

| 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.

| General Land Jurisdiction

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

| Sleeping Regularly

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

| Accidental Land Destruction

If a Citizen 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.

| Soft Jurisdiction

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

I 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.

I Hard Jurisdiction

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

I Littering

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

I 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)

I Containment of Hazardous Materials

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

I 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.

I Consistent Assistance with Public Assignments

[Citizens](#) are expected to occasionally assist (once every 2 [Tax Period](#)) with [Public Assignments](#).

| Property Jurisdiction

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

| General Property Jurisdiction

| Proper Signage

Private Property must have proper Signage.

| Building Restrictions

Citizens 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 Citizen 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.

| Modification

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

| Killing

Killing^[1] is not allowed.

| Damaging

Damaging^[2] is not allowed.

| Shared Private Property Jurisdiction

| Modification

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

| Trespassing

Citizens cannot trespass on Private Property.

| Killing

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

| Damaging

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

| Private Property Jurisdiction

| Modification

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

| Trespassing

Citizens cannot trespass on Private Property.

| Killing

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

| Damaging

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

| Unowned Property Jurisdiction

| Modification

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

| Killing

Killing^[1-5] is allowed.

| Damaging

Damaging^[2-5] is allowed.

| Owned Property Jurisdiction

| Modification

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

| Killing

Killing^[1-6] is allowed.

| Damaging

Damaging^[2-6] is allowed.

1. **Killing** is the act of a Citizen killing another Citizen, ↔ ↔ ↔ ↔ ↔ ↔ ↔

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