

## | 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

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.

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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)

## | 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.

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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

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

### | Damaging

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

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## | 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**<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 citizen for trespassing.

## | 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 citizen for trespassing.

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## | 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**<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 citizen 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 citizen for trespassing.

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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 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. ↔ ↔ ↔ ↔ ↔ ↔ ↔