

## | Jurisdiction

**Jurisdiction** is the idea of having a set of regulations which are enforced by a specific task force working under or as part of the Government.

Regulations change depending on what kind of Land a player is inside of:

- Free Land has no regulations
  - Soft Land and Spawn Land are regulated via Soft Jurisdiction in addition to General Land Jurisdiction
  - Hard Land is regulated via Hard Jurisdiction in addition to General Land Jurisdiction
- All Jurisdictional Property has multiple types of Property which have their own specific regulations in addition to the Land regulations.
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## | Land Jurisdiction

Breaking **Land Jurisdiction** is considered a Crime and makes breaker subject to Criminal Punishment.

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## | General Land Jurisdiction

**General Land Jurisdiction** is the set of regulations used for Soft Land, Spawn Land and Hard Land.

## | Sleeping Regularly

Players must sleep when requested by a majority of online Players. If a Player is unable to sleep they should log from the game and rejoin.

## | Accidental Land Destruction

If a Player accidentally destroys Land (an example would be from a creeper) then they must repair the Land to exactly or almost exactly what it formerly was within 2 Minecraft days. If they are discovered to have not done this (repaired the Land) then they will be issued a Fine as a Crime where the Fine's value can be reduced by 50% if the Land is repaired within the Fine deadline. The Fine deadline must not be less than 2 Minecraft days.

## | Vehicles as Property

Vehicles are considered [Public Property](#) when they are in [Public Property](#). Vehicles (such as boats, camels, horses, mules, donkeys, minecarts). Vehicles can be terminated by [Elected Officials](#).

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## | Soft Jurisdiction

**Soft Jurisdiction** also includes all jurisdiction from [General Land Jurisdiction](#).

## | Funding Requirement

[Land](#) under **Soft Jurisdiction** *must* be [Governmentally](#) funded; [Land](#) under **Soft Jurisdiction** cannot be built on by the [Government](#) unless the [Government](#) offers pay to do so.

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## | Hard Jurisdiction

**Hard Jurisdiction** also includes all jurisdiction from [General Land Jurisdiction](#).

## | Littering

**Littering** (items, blocks, mobs) is not allowed.

## | Stealing

**Stealing** is not allowed.

**Stealing** is defined as taking items:

- From another player after they die
- After they are thrown on the ground (if you do not have permission to do so)
- From a [Private Property](#), [Shared Private Property](#) or [public primary residence](#)'s containers (if you do not have permission to do so)
- From a [Mailbox](#) if not in agreement with [mailbox stealing regulations](#).

## | Containment of Hazardous Materials

Hazardous materials (lava, lava item, fire, TNT, TNT item) must have the [required signage](#).

## | Non-Fundability

Land under **Hard Jurisdiction** may *not* be Governmentally funded; Land under **Hard Jurisdiction** may be built on by the Government without offering pay to do so.

## | Hiding from Locators

Players may *not* hide from locators such as the locator map, Minecraft item, via assets which hide their locator from the map. This does *not* include hiding by leaving the range of locator map; players may hide by escaping the map radius while within Hard Land.

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## | Property Jurisdiction

Breaking **Property Jurisdiction** is considered a Crime and makes breaker subject to Criminal Punishment.

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## | General Property Jurisdiction

### | Proper Signage

Private Property must have proper Signage.

### | Building Restrictions

Players can only use one of the following methods to build:

- Request to Purchase Land with an Elected Official or modify a Private Property or Owned Property if specifically provisioned by the Property Owner.
  - Work on a Public Project or Public Task according to the specific rules of the project.
  - Modify according to the set rules of a specific Unowned Property.
  - If Player is a member of a Shared Private Property, work on a Collaborative Assignment.
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## | Public Property Jurisdiction

All Hard Land which is not **Private Property** or **Shared Private Property** is **Public Property**. Because of this, it's proper signage is no signage unless it becomes difficult to tell if the Property is Public Property or not.

## I Modification

**Modification** of **Public Property** must be provisioned by the Government.

## I Killing

**Killing**<sup>[1]</sup> is not allowed.

## I Damaging

**Damaging**<sup>[2]</sup> is not allowed.

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## I Shared Private Property Jurisdiction

### I Modification

**Modification** of **Shared Private Property** must be provisioned by the Property Owner.

### I Trespassing

Players cannot trespass on Private Property.

### I Killing

The ability to **Kill**<sup>[1-1]</sup> is to be determined by the Property Owner. The Shared Private Property must follow the proper Signage Requirements or else **Killing**<sup>[1-2]</sup> is assumed to not be allowed. This rule is only invalid if a Property Owner is killing a player for trespassing.

### I Damaging

The ability to **Damage**<sup>[2-1]</sup> is to be determined by the Property Owner. The Shared Private Property must follow the proper Signage Requirements or else **Damaging**<sup>[2-2]</sup> is assumed to not be allowed. This rule is only invalid if a Property Owner is killing a player for trespassing.

## I Publicized Private Property

**Publicized Private Property** may be abstracted shaped as long as it is obvious where it begins and ends. This can be done via:

- Following the rules of [Private and Shared Private Property Valid Signage Locations](#) for the publicized portion and including [Publicized Private Property Signage](#).
- Providing no signage regarding [Private Property](#) meaning that the portion of [Property](#) must be public.

## | Flying Above Property

Flying above [Shared Private Property](#) is allowed as long as it's not purposefully bothersome, being used to spy, or otherwise damage or frame Players within or owning the [Property](#).

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## | Private Property Jurisdiction

### | Modification

**Modification** of **Private Property** must be provisioned by the [Property Owner](#).

### | Trespassing

Players cannot trespass on [Private Property](#).

### | Killing

The ability to **Kill**<sup>[1-3]</sup> is to be determined by the [Property Owner](#). The [Private Property](#) must follow the proper [Signage Requirements](#) or else **Killing**<sup>[1-4]</sup> is assumed to not be allowed. This rule is only invalid if a [Property Owner](#) is [killing a player for trespassing](#).

### | Damaging

The ability to **Damage**<sup>[2-3]</sup> is to be determined by the [Property Owner](#). The [Private Property](#) must follow the proper [Signage Requirements](#) or else **Damaging**<sup>[2-4]</sup> is assumed to not be allowed. This rule is only invalid if a [Property Owner](#) is [killing a player for trespassing](#).

## | Flying Above Property

Flying above [Private Property](#) is allowed as long as it's not purposefully bothersome, being used to spy, or otherwise damage or frame Players within or owning the [Property](#).

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## | Unowned Property Jurisdiction

## | Modification

**Modification** of **Unowned Property** is set by rule per specific **Unowned Property** by the Government.

## | Killing

**Killing**<sup>[1-5]</sup> is allowed.

## | Damaging

**Damaging**<sup>[2-5]</sup> is allowed.

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## | Owned Property Jurisdiction

### | Modification

**Modification** of **Owned Property** must be provided by the Property Owner.

### | Killing

**Killing**<sup>[1-6]</sup> is allowed.

### | Damaging

**Damaging**<sup>[2-6]</sup> is allowed.

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1. **Killing** is the act of a Player killing another Player, ↩ ↩ ↩ ↩ ↩ ↩ ↩
2. **Damaging** is the act of a Player harming another Player. This counts setting up a system to indirectly harm another Player such as a dispenser hitting a Player with arrows or luring a mob to kill a Player. ↩  
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