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.

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 within 2 Minecraft days.
If they are discovered to have not done this (repaired the Land) then they will be issued a Fine as a Crime where the Fine's value can be reduced by 50% if the Land is repaired within the Fine deadline. The Fine deadline must not be less than 2 Minecraft days.

Vehicles as Property

Vehicles are considered [Public Property](#) when they are in [Public Property](#). Vehicles (such as boats, camels, horses, mules, donkeys, minecarts). Vehicles can be terminated by [Elected Officials](#).

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.

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)
- From a [Mailbox](#) if not in agreement with [mailbox stealing regulations](#).

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.

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 the the set rules of a specific Unowned Property.
- If Citizen is a member of a Shared Private Property, work on a Collaborative Assignment.

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.

Publicized Private Property

Publicized Private Property may be abstracted shaped as long as it is obvious where it begins and ends. This can be done via:

- Following the rules of Private and Shared Private Property Valid Signage Locations for the publicized portion and including Publicized Private Property Signage.
- Providing no signage regarding Private Property meaning that the portion of Property must be public.

Flying Above Property

Flying above Shared Private Property is allowed as long as it's not purposefully bothersome, being used to spy, or otherwise damage or frame Citizens within or owning the Property.

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.

Flying Above Property

Flying above Private Property is allowed as long as it's not purposefully bothersome, being used to spy, or otherwise damage or frame Citizens within or owning the Property.

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 <u>Property Owner</u>.

Killing

Killing[1-6] is allowed.

Damaging

Damaging[2-6] is allowed.

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1. **Killing** is the act of a <u>Citizen</u> killing another <u>Citizen</u>, ↵ ↵ ↵ ↵ ↵ ↵ ↵
2. **Damaging** is the act of a <u>Citizen</u> harming another <u>Citizen</u>. This counts setting up a system to indirectly harm another <u>Citizen</u> such as a dispenser hitting a <u>Citizen</u> with arrows or luring a mob to kill a <u>Citizen</u>. ↵ ↵ ↵ ↵ ↵ ↵ ↵