

# TeenagersGaming Minecraft Rules

## Server Description

**Java Edition:** 1.17+ (OSMC Survival)

**IP:** mc.rteenagers.com

**Appeal Form:** <https://forms.gle/eQ4R28uFzmW1YbVf7>

**Point System:** [TeenagersGaming Point System for Rule Breaks](#)

**Latest Revision:** July 23rd, 2021

Our Minecraft server network hosts two servers. The first one is a vanilla survival world with a PvP toggle. This server is set to hard difficulty and, as a result, mobs can pack quite a punch. The survival server is meant to encompass vanilla and early Minecraft gameplay. As a result, our server runs using very minimal gameplay changes to its core, so towns and settlements are done through player interaction and behavior only. **To enhance the quality of life and for additional security, we use a variety of different plugins.** The most important ones are LWC, which allows for the locking of containers and signs (see the LWC guide here: [link](#)); A tree cutting plugin which instantly mines any tree provided you use an axe; and the /sethome plugin. **For a full list of commands in the server click here: [link](#).** For endgame players, special events containing custom mobs and enchants can also make an appearance, so keep on the lookout for these in #gaming-announcements in our discord([discord.gg/teenagers](https://discord.gg/teenagers))!

**For information on bans and the rules, please continue to the following page.**

**For a summary of all the rules, please continue to page 3.**

**For a detailed description of all the rules, continue reading after the rules breakdown.** This includes a point-by-point breakdown of each rule and a description in regular language.

**You can also navigate to a specific rule via the table of contents on the left side of google docs.**

# Rules Breakdown

The TeenagersGaming Minecraft server has a set of rules in place to ensure it's fun for everyone. Please read these rules carefully to avoid punishment; ignorance of these rules is **not an excuse** for breaking them and **will not** mean you are exempt from punishment. **For a summary of the rules, please see the next page.**

While they try to be, our rules cannot be 100% comprehensive. The use of loopholes that violate the spirit of the following rules is subject to punishment. **All community-wide rules found in #rules are applicable whether they are stated in this document or not.** Please be mindful of them.

**Our server has extensive logging from inventories to block data, so please refrain from breaking the rules for your own sake.**

If you wish to dispute a **permanent** ban/mute, please file an appeal (<https://forms.gle/eQ4R28uFzmW1YbVf7>) and we will review your case. **Temporary bans will not be appealed unless the ban was in error.** If you believe your ban was in error, please contact the mod who banned you. **A guide on how to reach the mods is available here: [link](#).** If you're banned on one Minecraft account, you aren't allowed to return on another account. This will result in the alternative account being banned as well.

Moderators reserve the right to act on a case-by-case basis. If you feel something is unfair, want to see something changed, have a question, or if you're just not sure if your submission breaks the rules, do not hesitate to message the moderators either in-game or on discord. We're here to help!

# Summary of the Rules:

This is **NOT** a complete ruleset! It is simply meant to give a quick overview of our rules. For a comprehensive guide, please read further down this document.

## Network Wide Rules

These apply in all of our servers, whether they be an event server, the hub, or the OSMC server.

### 1. No Personal Attacks

Do not insult, doxx, threaten, harass, or otherwise attack other users. Do not share personal information. This includes your own information. Do not discriminate, use Slurs, use derogatory words, or otherwise practice hate speech in any circumstance.

### 2. No Spamming or Inappropriate Content

This includes but is not limited to player skins, capes, maparts, pixelarts, items, and builds. Spam includes advertising via links, IP addresses, codes and more, and also includes continuous posting of messages to spam chat. Abuse of chat channels such as /helpop is strictly forbidden. Abuse of formatting to make fake messages is forbidden.

### 3. No Disregard for Player or Account Safety

Do not change your username to imitate staff or other players. Do not share an account on the server. Do not use alt accounts. Do not post malicious links. Do not chargeback purchases made in the store. Players aiding in any activity that violates any of our server rules will share a ban with the offending party.

### 4. No Inappropriate Usage of Modded Gameplay

Do not use modified gamefiles to give yourself an artificial advantage. Do not use external programs such as auto targeters or autoclickers which give an unfair advantage. A list of allowed modifications can be found here: [link](#). Do not use ingame or server based glitches in any way. Do not bypass AFK checks. Do not intentionally cause FPS or TPS drop in the server (i.e. a lag machine).

## OSMC Rules

These only apply in our 1.17+ OSMC (Old School Minecraft) server.

### 1. Claims and Protections

You can claim land by putting down a sign with your name and specifying the area you are claiming. Claims in the end and overworld automatically claim vertically above and below them, while Nether claims do not. It is strictly forbidden to modify another person's claim without permission. Nether hub, the highways, and the main

End island are reserved from claiming. You are not allowed to set your home on another person's claim without their permission. You are allowed to evict claims after a set amount of time. A full guide to evictions can be found here: [link](#).

## **2. Misc and Traps**

Traps intended to confine, kill, or harm another player are not allowed. Scamming players via an in game service or trade is not allowed. Interfering in a trade is not allowed. Other player's items are only considered free realm when won in PVP or obtained from the legitimate death of another player. Bypassing PVP protections via fire, lava, or other means is not allowed. Logging out mid combat will result in a character's death as punishment.

# Network Wide Rules:

## 1. No personal attacks.

- a. Racism, sexism, ageism, homophobia, transphobia and other hatred-based commentary is prohibited. This includes discrimination, slurs, and derogatory words.**
- b. Ad-hominem attacks taking the place of respectful discussion will be removed and punished.**
- c. Threats of real-world or online action against other players are not allowed and will be treated severely.**
- d. Sharing personal/private information about yourself and/or others is strictly forbidden.**
- e. Hate-based commentary excused as a joke will never be considered acceptable, and users will be subject to the same punishment as if it was said in all seriousness.**

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We want our server to be a fun and safe environment for everyone where they can freely communicate and interact. Please keep actions and words civil. Chat is moderated, and moderators will take action if necessary. Continued harassment should be reported to the moderators. However, harassment is only considered harassment if it is prolonged. Harassment does not include a group response to a player's death or a bounty regarding a player's death, rather prolonged unprovoked violence and attacks in chats. This also goes for comments made on signs. We encourage all players to try to find a common ground and settle differences without the need for moderator intervention.

## 2. No spamming / inappropriate content

- a. Distribution of IP addresses, invite codes, URLs, etc. of other gaming communities and their respective services that may follow (Discord, Teamspeak, Mumble, Ventrilo, website, gaming servers, private Minecraft servers, etc.) is strictly forbidden.
- b. Spam is strictly forbidden. Messages by a user in a short amount of time with the intent to spam and clog a channel is not allowed. Message line spamming is also unacceptable.
- c. Abuse of chat formatting is unacceptable. You may not abuse chat formatting to make fake player messages or ban/mute messages. Characters that lag chat or clients are not permitted.
- d. Abuse of chat channels is unacceptable. This includes messages sent with the /helpop command (moderator assistance) with no legitimate need for moderator assistance.
- e. Bypassing mutes is strictly forbidden and can result in a temporary ban.
- f. Content that must abide by this rule includes but is not limited to player skins and capes, usernames, titles, pixel art, map art, drawings, builds, entity and item names, and item usages. This content cannot be inappropriate and must be safe for work as a point of reference.
- g. Deceiving or tricking new players into spamming, saying a slur or other instance of hate speech, posting inappropriate content or otherwise violating these rules is strictly forbidden. Tricking players into getting automatically muted is also forbidden.

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When playing on our server environment, players have the right to not be exposed to certain content. Please refer to the list above for content that should be reported to staff. 'Inappropriate' is defined as overly sexual, racist, or with graphic imagery and/or content.

**Repeatedly misusing a chat channel could result in a temporary mute, or in extreme cases, a temporary ban from our services.** Please take a look at our point system for more specifics ([LINK](#)). If you have any questions, feel free to message a moderator for more clarification.

### 3. No disregard for player and account safety.

a. You may not use any kind of staff-related words in your title, including rank names (administrator, moderator, etc.), and staff usernames. You may not change your Minecraft username to be similar to or match that of another player without their consent. If you do so, you will be banned for 30 days or until your username is eligible to be changed.

b. Sharing your Minecraft account on our server is not allowed.

c. Using multiple accounts to play on our server is not allowed (alt accounts). Please pick one main account. All alternate accounts you own will then be permanently banned.

d. Phishing links, IP loggers, URL shorteners, and other similarly malicious acts are strictly forbidden through any method.

e. Chargebacks of purchases made through the store is forbidden. A permanent ban will be automatically administered to players that chargeback their donation.

f. Players intentionally aiding (knowingly assisting a player with an illegal activity) others in breaking the rules, passively or actively, will be equally punished for the actions of the people they are aiding.

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As a Minecraft server, we do not have any control over your Minecraft account. However, player safety is very important to us, so where possible we take steps to help protect our players from losing their accounts or otherwise being tricked or subjected to scams.

**Please do NOT share your Minecraft account details with anyone else.** You are responsible for what happens to your account so make sure that your passwords are secure and that you never give them out to anyone.

We recommend you: use unique strong passwords (preferably randomly generated), use security questions with your Mojang account, use two-factor authentication (2FA) with your email address if your email provider supports it, and most importantly, DO NOT SHARE your account information with anyone.

**Do not impersonate staff.** We also recognise that what qualifies as impersonation can be confusing for some. For example, changing your name to mucak23 or changing your title to [M] or [A] would be considered staff impersonation. This is unacceptable and would be subject to punishment.

**If you wish to switch to another account, DM muzak23#7040 on discord.**

## 4. No inappropriate usage of modded gameplay.

**a. Modified game files and scripts that give you an unfair advantage (e.g. cheats, or cracked client), and/or are not explicitly permitted is strictly forbidden. Enhancements beyond human capability (such as an autoclicker or auto-targeter) are not allowed. Some modified game files are allowed and clarified below.**

**b. Using any disallowed in-game (e.g. x-ray, or item duplication) or server-based glitches (permission misconfiguration) is strictly forbidden.**

**c. Bypassing AFK checks is strictly forbidden.**

**d. Intentionally or unintentionally causing (FPS, TPS, etc) drops is strictly forbidden. Larger mob farms can cause lag to the server, and moderators reserve the right to remove or change the farm.**

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This includes any modification(s) made to your Minecraft client, computer, or mouse through the use of auto-click/burst clicking macros or buttons. Modifications which alter the way that your client sends data to the server are also strictly disallowed, even if they fall into an allowed category. You cannot also circumvent any AFK checks with the usage of a physical item (a physical item lodged in between the keyboard or mouse to mimic legitimate player movement). Essentially, you must be interacting with the game and be responsive to any in-game behavior. Using in-game mechanics and structures to play the game is permitted - redstone grinders and mob farms fall under this category, using external factors are not - this is not limited to but can be botting or macros. Distribution of exploitations or behaviors that are against the server's goals or rules is strictly forbidden. Additionally, exploiting or distributing the world seed is forbidden under this rule.

Allowed modifications are:

- Client performance improvement mods (e.g. FPS improvement mods, OptiFine, etc.).
- Aesthetic modifications (e.g. shaders mods).
- HUD mods (e.g. Armor Status, Effect Status, HudPixel, 5Zig\*, Schematica, etc.).
- Brightness and gamma adjustment mods.
- Minimap mods that do not show caves, and other entities.
- Item sorting mods (e.g. InventoryTweaks).
- Recipe assistance mods (e.g. Just Enough Items).



- Waypoint mods.
- VR Mods (e.g. Vivecraft)

Any other categories of modifications should be treated as prohibited modifications.

**If you have any doubt that a modification or glitch you want to use is allowed, please ask a staff member before using it** (and they will update this list accordingly). Prohibited modifications functionality will result in a warning, temporary ban, or indefinite ban depending on the severity.

This means no matter where they are on the server, regardless of the reason, game modifications, “cheating” or exploiting that gives unfair advantages to gameplay are strictly prohibited.

# OSMC Survival Server Rules:

## 1. Claims and Protections.

a. Removals, additions, or alterations of others' builds, entities, or property claims on private land is strictly forbidden. This includes but is not limited to the following:

I. Using the `/sethome` command or setting a bed spawn point within another player's protections is forbidden.

II. Luring mobs, placing blocks, removing blocks, using chorus fruit, making redstone contraptions, bed/ender crystal bombing, etc. that circumvents a player's private chest protection and/or plugin protections to gain access to inaccessible areas (e.g. using a chorus fruit to enter a locked base) is strictly forbidden.

III. Using mobs, redstone machines, explosions, etc. outside normal combat that negatively impacts a player on their own claim or a public claim is prohibited (e.g. Withers in the Nether Hub).

IV. Hostile mobs housed in player's private property are only legally allowed to be killed in self defence. Intentionally agonising a mob to have it attack you is therefore strictly forbidden.

c. Taking Over Claims: You may Annex a claim with the express permission of its current owner. Otherwise, you may evict a player from a claim after a set amount of time ([see below for reference](#)) by leaving an eviction notice.

I. Structures successfully evicted will not be destroyed or removed from existence by moderators. Only locks will be removed from blocks players are unable to break, as well as containers in all evictions.

II. Claims within a town claim may be evicted by the town owner(s)/those with explicit permission from town owner(s) and reclaimed by the town with *moderator approval*.

III. Items stored in containers (i.e chests, shulker boxes, armor stands, item frames) will be removed upon eviction unless the original owner requests otherwise. At moderator discretion, extremely high value items may be returned to the original owner rather than destroyed.

IV. Evictions of this type can be overturned within the 7 day grace period if the owner fulfills the activity requirement or leaves a sign overruling the eviction.

**d. Eviction Notices:** When removing a user from a claim, if possessing the authority to do so, a minimum of 7 days notice must be given for the player to remove their belongings. The way to do this is to leave a sign outside of a player's claim at the main entrance with the current date and your name. After 7 days, contact a moderator to verify your eviction and confirm that the claim can be removed.

**e. Removing Players from your Claim:** If you have given permission for someone to build on your claim, you may evict the build at any time by placing an Eviction Notice and have the build removed at the end of the seven day notice.

**f. Town Claims:** For a claim to be recognized as a town, players must place physical markers along the claim perimeter which will be used as a border. The border and area within it must not conflict with other established claims not associated with the town. Town leaders are able to evict builds within the town as if they owned the claim.

**g. Nether Hub:** Unapproved builds, chests, etc in the direct area of the Nether Hub can be removed at any time by moderators. Plots which directly branch off the hub may have restrictions.

**h. Main End Island:** Terraforming and projects on the Main End Island will only be allowed with permission by a moderator. Builds bridging off of the main island are allowed (end farms, shops, homes, etc.)

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**Removing blocks or placing blocks to gain access where you normally wouldn't be able to is forbidden, even if you revert the changes you have made.** This is not limited to just blocks, but also includes entities such as ender pearls. A notable example of this would be bed/ender crystal bombing on nether highways or in other's claims, even if the blocks are not broken. Using ender pearls to glitch through blocks to access another player's property is prohibited. Using ender pearls in a non-glitchy manner, such as pearling through a small gap, is legal.

**Property borders extend vertically in the End and the Overworld.** Problems arising from land claims will be dealt with on a case by case basis, but as a general rule, please keep a reasonable length away from other players' land, unless you have received permission from the landowner.

**Special Claims in the Nether Hub** have been designated to encourage diversity and ease of access to important services. They will have the following restrictions:

1. Only one may be claimed per person.
2. You may only claim them if you build a shop or public service (i.e. public enchantment table) in that location. *This means that claims for flex rooms, personal storage or other personal use*

are prohibited.

3. You may claim a first floor plot if you own the respective adjacent plot on the highway.

**After 3 weeks, players will be allowed to own more than one of these plots, and from that point on any plot found breaking one of these rules may be evicted by a moderator and be returned to an unclaimed status.**

**If you have entered someone's private property legally and are attacked by a hostile mob, you have the right to kill it in self-defense.** This is only allowed if you did not provoke the mob (hitting a player who has a wolf and then killing the wolf is legal, but hitting a wolf and then killing it is illegal). This means that automatically hostile pets such as ghosts in private property are legally allowed to be killed in self-defense.

**Naturally generated structures can be privately claimed** and must be marked off as such with proper signage and/or locked entrances and exits. The exceptions to this rule include the closest stronghold to spawn (allowing it to act as a community end portal, leaving all other strongholds can be privately owned), and all naturally generated structures on the main end island including the end spawn, towers, main portal, and surrounding gateways.

**Claims that are unused or otherwise abandoned will be able to be claimed by another player with moderator approval** after they meet one of the following time requirements:

Claim Type	Amount of Time Passed
Within 400 Blocks of the Netherhub	20+ days passed since the owner was seen
Less than or equal to 1000 blocks in volume in the nether (i.e. 10x10x10) or less than 100 blocks in footprint in the overworld or end (10x10)	All owners have under 1 hours of playtime in the last month and the plot has not been interacted with in the last month
Less than or equal to 20000 blocks in volume in the nether (i.e. 20x20x50) or less than 2000 blocks in footprint in the overworld or end (40x50)	All owners have has under 2 hours of playtime in the last two months and the plot has not been interacted with in the last two months
Greater than 20000 blocks in volume in the nether or greater than a 2000 block footprint in the overworld or end	All owners have has under 3 hours of playtime in the last three months and the plot has not been interacted with in the last three months

After this requirement is met, you may place an eviction notice in order to evict that player. After 7 days, if the notice is not challenged, ask a mod to remove any locks on the claim. All items in that claim will either be given to the previous owner or deleted.

**Public containers (chests or shulkers) not explicitly marked as a community nor donation chest are considered free-realm for any player to take or take items from.** If you are considering having a public door, or public chest, please familiarize yourself with LWC's commands and this rule section to properly set your containers for the intended use as a public or private container. Having a public chest inside a locked building or settlement is still considered free-realm, as long as the player gained access to the locked area legally. Containers that cannot be locked themselves (without the use of a sign, e.g. hoppers, item frames, armor stands) are never free-realm without the owner's consent. A guide to using LWC properly can be found here: [link](#).

## 2. Misc and Traps

- a. Scamming other players with in-game deals or services is forbidden.
- b. Traps to damage, confine, kill, or otherwise harm another player are not allowed (regardless of PVP toggle).
- c. Combat logging is forbidden and will be punished by your character's death on disconnection.
- d. Placing lava, fire, luring mobs, etc. to kill another PvP protected player or a player in a PvP protected area is prohibited. This includes private protections, and pushing/moving the player to be damaged.
- e. Items are only considered free realm when a player dies to legitimate causes, including accidental causes. Therefore interfering in trades or picking up other player's blocks when mining is considered punishable.
- f. Deceiving or tricking players into breaking PVP bypass, trap, or anti-scam rules is strictly forbidden. Tricking a player into using /suicide is also forbidden.

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Pushing a player outside of PVP protections is considered PVP bypass and will result in punishment. If you were disconnected and combat logged because of reasons beyond your control (e.g. timed out, connection reset by peer), or were illegally killed, please contact a moderator with evidence to obtain a rollback.

## How to contact staff:

### Staff can be contacted in the following ways:

1. In game, identified with a gold [M] or red [A] title. Use the `'/list staff'` command to check if a user is truly a staff member - if they are, they will appear under "Staff."
2. Over Discord, identified with the yellow-orange named rank "TG Mod".
3. Over Reddit, identified with a [TG Mod] flair.

### Contact Etiquette:

When contacting moderators about griefs, rule breaks, or other issues, there are a few things to remember:

- DM Pigeon#4926
  - Begin your message with **!!ticket**. Then, type the message you'd like TeenagersGaming moderators to receive. Please ensure that you include the five W's and one H! [What, why, when, where, who, and how]. The more details, the quicker we can help.
- Be calm and respectful
- If it pertains to an illegal activity, add any proof which can include:
  - Chat logs
  - Screenshots
  - Video Recordings
  - Other files or evidence which can demonstrate your point
- Any links must be from trusted sites.
- If it is a grief or occurred at a specific location, please use timestamps and coordinates!

### Appeal Form:

<https://forms.gle/eQ4R28uFzmW1YbVf7>