they may be indefinitely put in place to offer members guidance on behavioral expectations, without bearing the weight of an official policy.

Article III

Voting

Section 1

- a) A “Clan-wide” vote is a vote that is held on the CiD website, under the appropriate voting section.
- b) A “Meeting Vote” is a vote held during a meeting, whether a Clan-wide meeting or an Officers Meeting. (For Officer Meeting Votes, see: [Article IV, Section 3](#). For Clan-wide Meeting Vote, see: [Article IV, Section 5](#).)

Section 2

- a) All members of CiD, ranked at Full Member or higher, are permitted to vote in all Clan-wide votes.
- b) No member may be disenfranchised for any reason.
- c) Any member may choose to abstain from voting, by either not voting or by voting “Abstain.”
- d) Members are encouraged, but not required, to abstain (or vote “Abstain”) if they do not know enough about the topic or person being vote on.

Section 3

- a) Clan-wide votes must be open for two (2) weeks.
- b) Clan-wide votes must be posted in the voting section of the website.

- c) A “poll” is *not* a vote, and any result from a poll is non-binding.
- d) No one is permitted to post comments on a vote post, except for members of the Officers Group to “bump” a post or give voting instructions.
- e) Any comments posted in a vote post will be deleted. Depending on the content of the comment, the comment, the vote, and/or the member posting it may be the subject of a Court Case.

Section 4

- a) The election of an Officer or Leader must be held via Clan-wide vote, following the procedure detailed in Article VI.
- b) The advancement of a Recruit to Full Member must be held via a Clan-wide vote.
- c) Adoption of this Constitution must be approved through a Clan-wide vote.
- d) Rules must be approved via a Clan-wide vote.
- e) Policies must be approved via a Clan-wide vote.
- f) Amendments to the Constitution must be approved via a Clan-wide vote.
- g) Alterations of the Constitution must be approved via a Clan-wide vote.
- h) The Officers Group may call for a vote on any topic not covered elsewhere in this document. To do so, the officer group must first vote to do so via an Officer Meeting Vote ([Article IV, Section 3](#)).
- i) The general membership of CiD may call for a vote on any topic not covered elsewhere in this document. To do so, the membership must first vote to do so via a Clan-wide Meeting Vote (see [Article IV, Section 5](#)).

Section 5

- a) To be considered binding, a Clan-wide vote must adhere to [Article III: Section 3](#).
- b) If a court case is opened on a vote, the vote is to be immediately suspended while the court case is adjudicated, and if the vote is reopened, it must run a full 2 weeks from the date of the vote re-opening.
- c) A vote is considered “approved” based on the criteria below, depending of the type of vote it is.

- d) All Clan-wide votes are binding.

Section 6

- a) “Abstain” votes *do not count* in the tally (unless otherwise noted).
- b) Vote percentages are rounded (i.e. 74.5 is 75 and 74.4 is 74).

Section 7 - Recruitment Votes

- a) A “Recruitment Vote” is a Clan-wide vote on a Recruit up for Full Membership (or possibly higher in the case of some Returning Members).
- b) The options for a Recruitment Vote are:
 - i. Yes
 - ii. No
 - iii. Abstain
- c) A Recruitment Vote is successfully passed if the Recruit receives 75% “Yes” votes (between the Yes and No votes).
- d) No one may campaign for or against a Recruit, whether verbally or in written form.
- e) Recruitment votes *cannot* be used as a referendum on anything other than that recruitment.
- f) If a Recruit “campaigns” in any way regard regarding their recruitment, then the Recruit automatically fails the Recruitment Vote and is “Denied Recruitment” (see Policy on Recruiting Members).
- g) If a member of CiD (regardless of rank) campaigns for or against a Recruit, then any member is permitted to open a Court Case against that individual (see Article V).
- h) No one may “make exceptions” to the requirements above. No Officer or Leader is permitted to “bend the rules.”

Section 8 - Rule/Policy Votes

- a) A “Rule/Policy Vote” is a Clan-wide vote regarding the adoption of a specific rule or policy, or set of rules and/or policies.
- b) A Rule/Policy must first be approved by the Officers Group in an Officers Vote - where at least half of the officials have participated, either on the forums or in a meeting.
- c) The options for clan-wide Rule/Policy Vote are:
 - i. Approve
 - ii. Do Not Approve
 - iii. Abstain
- d) A Rule/Policy Vote is successfully passed if the vote receives 75% “Approve” votes (between the Yes and No votes).
- e) Officers and Leaders are not permitted to campaign for or against a rule, whether verbally or in written form. However, Officers and Leaders *are* permitted to explain the reasons a given Rule or Policy was approved by the Officers Group, and what the general discussion was. Officers and Leaders are *not* permitted to reveal how any Officer/Leader voted on the proposed Rule/Policy.
- f) Officers Emeritus are encouraged to refrain from campaigning, though they are permitted to offer opinions/guidance.
- g) Full Members and Senior Members *are* permitted to campaign for or against a rule, but *not* on the voting page/section. Members are encouraged to start a separate, clearly labelled thread if they are so inclined. As always, all debate should be respectful.
- h) If an Officer or Leader “campaigns” for or against a Rule/Policy, then any member is permitted to open a Court Case against that individual (see Article V).
- i) If a court case is opened against an Officer or Leader for campaigning, or otherwise attempting to influence the vote, then the Rule/Policy Vote is to be immediately suspended until the case is fully adjudicated.
- j) Once approved by the clan, all Policies and Rules must be prominently posted via a link to the Homepage of the CiD website.
- k) All clan-approved Policies and Rules are binding on *all* CiD members, regardless of rank, as well as on all community members.

Section 9 - Called Votes

- a) A "Called Vote" is a vote called for by the Officers Group or General Membership via a Meeting Vote.
- b) If the Officers Group or General Membership calls for a Clan-wide vote, then the Officers Group/General Membership is required to appoint a representative to write a post that explains what is being decided and what the criteria is for passing the vote. No Called Vote is permitted until such a post is made.

Section 10 - Ratification of the Constitution

- a) To be ratified and binding, the CiD Constitution must be put up for a 30-day Clan-wide vote.
- b) Prior to that vote, an initial draft of the Constitution must be posted for comment and feedback by the general membership. The Officers Group is to revise the document based on member feedback, and to post revisions as they are made. The comment period should be no fewer than 30 days beginning on the date the initial draft is posted, but may run longer, if the Officers Group so deems.
- c) After the comment period, the Officers Group is to hold a vote (via the website, not a Meeting Vote) on whether to advance the document to the Clan-wide vote.
- d) The options of the Officers Group vote shall be:
 - i. Approve for Clan-wide vote
 - ii. Do Not Approve for Clan-wide vote
- e) The Officers Group vote will be a two-week vote.
- f) To pass the Officers Group vote, at least 50% of current Officers must have voted, and 66% of voting Officers must have approved it for a Clan-wide vote.
- g) If rejected this document may be revised, and the Officers Group may hold a new vote, per [Article III: Sections 10.c. through 10.f.](#), OR the Officers Group may reject the document outright, in which it becomes null and void. The Officers Group can make this decision via an Officer Meeting Vote.
- h) If the Constitution is approved by the Officers Group, the CiD Constitution should be posted for a Clan-wide vote within one-week.
- i) The options for a Ratification Vote are:
 - i. Ratify
 - ii. Do Not Ratify
 - iii. Abstain

- j) A Ratification Vote is successfully passed if the vote receives 75% “Approve” votes (between the Yes and No votes).
- k) If ratified, the Constitution, as well as all approved policies, must be prominently posted via a link on the CiD Homepage.

Section 11 - Alteration/Amendment of the Constitution

- a) Once ratified, the Constitution can be altered and/or amended.
- b) The process to alter or amend the Constitution is as follows:
 - i. The Officers Group or General Membership may use a Called Vote to initiate the process. Any such vote should include who, whether an individual or a group, is responsible for writing the proposed alteration/amendment.
 - ii. If the call for an alteration/amendment passes the Called Vote, then when a draft is completed, the individual(s) responsible for writing the proposal must post the proposed change(s) for a comment period of no fewer than 30 days.
 - iii. During the comment period, the individual(s) responsible for the proposal should revise the document based on member feedback.
 - iv. After the comment period, follow the same process as is used for Ratification (see [Article III, Section 10c-k](#)).

Article IV

Leaders, Officers, Officers Emeritus, and Clan-wide Meetings

Section 1

- a) As the highest ranked members of CiD, Leaders are required to oversee the day-to-day running of the clan. Leaders are required to hold themselves to the highest possible standard, as they serve as the top representatives of the membership, and because they have the greatest power.

- b) The following are the Leader responsibilities:
 - i. Leaders have access to clan funds, and they are required to pay all CiD related bills.

 - ii. Leaders must know and understand all aspects of the CiD Constitution, Rules, Policies, and Guidelines and must ensure that the clan adheres to them.

 - iii. Leaders must ensure that the Officers Group meets as frequently as required by the Constitution.

 - iv. Leaders must ensure that Clan-wide meetings are held as frequently as required by the Constitution.

 - v. Leaders may delegate responsibilities to Officers.

 - vi. Leaders must attend Officer Meetings and Clan-wide Meetings on a regular basis.

 - vii. Leaders must meet among themselves as often as is necessary to ensure the proper administration of the clan.

 - viii. Leaders must be available to the general membership and community members on a daily basis, unless there are extenuating circumstances, and such extenuating circumstances must be communicated to the Officers Group in a timely manner.

 - ix. Leaders must communicate with the Officers in written form via the clan website, to ensure the most effective administration of the clan, including maintaining a record of decision-making.

 - x. Leaders must communicate policies to the general membership and the larger community in a written form via the clan website.

 - xi. Leaders must update the website.

- xii. Leaders must reset CiD servers, as necessary.
 - xiii. Leaders are responsible for ensuring timely, fair, and unbiased elections by adhering to the election protocol explained in the Constitution.
 - xiv. If a Leader must go MIA, then that leader may appoint an Officer to be their temporary delegate while MIA.
 - xv. Leaders, like all other members, have the right to vote on any Clan-wide vote, as well as in elections.
- c) Leaders shall serve a term of three (3) years, unless that term of service is shortened by resignation or impeachment.
- d) Leaders terms shall be staggered whenever possible (see Article V).
- e) There shall be no Term Limits for a Leader.
- f) A Leader may be impeached for negligence and/or malfeasance.
- i. A Leader may only be impeached and removed from office via a Clan-wide vote.
 - ii. Such a vote must follow the regular voting procedures for a Called Voted.
 - iii. If greater than 50% of the members in a Clan-wide vote agree to the impeachment of a Leader, then the leader is considered impeached and removed from office, effective at the end of the two-week vote.
 - iv. Abstaining in a such a vote will *not* count in the vote count. For example, if there are 50 votes and 15 abstain, then the determination of “greater than 50%” is based on the 35 who voted for or against impeachment.
 - v. Alternatively, a member of the clan may open a court case against a Leader, and the court may decide to hold a Clan-wide vote on the question without having to receive Clan-wide approval to hold the vote (see Article V)

- vi. Impeachment votes should be phrased as follows: “Should [insert Leader’s name] be impeached and removed from office?” The options for such a vote should be:
 - vi.a. “Yes, impeach.”
 - vi.b. “No, do not impeach.”
 - vi.c. “Abstain.”
- vii. As with all votes, no comments on the thread may be posted, aside from those used to “bump” the post. If someone continuously violates this rule, in an attempt to invalidate the vote, then the Officers Group has the right to strip any member(s) of their ability to post in the forum until the vote is complete. If the Officers Group does this, they must immediately open a court case on all members involved.
- g) If impeached, a Leader is reduced to the rank of “Senior Member,” and maintains only the rights and privileges of that rank.
- h) Impeached Leaders shall *not* serve as Justices, but they may serve as Jurors.
- i) Impeached Leaders shall not receive the rank of “Officer Emeritus.”
- j) The Impeachment of a Leader is considered binding, and there is no means by which a Leader may appeal their impeachment.

Section 2

- a) As elected representative of the members of CiD, Officers are required to assist the Leaders in the day-to-day administration of the clan. Officers are required to hold themselves to the highest possible standard.
- b) The following are the Officer responsibilities:
 - i. Officers must know and understand all aspects of the CiD Constitution, Rules, Policies, and Guidelines and must ensure that the clan adheres to them.
 - ii. Officers must attend Officer Meetings and Clan-wide Meetings on a regular basis.
 - iii. Officers must meet with community members, recruits, Full Members, and Senior Members on an as-necessary basis to help resolve problems and ensure Clan-wide harmony.
 - iv. Officers may be designated specific responsibilities by one or both of the Leaders.

- v. Officers are expected to volunteer to take on responsibilities, such as website updates, policy, rules, and guideline review/writing, server maintenance, and other such necessary administrative activities, and those responsibilities are not limited to the ones outlined in this document.
 - vi. Officers must communicate with each other in written form via the clan website, to ensure the most effective administration of the clan, including maintaining a record of decisions-making.
 - vii. Officers must communicate policies to the general membership and the larger community in a written form via the clan website.
 - viii. Officers must update the website.
 - ix. Officers must reset CiD servers, as necessary.
 - x. Officers, like all other members, have the right to vote on any Clan-wide vote, as well as in elections.
- c) Officers shall serve a term of two (2) years, unless that term of service is shortened by resignation or removal.
 - d) Officers terms shall be staggered whenever possible (see Article V).
 - e) There shall be no Term limits for an Officer.
 - f) An Officer may be removed from their position via an Officer Meeting Vote.
 - g) To remove an Officer, the Officer Meeting Vote must be 75% in favor of that action.
 - h) All Officers present are required to vote. If an Officer “abstains,” then their vote will be considered a vote *against* removal of the Officer in question.
 - i) The minutes of the meeting *must* include the vote count.
 - j) If removed, an Officer is reduced to the rank of “Senior Member,” and maintains only the rights and privileges of that rank.
 - k) Removed Officers shall *not* serve as Justices, but they may serve as Jurors.
 - l) Removed Officers shall *not* receive the rank of “Officer Emeritus.”

m) A removed Officer may appeal the removal by requesting a Court Case (see Article V).

Section 3

- a) The Officers Group includes all Officers and Leaders.
- b) Any Officer can request a meeting of the Officers Group.
- c) The Officers Group is required to meet monthly from September to June, and on an as-needed basis in July and August.
- d) Officers Group meetings are closed to the general membership.
- e) The Officers Group may invite an individual or group (whether members or not) to attend a meeting if that individual or group is needed for their expertise, testimony, or other reason as determined by the Officers Group. However, those individuals are only permitted in the meeting during the portion to which their attendance is pertinent.
- f) Quorum for an Officers Meeting is 50% +1 of the currently filled Leader/Officer posts. For example, if there are two leaders and six officer posts currently filled, then quorum would be 5 (=SUM(8/2)+1).
- g) An Officers Group meeting can occur with or without a Leader being present. Therefore, if no leader can attend, but enough Officers can attend, then the Officers Group can still have quorum and can still make binding decisions.
- h) If present, a Leader will Chair the meeting. Leaders may also co-Chair the meeting. If no Leader is present, then the Officers Group will designate a meeting Chair.
- i) Meeting times should be proposed and discussed via a post in the Officers Lobby. At least one-week advanced notice should be given for a regular Officer Meeting when possible. However, Emergency Officer Meetings may be called with less than 48 hours' notice when necessary.
- j) The agenda for the meeting must be posted by a Leader at least 24 hours prior to the scheduled meeting, regardless of whether it is a Regular or Emergency Meeting.
- k) Minutes must be kept for every meeting and must be posted in the Officers section of the website within 24 hours of the meeting's conclusion. Minutes should be on their own page, not in the Officers Lobby. Minutes from meetings are never to be deleted, as they provide insight into decisions that can be important to understand years later.

- l) For any decision by the Officers Group to be considered binding the Officers Group must vote. A vote is passed if it receives greater than 50% approval from the Officers/Leaders in attendance. For example, if the Officers Group votes on a proposed guideline and there are 5 members in attendance, then the vote requires 3 yes votes. If it received 2 abstains, 1 no vote, and 2 yes votes, it does *not* pass. If an even number of Officers are in attendance, then the vote requires 50% +1. For example, with 6 in attendance a vote would require 4 yes votes to pass.
- m) Officers Group Meeting Votes may be used to make decisions regarding: Guidelines, Policy Votes, Rule Votes, Removal of an Officer, temporary spending decisions, emergency decisions, and any other decisions not explicitly dictated elsewhere in the Constitution, Policies, or Rules.

Section 4

- a) Officers Emeritus is a life-long honorary position. “Life-long,” in this case, meaning the “life” of one’s membership in CiD. If an Officer Emeritus resigns from CiD, they lose their title and all privileges attached to it.
- b) Officers Emeritus must have served at least one full year as an Officer.
- c) Officers Emeritus are required to hold themselves to the highest possible standard.
- d) Officers Emeritus maintain access to the Officers section of the CiD website.
- e) Officers Emeritus serve as advisors to the Officers Group on an as-needed basis.
- f) Officers Emeritus *are not* permitted to vote in officer meetings.
- g) Officer Emeritus are granted the same in-game administrative permissions as a Senior Member.
- h) An Officer Emeritus may have their title revoked, for any reason, via an Officers Meeting Vote.
- i) Officers Emeritus may be appointed as Justices.
- j) Upon adoption of this document, all former Officers who meet the qualifications above will automatically acquire this new title.

Section 5

- a) Clan-wide meetings are for all members and recruits to attend. Failure to attend a meeting due to real-life scheduling conflicts (including bedtime) will not affect a member’s status. However, if a member is online playing a game or is in our VoIP application (i.e. TS or Discord) and does not attend the meeting, then the failure to attend the meeting can affect the member’s status in CiD.
- b) Clan-wide meetings must be held on a minimum of a bimonthly basis from September to June. There are no regular Clan-wide meetings in July or August, but an Emergency Clan-wide meeting can be called in any month.

- c) Clan-wide meetings should be scheduled at the best time for the greatest number of members. However, it must be noted that it is impossible to accommodate everyone's schedule, and therefore minutes must be posted with 24 hours of the meeting's completion.
- d) Regular Clan-wide meetings must be announced at least one-week in advance. Emergency Clan-wide meetings must be announced at least 48-hours in advance.
- e) A member of the Officers Group must post an agenda for the meeting in the Clan Lobby at least 24 hours in advance.
- f) Members may request to add an item to the agenda. Members do not need to wait to see the agenda to add an item. To add an item, a member simply needs to make the request to a member of the Officers Group via a private message or post such a request in the CiD forum.
- g) Quorum for a Clan-wide meeting is 15 members, as long as the meeting was properly scheduled and announced. Recruits do *not* count toward quorum.
- h) At each meeting a CiD member must be designated to take comprehensive minutes. The minutes must then be posted to the CiD clan lobby within 24 hours, so all members may review them.
- i) For a Clan-wide Meeting Vote to pass it must receive greater than 50% approval from the members in attendance.
- j) Only members are permitted to vote on any decisions, though recruits are welcome to voice their opinions.
- k) Clan-wide Meeting Votes may be used to make decisions regarding: new spending, game sponsorship, changes in sponsoring servers, changes in VoIP application (i.e. TeamSpeak, Discord, etc.), Called Votes, and any topic that is not elsewhere defined in the Constitution, Rules, or Policies. If a decision made during a Clan-wide meeting is called into question by someone unable to attend the meeting (for any reason), they may request an official Clan-wide vote by Calling the Vote at the next Clan-wide meeting, or by requesting that the Officers Group Call the Vote at their next meeting.

Article V

Court System

Section 1

- a) Justices are appointed by the Officers group, and are required to oversee Court Cases.
- b) Justices must be selected from the existing pool of Officers Emeritus. If no Officer Emeritus is available to serve as a Justice, then the Officers may select a Senior Member in good-standing to fill the role.
- c) Justices oversee court cases, and they must be knowledgeable of the rules, standards, policies, and Constitution of CiD.
- d) Justices convene a panel of jurors (selected by the Officers), and they ensure that the court proceedings follow the rules, standards, policies, and Constitution of CiD.
- e) A Justice is appointed only when there is a court case to be adjudicated. Once a court case is fully adjudicated, then the Justice returns to their previous rank.
- f) There is no limit to the number of times that an Officer Emeritus may be appointed as a Justice. However, no Senior Member may be appointed as a Justice multiple times in a row.
- g) No one directly or indirectly involved in the court case being adjudicated may be appointed as a Justice.

Section 2

- a) Jurors may be selected from the pool of Senior Members or Full Members.
- b) A member must be in good-standing to serve as a Juror.
- c) Jurors are appointed only when there is a court case to be adjudicated. Once a court case is fully adjudicated, then the Jurors return to their previous rank.
- d) No one may serve as a Juror multiple times in a row.
- e) No one directly or indirectly involved in the court case being adjudicated may be appointed as a Juror.

Section 3

- a) A court case is called when any member of CiD posts a complaint in the “CiD Court” on the CiD website. The complaining member (the complainant) is required to clearly identify what rule, policy, guideline, or part of the Constitution is being violated.
- b) Members are urged to first attempt to resolve issues on their own by communicating directly with the offending member, or by consulting with the Officers Group and requesting assistance.

Section 4

- a) When a complaint is lodged, it must be reviewed by the Officers Group within a week. Such a review may occur in the Officers’ section of the forum or in an Officers Meeting. If the complaint is an appeal by a recently removed Officer, then the case must immediately move to the appointment of a Justice to determine if the removal was appropriate. In such a case, the complainant must argue why their removal was inappropriate.
- b) Prior to meeting, and within 72 hours of the complaint being lodged, the Officers Group must contact the complainant and the any other members involved to ask for clarification on anything that they do not understand.
- c) When reviewing the complaint, the Officers Group has three options: 1) dismiss the case outright, 2) attempt to resolve the complaint by conferring with the members involved, or 3) appointing a Justice to adjudicate the complaint.
 - i. No matter the decision, the Officers Group must keep a record in the Officers’ section of the forum, and they must notify the complainant within a week of the complaint being lodged.
 - ii. The Officers Group may only outright dismiss a case if the basis of the case is invalid because the complainant has not identified the exact violation, OR because the complainant has not responded to communications from the Officers Group when attempting to resolve the complaint.
 - iii. If the Officers Group confers with the complainant and any other parties involved, and the complainant believes that their complaint has been properly addressed and resolved, then the complaint *is* resolved, and the Officers Group must document this result in the Officers’ section of the forum.
 - iv. If the complaint is valid, the complainant is communicative, and the Officers Group is unable to (or chooses not to) resolve the complaint through a discussion with those involved, then the Officers Group is required appoint a Justice within 48 hours to adjudicate the case.
- d) The Officers Group may appoint any Officer Emeritus as a Justice, if that Officer Emeritus is available. To save time, the Officers Group may create a list of Officers Emeritus and then Senior Members (if no Officer Emeritus is available) in a ranked order, and then reach out to each until they find one who is available. The Officers Group must approve such a list (and such appointments) via an Officers Meeting Vote.

- e) Within 24 hours of appointing a Justice, the Officers Group must post a request for Jurors in the Clan member lobby. Members must be given 72 hours to respond.
- f) After 72 hours, the Officers Group must appoint *five* Jurors to the case.
- g) Within two-weeks of the final appointment of Jurors, the appointed Justice is required to hold a hearing with all members involved. If there is a scheduling problem with Jurors, then the Officers Group may appoint different Jurors. The Officers Group may also appoint a different Justice, if it is the Justice's schedule that conflicts.
- h) If there are significant scheduling conflicts with key members of the group (i.e. the complainant or others directly involved in the case), and sincere efforts have been made to accommodate those involved, then a member may submit a written statement in place of appearing in court, and may also appoint a delegate to speak on their behalf. That delegate may be any member of the clan with direct knowledge of the complaint, either because they were present during the incident (if such is pertinent) or because they have been fully informed of the missing member's perspective on the complaint.
- i) The Justice will Chair the hearing and will present the exact text(s) of the Constitution, Policy, or Rule that the complainant believes has been, and/or is being, violated.
- j) The Jurors are only permitted to decide whether such a violation did occur/is occurring, and what measures should be taken to resolve the issue.
- k) The Justice must follow this agenda for the hearing:
 - i. Justice introduces the complaint;
 - ii. The complainant makes a brief opening statement;
 - iii. The defendant(s) make(s) a brief opening statement;
 - iv. The complainant presents testimony and evidence to support their claim that violation is occurring/did occur;
 - v. The defendant(s) present testimony and evidence to support their counter-argument;
 - vi. The complainant is permitted to respond to the counter-argument;
 - vii. The defendant is permitted to respond to that response;
 - viii. Each side makes a brief closing argument;
 - ix. The Justice dismisses the complainant and the defendant(s).
- l) Immediately following the hearing, the Jurors may reach a verdict on the claims, or they may be given 48 hours to consider the arguments.

- m) Within 72 hours of the conclusion of the hearing, the Jurors must vote, either in person with the Justice (who records the votes anonymously) or via a vote in the CiD Court on the CiD website. There are only two permissible options for the vote:
- i. The defendant(s) did violate the policy, rules (etc.); OR
 - ii. The defendant did not violate the policy, rule (etc.).
- n) If there is more than one defendant and/or more than one violation, then the Jurors are to vote separately on each violation for each defendant. It is the Justice's responsibility to oversee this process.
- o) If 80% or more of the Jurors agree that a violation did occur, then the defendant is considered "guilty." All five Jurors must vote one way or the other. If a Juror does not vote, then that vote will be considered a "not guilty" vote.
- p) If a defendant is found "not guilty," then the case is resolved, and no further disciplinary action is taken.
- q) If a defendant is found "guilty," then the Jurors must vote on the punishment, following the same procedure as the vote on guilt. It is best if the Justice and Jurors meet to discuss it and vote, but it may be done through a vote in the CiD Court, if necessary. These votes must occur within 48 hours of the "guilty" decision.
- r) The following punishments are permitted for violations of the Constitution, Policies, or Rules of CiD:
- i. A written reprimand of the offending member(s) posted in the CiD only section of the forum, including an explanation of the violation. (Requires 60% or more approval of Jurors.)
 - ii. If the defendant is not a Leader, a one-level reduction in rank. This includes the ability to remove an Officer and reduce their rank to Senior Member. This also includes the ability to reduce a Full Member to recruit status, and to reduce a recruit to community member status. (Requires 80% or more approval of Jurors.)
 - iii. If the defendant is not a Leader, and if the violation is extraordinary, the Jurors may ban the member from CiD. (Requires 100% approval of Jurors.)
 - iv. If the defendant is a Leader, the Jurors may force a Clan-wide vote to impeach and remove the Leader. (Requires 60% approval of Jurors.)

Section 5

- a) Within 24 hours of the Jurors' decision, the Justice must inform the Officers in the Officers' section of the CiD forum, and they must send a private message to the concerned parties informing each of the decision, and CCing the Officers Group.
- b) Within 48 hours of the Jurors' decision, the Justice is required to post an announcement of the decision to all members in the CiD members' section of the forum. All that the Justice is permitted to write is: 1) who was involved, 2) what the exact violation(s) was/were violated, and 3) what disciplinary actions were assigned by the Jurors.
- c) The Officers Group is required to oversee the full implementation of any decisions by the Jurors.
- d) Once the Justice has posted the announcement, the Justice and Jurors return to their normal ranks.

Article VI

The Election of Officials

Section 1

There are two membership ranks that are elected: Officers and Leaders.

Section 2

- a) To be elected, an Officer or Leader must receive greater than 50% of a Clan-wide vote.
- b) If more than two candidates are running for a single position and no candidate receives greater than 50% of the vote, then a second final vote between the top two will be posted.
- c) If multiple positions are open and only one candidate receives greater than 50% of the vote, then that member is elected, and the vote for the other position and candidates is re-posted without removing any other candidate.

Section 3

Any member who is elected as an Officer or Leader immediately assumes their position after the vote is complete.

Section 4

- a) There are two Leader positions.
(Clarification - Please see the [Definitions](#) section for requirements to be Leader)
- b) Leader terms are two years long and are staggered.

- c) If there is a vacancy for a Leader before the end of the term, a special election must be held to fill the vacancy until the end of that term.
- d) Both Leader positions are of the same rank, power, responsibility and privileges.
- e) Leader Position One (1) shall be elected in January of odd numbered years. Following the approval of this Constitution, the first regular election for this position must be held in January 2019. The next is 2021, then 2023, and so on.
- f) Leader Position Two (2) shall be elected in January of even numbered years. Given that this Constitution is being established in the summer of 2018, and following the approval of this Constitution, a special election shall be held in September 2018 to either extend the current Leader's term until 2020, or replace the current Leader with a new Leader. The first regular election for this position must be held in January 2020. The next is 2022, then 2024, and so on.

Section 5

- a) There shall be seven (7) Officer positions.
(Clarification - Please see the [Definitions](#) section for requirements to be Officer)
- b) Officer terms are one year long and should be staggered throughout the year, if possible, with one in each month from September through April.
- c) If there is a vacancy for an Officer before the end of their term, a new Officer election should be held within two months of the vacancy.
- d) All Officer positions are of the same rank, power, responsibility and privileges.
- e) It is the responsibility of the Leaders to track and document the Officer terms. These should be clearly posted in the Officers' section of the CiD forum.

Article VII

Resignations and Demotions

Section 1

- a) A member of CiD may resign from CiD by making a resignation post on the CiD forum.
- b) If a member submits a resignation post, the resignation will take effect 48 hours after the post. This is the “cool down” period, which is designed to give the member a chance to reconsider their choice.
- c) If a member decides to withdraw their resignation during the “cool down” period, the resignation does not take effect.
- d) If a member used their resignation post to attack CiD or any of its membership, then any member of CiD may lodge a complaint and request that the resigning member be banned from CiD. If the resigning member withdraws their resignation during the “cool down” period, then the Officers Group must use [Article V](#) above to resolve the issue. If the resigning member does not withdraw their resignation during the “cool down” period, then that individual is no longer a member of CiD, and the Officers Group may decide to ban them for the content in their resignation post.
- e) Any Officer or Leader who submits a “resignation from the clan” post is also considered to have submitted a “resignation from leadership” post (see [Article VII: Section 2](#)).

Section 2

- a) An Officer or Leader may resign from their leadership position by making a resignation post the CiD forum.
- b) If an Officer or Leader submits a “resignation from leadership” post, the resignation will take effect 48 hours after the post, or after the date indicated in the post. This is the “cool down” period.
- c) If the Officer/Leader decides to withdraw their resignation from leadership during the “cool down” period, the resignation does not take effect.
- d) If an Officer/Leader used their resignation from leadership post to attack CiD or any of its membership, then the Officer/Leader is considered immediately resigned and may not withdraw their resignation, as they have proven themselves to be unworthy of a leadership role in CiD.

Section 3

- a) A recruit/member of any rank shall receive a one-step rank demotion for failing to remain in Good-standing with the clan (see Policy for Good-standing).
- b) A recruit/member/officer may receive a rank demotion due to a guilty verdict in a court case.

Article VIII

Date of Effectivity

This Constitution of Clear in Darkness shall take effect on the date of its approval (see [Article III, Section 10](#)). Once this document is approved, the *only* rules, policies, and guidelines that CiD member are required to follow and enforce are those that are *in writing* and that follow the approval procedures explained in this Constitution.