



# MineCraft Server Rules

Revised 03/19/2022

# 1. Behaviors

## 1.1 - Stealing and raiding players/towns/nations

Stealing from other players and raids is allowed. Stealing from other residents in your town is frowned upon, but it is up to mayors to decide punishments for that. Stealing is defined as theft of items from item containers or theft of specific blocks/items from structures (such as only taking beacons, valuable blocks, etc). Mayors and assistants are not allowed to steal from their residents.

## 1.2 - Unwanted Behaviors

These behaviors are not allowed on the server:

1.2.1 - Bullying

1.2.2 - Encouragement of self-harm

1.2.3 - Racism, homophobia, sexism, hate speech, harassment

1.2.4 - Inciting violence, explicit forms of racial basis, hate speech against racial/social minorities

1.2.5 - Offensive builds (Phallic, hate symbols, etc.)

1.2.6 - Inappropriate dialogue or actions towards minors

1.2.7 - Spamming

1.2.8 - Harassment

1.2.9 - Flaming/Trolling

1.2.10 - Any other undesirable behaviors as determined by AEMC Staff.

## 1.3 - Personal Information

Sharing personal information such as the identities of others, that would be otherwise private, without their explicit permission is strictly forbidden. Personal information includes, but not limited to; photos of players (irl), phone numbers, home addresses, social networks, school location, work location, family relations, IP addresses and geological location.

### **1.4 - Link Sharing**

You can share links in whispers and town chats. You can only share server related links in general chat.

Links to sexual/pornographic, violent, disturbing content is strictly forbidden.

### **1.5 - Advertising**

Any promotion or advertising of other servers/services is strictly prohibited.

### **1.6 - Selling content/services/items for real money**

Selling in-game items or services for real life money is prohibited.

### **1.7 - Using Correct Channels**

Use the correct channels for their respective designation and purpose.

### **1.8 - Staff Impersonation**

Portraying yourself as a member of the staff team, that would be otherwise a false claim, in any way is prohibited.

### **1.9 - Unsportsmanlike Conduct**

Players are expected to respect others at all times. We understand that Siege environments can be a hostile and stressful environment, but intentional poor conduct towards others will not be tolerated. This may be in the form of harassment, bullying, excessive insults, excessive derogatory terms, but isn't limited to these specific actions. We ask that all players respect each other, and commend each other for their respective victories and losses.

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## **2. Cheating, exploiting, alternative accounts, limitations**

### **2.1 - Benefitting and Glitch/Bug Exploiting**

Players knowingly benefitting from another player's exploitation or rules, exploits, glitches or hacks; will be punished equally. Players are not allowed to take advantage of server bugs, exploits, game bugs, exploits, such as duping, block-glitching, afk bypass, or other technical oversights.

## 2.2 - Alternative Accounts

Alternative accounts, otherwise known as "alts", are prohibited. You are entitled to one account per player. Alternative accounts will be suspended, and your main account will be temporarily banned if you are found breaking this rule deliberately. Account sharing is also prohibited.

### 2.2.1 - Exceptions to Alternative Accounts

Players are permitted to have **1 Java** account and **1 Bedrock** account. However, these two accounts act as one. Therefore you must have your Bedrock and Java accounts in the same town. Punishments will also be issued to both accounts respectively.

## 2.3 - Cheat clients and game changing modifications

Cheat clients, macro keying and other modifications that give you a technical/gameplay advantage over another player is prohibited.

### 2.3.1 - Game Changing Modification exceptions:

- OptFine/Performance improvement mods.
- Litematica (printing is not allowed).
- Armor/Effect Status HUD mods.
- Minimap Mods (only as much as the dynmap shows, that means no cave finder and no player icons)
- PvP Clients are allowed so long as it doesn't give you any unfair advantages.

As the Minecraft EULA states, an unfair advantage is defined as: "in a competitive game something that, given equal skill levels, time investment, and circumstances, causes one player or group of players to perform better than another."

## 2.4 - Intentional Lag/disruption of AuroEarth Services

Intentionally causing harm to our services through DDoS, spamming, raiding or other illegal exploitive methods is not allowed. This includes actions defined in section 2 rule 1 that cause downtime/interruption of AuroEarth services. All illegal actions will be logged in detail and may be reported.

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## 3. Griefing

### 3.1 - Griefing in towns

Traditional griefs to claimed towns are not allowed. Destruction of buildings/structures/other player built entities shall be punishable. You may break & enter through builds/bases when they are under ruin or steal items in accordance with section 1, rule 1; but you may not entirely destroy them.

### 3.2 - Destroying land/structures in the wilderness

3.2.1 - Land outside of town claims is considered Wilderness. You are allowed to grief structures as long as they are not within close proximity to a claimed area (four chunk radius).

3.2.2 - Modification of naturally generated structures is allowed, but in moderation. Keep large modifications to a limited amount of chunks. Mass modifications must also be natural/finished looking. Fires that destroy vast amounts of the wild are strictly prohibited.

3.2.3 - Pathways (railways, ice roads, roads and other blocks used as pathways), in the wilderness, are not allowed to be grieved/modified, if they are willingly connected between existing towns that mutually agree to form them.

3.2.4 - If the area is part of a siege zone, the players who started the siege are required to fix the area after they are done. If this is not met, players will get warned and/or temporarily banned for it. This must be done within 72 hours of the end of siege.

### 3.3 - Lava Casting/Use of Lava/Water

Griefing with the use of lava, water or lava casts is not allowed. This accounts for both player built structures, and wilderness.

### 3.4 - Major terraforming

Artificial land formations such as man made islands and lakes are allowed if approved by staff. Please discuss with staff and neighboring players before you begin constructions on large land modifications.

### 3.5 - Map Art

Map art is only allowed in Antarctica and within your own town. Map art must follow the following guidelines:

3.5.1 - Cannot depict violence

3.5.2 - Not sexually provocative

3.5.3 - Not contain any racist, sexist, homophobic, or otherwise discriminatory symbolism or language

3.5.4 - Cannot contain inappropriate/NSFW language or symbolism

3.5.5 - Cannot contain hate speech or symbols

Destroying map art in the wilderness whilst it's being made is frowned upon but killing the maker is allowed.

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## 4. Combat/PVP

### 4.1 - Engaging in Combat

PVP shall not be allowed outside of sieges, town outlaw battles, and consensual fights regardless of plot status. Anyone within the range of a siege should expect to be attacked. 'If you are being attacked in violation of this rule, do not fight back, report it. The player that kills (regardless of who "started it") will be punished and the victim's items will be returned.

### 4.2 - Claim Hopping

Utilizing non-PvP claims during combat is strictly prohibited. You may not enter a non-PvP claim while actively fighting/engaging in combat with another player.

### 4.3 - Spawn Camping

Do not repetitively kill someone after they have spawned in. Do not wait outside of their base after you have already killed them.

### 4.4 - TP Killing

Teleportation killing (any type of teleportation) is prohibited.

### 4.5 - PVP Bypass

Use of lava buckets, camp fires, or any other item that can cause passive harm outside of PVP as defined in Section 4, Rule 1 is prohibited.

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## 4.6 - Traps

Trapping players outside of PVP as defined in Section 4, Rule 1, whether by placing blocks, or by closing doors is prohibited. The use of towny jails mechanics is not covered by this prohibition.

## 4.7 - Peaceful Status

Players who are a part of a Peaceful town and/or nation are prohibited from partaking in PVP or siege actions.

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# 5. Naming Conventions

## 5.1 - Town Names

When creating a town, make sure your name complies with naming rules. Names can be changed by staff members if they're not adhering to the following rules:

5.1.1 - Fictional town names are allowed.

5.1.2 - Town names cannot be inappropriate, offensive or toxic.

5.1.3 - Towns cannot have similar names to already established towns, where one could easily be confused with another.

5.1.4 - Town names must fit into the aspect of geopolitics and worldly game play. Meme towns are not allowed.

5.1.5 - Town names cannot include symbols except underscores or hyphens.

5.1.6 - Town names cannot prevent players from accessing information from it.

## 5.2 - Nation Names

When creating a Nation, make sure your name complies with naming rules. Names can be changed by staff members if they're not adhering to the following rules:

5.2.1 - Fictional Nation names are allowed as long as they're reasonable and match the geological area.

5.2.2 - Nation names cannot be inappropriate, offensive, culturally insensitive, or toxic.

5.2.3 - Nations cannot have similar names to already established Nations/Towns, where one could easily be confused with another.

5.2.4 - Nations' names must fit into the aspect of geopolitics and worldly game play. Meme nations are not allowed.

5.2.5 - Nation names cannot include symbols except underscores or hyphens.

5.2.6 - Nation names cannot prevent players from accessing information from it.

## 5.3 - Accounts

Minecraft usernames, nicknames, player skins, towny titles may not be explicit, sexual, racist, culturally insensitive, or inappropriate. You may not also change your name to match the similar username of another person on the server.

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## 6 - Towny & SiegeWar Rules

### 6.1 - Kill Feeding

Players may not purposefully kill themselves or allow themselves to be killed for the purpose of artificially feeding points to the opposite nation.

### 6.2 - Town Claim Surrounding

If you wish to surround a town with another town, the innermost town must be peaceful.

### 6.3 - Town Claiming/Claims

6.3.1 - You are not allowed to "spaghetti claim", which is claiming land away from your main claim area by stringing out your claims.

6.3.2 - Claim blocking, as in the action of claiming chunks specifically to prevent other towns from expanding, is prohibited.

6.3.3 - "Anchor Towns", towns started by an enemy/ally nation for the sole purpose of claim blocking are not allowed.

#### **6.4 - Town Expectations**

Towns must resemble the basic structures of a town or settlement. This includes but is not limited to; house structures for residency, governmental buildings, agricultural farms, etc. Towns that show sole interest in the actions/items that surround PvP are prohibited.

#### **6.5 - Capital Occupation**

If the Capital of a nation has been occupied, they are prohibited from initializing any sieges as a nation.

#### **6.6 - Peaceful Status**

Nations whose capital is peaceful are prohibited to partake in any siege actions.

#### **6.7 - False Towns**

Towns created for the sole purpose of tactical advantage, siege purposes, or any reasons listed under Section 1, rule 2 are prohibited.

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## **7 - Movecraft**

### **7.1 - Theft of crafts**

The theft of crafts is allowed. It is the responsibility of the craft owner to secure their craft.

### **7.2 - Loss of crafts**

Crafts that are lost due to Movecraft technicalities, glitches, or bugs will not be refunded in any way.