Bylaws of clan X

X is a peacefully clan with its farm-clan called Y, which should be treated as a part of clan X. X was created to enable all city 70 members to take part in cross-city events. All decisions inside the clan should be made according to the rules below

§1. Clan architecture

1. Clan is divided into 2 parts: main clan and farm clan
    1.1. Main clan is part where main accounts of players should stay.
    1.2. Farm clan is part where all farm accounts of players should stay.
2. Clan is lead by Leader and a Council
    2.1. Clan leader is R5 of main clan.
    2.2. Council is made of all R4 of main clan.
3. Council members may be added or removed from council by voting with simple majority of votes.
4. Clan Leader is chosen from Council by whole-clan voting (See: Voting)
5. Leader is responsible for representing clan outside and for day-by-day management.
6. Council is responsible for extraordinary management, like choosing new leader, changing clan name etc.

§2. Territory

1. Clan territory- called Hive - is marked by blue line around clan towers.
2. Clan have 10 clan towers: 5 in main clan and 5 in farm clan.
3. Only clan members - both from main clan and farm clan - can gather in clan's X Hive.
4. In case of intrusion into Hive intruder will be warned by message, after 5 minutes by spying invading forces. 5 minutes after second warning intruder's forces may be destroyed.

§3. Voting

1. Clan name voting
    1.1. Clan name may be changed only by voting at most once every 12 months
    1.2. Initiative to change the name had to be raised during Council meeting by at least 5 members.
    1.3. Information about voting should be send by in-game message 7 days before voting. During that period every group of 5 members of clan can send to the leader proposal of a new name.
    1.4. Leader is responsible of carrying the voting.
    1.5. After end of voting proposal which got more than 50% of votes is chosen as a new name. If none of proposals get above 50% clan leader is responsible of carrying second voting to choose between two proposals with higher number of votes.
    1.6. Name is changed directly after end of the voting.

2.   Leader change voting

2.1.   Every 6 months clan leader should ask Council if they want him to step down. If any of R4's decided that leader should step down, the in-council voting should be performed. Decision is made by simple majority.

2.2.   Anytime any group of 5 R4's can ask for the voting, which will be handled like in 2.1

2.3.   In case of need of change leader, the new leader will be chosen by voting of whole clan.

    2.3.1.   All R4s are candidates to the title by default.

    2.3.2.   Each group of 5 clan members may suggest additional candidate.

    2.3.3.   Each candidate can withdraw his or her participation, in that case he or she should not be treated as a candidate immediately.

    2.3.4.   If there will be more than one candidate old clan leader should arrange a vote.

    2.3.5.   The new leader became the candidate who get majority of clan votes.

    2.3.6.   In case no one will get above 50% votes, 2 candidates with highest number of votes will be candidates in 2nd round of the voting. The one who get above 50% became new leader.

3.   Other votes

3.1.   All other votes are handled inside Council.

3.2.   Council may decide to ask all clan members in global voting if they decide that topic is too important to decide within Council.

§4.   Mayor Event

1. Clan X is part of City Hall rotation.
2. The day when clan should take city hall leader will remind all clan members via in-game message.
3. Anyone can join during attack on city hall.
4. Mayor will be appointed by the leader, but the one to appoint will be chosen by Council.
5. Each Council member can suggest candidate to appoint.
6. From all candidates the winner will be chosen by voting or acclamation.
7. Mayor can appoint anyone to the position in CIty Hall, but should take in consideration:
   - how active were players during CH event
   - how active were players during last Cops Raid
   - personal ranking during last Bounty Task event
   - how helpful position will be for player to grow.
8. The same rules should apply in case of redistribution of Mayor packages.

§5.   Communication

1. Communication is very important in such big clan, so every member is obliged to respond to messages.

2. The most basic and obligatory way of communication is using in-game chat/message system.
3. Talks about strategy, event-specific talks, sharing experience itd will be handled by Slack channels.
4. Slack is mandatory for R4 and above, for rest of the clan is optional.
5. Day-to-day talks are handled by in-game clan chat.
6. CIty chat should be used only for chit-chat, never for handling cross-clan problems.