

These rules are subject to change, so double check or ask a member of staff if you are unsure. Punishments may be changed at the discretion of head staff members.

General Information:

Cannon Speed - 4 seconds, Auto cannons are not allowed.

Max cannon box walls - 16 on each side.

Max base buffer - 20 chunks

Faction warnings:

1 Point - General warning

2 Points - 5% reduction of Faction Top value

3 Points - 10% reduction of Faction Top value

4 Points - 25% reduction of Faction Top value

5 Points - 50% reduction of Faction Top value

6 Points - Disqualification from Faction Top And/Or the faction is forced to disband

All warning point reductions are calculated on Payout Day, not instantly.

Instant Disqualifications:

Duping

DDoSing other players

Receiving money and/or value from a disqualified faction

Exploiting server bugs and/or glitches

Creating lag machines, or otherwise deliberately attempting to strain the server

### General Rules

Timely reporting:

All rules broken by a player or faction must be immediately reported to the staff team through the use of our support ticket system, private messaging staff on discord, or in #support on the community discord within 24 hours of the incident. If 24 hours have passed and the issue was not brought to our attention, we will not look into it or issue any punishments

Auto Fishing/Auto Clicking/Macros:

Using AFK macros is not allowed. This includes but is not limited to: Auto Fisher, Auto Miner, Auto Sell (Any macro that automates a task). Chat macros that automate tasks such as answering questions or welcoming players are allowed.

Advertising:

Advertising other servers through chat, private messages, books, mail or builds is not allowed.

Griefing:

The intentional destruction of another players build, and/or stealing of their items is allowed due to the nature of the game mode. Griefing is not allowed in spawn and other protected areas.

#### DDoS Threats/Doxing

We take the safety of our players very seriously and thus do not allow others to threaten each other with DDoS attacks or releasing their private information. This does not include jokes between friends, but does include remarks such as “Your internet is about to lag” etc.

#### Offensive Material

Any links which may lead to disturbing/pornographic sites are punishable with a 7 day temp ban for first offense. Links which may lead to IP loggers are punishable with a permanent ban. You can view if a link is safe or not with <http://www.getlinkinfo.com>

Inappropriate usernames or skins are not allowed. Anyone found with an inappropriate skin or name will be banned until they prove they have changed their name or skin.

#### Real world trading

Trading in-game items or services for real life money is allowed, but we will not be held responsible for any transactions outside of the webstore using real money.

### Factions Specific Rules

When playing on Factions, you are expected to read and abide by these rules. No excuses of not having read the rules will be valid when appealing punishments. Failure to comply will result in punishments and warning points, which can vary depending on the severity of the situation. Please note that these rules are not an exhaustive list of what is and what isn't allowed, and that they may be changed or updated at any time without notice. Warnings may be given by staff at their discretion, but they are not required. False reporting players or hindering a staff member's ability to moderate will result in a trolling punishment.

#### Warning Points:

For every faction rule that is broken, the offending players will be issued a ban and their faction will receive 1 warning point. Each faction warning point will result in a loss of their Faction Top payout calculations. When a faction reaches 6 warning points, it may be excluded from Faction Top (Disqualified), disbanded, or punished in any other way deemed appropriate by staff.

#### Rule Bending

This list is not exhaustive, and attempting to find loopholes or warping the meaning of the rules for your advantage is not permitted. In such cases, the situation will be reviewed by higher staff and appropriate punishments will be given.

#### Scamming

Scamming other players is allowed, as long as it does not extend to scamming IRL money or interferes with the Auction House. Posting scam auction listings in the Auction house is not allowed. The Auction house is designed to be a safe place to buy and sell items for players.

#### TP Killing/Trapping

You are allowed to TP kill or trap players. Teleport to players or accept teleport requests at your own risk. TP trapping other players for an excessive amount of time may be considered Harassment

#### Claim Trapping

Unless it is with the intent of raiding, the act of a faction using their own claims to block others/prevent another faction from expanding is not allowed. During the grace period of a new season, it is first come first serve for the factions who claim a border. Blocking another faction after a corner/border has been claimed will result in the removal of the more recent claims.

1 warning point will be issued for each occurrence.

#### Inappropriate land/faction names

Any sort of inappropriate land/faction names are not allowed. If you aren't allowed to say it in chat, don't put it as your faction name.

#### Faction inactivity disband time

If you are inactive for 20 days, you will be removed from your faction. If you are the leader, faction leadership will be passed to the next highest ranking member. If you are the final member of your faction, and you are inactive for 20 days, your faction will be disbanded.

#### Insiding

Stealing value from your faction/allied faction or teleporting enemies into your base is not allowed.. Valuable items include but are not limited to: Enchanted diamond tools/armour, exclusive crate items, spawners, creeper eggs, and valuable ores.

Criteria that is considering insiding

- Teleporting enemy faction members into your base
  - Mining or destroying valuable items without faction permission to cause significant faction value loss or to give to another faction
  - Unclaiming faction land to cause value loss
  - Griefing that causes significant faction value loss, or significant lava/water griefing
- Weakening faction defenses/security

Criteria that isn't considered insiding and is allowed

- Griefing that doesn't cause value loss
  - TPAing others outside of faction claims
  - Revealing faction coordinates to the public
- Any items lost to insiding will not be refunded, but guilty parties will be punished

If a player is kicked from a faction while in the base, they may not immediately raid and must remove set homes. Warning points may be issued depending on the extent of the case.

### Chunk Buffer Limits

Factions that claim land are only allowed 25 chunk claims (Maximum 200 walls) away from their base on all sides. The buffer claims start at the first outside wall of the actual base. If you choose to make a gap between your base and the first wall, the gap cannot exceed 10 chunks in length. There must be a gap of 40 chunks between any other factions, be it truces, allies or alts. This gap begins at the end of a factions buffer zone which is a maximum of 25 chunk claims extending from their base.

### Raid claims

When raiding a factions base, you are not allowed to have more than one raid claim at a time. These claims must be between 2x2 and 10x10 in size and you must claim all the areas you will be using including walls. Defenses built in the wilderness will result in a faction warning and if it continues players may be punished.

You are expected to remove raid claims in a timely manner. Raid claims remaining for more than 24 hours after the last shot fired by the cannon may be subject to warnings or punishments.

### Counter Cannon claims

When defending your base from a raiding faction, you are allowed to place 2 counter cannon claims to aid in the destruction of the raiding faction's cannons. These claims are only allowed to contain counter cannons, and cannot be used as extra walls or other defenses. You cannot have more than 1 counter cannon claim on the same side of your factions base at a time, and they must not be any larger than 7x7 chunks.

You must claim all of your counter cannon claims, including the walls of your cannon box. The counter cannon claims of a faction cannot act as a continued buffer, meaning they cannot be in the line of fire of the raiding faction's cannon. Defenses built in the wilderness or in the raiding factions line of fire will result in a faction warning and if it continues the players may be punished.

You are expected to remove your counter cannon claims as soon as the enemy faction's raid claims have been removed. Warning points/punishments may be issued if this is not done within a timely manner, as your counter cannon claims will be reclassified as an extension of your buffer claims.

### No multi-raiding/multi-defending

Any raiding or defending by multiple factions is not permitted. Examples include 2 factions raiding the same target faction at the same time, or the defending faction bringing in people from outside the faction to pvp/patch/counter cannon. 2 warning points will be issued for each ban.

### Hiding Wealth

Hiding significant wealth or valuables on an alt, in a player vault/ender chest, or in a chest outside your faction's claims is not allowed. If you are caught doing so, the wealth will be removed.

#### Faction Splitting/ Alt Factions

Factions are not allowed to split to become two factions due to factors such as player limits or to dominate Faction Top. If a faction does split, the two factions must remain completely separated for no punishments to be issued. If the act of splitting your faction would result in both appearing on Faction Top, you will not be allowed to split. You also cannot use an alt faction linked to your own faction to gain a second position on Faction Top, store TNT, or transfer people between the main and alt to increase party sizes. You must not accept people into your faction who have an alt faction. Multiple factions caught acting as one will be issued one warning point and be given one day to properly separate. Failure to comply will result in further punishments.

#### Merging Factions

Factions may not be merged during the map if either faction is on Faction Top or if either would be placed on Faction Top by the merge. They may only merge if the added Faction Top gain is removed by a senior staff. This will be done at staff discretion and must be approved prior to merging. In the case of a Faction Top payout screenshot being taken while showing the merged value, the value will be deducted.

#### Trucing

Trucing is when 2+ factions mutually agree not to raid each other for a period of time. A faction may have temporary truces with other factions.

#### Teaming

Factions are allowed to team up for KOTH even if they are not allied. Teaming may only be used during KOTH

#### Giving other factions wealth

Factions may not give valuable items or significant amounts of money to another faction. This includes but is not limited to: Enchanted diamond tools/armor, exclusive crate items, spawners, creeper eggs, valuable ores. Significant amounts of TNT may not be given to other factions or players. An occasional piece or stack may be given. Staff will determine what constitutes significant, so common sense should be used. If TNT given illegally is used during a raid, the damage may be rolled back with compelling evidence.

All significant "Gifts", "Donations", or one sided trades affecting Faction Top value will result in punishments for offending players and 1 faction warning point. Bypassing this rule by leaving the faction temporarily, allowing other factions to kill you, or by other means will be reviewed and likely result with the same punishments or worse. Additionally, faction grinders may not be shared with other factions or individual players.

#### Interference

While a faction is being raided, you may not interfere with the raid by pvping the factions involved or joining in on the raid. This includes and is not limited to, hitting members, standing in their way, changing redstone and shooting arrows. However, you may have 2-3 members of your faction spectating the area to see when the raid ends. These members must not interfere in any way and 30 minutes after the raid is finished they may notify faction members to commence a raid. 2 Warning points will be issued for each incident

#### Third party raid detection

Any software that acts to inform your faction that your base may be under attack is disallowed is considered illegal.

#### Disallowed mods

The following modifications are not allowed to be used on Factions and if used punishments and a warning point will be issued. This is not an exhaustive list of all mods that are/aren't allowed. • Any hacked client • X-Ray Texture Packs or Clients • Mini-Maps that show players • Raid alerts • Macros • Inventory Tweaks Please note that World Downloader is allowed. Use of Console Clients Console Clients are allowed. While using them to alert an on-going raid is allowed, any Faction using software to detect raids will be punished. Console clients are not allowed to perform any tasks that would give in-game advantages such as auto-selling or performing other in-game tasks while AFK. They may not be used to evade mutes. — Encasing/ unfairly protecting spawners

Encasing your spawners with water/blocks in order to protect your spawners from creeper eggs or cannons is not allowed. This includes putting spawners in faction walls. If this does occur, your protections and protected spawners will be removed, a punishment will be given and a warning point. If the situation is found during a raid, the spawners will be given to the raiding faction. Examples of encasing spawners include but are not limited to: completely covering spawners; using water and doors [these are not ceggable]; surrounded or covered by a line of doors/trap doors and any other methods which make it incredibly difficult to blow up the spawners. Spawners must be placed in towers/ columns of at least 5 before starting a new column. Spawners cannot be covered in water/ lava to prevent raiding. You may not evade these rules by placing blocks around instead of on the spawners. This still counts as encasing and is punishable. 1 Warning point will be issued for each occurrence. The above punishment paths are guides and may vary depending on the severity of the case.

#### Stat boosting

Boosting stats, by killing alts, paying other players so you may kill them, or any other means is not allowed. All accounts involved with stat boosting will be banned, this could be the main and alt for example. If players refuse to stop after the staff warning, they will move onto the second offence. 1 Warning point will be issued for each banning occurrence.

#### Bases and Valuables

Factions may only have 1 base. This base is where all valuables and spawners are placed. Factions therefore cannot create random additional bases in the wilderness which

perhaps could be used to place valuables and spawners so that they are hidden from raiding and unfairly preserve faction wealth. If a faction is caught doing so, the claims and blocks/spawners will be removed and punishments will be issued. 1 Warning point will be issued for each occurrence..

glitching into bases

Using any method of glitching (such as, but not limited to, chorus fruit, block glitches, enderpearl glitches, tp glitches, and etc.) to get into an area is not allowed. Glitching into bases with the help of Hacked Clients or Disallowed Modifications is not allowed and will be punished under "Disallowed Modifications" with that respective punishment.

Exploiting bugs

Using a bug to for example duplicate gear/items, anything that would give you an unfair advantage, is considered exploiting. If you stumble upon something that you think is an exploit, contact an administrator so it can be fixed as soon as possible. The above punishment length tree is most likely to change depending on the severity of your offense.

Corner claims

A faction can only claim 1 (one) corner, no matter if it's in a different world. This is to ensure that every faction has equal opportunity.

### Illegal Tech

Any faction found using "Illegal tech" will be issued a warning. Any faction members inside the cannon box will be considered "Cannoneers" for the purpose of punishments

Fully automatic cannons are not allowed. This includes levers and timers. You may only fire up to one shot per button press.

Anti-Patch cannons are not allowed, and the offending faction will be issued 1 warning.

Left/Right shooting is not allowed, and the offending faction will be issued 1 warning as well as the affected faction being rolled back.

TNT Detectors (Including redstone checkboxes) are not allowed. Any offending faction will be instantly disqualified from Faction Top

Floating Barrel cannons are permitted but the barrel may only be adjusted 3 chunks past the block that your barrel is defined by.

Roof cannons are not allowed, unless the roof of the base was built under 254y

Cannons may not go through more than one wall/reverse layer per button press. This includes making a cannon shoot twice at the same wall in different places.

Horizontal nuke cannons are not allowed

Cannons may not shoot past the border.

Wall removers are not allowed