**TYPES AND TAXONOMY OF RULES [June 23rd, 2025]**

1. **Aggregation *(AGG)*** Determine whether a decision by a single participant or of multiple participants is required needed prior to an action at a node in a decision process. Aggregation rules specify who participates in the decision, how much weight each participant has relative to others, and the formula used to sum each participant’s contribution to the final decision regarding the action or outcome.
   1. **Conflict** *(AGG.con)* Defines the processes to be followed in cases of unresolved agreements, decision appeals, or conflict resolution.
   2. **Node** *(AGG.nod).* Defines the presence of a decision node and specifies the positions involved in it.
   3. **Power-sharing** *(AGG.pow)* Establishes the distribution of power and the treatment of actors, taking into account both symmetry and asymmetry in decision-making.
      1. **Weight** *(AGG.pow.wei)* Establishes the weighting assigned to actors in non-symmetric aggregation rules.
   4. **Procedure** (*AGG.pro)* Defines the decision-making procedure.
      1. **Agreement** *(AGG.pro.agr)* Describes the process of reaching agreement before a decision can be made (e.g., proportion of the total, majority, consensus, binding opinions).
      2. **Condition** *(AGG.pro.con)* Specifies the conditions that must be met during decision-making processes, such as the presence of observers and quorum requirements.
      3. **Form** *(AGG.pro.for)* Describes how decisions are conveyed (e.g., through secret vote, show of hands, voice vote).
2. **Boundary *(BOU)*** Defines who is eligible and outlines the process for assignment to and withdrawal from a position.
   1. **Eligibility** (*BOU.eli)* Specifies eligibility criteria for entering and exiting a position.
      1. **Credential** *(BOU.eli.cre)* Specifies the documentary evidence required to validate that actors meet the necessary qualifications for a given position.
      2. **Membership** *(BOU.eli.mem)* Specifies the criteria to enter a position based on the requirement to reside or be registered in a specific place or organization.
      3. **Personal** (*BOU.eli.per*) Specifies the personal attributes to enter a position.
         1. **Ascribed** *(BOU.eli.per.asc)* Specifies the ascribed attributes to enter a position (e.g., gender).
         2. **Acquired** *(BOU.eli.per.acq)* Specifies the acquired attributes to enter a position (e.g., education).
      4. **Resource** *(BOU.eli.res)* Specifies the criteria to enter a position based on the association with a resource.
   2. **Entry** *(BOU.ent)*Describes the process of entering a position.
      1. **Control** *(BOU.ent.con)* Specifies the control mechanism by which eligible actors enter a position.
         1. **Order** *(BOU.ent.con.ord)* Establish an order or hierarchy for deciding who enters a position.
      2. **Elapse** *(BOU.ent.ela)* Specifies the time frame that must pass between announcing the decision to enter a certain position and actually assuming it.
      3. **Fee** (*BOU.ent.fee*)Assign an entry fee to a position.
      4. **Multiple** *(BOU.ent.mul)* Specifies if actors may or must hold multiple positions.
      5. **Past** *(BOU.ent.pas)* Specifies the entry criteria for an individual who has held a specific position before.
      6. **Procedure** *(BOU.ent.pro)*Outlines the procedures or steps for eligible actors to enter a position.
      7. **Succession** *(BOU.ent.suc)* Defines the definitive or temporary succession process for positions through inheritance (due to death or in life), illness, death, censure, sale, etc.
   3. **Exit** (BOU.exi) Describes the process of leaving a position.
      1. **Control** *(BOU.exi.con)*Specifies the control mechanism by which eligible actors leave a position.
         1. **Order** *(BOU.exi.con.ord)*Establish an order or hierarchy for deciding who exits a position.
      2. **Elapse** *(BOU.exi.ela)* Specifies the time frame that must pass between announcing the decision to leave a certain position and actually leaving it.
      3. **Fee** *(BOU.exi.fee)* Assigns an exit fee to a position.
      4. **Procedure** (BOU.exi.pro) Outlines the procedures or steps for actors to leave or be dismissed from a position.
      5. **Time** *(BOU.exi.tim)* Sets the permanence time in a position.
3. **Choice *(CHO)*** Define the actions that actors in specific positions are obligated, allowed, or forbidden to take at particular stages of a decision-making process. Choice rules specify permissible and restricted actions and infrastructures, requirements for resource contributions and allocations, procedures for monitoring, and the organization and conduct of meetings.
   1. **Actions** *(CHO.act)*Specifies what specific positions are required, permitted, or prohibited to do.
   2. **Allocation** (*CHO.all*) Describes the forms and models of resource sharing and distribution allocation.
      1. **Criteria** (*CHO.all.cri*) Sets the criteria for allocating resources (e.g. to whom, amount to be allocated).
      2. **Procedure** (*CHO.all.pro*) Establishes allocation procedure (e.g. how, when).
      3. **Type** (*CHO.all.typ*) Specifies the type of resource to be allocated.
         1. **Economic** (*CHO.all.typ.eco*) Allocates financial resources.
         2. **Material** (*CHO.all.typ.mat*) Allocates material and nonmonetary resources.
   3. **Contribution** *(CHO.con)* Establishes the contribution and input to be made by the actor who hold a position in terms of time, resources, or effort in a given activity.
      1. **Criteria** *(CHO.con.cri)* Sets the criteria for contributions (type and amount).
      2. **Procedure** *(CHO.con.pro)*Establishes the contribution method (e.g., frequency).
      3. **Type** *(CHO.con.typ)* Specifies the types of contributions to be made by actors.
         1. **Action** *(CHO.con.typ.act)* Defines the time and effort required for contributions.
         2. **Economic** *(CHO.con.typ.eco)* Defines financial contributions.
         3. **Material** *(CHO.con.typ.mat)* Defines material contributions.
   4. **Infrastructure** *(CHO.inf)* Establishes the type, quality, and quantity of natural and physical infrastructure (such as materials, private or public infrastructure, tools, and technology) that are required, permitted and prohibited.
   5. **Meeting** *(CHO.mee)* Describes all aspects related to meetings, gatherings, assemblies, and events.
      1. **Location** *(CHO.mee.loc*) Sets the location or venue for meetings.
      2. **Participation** *(CHO.mee.par)* Establishes the required participation in meetings.
         1. **Actor** *(CHO.mee.par.act)* Defines who attends, chairs, or participates in meetings, including the mandatory attendance of specific actors.
         2. **Attendance** *(CHO.mee.par.att)* Describes the mandatory attendance at meetings, including the number of absences allowed to actors and the action to be taken in case of actors’ absence or lack of quorum.
         3. **Behavior** *(CHO.mee.par.beh)* Defines the required behaviors to be adopted during meetings.
         4. **Number** *(CHO.mee.par.num)* Determines the required number of participants or quorum for meetings.
         5. **Procedure** *(CHO.mee.par.pro)* Describes the procedure for participating in a meeting
      3. **Subject** *(CHO.mee.sub)* Outlines the topics to be discussed during meetings.
      4. **Time** (CHO.mee.tim) Sets the time, frequency and duration for meetings.
         1. **Duration** *(CHO.mee.tim.dur)* Sets the duration for meetings.
         2. **Frequency** *(CHO.mee.tim.fre)* Sets the frequency for holding meetings.
         3. **Timing** *(CHO.mee.tim.tim)* Sets the time for meetings.
      5. **Type** *(CHO.mee.typ)* Establishes the type of meeting (e.g., general assembly, ordinary assembly).
   6. **Monitoring** *(CHO.mon)* Describes the monitoring processes for compliance with actions and outcomes.
4. **Information (*INF)*** Govern the flow and use of information, determining what information is available, how it is accessed and shared, and how it is used to inform decision-making.
   1. **Accuracy** *(INF.acc)* Regulates the accuracy of information.
   2. **Channel** *(INF.cha)*Defines the methods of communication, including assemblies, meetings, newsletters, online platforms, and signage.
   3. **Control** *(INF.con)* Defines the information control process.
   4. **Format** *(INF.for)* Establishes the mode (e.g., oral, written, visual) and format (e.g., size, duration) for sharing information.
   5. **Language** *(INF.lan)* Establishes the official language for communication.
   6. **Network** *(INF.net)* Establishes the communication network.
   7. **Subject** *(INF.sub)* Defines or restricts the information (e.g., topics) shared among actors, including meeting announcements.
   8. **Time** (INF.tim) Sets the time and frequency for information exchange.
      1. **Frequency** *(INF.tim.fre)* Sets the frequency for exchanging information.
      2. **Timing** *(INF.tim.tim*) Sets the time for information exchange.
5. **Payoff *(PAY)*** Assigns rewards or sanctions to specific actions or outcomes.
   1. **Cause** *(PAY.cau)* Defines which actions or outcomes are subject to consequences.
      1. **Action** *(PAY.cau.act)* Assigns consequences to specific actions.
      2. **Outcome** (PAY.cau.out) Assigns consequences to specific outcomes.
   2. **Consequence** *(PAY.con)* Assigns rewards, sanctions or warnings to specific actions or outcomes.
      1. **Reward** *(PAY.con.rew*) Assigns rewards to specific actions or outcomes.
      2. **Sanction** *(PAY.con.san*) Assigns sanctions to specific actions or outcomes.
      3. **Warning** *(PAY.con.war*) Set warnings to specific actions or outcomes prior to sanctions.
   3. **Criteria** *(PAY. cri)* Sets the criteria for determining the nature and magnitude of consequences.
   4. **Form** *(PAY. for)* Sets the form and frequency of consequences.
   5. **Type** *(PAY.typ)* Sets the type of consequences .
      1. **Material** (*PAY.typ.mat)* Assigns tangible, non-economic consequences.
      2. **Economic** *(PAY.typ.eco)* Assigns financial consequences.
      3. **Action** *(*PAY*.typ.act)* Assigns consequences by permitting or prohibiting specific activities.
      4. **Legal** *(PAY.typ.leg)* Assigns legal consequences.
      5. **Physical** *(PAY.typ.phy)* Assigns physical and/or sensorial (e.g., hugs, applause, or booing ) consequences.
      6. **Positional** *(PAY.typ.pos)* Assigns positional consequences.
      7. **Spiritual** *(PAY.typ.spi)* Specifies divine consequences .
      8. **Emotional** *(PAY.typ.emo)* Describes emotional consequences.
         1. **Internal** *(PAY.typ.emo.int)* Describes internal emotional consequences.
         2. **External** *(PAY.typ.emo.ext)* Describes external emotional consequences.
6. **Position *(POS)*** Defines positions and entities with specific authority and roles, and specifies the allowable number of participants per position or entity.
   1. **Definition** *(POS.def)* Creates, defines, and otherwise eliminates positions and entities in an action situation.
   2. **Function** *(POS.fun)* Defines the functions, rights, responsibilities, duties and obligations associated with each position or entity.
   3. **Number** *(POS.num)* States the number of actors who hold a position.
      1. **Lower bound** *(POS.num.low)* States the lower bound on the number of actors to hold a position.
      2. **Upper bound** *(POS.num.upp)* States the upper bound on the number of actors to hold a position.
7. **Scope *(SCO)*** Defines the boundaries and goals of the system and specifies the domain over which the rules apply.
   1. **Definition** *(SCO.def)* Specifies the definitions, designations, and descriptions of activities, infrastructure, resources, and symbols.
   2. **Goal** *(SCO.goa)* Defines the goals of the rules.
      1. **Action** *(SCO.goa.act)* Specifies the goals in terms of actions.
      2. **Outcome***(SCO.goa.out)* Specifies the goals in terms of outcomes.
   3. **Domain** *(SCO.dom)* Sets the spatial, temporal, and legal domain, as well as the resources and activities to which the rules apply.
      1. **Spatial** *(SCO.dom.spa)* Specifies the spatial extent to which the rules apply and describes its characteristics.
      2. **Temporal** *(SCO.dom.tem)* Specifies the temporal scope over which the rules apply (e.g., fishing seasons).
      3. **Legal** *(SCO.dom.leg)* Specifies the legal framework (e.g. national laws, regulations of natural protected areas, international treaties) and describes changes within that framework in which the rules are established.
      4. **Resource** *(SCO.dom.res)* Specifies the resource to which the rules apply and describes its characteristics.
      5. **Activity** *(SCO.dom.act)*Defines the activities over which the rules apply.
      6. **Social** *(SCO.dom.soc)* Specifies the social dimension (cultural, historical, ...) over which the rules apply.