

Constitution of the Kingdom of Ashelor



Flag of the Kingdom of Ashelor



Emblem of the Kingdom of Ashelor



Government

Monarch

The Monarch acts as the executive, providing guidance and ensuring the principles of the community. They also hold Royal Assent and Veto powers whereby Assent provides additional protection to laws passed via a clear majority so that to change or revoke said law would require a clear supermajority. Veto powers ensure that Parliament cannot pass laws that would threaten the integrity of the community or the nation.

The Monarch has a right to a seat within Parliament.

The Monarch holds absolute power while Parliament is dissolved.

Parliament

The Royal Assembly, or Parliament, acts as the legislature and judiciary with absolute power over the lands within its jurisdiction, and is composed of Members [of Parliament].

Membership

Each Member of Parliament must be a citizen of Ashelor.

Motions

Members have the right to propose a[ny] change to the current state of affairs, which may include but is not limited to: *the law, precedents, and the Constitution*, which shall be referred to as a motion. Citizens have the right to request in good faith to Parliament to consider a[ny] change as they would do for a motion.

Voting

Majority votes shall be defined as votes that require over fifty percent.

The government should refer to a majority as a clear majority.

Supermajority votes shall be defined as votes that require over two thirds.

The government should refer to a supermajority as a clear supermajority.

Consensus votes shall be defined as votes that require unanimity.

When Parliament has fewer than two Members, Parliament shall be dissolved until the Monarch uses emergency powers to appoint more Members.



When Parliament has only two Members, Parliament will not be able to make decisions that would require a supermajority vote or a consensus.

When Parliament has three or four Members, a clear majority and clear supermajority warrants the same amount of votes, so any supermajority vote shall instead require a consensus.

Ministerial Powers

Ministerial powers are given to Members via a clear majority of Parliament for them to exercise authority and make decisions on behalf of and with the implicit consent of Parliament, but are not considered law nor precedent. Such powers carry the weight of and so may be overridden by a clear majority of Parliament.

Judiciary

The Lower Court handles civil and criminal disputes, whereby a single Member shall preside over the case, either by volunteering, being assigned by the Monarch, or via random draw. Judges cannot reside over their own cases.

The Upper Court shall handle Constitutional disputes as well as appeals from the Lower Court, whereby the Members shall collectively decide as they would for a Constitutional amendment.

The Royal Order shall handle appeals from the Upper Court and shall be considered the final word whereby the Monarch uses their assent or veto powers to convict or acquit respectively.

Amendments to the Constitution

Motions that would change aspects of the Constitution shall require a consensus.

Territory

Parliament may expand or retract its claim to land via a clear supermajority.



Citizenship

Players who are permanent residents and property owners within Ashelor are eligible for citizenship, which may be obtained by petitioning the government for ascension, which shall be granted by a clear majority of Parliament.

The owned property must be fully within the territory and jurisdiction of Ashelor.

Citizenships granted via Ministerial Powers are subject to a week probation period whereby the decision may be reversed.

Common Rights

Players shall be defined as players, their alternate accounts, and their bots.

Freedom from Discrimination

Players have the right to be treated equally under the law.

Players shall be free from unequal treatment based on race, gender, sex, ethnic or social origin, colour, sexual orientation, age, disability, religion, conscience, belief, culture, language and place of birth.

Freedom of Expression

Players have the right to exercise in good faith the ability to express themselves peacefully, and to criticise the government.

This includes the practice of religion.

Freedom from Slavery

Players have the right to be free from slavery and involuntary servitude.

Right to Self Defence

Players have the right to safety, and to defend themselves with reasonable and proportionate force.

Right to Habeas Corpus

Players have the right to demand a trial upon being lawfully pearled, or otherwise demand release. And to demand a public and speedy trial upon indictment; to not be



tried for the same instance of a crime more than once unless the previous trials have failed to convict or acquit; nor be compelled to be a witness against oneself.

Freedom from Extradition

Players have the right to remain within the territory and jurisdiction of Ashelor upon being pearled.

Right to Harvest

Players have the right to access and harvest public farms, with the expectation that they replant within a reasonable timeframe.

Right to Citizenship

Players have the right to retain their citizenship in lieu of serious criminal convictions; and regardless of activity.

Freedom of Assembly

Players have the right to peacefully assemble in protest of the government.

Right to Personal Property

Players have the right to have, own, and operate their personal property, and to be free from government confiscation except through means available to private citizens.

Freedom of Political Engagement

Players are free to engage and associate politically in good faith, which shall include the right to form a political party, and to campaign for a political party or cause.

Freedom of Economic Engagement

Players have the right to participate in the economy as a buyer and or seller.