Justice Networks Official Rulebook

Justice Networks

Section 1.1 - Discord Rules

- Do not misuse channels beyond their intended function.

- Do not break Discord's Terms of Service.

- Check pins, pins include extra information per channel and may include channel-specific rules that are enforced.

- Do not ping staff for insufficient reasons, only ping staff when you need help urgently. If you need to contact staff by using the "open-ticket" channel to create a ticket.
    1. This includes complaining to staff in public channels where they are currently not talking, instead of opening a ticket
    2. You are allowed to ping staff that have explicitly told you that you are allowed to ping them, it is up to the staff member pinged to decide whether or not to warn you for pinging them.

- Do not discuss real-life politics, conflicts, ideologies, or religions.
    1. If a staff member tells you to change the topic, you must not complain and do so.

- You may not act on behalf of a banned player (with the exceptions of tickets and the international announcements channel for banned faction leaders)
    1. You may also not act on behalf of other players in tickets. If a user is banned and wishes to appeal said ban, then it's their own duty to do so, not his/her land members, friends, etc.
    2. Users who are timed out cannot have anyone else speak for them unless the timeout is 7 days long or longer
    3. Faction leaders may ask someone to talk for them in a ticket for faction related matters, this however does not extend to ban appeals.

- Do not bypass the automod filter
    1. This includes shortening or lengthening a filtered word

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Section 1.2 - Common Rules

- Use common sense. We will punish you for actions that we see as hostile toward the server or its players

- Do not engage in loopholes that bypass the purpose of the rules in any shape or form.

- Do not harass, torment, or target other players, this includes revealing private information on the server, bringing in issues from outside of Justice Networks to use against them purposefully, and abusing the @mention power by for example mass pinging or ghost pinging.
    1. Private information counts as information about your life that you have not publicly revealed to the server -such as public channels-.
    2. Targeting is defined as intentionally causing drama to defame or disturb another player.
    3. Some common types of harassment include:
        - Verbal harassment, which involves using insults or derogatory language towards a specific player, to try and make them feel degraded.
        - Stalking, which involves repeatedly pursuing a specific player to cause them distress or discomfort.
    4. Examples of targeting include: Continuously sending negative or hostile messages to a specific player, to make them feel uncomfortable and unwelcome. Purposely excluding a player from activities or conversations without a roleplay reason, to make them feel excluded or ostracized. Encouraging other players to take actions that would purposefully harm or upset a specific player, such as destroying all their belongings.
    5. Do not encourage self-harm, such as saying 'kys'.

- Do not post NSFW or explicit content, this includes having it as avatars, names, and language that signals towards it.
    1. NSFW includes promoting illegal activities, such as drug use, hacking, or other criminal activities.

- Do not spam (The rapid sending of messages), this includes the usage of single-word/letter messages or copy-pasted messages.
    1. Spam is defined as information that disrupts gameplay and communication.
    2. Spam is also generally considered as content posted more than 3 times in a row.

- Any offensive or discriminatory language or behavior towards individuals or groups is strictly prohibited..

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Section 1.2 - Common Rules

- Refrain from promoting or advertising other gaming communities or external platforms.
    1. This can include sharing links to external websites or social media accounts depending on the site and platform.
    2. This includes encouraging other players to join these communities.
    3. This rule specifically prohibits players from promoting or advertising external servers, and services within the server's chat and platforms associated with the server.

- You may not DM staff members to harass them after being banned or punished, this will result in a harsher punishment.
    1. You may not contact a staff member to discuss your ban appeals
    2. Cyberbullying and harassment are not tolerated towards anyone in our community, this includes doing said actions against staff members.

- You may not use alternate accounts on the server.
    1. This includes shared accounts (accounts that multiple people use)

- Supporting or participating in any behavior that violates our community rules is strictly prohibited on the server. Assisting players in breaking the rules, including helping them evade bans or punishment, will result in disciplinary consequences.
    1. This also includes knowing players who break the rules, but not reporting them to staff.

- Roleplaying as genocidal governments or oppressive regimes, such as Nazi or Soviet-Like regimes is strictly prohibited.
    1. This includes, but is not limited to imagery, language and behavior that promotes or glorifies discrimination of individuals and groups.
    2. Socialist and Nationalist governments may exist, but must be mindful when roleplaying.

- Keep land names appropriate.
    1. Try to keep nations/lands in the spirit of the server (No lands like kekistan or amongus land for example)
    2. Nation names from other media, games, shows, are not allowed. Contact staff first if you are unsure through a ticket
    3. Joke names also fall under this rule.
    4. This includes building real life landmarks

- Do not create or roleplay as real–life people, cultures or religions. This includes fictional content from other media, for example Star Wars, Lord of the Rings, Game of Thrones, Terraria, and so on.

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Section 1.2 - Common Rules

-   ERP (Erotic roleplay) Is not allowed under ANY circumstance.

-   You may not impersonate any member of staff, or mislead players by making them believe that you are a member of the staff team.
    1. Manipulating users who believe you are a staff member is not allowed

-   Do not speak or write in a different language than English in public chats.
    1. Saying one or two commonly understood foreign words is permitted
    2. You may speak and write in foreign languages in nation discord servers as long as you're permitted by the nation. You may also write in other languages in private conversations in-game (Such as /msg or /l chat).

-   Do not encourage or incite others to break the rules.
    1. Examples; encouraging insiding, promotion of hacks, cheats or exploits. Inciting harassment or bullying, etc.

-   Do not misuse Image on maps
    1. Misuse of images on maps will not be tolerated.
    2. NSFW or Inappropriate images are not tolerated under any circumstances.
    3. Images that hold a purely negative context are not permitted.
    4. Attempt to keep the images to a minecraft GeoPol server context, refrain from using real life places or people if possible.
    5. No harassment or targeting with images, unless for political reasons. (e.g Mayoral Campaign etc)
    6. Do not promote anything that is against server rules.
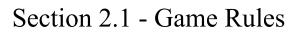
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Section 2.1 - Game Rules

- Do not use cheats, glitches, hacks, auto clickers, exploits or modified clients to your advantage (e.g. x-ray hacks and texture pack, using replay mod or minimap as spy tools, and tools such as autobuilders).
    1. Using these methods undermines the competitive integrity of the game and creates an unbalanced playing field that can take away the enjoyment of other players.
    2. Specifically, we prohibit the use of any client-side modification that gives players an advantage in gathering resources, locating other players or gaining information that is not otherwise accessible through normal gameplay.
    3. Fairplay versions of minimaps are allowed.
    4. Fullbright is allowed.

- Do not create structures that purposefully make the server lag, any such creations will be removed by staff.
    1. Everyone on the server must make a collective effort to avoid building or using anything that may cause excessive lag. This includes, but is not limited to: overly complex redstone circuits, excessive mob farms, and massive structures that include large amounts of chests, hoppers and other containers.

- Do not spawn kill.
    1. Spawn killing is defined as repeatedly killing another player in their spawn or in an area immediately surrounding their spawn, making it difficult or impossible for them to leave.

- No teleportation killing.
    1. This is defined by teleporting to someone or having someone teleport to you with the intent of killing them or gaining an advantage over them.
    2. After 5 minutes players are no longer protected by this rule.
    3. No killing or trapping AFK players

- Insiding (Griefing and/or stealing private chests) is not allowed.

- Do not engage in unnecessary griefing.
    1. You may loot and destroy houses and similar structures if they are unclaimed.
    2. You are not allowed to destroy roads, railways, and other forms of infrastructure in the wilderness
    3. Players are not allowed to ruin the server landscape, for example, by trying to remove all trees.
    4. Lavacasting is not allowed under any circumstances, both within and outside of claims.

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Section 2.1 - Game Rules

- If you find a bug/exploit you are expected to contact staff immediately.
  1. Exploiting bugs or exploiting game mechanics in a way that undermines the intended gameplay is not only damaging to the server, but also violates the spirit of fair play. By alerting staff members of any issues you discover, you can help us ensure that the game remains fair and enjoyable for everyone.

- Refrain from building disruptive structures & farms on the server on the surface.
  1. You may build disruptive structures & farms underground.

- Do not kill players within claims you're not part of.
  1. An agreed upon meeting is a written or recorded verbal agreement where all sides involved agree on holding a meeting in a claim. If the players of the claim the users are in starts attacking attendees then the attendees may use limited force to push the attackers away so they can try to get away.
  2. In the event that a kill does take place on accident, then the defender (players fleeing) are not allowed to loot the dead body of the user in the claim if it is within the lands boundaries.

- Building unfriendly structures outside of another town's claims isn't allowed.
  1. This includes structures that have symbolic meanings, with the intent of insulting and offending the town's citizens.
  2. This does not include structures in preparation for wars

- Towns without any structures built in them can be deleted after 14 days.

- Towns without any activity can be deleted after 14 days
  1. In towns where the claim owner has been inactive for 14 days, the town will be transferred to an active player in the claim.
  2. If the owner of a claim is banned for 30 days or longer, then the claim is transferred to the highest ranking active member without a claim.
  3. An active player in this instance refers to any player who has played for at least 1 hour in the last two weeks.

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Section 2.1 - Game Rules

Auto Farms are not allowed. Farms must require player interaction and inputs, and must require replanting if they are automated. The following types of farms are not allowed:

1. Farms that work completely independent of player interaction
2. Farms that depend on a constant water flow.
3. Farms that break crop-blocks above their base (cacti, sugarcane, bamboo, kelp, etc). You must break the base block of these crops as well.
4. Automatic farms of the following mobs are explicitly disallowed: iron golems, slimes, endermen, shulkers, blazes, piglins, villagers.

5. Using hoppers placed under chickens to collect eggs as well as using them to collect drops of mobs killed by withers is allowed.
6. This rule includes zero/one tick farms.
7. Any farms that generate iron, gold or diamond are explicitly disallowed.

- Do not create claims/lands with the purpose of blocking another person's claims.

- Do not engage in snake-claiming.

- Claim empty areas inside your territory before claiming more land.

- Do not repeatedly break or place the same block to gain money from Jobs, or to complete quests. Abusing jobs is considered exploiting bugs.

- Do not engage in nether trapping.
    1. Includes creating portals in the Nether or Overworld that trap players and make it difficult or impossible for them to teleport back.
    2. Setting traps that cause immediate harm or restrict movement upon entering the nether or overworld.

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Section 2.2 - War Rules

- When you're participating in a battle, you are forced to pick between the /war or /defender prefix. Failure to do this will result in punishment.

- All participating players must have at least 8 hours of playtime before declaring war.

- War Dodging: This is the practice of dodging a war by ignoring or rejecting a war. If players ignore a war for over 7 days, their claim will get deleted by staff, and they will be banned for 3 days.

- A war is considered won when a team has been the first to get 30 points.

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Section 3 - Closing Statement

By interacting with any Justice Networks services, you agree to rules stated before and that these rules will change over time.