

Harlon City Server

Server Rules

Table of Contents:

Information	3
General information	3
Structure	3
Extent	3
Definitions	3
The warning system	4
General Chat Rules	5
Spamming	5
Behaviour in the chat	5
Personal information	5
General Behavioural Rules	5
Offensive words and statements	5
Insulting Staff	5
Civil unrest	5
Behaviour toward Staff	6
Lying to Staff	6
Impersonating/Backseat Moderating	6
Impersonating	6
Backseat moderating	6
Properties of HCS & Matters involving foreign servers	6
Plagiarism	7
Harlon Train/Bus Texture Pack	7
Map downloading	7
Advertising	8
Exploiting, Hacking & Cheating	8
Exploiting	8
Hacking	8
Cheating	8
Stenford Bay	9
Vandalism	9
Theft and stealing	9
Train rules	9
Prohibited buildings	9
Applications	10
Resident application	10



Builder application	10
Helper application	10
Creative mode	10
Griefing	10
Abusing/Advantages	10
Car Driving	11
Drive on the right side	11
Driving on sidewalks etc	11
Train Driving	11
Links	11
Failure of following these rules	11
Harlon Wiki	11
Wiki Link	11

Harlon City Server



Server Rules

Information:

¶1 General Information

- By playing on the server, you agree to obey these rules and confirm that you understand that there may be consequences for example in the forming of warnings if you break any of these rules.
- These rules may be updated at any time with or without any prior notice.
- This is in no way, form or matter a legal or legally binding document, but is only rules for the server "Harlon City Server" on the computer game Minecraft.
- While there are punishments listed on some of the rules, these are only guidelines and examples, and staff may always hand out punishments as they see fit, regarding the extent and/or severity of the rule breaking.
- Punishments will generally be harsher if the same rule is broken more than once.

¶2 Structure

- Each section is denoted with § followed by a number, for example 1, and §1.1, §1.2, §1.3 etc. are the individual rules in that section. A letter, ex. §1.2.A denotes a version of the rule, extra information or suggested punishments.
- Sections may begin with short explanations.
- The information points at the beginning are denoted with ¶.

¶3 Extent

- These rules apply on the Harlon City Server Minecraft server as well as the Harlon City Server Discord server. A summary of rules as well as rules which only apply on the Discord Server can be found in the #📖rules channel on the Discord server. Thus Discord-specific rules are not listed here, however any rule which could also apply on the Discord Server listed in this document also applies there.

¶4 Definitions:

- **Penalty:** Any kind of warning, mute, temp/permban, Stanford Ban
- **Stanford Ban/Loss of Stanford Bay building rights:** The ability to build, open chests, drive trains etc in Stanford Bay is removed.
- **Mute:** The ability to chat is removed, either temporary or permanently.
- **Warning:** A mark in the user's logs, valid for 3 months. If a user has more then 3 active warnings at once, Staff may consider taking further action against the user.
- **Tempban:** Temporary ban, a ban which lasts for a temporary period of time, usually either 24 hours, 7 days, 1 month or 3 months.
- **Ban/Permban:** A permanent ban, which lasts permanently.
- **Monetary Fine:** A certain amount of in-game money (Harlonian Pounds) is deducted from the player's in-game balance.



- **Chat:** Any chat channel, both in-game and on the Harlon City Server Discord.
- **Harlon Discord:** The Discord server of Harlon City Server.
- **HCS:** Harlon City Server.

¶5 The Warning System

Appeals: Any penalty can always be appealed at <https://appeal.harlonserver.net>. Staff will then take your appeal into consideration, and only contact you if your appeal has been successful. A few tips for an appeal are:

- Don't appeal directly after your penalty, at minimum wait a few days.
- Make clear what actually occurred; do not attempt to lie in order to try to get your appeal accepted. Admit what occurred.

Use calm & respectful language in your appeal.



Harlon City Server

Server Rules

Rules:

§1 General Chat Rules

- **§1.1** Spamming is not allowed. Spamming may be, but is not limited, to;
 - Writing the same (or very similar) message again and again
 - Using excessive characters in a world (*Ex: Noooooooooooooooooooo*)
 - Asking the same question over and over
 - Using excessive Caps Lock
- **§1.1.A** Breaking **§1.1** may be punished with one (1) warning or a mute.
- **§1.2** Behave in the chat. Insults, offensive language etc, are not allowed.
 - **§1.2.A** Breaking **§1.2** may lead to one (1) warning or a mute.
- **§1.3** Do not ask for any personal information about others, and do not give out personal information of others either.
 - **§1.3.A** Breaking **§1.3** may lead to one (1) or two (2) warnings, or a mute. In certain cases, it may warrant a ban from HSC.

§2 General Behavioural Rules

- **§2.1** Racism, sexism, insulting, severely offensive words/jokes/statements, and excessive use of curse words are not allowed. This is not only a chat rule, but may, but is not limited to, also applying on signs and block/pixel-art.
 - **§2.1.A** Breaking **§2.1** may lead to one (1) or two (2) warnings, but further penalties may also be taken.
- **§2.2** Insulting staff is not tolerated.
 - **§2.2.A** Breaking **§2.2** may lead to one (1) warning.
- **§2.3** Do not cause civil unrest. Civil unrest may be, but is not limited, to;
 - Joining the server with no other intention to create drama/arguments
 - Trying to restart old conflicts with other players
 - Generally annoying other players on the server
 - Bringing personal conflicts (such as an irl one or one from a foreign server) with another player into the chat.
 - Arguing with fellow players and ignoring Staff instructions to stop.
- **§2.3.A** Causing civil unrest may lead to a 14 day mute or (1) warning.

§3 Behaviour towards Staff



Being rude to staff is not acceptable, that is already covered by other rules. Server staff are also required by staff rules to treat all players with equal respect, and no insulting by staff towards players is tolerated either.

- **§3.1** Lying to staff is not allowed, especially during investigations of arguments etc. You may risk receiving additional penalties on top of the pre-existing penalties if found lying to Staff when they attempt to resolve conflicts etc. Examples of lying to Staff may be:
 - Leaving bits and pieces out of your explanation.
 - Saying false and/or providing made-up evidence.
 - Saying “I didn’t do it”, “I never did that” or “They didn’t do that” when the opposite is the truth.
- **§3.1.A** Lying to staff about a crime you committed may be punished by doubling the punishment for that crime, or a monetary fine of no less than £100 but no more than £15000 depending on what staff see fit and what is possible.
- **§3.1.B** Lying to staff regarding rule-breaking someone else committed may be punished by a monetary fine of no less than £30 but no more than £10000.
- **§3.1.C** Lying to staff about something important that is not covered by **§3.1.A** or **§3.1.B** shall be penalised with what staff see fit for the situation.

§4 Impersonating/Backseat moderating

- **§4.1** Impersonating as a staff member is prohibited in HCS. Saying for example, “I am (yada yada), and I will ban you!” is not allowed, and is also classified as a threat.
 - **§4.1.A** Impersonating Staff may be penalised with one (1) warning or a mute.
- **§4.2** Backseat moderating, in which you try to moderate the server, even though you are not staff, is not allowed. Examples of backseat moderating may be:
 - “You are not allowed to do that, stop now!”
 - “I will make sure you get banned!”
 - “I will get you warned!”
- **§4.2.A** Backseat moderating may result in a mute, or in repeated cases, in which for example threatening the other player has been involved, a ban.

§5 Properties of HCS & Matters involving foreign servers

Anything built or made for **Harlon specifically** in, both in-game Minecraft things, and other things such as for example the HCS logo, is given to the server for it to use. Exceptions may however apply. However, HCS must always give credit to the original creator of the design; HCS may not lie about who built what. It is important to note that this rule only applies to things made specifically for Harlon; for example, Minecraft plugins are excluded from this. It is important to note that the only logs available of who built a house is in many cases the memory of people/Staff - it is only if the house is built within recent months that the logs for who placed what block exactly can be seen. However, there is always the possibility to in general know who has built in what area, but it may not always be possible to know every single house.



- Thus, for example if you were to no longer have the Builder rank, you do not have the right to request all of your buildings be removed.
 - However, Staff may choose to honour the request if they wish and think it is a reasonable request. (Example: requesting to have your work on a building 4 people worked together on removed, is very unlikely to be accepted)
- **§5.1** Copying building designs, unique ideas of the server etc is in Harlon counted as plagiarism and is not allowed. Examples of plagiarism may be, but is not limited, to;
 - Introducing the exact same idea as Harlon did very shortly after its introduction on a foreign server, such as for example Weird Man
 - Copying any unique building designs of Harlon (ex: an exact replica of a fictional house built in Harlon on a foreign server)
- **§5.1.A** Any major plagiarisation will lead to a permanent ban from HCS.
- **§5.2** Using the Harlon Vehicles Texture Pack (The pack downloaded in-game, that contains the train and bus models as of 2022-01-01) officially on foreign servers, is strictly forbidden. You are also not allowed to use it on private projects. The vehicle models are only allowed to be used on Harlon City Server.
 - For example, you are not allowed to use the HCS train models for a metro system on another server, and then distribute the Texture Pack to others so they can see and use the metro on that foreign server.
 - You are not allowed to modify the models and then claim them as yours, or directly claim them as yours without any modification either. As of 2022-01-01, all models contained in the Harlon Vehicles Texture Pack have been created in their entirety by Antlucl and SirPenguinMay. It is important to note that the textures displayed on the models use whichever Texture Pack the player themselves has enabled; this is nothing Antlucl nor SirPenguinMay take credit for, but the original author of the texture pack used.
- **§5.2.A** Breaking section §5.2 will lead to an instant ban of all involved players in the usage/distribution of the Harlon Texture Pack on the foreign server.
- **§5.3** Threatening to, attempting to, or successfully in hacking and/or using a mod in order to download things such as the world map, in its entirety or sections, is strictly not allowed and may be counted as exploiting, hacking, stealing & plagiarism.
 - **§5.3.A** Any attempts may lead to an instant, permanent ban from HCS.
 - **§5.3.B** Talking, or threatening about doing so, may lead to a warning or ban from HCS.
- **§5.4** Advertising is the act of telling other players on the server about another foreign server and is forbidden. Advertising may count as, but is not limited, to;
 - Writing in chat the IP of a foreign server, and/or asking to join a foreign server.
 - MSG:ing or mailing a player in-game through those features telling about another server, the IP of a foreign server, and/or asking to join a foreign server.
 - Spam DMing many players of the HCS Discord ("DM Advertising").
 - Writing on signs any information about a foreign server, such as in Stenford Bay.



- Telling another player a place to check for the IP (sending a server website, voting site, youtube channel etc). This applies to any way the advertising is being done.
- Talking frequently about a foreign server in chat. Speaking of foreign servers in any HCS chat is not encouraged unless in a clarification matter.
- Mentioning major servers, which have tens of thousands of players constantly online, and the general Minecraft playerbase know of, such as Hypixel, is permitted.
- In any way or form, attempting to promote a foreign server on HCS is strictly not allowed.
- Mentioning/discussing member servers of the Minecraft United Nations, that Harlon is a member of, is exempt from this rule. These servers are BusinessCraft, DemocracyCraft and VindexCraft. Discussions that however rather belong in the servers themselves are not allowed, and actively advertising is also not allowed.
- **§5.4.A** Advertising may result in a kick from the Discord server (lasting 30 days) or stricter penalties such as a ban from HCS.

§6 Exploiting, Hacking & Cheating

- **§6.1** Exploiting is prohibited. Whether it is minor or major, exploiting is exploiting. There are different types of exploits, from using hacked clients to hacking into the server. Using hacked clients is never allowed. Please note, if you are exploiting when there is no staff online, staff can still check the console as well as logs, and staff are the ones to decide what counts as exploiting.
 - **§6.1.A** If you use hacked clients in the way they are intended to be used, you may get a warning, mute, or tempban depending on the severity, and how many times you've hacked.
 - **§6.1.B** Hacking into the server is considered a major action. If you get caught hacking into the server, you will be subject to a permaban.
- **§6.2** Cheating/exploiting in any way is not allowed. Cheating/exploiting gives you an unfair advantage, and can be done in many different ways, many of which are already covered in other rules. Some examples may be:
 - A bug that gives you fake-generated money
 - A bug that allows you to duplicate/steal items.
 - **§6.2.A** If the cheating is not covered by any other rule except this one, staff will decide the punishment based on severity.

§7 Freebuild Areas

Stenford Bay and the Lumea Isles are two places where everyone can build. You must have the role "Resident" or higher to build here. Although this is a freebuild area, there are rules to keep Stenford Bay and the Lumea Isles tidy.



- **§7.1** Vandalism is against the rules of both freebuild areas. An example of vandalism is to grief a public or private building. The consequences of vandalism range from a warning to your Stenford Bay/Lumea Isles Building Rights being revoked.
 - **§7.1.A** Mild vandalism, such as some blocks infringing on someone else's building, would result in a warning. This may also result in your building rights being removed if you have grieved several times.
 - **§7.1.B** Severe vandalism, like blocking buildings and destroying buildings will result in your Stenford Bay/Lumea Isles Building Rights being removed.
 - **§7.1.C** If any given user has been inactive, meaning having not joined the server, in six months, any other user is permitted to modify/remove the inactive user's structure(s). Removing structures with the intent to loot is still punishable; see **§7.2** for appropriate punishment regarding looting.
- **§7.2** Theft is the act of stealing, this is also against the rules of Stenford Bay and the Lumea Isles.
 - **§7.2.A** Stealing may result in a warning or your building rights being removed based on how many times you have stolen.
- **§7.3** Due to trains outside and inside of Stenford Bay/the Lumea Isles tampering with the server's TPS, there are limits on trains.
 - The longest train you are allowed to have is six carts long total. The types of minecarts you are allowed to have are: hopper- chest- furnace- and passenger carts.
 - If you would like a spawner, please let a staff member know.
 - If you spawn too many trains, you may risk your spawner being removed.
 - Spawners can only be installed when the train line it is situated on is completed.
 - If you derail trains, you may risk your spawner being taken down.
 - You can only build rail above a road with at least six blocks of space.
 - For rules relating to trains in the Lumea Isles, please click [here](#).
 - **§7.3.A** Breaking any of these might be punished with a warning or removal of Stenford Bay/Lumea Isles Building Rights.
- **§7.4** Building the following things in Stenford Bay/the Lumea Isles is prohibited and will be removed as soon as detected:
 - NSFW structures/NSFW pixel art
 - 1x1 tower
 - Buildings that only aim to obstruct others
 - **§7.4.A** Doing so might also result in a warning or your Stenford Bay/Lumea Isles Building Rights being removed

§8 Applications

The resident application can be found in-game at spawn whilst all other applications can be found on the server website.



- **§8.1** Resident Applications have no cooldown. The way you apply for them is through an in-game test. You can still apply for this rank even if you are not a member of the Harlon Discord.
 - **§8.1.A** Sharing questions, answers, or anything else that may help an applicant with their application is not allowed and may be punished with a warning or mute.
- **§8.2** Builder Applications have a cooldown of one month. You can apply for Builder via Google Forms. Please do the application by yourself only. You must provide actual Minecraft city builds that **you** built. For example, a Google Street View picture, a picture of a house on the server, or a farm you built yourself is not accepted. It **must** be a minimum of 3 city houses, otherwise your application is automatically rejected. You must be a member of the Harlon Discord to apply for this rank.
- **§8.3** Helper Applications have a cooldown of two months. You can apply for Helper via Google Forms. Please do the application by yourself only. You must be a member of the Harlon Discord to apply for this rank.

§9 Creative Mode

The following section applies for all players who have access Creative Mode - players ranked "Builder" or higher.

- **§9.1** Using creative mode to grief or deface buildings and places on the server is prohibited.
 - **§9.1.A** Doing so may result in a warning, demotion, or a ban from HCS.
- **§9.2** It is against the rules to give yourself or any other players an unfair advantage/benefit via creative mode (unless approved by a majority of the Staff team). Examples of this may be:
 - Giving free items
 - Selling items in shops taken straight out of the creative inventory
 - Building wherever you want with no given authorisation
 - Sneaking items from the creative inventory into your survival inventory
 - Building using creative in Stenford Bay, or with items received from creative
 - Flying/teleporting between places whilst working on something that is normally meant to be done in survival; for example restocking a shop from a factory.
 - Planting saplings or spawning animals in livestock from the creative inventory
 - Setting up a shop in a unclaimed shop space without paying
 - Robbing the bank or completing a quest using creative features
- **§9.2.A** Breaking **§9.2** may result in a warning, demotion or a ban from HCS or any other kind of penalty seen fit by Staff.

§10 Car Driving


Harlon City Server Car Driving Rules

- **§10.1** You shall drive on the right side of the road.
 - **§10.1.A** Failing to do so may result in a penalty.



- **§10.2** Cutting corners, driving on sidewalks, driving off roads, and driving through foot-traffic only areas is prohibited.
 - **§10.2.A** Doing so may result in a penalty.
 - **§10.2.B** Explicitly bad parking is not allowed and can be punished by a monetary fine, £300 being the standard. Staff also have the right to remove and/or confiscate the car.

§11 Train Driving

- **§11.1** Use the following link(s) for train rules and penalties:
 -  **New Demerits Sheet (PUBLIC)**
 - Driving rules can be found at Ganter's Hill training facility
- **§11.1.A** Failure to follow these rules may make you subject to your train licence being revoked or penalties given as stated in the "New Demerits Sheet (PUBLIC)" doc.

§12 Harlon Wiki

- Harlon Wiki link: - [Harlon City Server](#)
- All rules are listed on the HCS Wiki page.

§13 Item and Currency Exchanges

Harlon does not allow any currency or item exchanges or similar with Pay-To-Win servers to uphold Harlon's anti-P2W stance. A server is defined as Pay-To-Win if it gives players who pay an advantage over those who do not spend money.

