

| Crime

Crime is the idea that certain actions that players can do are against [Jurisdiction](#); certain acts are illegal. These acts are called **Crimes** and when a **Crime** is committed the person who committed the **Crime** (the criminal) is subject to [Criminal Punishments](#).

| Criminal Punishments

Criminal Punishments are punishments given to criminals after a **Crime** has been committed. Leaving **Criminal Punishments** incomplete is seen as a **Crime** and further **Criminal Punishments** will be issued or removal from [MC:BSR-S2](#).

| Temporary Ban

A **Temporary Ban** is when a criminal will be kicked from the server upon joining until the term of their ban is up.

Each criminal who receives a **Temporary Ban** will be given a term of either Minecraft days or real days where they will be unable to join.

| Imprisonment

Imprisonment is when a criminal is issued to make their temporary [primary residence](#) a particular building used to hold criminals referred to as *prison*. When a criminal is held in prison, they become a *prisoner*. *Prison* may include several extenuating living circumstances which would not normally be legal, however *prisoners*:

- Are issued a term of either Minecraft days or real days upon becoming a *prisoner* which explains how long they must reside in *prison*. Leaving *prison* early is considered a **Crime**.
- Cannot be killed without reason. A reason to kill would be committing a **Crime**.
- Must leave their items outside of the *prison* in [Government](#) holding until they are released. Not giving back all of a *prisoners* items at the end of their term or stealing from a *prisoner's* items is considered a **Crime**.

| Business Restriction

A **Business Restriction** is when a [Property Owner](#), **Criminal** who sells items through one of their [Properties](#) is prohibited from soliciting any sales (including personal trade) for a term.

Each **Criminal** who receives a **Business Restriction** will be given a term of either Minecraft days or real days where they are unable to solicit sales.

I Payout

A **Payout** is when the Government or a Citizen must pay a sum of Diamonds split between a group of other Citizens. The sum amount and group of Citizens is to be determined by the Elected Official(s) issuing the **Payout**.

I Tax Increase

A **Tax Increase** is when a Citizen's Taxes are increased via percentage and rounded to an integer for a term.

Each **Criminal** who receives a **Tax Increase** will be given a term of either Minecraft days or real days where their Taxes are increased.

I Fine

A Fine is when a sum of Diamonds must be paid to a Citizen or the Government by a **Criminal** before a deadline. The sum amount and deadline for the Fine is to be determined by the Elected Official(s) issuing the Fine.