

This document is like a FAQ of precedent events. This is to say decisions and calls we've made in the past, so you get an idea of general boundaries. These are still not set in stone though, just precedent.

- Walls cannot be surpassed by the attackers using ender pearls, elytras, tridents, glitching through, or chorus fruits.
- In any capture point, there must be at least 1 opening for the attackers.
- Each country is limited to one attack per day.
 - "attack" in this case, means an attempt to take a capture point. Normal pvp is not restricted.
- In order to take a capture point, neither the attacker or defender being a country is required. Individuals not in a country can even take capture points if they so wish to.
 - Both sides still need to have capture points to be at war, you can't declare war without having one.
- A state of war is not required to take a capture point. The backlash will be diplomatic, but not server wise.
- The use of secret capture points is not allowed.
 - This means that you can't hide the position of your capture points to the other side.
- If all the attackers or defenders leave a battle, either by leaving battle grounds or disconnecting, the battle is over with victory for the opposing side. This means that there must be a specific point in time when nobody is present. People can go in and out of the battle grounds as long as someone stays.
- A battle has a duration limit of 5 hours. If in that time the attackers have not captured the settlement, the attack has failed. If both sides agree the battle can be extended.
- There can not be a capture point inside another capture point.
- You cannot modify a capture point that is under warning of attack. You can only do so after the battle has already happened.
- Outsiders must respect the rules of war. If they wish to join a battle, they will do it under the rules.
- If there is only one person in a country and they are banned, you cannot declare war on that country.
- Beds can be removed and must be accessible: it must be possible to enter by walking, without speed modifying elements (such as, but not limited to, soul sand, ice, or cobweb) and without suffering any damage inherent to the path. If the path to the beds is severed or partly destroyed during the battle, the attackers have a very limited right to repair the path though they must warn in chat first before doing it. They can only use as little and indispensable as possible to reestablish the path when using blocks.
- You cannot "fall" inside a capture point's walls, the exception to this is due to design failures that permit you to enter while walking and / or jumping inside normally. Using flying machines or potions of leaping to get around this is also not allowed.
- If tnt or another explosive is placed inside the defender's territory by them, it is allowed for the attackers to set it off.
- You can't attack a fort when spawning from the inside (ex: portals, logouts, etc..)
- You need to disclose all capture points you wish to use during that war. You cannot use any points you have not disclosed at the start of the war during said war and cannot add any new ones into play during it either. If you do not disclose the location and condition of a capture point, you cannot use it during war.
- Hallways or paths that are unnecessarily long just to waste the attackers' time won't be allowed.