**RULES TYPOLOGY**

Classification from Ostrom (2005)

1. **Position (POS)**
   1. Definition *(POS\_def)*
   2. Number *(POS\_num)*
      1. Lower bound *(POS\_num\_low)*
      2. Upper bound *(POS\_num\_upp)*
2. **Boundary (BOU)**
   1. Eligibility (BOU\_eli)
      1. Ascribed *(BOU\_eli\_asc)*
      2. Acquired *(BOU\_eli\_acq)*
   2. Entry *(BOU\_ent)*
      1. Control (open, invitational, competitive, compulsory) *(BOU\_ent\_cnt)*
      2. Fee *(BOU\_ent\_fee)*
      3. Multiple *(BOU\_ent\_mul)*
      4. Succession *(BOU\_ent\_suc)*
   3. Exit *(BOU\_exi)*
      1. Past *(BOU\_exi\_pas)*
      2. Elapse *(BOU\_exi\_ela)*
      3. Fee *(BOU\_exi\_fee)*
      4. Must *(BOU\_exi\_mst)*
      5. Appeal *(BOU\_exit\_app)*
3. **Choice (CHO)**
   1. Agenda *(CHO\_agn)*
      1. Close *(CHO\_agn\_cls)*
      2. Open *(CHO\_agn\_opn)*
      3. German *(CHO\_agn\_ger)*
4. **Aggregation**
   1. Symmetry (symmetric, nonsymmetric) (AGG\_sym)
   2. Weight (AGG\_wgh)
   3. Vote (AGG\_vot)
   4. Lack (AGG\_lck)
5. **Information**
   1. Channel *(INF\_cha)*
   2. Frequency *(INF\_frq)*
   3. Accuracy *(INF\_acc)*
   4. Subject *(INF\_sub)*
   5. Language *(INF\_lan)*
6. **Payoff (PAY)**
   1. Action *(PAY\_act)*
   2. Outcome *(PAY\_out)*
   3. Reward *(PAY\_rew)*
   4. Sanction *(PAY\_san)*
7. **Scope (SCO)**