

ARTICLE 0.

The purpose of this Icenian Contract Law is to establish the framework for fair and orderly contractual relationships within Icenia. The legislation aims to provide clarity, protection, and stability in transactions, fostering a thriving economy and enhancing the contractual obligations for all inhabitants.

This Act aims to foster a legal environment wherein all can engage in fair, transparent, and secure contractual relationships, contributing to the overall stability and prosperity of the Icenian society.

This act is intended to replace the “Icenian Contract Law Act” in its entirety

TITLE 1 : Validity of contracts

ARTICLE 1.

All contracts entered into shall be presumed valid unless proven otherwise under the provisions of this law.

TITLE 2 : Essential elements of a contract

ARTICLE 2.

All elements described in title 2 are essential for a contract to exist.

ARTICLE 3.

Mutual Consent: A valid contract requires the voluntary and mutual consent of all parties involved, indicating a clear understanding and acceptance of the terms.

A clear understanding and acceptance is one that is not made based on false promises or information, made under duress or threat.

Consideration: For a contract to be valid, there must be a tangible exchange of assets, services, or promises, creating a reciprocal obligation between the contracting parties.

Legal Purpose: Contracts must have a lawful purpose according to the laws and customs of Icenia. Any contract intending to facilitate illegal activities or violate the law shall be deemed void.

TITLE 3 : Modification and termination of a contract

ARTICLE 4.

Contracts shall be valid for a default period of sixty (60) days unless otherwise stipulated by the parties involved. Extensions or modifications to the duration must be explicitly agreed upon.

ARTICLE 5.

Any contracts may be amended through the express consent of all parties involved unless otherwise specified by the contract. Amendments shall be communicated and published through the same procedure laid out in Title 5 of this bill.

ARTICLE 6.

Any parties may leave a contract with a minimum notice of 2 weeks. Withdrawal must be made in good faith, with no intention of causing harm to the other parties to the contract.

TITLE 4 : Dispute resolutions

ARTICLE 7.

In the event of a breach of contract, the aggrieved party may seek restitution, as well as reasonable compensation for the harm, through a range of mechanisms, including court proceedings as well as mediation

ARTICLE 8.

In the event of a breach, the aggrieved party may choose to ask a mediator to rule over their dispute outside of court. Both parties need to agree on said mediator, and their decision is considered binding for all parties involved in the dispute.

ARTICLE 9.

Any parties may also ask the court to rule over the matter. This may also be done in the event the parties can't agree on a mediator.

The court shall rule over the matter using this current law, as well as the contract entered into by both parties.

The court may nullify a contract based on the absence of elements from title 2 of this bill.

TITLE 5 : Legal publicity of contracts

ARTICLE 10.

All contracts, after completion, need to be published either via in-game or virtual format, including both parties signature. This may include any virtual documents, signed book in-game or image.

ARTICLE 11.

The contract must be published either through a third party, commonly agreed to by both parties, an Icenian government official, or a public publication through other means such as Discord, which will hold the original copy of the contract.

The third party needs to be a citizen of Icenia, and they have a responsibility to keep the original copy of the contract.

ARTICLE 12.

The absence of legal publicity of a contract, as laid out in the title of this bill, will not nullify the contract. This section is to ensure the authenticity of contracts.

Any contracts entered in by the Icenian government, or where the Icenian Government is a party, must respect this title of the bill.