

Building, Claims & Property

☐ LEAVE OTHER PEOPLE'S WORK ALONE

If you did not build it, place it, earn it, or receive permission for it, do not treat it as yours.

☐ No griefing

Griefing includes deliberately damaging, defacing, burying, flooding, burning, exploding, obstructing, or otherwise spoiling another player's work or a shared area.

It also includes indirect damage such as:

- Luring destructive mobs into a build
- Redirecting fluids, fire, pistons, or explosions across a boundary
- Creating traps intended to destroy property or repeatedly kill visitors
- Building offensive structures beside somebody else's base
- Stripping an abandoned-looking build without staff approval
- Lava casting, whether used destructively or simply left as an obstructive eyesore

Unclaimed does not mean abandoned. Unlocked does not mean free.

☐☐ No theft

Do not take items, animals, crops, resources, shop stock, or drops belonging to another player without permission. Do not exploit unlocked containers, broken protections, hopper mechanics, shop mistakes, or access granted for another purpose.

Return accidental pickups when reasonably identifiable.

☐☐ Give builds room

Do not crowd, surround, claim over, or deliberately interfere with an established project. Ask before connecting roads, walls, farms, redstone, portals, or utilities to another player's area.

When settling near somebody:

1. Look for signs of active use.
 2. Check the live map.
 3. Ask when the boundary is unclear.
 4. Leave enough room for both projects to grow.
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Protect the landscape

Build with the shared world in mind. Avoid excessive deforestation, pointless terrain destruction, floating treetops, abandoned scaffolding, and large excavation scars in visible or communal areas.

Replant trees, repair accidental environmental damage, and restore temporary work sites when practical. Resource gathering is part of survival; leaving needless destruction behind is not.

Protection is not permission

Container and door protection helps prevent interference; it does not define ownership by itself. Do not use protections or claims to seize shared infrastructure, block access, hold an area hostage, or trap another player's belongings.

Found an old build? Ask staff before claiming, dismantling, or looting it. They can check history more reliably than a suspiciously empty chest can.

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