

| Game Rules

Game Rules are rules and rights which apply to all players within [MC:BSR-S2](#). Rights for [Citizens](#), [Property Owners](#) and [Elected Officials](#) can be found in their respective documents.

| Player Rights

| Right to Change Gamemode Between Hard and Normal

Players in [MC:BSR-S2](#) have the right to change the gamemode to hard, temporarily, so that villagers can be transformed to zombies at a 100% rate. The host must decide if it's an acceptable time for all players to be in hard mode.

| Player Rules

| Psychological Warfare Restrictions

Players in [MC:BSR-S2](#) are not allowed to engage with psychological warfare which would bring harm to a player outside of the game.

| Sleep in Reasonable Time

Players in [MC:BSR-S2](#) should sleep within a reasonable amount of time of it being requested. If players are continuously unable to sleep they will be kicked from the game.

| Nether Roof Restrictions

Players in [MC:BSR-S2](#) are not allowed to go onto the nether roof or below the nether floor. If players are found to have accessed either location they will be kicked or banned from the game.