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.

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.

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 Surface Landarea **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.