

| 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 [Surface Landarea](#) **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](#)

Jurisdictional Land (including [Hard Land](#), [Soft Land](#) and [Spawn Land](#)) may sometimes extend below [Surface Landarea](#) if a [Subsurface Land Provision](#) has been granted to a particular [Property](#). Proper [Signage](#) must be placed by the [Property Owner](#) or [Government](#) in this case.

| 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.

I The Build Square

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

I 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](#).

I Provisioned Land

Provisioned land is a type of **Soft Land** which the [Government](#) has provisioned for a certain purpose where [Citizens](#) may have elevated rights such as the ability to manipulate land or make constructions in the designated location.

Provisioned land has no particular [Signage](#) because it has no strictly defined borders. Provisioned land, instead, has "fuzzy" borders, usually being the edge of a biome or the change of a block type. [Citizens](#) are expected to implicitly be able to determine this border based on the purpose of the facility included in the provision. A list of purposes can be found in [the government document, under Facilities in Soft Land](#).

I Nether Highways

[Nether Highways](#) are included as a sub-type of **Soft Land**. [Nether Highways](#) are defined as all [Landarea](#) which is inside of a [Nether Highway](#) structure and in a 1-block outline/radius of the outside of a [Nether Highway](#) structure.

I Spawn Land

Spawn Land is Surface Land **area Land** in a 1.5K 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.