



1	Must Not Overlap	Requires that lines not overlap with lines in the same feature class. This rule is used where line segments should not be duplicated.	
2	Must Not Intersect	Requires that line features from the same feature class not cross or overlap each other. Lines can share endpoints. This rule is used in cases where the intersection of lines should only occur at endpoints, such as street segments and intersections.	
3	Must not have Dangles	Requires that a line feature must touch lines from the same feature class at both endpoints. An endpoint that is not connected to another line is called a dangle. This rule is used when line features must form closed loops, such as when they are defining the boundaries of polygon features. It may also be used in cases where lines typically connect to other lines, as with networks, such as road links. In this case, exceptions can be used where the rule is occasionally violated, as with cul-de-sac or dead end street segments.	
5	Must not intersect or Touch Interior	Requires that a line in one feature class must only touch other lines of the same feature class at endpoints. Any line segment in which features overlap or any intersection not at an endpoint is an error. This rule is useful where lines must only be connected at endpoints, such as in the case of plot lines, which must split.	
6	Must not Overlap with	Requires that a line from one feature class not overlap with line features in another feature class. This rule is used when line features cannot share the same space. For example, roads must not exactly follow a railway line.	 Where the purple lines overlap is an error.
7	Must not Self Overlap	Requires that line features not overlap themselves. They can cross or touch themselves, but must not have coincident segments. This rule is useful for features such as streets, where segments might touch in a loop, but where the same street should not follow the same course twice.	 The individual line feature overlaps itself, with the error indicated by the coral line.
8	Must not self Intersect	Requires that line features not cross or overlap themselves. This rule is useful for lines, such as contour lines, that cannot cross themselves.	
9	Must be a Single Part	Requires that lines have only one part. This rule is useful where line features, such as highways, may not have multiple parts.	 Multipart lines are created from a single sketch.

