

# Urban Minecraft Server Rules

Last Updated: May 19, 2020

## Key Takeaway:

If a moderator asks you to do something, or not to do something, you are expected to comply, regardless of what these rules say. Failure to do so may result in kicks, mutes, jails or bans. These rules are provided as a guideline to help you determine what activities a moderator would and would not approve of. They are not a definitive or exhaustive list of scenarios. The online moderator is in charge at any given time, not this document. If you feel a moderator request is unreasonable, please comply for the moment and report on the forums. The rest of the team will hear your case and consider appealing the decision.

## In Summary:

1. Be respectful towards other players and the server.
2. Keep the server content clean.
3. No advertising other Minecraft servers, their websites, communication apps, etc.
4. Play fair. No hacking, cheating, exploitation or causing lag.
5. Fight fair. No towny exploits or abuse of donor perks.

Statute of limitations for all infractions is 30 days. We do not keep logs any older and will be unable to properly investigate. Reports filed more than 30 days after the incident will not be investigated. Ongoing investigations will continue.

## Rule #1: Be respectful towards other players and the server.

Purpose: to ensure players of the server can freely engage in friendly discussions among other players.

All the following is prohibited:

### **a) Impersonations or harassment of staff,**

- i. In any chat other than global, harassment of players is referred to /ignore and will only be punished under extreme circumstances. No type of harassment in global chat will be tolerated.
- ii. Impersonations of staff is not allowed as it confuses new players. This includes usernames, titles, town names, etc.
- iii. Staff do not have access to /ignore. They must be able to view messages from all players. As such, staff are authorized to punish players who mistreat them.

### **b) Threatening or wishing harm on the server or players outside the game,**

- i. Threats against the server or against players in real life are not allowed.
- ii. In-game threats (to duel someone for example) are fine.

### **c) Using excessive caps or spam,**

- i. A clear, contextual exaggeration is acceptable. Just make it become bothersome. While a 12-letter max is a fairly good rule of thumb, it is ultimately up to moderator discretion.
- ii. This includes killing players repeatedly, as it spams general chat.

### **d) Discussion of punishment history, accusations of staff misdeeds and negative remarks with regards to the server,**

- i. The server staff wish to properly address these issues. It is difficult to do so in general chat as many things are often going on at once. These should be shared privately with admins or through a proper forum post. Both approaches allow for a more focused and rational approach to understanding and resolving the issue.

### **e) Unwanted distribution of a player's personal information.**

- i. We want to protect players' privacy. Information reasonably assumed is fine (for example, if someone's username is Bob01 and their real name is Bob).

## Rule #2: Keep the server content clean.

Purpose: Ensure content on the server is accessible to players of all ages.

All the following are prohibited in general chat:

- a) Sexual and/or drug-related discussions of any type.**
- b) Swearing. Acronyms are fine.**
- c) Use of languages in global chat other than English.**
- d) Inappropriate or offensive builds, signs, item names and usernames.**
  - i. Builds, signs, usernames and item names must fall under our rules. Anything that uses profanity, isn't E-rated, contains personal information of another player, etc., doesn't follow this rule.
  - ii. Items names: Non-E-rated names are not allowed. Item names with caps or fancy fonts are fine if they're not used to spam kill.
  - iii. Usernames that aren't e-rated, contain swearing, are offensive, etc., aren't allowed.

## Rule #3: No advertising other Minecraft servers, their websites, communication apps, etc.

Purpose: promote the integrity of UrbanMC.

Discussions about other Minecraft servers must not:

- a) Contain the IP address or website of a server**
- b) Promote going to that server**
- c) Spam the server name**

This rule will be enforced in all chats.

On the official UrbanMC discord server, and in general chat in-game, advertising other discord servers is not permitted.

#### Rule #4: Play fair. No hacking, cheating, exploitation or causing lag.

Purpose: ensure all players are legitimately playing the game, without the use of unfair advantages.

All the following is prohibited:

- a) Any hacked clients or other client-side installations that enable access otherwise unavailable.**
  - i. This includes pvp hacks, aimbots, x-ray modifications, and more.
  
- b) Anything that would significantly affect the performance of the server or players,**
  - i. Lag-causing devices are dealt with on a case-by-case basis. You will have to involve an admin to verify the lag-causing nature of it and remove the structure in question.
  
- c) AFK farms, glitching through blocks or doors, using more than two alts (3 accounts total),**
  - i. Glitching through blocks and doors includes the usage of PVP Tagging, commands like /back or /marry tp or items like boats. If an area is closed off, you should not be able to get inside without a teleport from someone who is. See Appendix 1a.
  - ii. Players should be confident that their fully enclosed spaces are secure.
  
- d) Trapping players with no way out. Bear in mind the 5 second teleport invulnerability before reporting,**
  - i. This only applies if a) a player has unknowingly accepted a teleport into a trap AND b) the player could not reasonably have found a way out within the 5 seconds of invulnerability they're given. It's good to confirm this one with an admin.
  - ii. This includes nether and end portal traps. A player with no armour must be able to step outside the portal and teleport away safely. When constructing portals, be sure to leave a landing zone on at least one side of the portal.

## Rule #5: Fight fair. No towny exploits or abuse of donor perks.

Purpose: Ensure a level playing field during combat and grief.

### a) Grief is not allowed to contain water, lava or ice.

- i. This is because towny cannot protect claims from leaks created by either of the items mentioned above (in case of any confusion: ice will eventually melt). Use of liquids also makes cleanup rather difficult.
- ii. Liquids are not allowed to be used in grief even far out in the wilderness.

### b) Using /god or /fly when grieving, cleaning up grief, or fighting is against the rules.

- i. While we want players to enjoy their donor perks, we also want to keep the server as fair as possible. This rule is in place to keep a balance between those who have donor commands and those who don't. If you're unsure whether something constitutes grief, consult the staff team.
- ii. Raiding an abandoned town in God is fine, so long as you are more than **6 chunks** away from another town.

### c) Any alteration of otherwise towny protected land is not allowed. This includes liquids, leads, fishing rods, etc.

- i. You are not allowed to use fishing rods on players in claimed land.
- ii. Frost walking through a town is fine.
- iii. See Appendix 1b.

## Appendix 1 – Exploit List

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*This appendix is provided to include specific examples but is not exhaustive. Methods of accomplishing the goals prohibited in the rules that are not listed here are still not allowed.*

### **a) Rule 4c specifically prohibits:**

- Use of a boat, Marry TP or /back to glitch through blocks, including glass panes and iron bars.
- Using PvP time to glitch through any type of block (including doors). This includes sitting on stairs or slabs.
- Use of Enderpearls to glitch through one block thick walls.
- Use of a horse to glitch through walls/windows. (This does not refer to using horses to go through two-block high entrances).
- Cannot glitch through one block thick walls by right-clicking to a bed.
- Use of a boat to glitch through the world border.

### **b) Rule 5c specifically prohibits:**

- Using unclaimed bordering blocks (to place down water, lava, pistons, etc.) to modify chunks inside claimed land.
- Use of fireworks, elytra or boats, to break armor stands or item frames or steal items from them.
- Taking from armor stands or item frames without “itemuse” permissions on the plot.

## Appendix 2 – Amendment Procedure

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*This appendix is provided as a guideline on what happens when a rule is changed.*

Typically, rules change in response to specific scenarios revealing ambiguities, contradictions, or flaws in the existing ruleset. The change is effective for that scenario and any issues moving forward.

When a rule is changed:

### 1. The changed rule applies to the scenario which prompted the change.

- a. Prior to notice from a staff member, the following table applies:

	<i>Player broke the old rule</i>	<i>Player didn't break the old rule</i>
<i>Player broke the new rule</i>	Punished	Not punished
<i>Player didn't break the new rule</i>	Not punished	Not punished

- b. After notice from a staff member, if the player continues:

	<i>Player breaks the old rule</i>	<i>Player doesn't break the old rule</i>
<i>Player breaks the new rule</i>	Punished	Punished
<i>Player doesn't break the new rule</i>	Not punished	Not punished

### 2. This thread will be updated.

- A reply will be posted on this thread noting change.
- The original post will be updated to show the new text.

### 3. If the change is significant then within 24 hours an admin may be available in discord for a Q&A session.

- It will be scheduled for approximately 30 minutes.
- They may stay longer at their discretion.
- Discussion must remain orderly, else it will be concluded early.

### 4. Active sentences on infractions which would not be considered infractions under the amended rule may be appealed.

- The staff team cannot filter through all active sentences and remove them manually, but they may be appealed and quickly remedied. Appeals are not necessary if the sentence is not active.
- Records of such infractions are not considered when decisions are made, even if they haven't been appealed.