

[RN]-Minecraft | "Server - Rules" {RNMCGB}

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Preamble: We aim to shape a gaming community that respects each other, complements, and promotes each other's gaming experience. Our goal is to ensure a friendly environment among all members and protect the "[RN]-Community," "[RN]-Game Servers," "[RN]-Teamspeak," "[RN]-Discord," and "[RN]-Forum" from external and internal negative influences and decisions. Our [rules](#)/information documents are designed to achieve this goal. Every member is responsible for staying informed about changes to the [rules](#). As soon as our [rules](#)/information documents are updated, the applicable changes take effect immediately after the modification.

1 Article 1: General Server Rules

1.1 Section 1: General Prohibitions

§1.0; Hacking: Cheating, hacking, [money](#) and equipment duplication, as well as exploiting bugs and glitches is prohibited and will result in an immediate [ban](#) without any objections. The affected player will also be added to the [ban](#) list of network partners. This applies to all players, regardless of rank or status on the server.

§2.0; Forbidden Content: Right-wing extremist, racist, discriminatory, and personally insulting slogans, as well as sharing pornographic content on the server, are prohibited and will result in an immediate [ban](#) from the server.

§3.0; Insults: Insulting other players on the server is prohibited. Repeated violations will lead to immediate expulsion from the community. The so-called five warnings are platform-wide legally binding.

§4.0; Client Modifications: Any form of client modifications or third-party programs that [give](#) the user a clear advantage over others is prohibited.

§5.0; Bots: The use of bots of any kind is prohibited.

§6.0; Multiple Accounts: A player may only be logged in to a server with one account at any given [time](#).

§7.0; Griefing and Stealing: Any form of griefing or stealing is prohibited.

§8.0; Fraud: Deceiving other players is prohibited.

§9.0; Chat Violations: Anyone who repeatedly disturbs the chat environment or does not follow instructions from team members should expect punishment.

§10.0; Data Protection: It is prohibited to disclose private details (e.g., pictures, addresses, phone numbers, etc.) of other individuals in the game without their consent.

1.2 Section 2: Building Rules

§1.0; Floating: Flying signs and logos are prohibited.

§2.0; Redstone Clocks: Fully automatic Redstone clocks are prohibited. This applies to all types of infinite circuits.

§3.0; Auto-Farms: Any kind of automatic farming is prohibited.

§4.0; Animal/Mob Builds:

(1): Any builds where animals and/or NPCs trigger mechanisms are prohibited.

(2): All animal or mob farms may [spawn](#) or own a maximum of 20 entities at the same [time](#).

§5.0; Mob Farming: Normal mob farms are allowed as long as they do not negatively impact the server. However, golem farms (for iron collection) are not allowed. Mob farms that temporarily flush large areas with water are prohibited. If the water is continuous, the farms are allowed.

§6.0; Large Builds: We reserve the right to prohibit or modify very large farms, mob [spawner](#) constructions, or similar builds that negatively impact server performance and the overall player experience.

§7.0; Beacons: The effect of a beacon may only be active on the owner's plot. If neighboring plot owners file a complaint, an [admin](#) will intervene.

1.3 Section 3: Miscellaneous

§1.0; AFK: Standing [AFK](#) (away from keyboard) is generally allowed as long as it does not cause server lag.

§2.0; Naming: Player names that are not appropriate for all age groups or contain vulgar words can be banned without prior notice.

§3.0; Skins: Nude skins, Hitler skins, and other inappropriate skins are prohibited and must be changed.

§4.0; Advertising: Advertising other Minecraft servers in the chat or forum is prohibited. This includes repeatedly mentioning server names and IP addresses.

§5.0; Spam: Any form of spam is prohibited. This also includes repeated donation requests and advertising for shops, warps, etc.

§6.0; Trading: Trading items, blocks, etc., for real [money](#) is not allowed.

§7.0; Items: Items that cannot be crafted through regular gameplay will be removed by admins. Items obtained through [events](#), giveaways, etc., are not affected. This includes player heads, armor, and similar items.

2 Article 2: Direct Grounds for Bans

The following actions will result in an immediate [ban](#) or consequences with the minimum [ban](#) length or minimum activity of the supporter. Higher penalties are very likely:

(H = Hour, D = Days, W = Weeks, Y = Years, Perm = Permanent, Del = Delete)

2.1 Section 1; §99;

R1: Hacking (Perm)

R2: Insults (1H)

R3: Client Modifications (3W)

R4: Bots (3D)

R5: Multiple Accounts (3D)

R6: Griefing & Stealing (10W)

R7: Fraud (5W)

R8: Chat Violation (2H)

R9: [Item](#) Transfer (1W)

R10: Plot-Shop (3W)

R11: [Vanish Kill](#) (1W)

R12: Naming Violations (1H)

R13: Skins (1H)

R14: Advertising (12H)

R15: Spam

This rulebook is effective as of today, 13.02.25. Changes may apply.

The rulebook is still a work in progress and will be continuously improved by the project management.