

| Land

Land refers to all blocks in [MC:BSR-S2](#) divided by [jurisdictional properties](#). **Land** is divided into 2 categories in [MC:BSR-S2](#): [Free Land](#) and [Jurisdictional Land](#).

| Free Land

Free Land is **Land** that is not [Jurisdictional Land](#) where players have no rules to follow aside from the [Game Rules](#).

The End is considered **Free Land**.

The Nether is mostly considered **Free Land**, however, portions of the Nether are considered [Unowned Property](#).

| Jurisdictional Land

Jurisdictional Land is **Land** that has [jurisdictional properties](#) aka rules. Players who enter **Jurisdictional Land** must follow all rules set for it or else they are subject to [Criminal Punishment](#).

Jurisdictional Land includes and refers to multiple categories of **Land**:

- [Hard Land](#)
- [Soft Land](#)
- [Spawn Land](#)

| Hard Land

Hard Land and the Build Square Restructure is one of the core ideas of [MC:BSR-S2](#). The Build Square Restructure is the idea of having **Hard Land**. When players enter **Hard Land** they must follow [Hard Jurisdiction](#).

A list of [jurisdictional properties](#) that must be followed in **Hard Land** can be found in [Hard Jurisdiction](#).

The Build Square Restructure is named the way it is because it uses a [Build Square](#) to restructure the way that Minecraft Survival is played.

| The Build Square

The Build Square is a square in the sky which determines what **Land** has [Hard Jurisdiction](#) by whatever is under, above and inside it, including the line. This **Land** is called **Hard Land**, Pentonic Land or just the Build Square.

| Soft Land

Soft land is all [Surface Landarea](#) in a 25K block thick outline around the outside of the [Build Square](#). When players enter **Soft Land** they must follow [Soft Jurisdiction](#).

A list of [jurisdictional properties](#) that must be followed in **Soft Land** can be found in [Soft Jurisdiction](#).

| Spawn Land

Spawn Land is **Land** in a 2K block square radius from [X0](#), [Y0](#) from bedrock to world height which must follow [Soft Jurisdiction](#). When players enter **Spawn Land** they must follow [Soft Jurisdiction](#).

A list of [jurisdictional properties](#) that must be followed in **Spawn Land** can be found in [Soft Jurisdiction](#).