



# VINDEXCRAFT

## RULE DOCUMENT

This document is being updated by the **Staff Team**.  
*Last Update - 26 NOVEMBER 2024*

---

Any Violations of Mojang terms of service will result in a ban across all accounts. You're subject to ban for any reason.

Please note that every scenario is different and unique. While you will typically receive a punishment for breaking a rule as written here, it is ultimately up to the moderator's discretion to determine the appropriate punishment based on context, history and severity.

Also please note again that VindexCraft is a very unique place and some scenarios for rules may not be listed here but have been clarified by the Head Moderator+ before. If you are confused about any rule or think a rule is missing, please let us know.

Any rule updates will be announced in the VindexCraft discord.  
<http://discord.vindexcraft.net/>

## TABLE OF CONTENTS

NOTE: to search for a specific rule, use “CTRL + F” with a keyword or the rule numbers listed below. Make sure you are using ‘find in document’ and not your browser.

- 1.1: Hacking
- 1.2: Advertising
- 1.3: Real-World Trading
- 1.4: Abusing Government Permissions/Privileges
- 1.5: Multiple Appointed Jobs
- 1.6: Court Cases
- 1.7: Evasion
- 1.8: Violations of Property Rules (Major)
- 1.9: Doxxing Players
- 1.10: Excessive Player Disrespect, Bullying, Intimidation, and Harassment
- 1.11: Scamming

- 2.1: Exploiting Bugs
- 2.2: Use of Offensive Language
- 2.3: Chat Rules
- 2.4: Inappropriate Skins or Usernames
- 2.5: Suicide for NLR
- 2.6: Misuse and Abuse of Radio
- 2.7: Interference with a Staff Member's Work
- 2.8: Fail Roleplay
  - 2.8.1: Fail Roleplay: Law Enforcement
  - 2.8.2: Fail Roleplay: Criminal Behaviour
- 2.9: Loopholing
- 2.10: Perversion
- 2.11: Random Death Match
- 2.12: New Life Rules
- 2.13: Movecraft Rules
- 2.14: War Rules
- 2.15: Inappropriate Banners & Builds

- 3.1: Excessive Swearing
- 3.2: AFK Farming
- 3.3: Zip Ties in heaven
- 3.4: Spamming Horns & Sirens
- 3.5: Multiple Accounts at Once

- 4.1: Republica & Alternative Accounts
- 4.2: Eligibility from a Staff Perspective
- 4.3: Bill Fairness

Rule Statute of Limitations  
Staff Signatures

## Rule (1.1) - Hacking

It is strictly prohibited to utilize any form of cheats or hacks. No matter what the circumstances are, any utilization of them will result in the user being banned.

Any mods that give a player an unfair advantage that is not obtainable through legitimate server features will be counted as hacks. This does not include Labymod integrations.

Moderators and Administrators will use their judgment to decide on what is and is not cheating, as well as what would be considered a hacked client. In addition to this, minimaps are allowed if they do not show players on them.

## Rule (1.2) - Advertising

Advertising other services is prohibited. Advertising is the act of promoting other Minecraft servers/communities/discords in any type of chat by either putting the server IP/Link into the chat or promoting it by talking with players attempting to get them to join, a simple act of persuasion to get someone to join another server in any method of communication will be perceived as advertising.

## Rule (1.3) - Real-World Trading

Real-world trading (RWT), is the act of trading anything outside of Vindexcraft (usually real-world money) for items, services, advantages, or vice versa. This rule also extends to giveaways. Real-world trading is strictly prohibited.

## Rule (1.4) - Abusing Government Permissions And Privileges

It is prohibited to abuse government permissions and privileges. This includes but is not limited to,

- Abusing handcuffs to purposefully make false arrests.
- Abusing appointment permissions to purposefully and falsely appoint people into positions or to appoint one of your own accounts into a position.

- Re-joining a job that you have been fired or suspended from (this is not limited to government jobs)
- Abusing the arrest logging plugin will result in a temporary ban and/or blacklist from law enforcement.

Appointing more than the maximum amount for a job will be considered abuse too. ~~Below are the maximum amounts~~

~~[VIA]—7  
 [Deputy]—3  
 [Police]<Trainer>—5  
 [VFD]<Trainer>—5  
 [VHDTrainer]—5  
 [AssociateJustice]—2  
 [DistrictJudge]—5~~

~~These do not include the leader of said job (i.e VIA (Deputy) Director and CTO) or untagged positions~~

Will be dealt with on a case by case basis

Additionally, police must adhere to warrant rules.

- Warrants must adhere to NLR and all other warrant related rules.
- All warrant lengths must be consistent with the reason of said warrant. (i.e raiding an offline player can be 30 minutes - 1 hour or raiding houses for wanted criminals 15 minutes)
- No warrant shall exceed one hour in length
- Warrants must be approved by a judge before being granted, exceptions being hostage situations and detaining a wanted person who is located inside a locked or otherwise inaccessible building. In cases such as this, warrants should be marked clearly with reasons such as "Hostage Situation" or "Attempting to detain individual barricaded inside"
- Under no circumstances should warrants on government buildings take place unless approved by the owner of said building or head moderator+
- Under no circumstances shall a warrant be granted on the VIA HQ (viahq) or the Archives building (nara)
- It shall be considered abuse to grant your own warrants

- Under no circumstances should a warrant be granted on foreign nations, including their embassies or regions outside the mainland of Vindex such as islands or oil rigs.

## Rule (1.5) - Multiple Appointed Jobs

You can only have 1 leadership/appointment only job at a time (across all of your accounts), this does not include foreign nations, criminal elections or untagged positions. A list of positions this includes can be found below.



**Surf** Today at 18:05

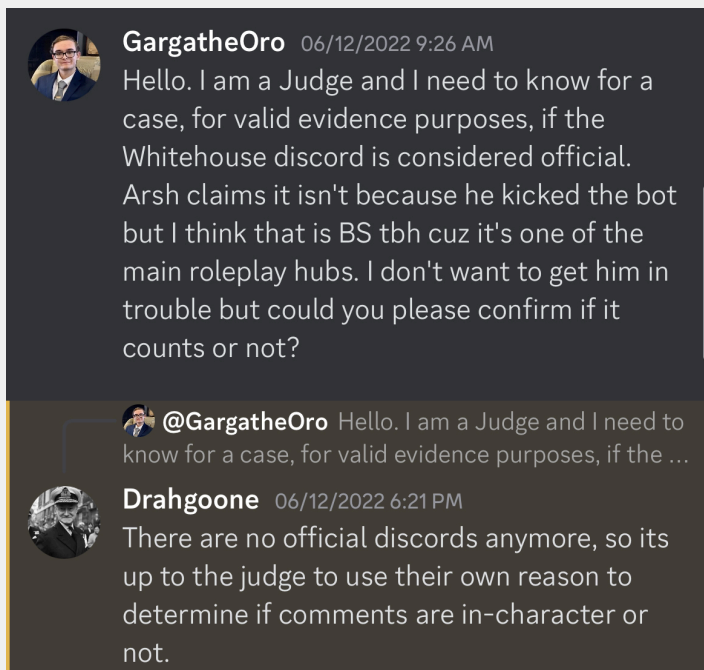
- |                           |  |
|---------------------------|--|
| President                 | Secret Service Leader                  |
| Vice-President            | Police Trainer Leader                  |
| Secretary of State        | DEA Leader                             |
| Secretary of Defense      | SWAT Leader                            |
| Secretary of the Treasury | Detective Leader                       |
| Secretary of HHS          | DEA Leader                             |
| Attorney General          | Head Dispatcher                        |
| National Security Advisor | Bank Manager                           |
| Chief of Staff            | Surgeon General                        |
| NASA Admin                | Chief Physician                        |
| NASA Deputy Admin         | Chief Archivist                        |
| NASA Chief Engineer       | CSA                                    |
| Press Secretary           | VCSA                                   |
| Governors                 | CNO                                    |
| Chief Justice             | VCNO                                   |
| All Judges                | Master Sergeant of the Army            |
| VIA Director              | Master Chief Petty Officer of the Navy |
| VIA Deputy Director       | HMX Colonel                            |
| VIA                       | Fire Commissioner                      |
| Ambassadors               | EMS Chief                              |
| District Attorney         | Fire Chief                             |
| Police Chief              | EMS Deputy                             |
| Deputy Police Chief       | Fire Deputy                            |
| Warden                    | UN Secretary General                   |

## Rule (1.7) - Court Cases

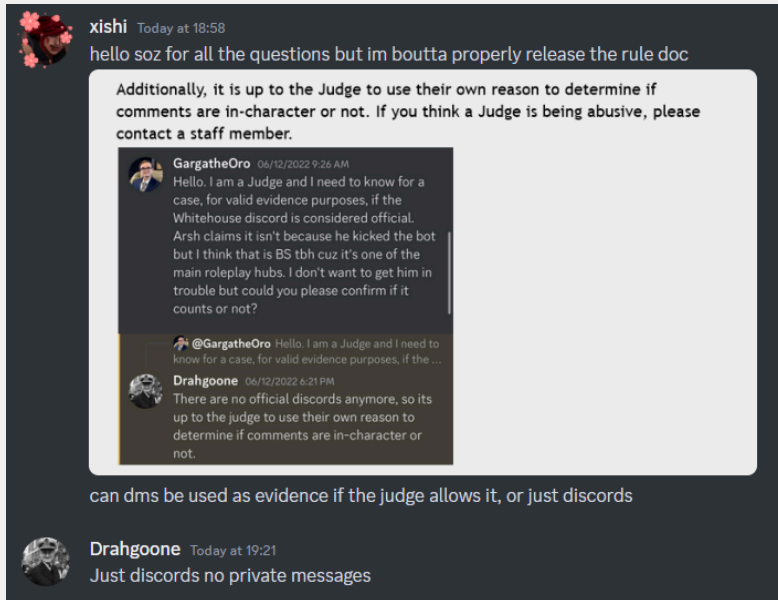
Leaving an in-game court case without permission from the Judge or a Staff Member, in an attempt to evade the proceedings, will result in a ban. This only applies if the departure was intentional to evade the proceedings and will be assessed on a case-by-case basis.

Judges may report players to Staff if they fail to comply with a court order within the designated time frame. It will be the responsibility of the Staff Member to determine whether the court order is abusive or excessive and whether the player can reasonably comply with it. If a player cannot physically fulfill a court order, it is the Judge's responsibility to negotiate an order that can be fulfilled.

Judges have the authority to determine whether comments made are in character or not. If you believe a Judge has made an abusive decision, please contact a Staff Member.



To add onto this, direct messages cannot be used as evidence.



During criminal courts, the maximum fine amount is 5% of the defendant's entire balance of that account, not exceeding \$50,000. Trying to loophole this system by deceiving the courts and/or staff team about the true amount of your balance will be considered loopholing.

## Rule (1.7) - Evasion

If you're banned and you are caught on an alternative account, that account will be banned and, if applicable, your temp ban will turn into a permanent ban.

This does not apply to 'account bound' bans such as inappropriate skins/names.

## Rule (1.8) - Violations Of Property Rules (Major)

If you have broken a serious or wide variety of property rules you will be banned and risk losing that property.

- Properties are zoned in residential, mixed, or commercial properties, please use the appropriate properties for shops and housing.
- Griefing is disallowed everywhere outside the wild.
- Changing the exterior of property without proper approval.
- Destroying someone else's property.

- Fences/hedges can not exceed three blocks of height unless otherwise approved by an Administrator.
- Ugly contraptions such as extremely tall diving boards (over 3 blocks), slime tapelines, large and unrealistic treehouses. Complex redstone systems for criminal activity etc. will be reviewed on a case by case basis.
- Only large houses and skyscrapers may have a helipad.
- Property sniping is prohibited. This is only for when the owner of a property and a buyer have an agreement and put the property up for sale and someone snipes it. Rented properties do not count.

## Rule (1.9) - Doxxing Players

Finding any information about any player within the community and leaking and/or threatening to leak their information will get you banned.

Scaring players with their real information will get you banned.

## Rule (1.10) - Excessive Player Disrespect, Bullying, Intimidation And Harassment

It is strictly prohibited to disrespect, bully, intimidate or harass another member of this community.

Penalization may start off as a warning but depending on the severity and excessiveness of the situation much more serious actions could be taken, this will be up to the moderator handling the case.

## Rule (1.11) - Scamming

Most forms of scamming are not allowed, this includes but is not limited to:

- Scamming another player into giving you or another their property is against the rules. This includes everything from deception, to falsifying contracts, to not upholding contracts and will be dealt with by staff on a case by case basis.
- Using a chest shop to scam players into accidentally clicking it for large sums of money is not allowed. This will be dealt with by staff on a case by case basis.



- This includes baiting shops that sell for a smaller sum (i.e 10k) that are intentionally placed in areas where they are hard to avoid

## **WARNABLE OFFENCES**

### **Rule (2.1) - Exploiting Bugs**

Intentionally exploiting and failing to report to staff any major bugs and glitches whether you're utilizing them for your advantage or not will lead to a permanent ban.

Please note this rule can range from a warning to an instant ban. This depends on the severity, intention and execution of the exploit. This is up to the staff team to decide on the punishment.

### **Rule (2.2) - Use Of Offensive Language**

It is strictly prohibited to use socially offensive language. Accordingly, language use that is deemed impolite, rude, indecent, or culturally offensive; It can show a debasement of someone or something, or be considered an expression of strong and negative feeling towards something.

It must also be noted that any words that are not a direct spelling of offensive language but have a clear connotation, will also be considered punishable.

The word "r\*tard" is also considered socially offensive language and will contribute to this rule.

Additionally, mocking religion and/or minorities will fall under this rule and will have you punished accordingly

[!] This rule varies from a warning to ban depending on the context and severity.

## Rule (2.3) - Chat Rules

Spamming any chat or channel will get you warned. Spamming is defined as the excessive use of chats or channels for messages. This could mean sending a repeated message over and over again, or sending a long message broken up into many short messages.

Debating real world issues and politics is also not allowed globally and will count as spamming no matter the topic of debate.

If the spamming is to an extreme level or the message being spammed violates other rules you have the possibility of being banned.

Inappropriate callsigns within the 911b plugin will be counted as a chat offense, depending on the severity this can raise to a ban. This includes actual offensive language, not joke callsigns. That is up to the Police Chief to enforce.

## Rule (2.4) - Inappropriate Skins Or Usernames

Any username or skin which transgresses any rule will lead to penalization.

Avoid having skins or usernames that will offend other players.

Inappropriate usernames will conventionally involve a ban until the account name is changed while you are still able to play on alternative accounts that don't transgress the rules. Intentionally changing your username to resemble another player is inappropriate and will lead to the same penalization.

This will usually be a warning and then a ban until the skin is changed.

## Rule (2.5) - Suicide For NLR

Killing yourself for the purpose of having a "new life" will result in a warning.

Everything from your previous life will still be in effect, including your wanted status.

If law enforcement believe a criminal has suicided for NLR, law enforcement are not permitted to take it upon themselves to arrest at spawn or enforce NLR. Any suspicion you have must be reported to staff with any proof.

## **Rule (2.6) - Misuse And Abuse Of Radio**

We encourage the use of the in-game radio for roleplay, business, advertisement, and server-related purposes. However, please note that any significant abuse of the radio will result in a warning.

## **Rule (2.7) - Interference With A Staff Member's Work**

You will be warned for attempting to hinder a staff member from sorting out a situation. Hindering can involve things like:

- Killing staff while they are trying to sort out a situation.
- Logging out of the game, teleporting, or running away while a Staff Member is questioning you.
- Refusing to provide staff with information about a situation they are looking into.
- Lying to staff in an attempt to obstruct them finding information about a situation they are looking into.
- Any attempt, intentional or otherwise of forging evidence will result in an immediate permanent ban unless otherwise stated by an Administrator.
- Continuous false reports and calls to staff members to intentionally disrupt them.

If someone is helping a new player, they and the new player cannot be killed or involved in any sort of criminal activity.

## **Rule (2.8) - Fail Roleplay**

Fail Roleplay (Fail RP) is the act of failing to react to any roleplay situation in an appropriate and realistic manner. This includes ruining roleplay situations.

Using in-game or server mechanics to prevent roleplay situations, such as blocking up doors to prevent warrants or safezoning to avoid combat also counts towards fail rp.

Failing to express fear within roleplay is also counted as fail rp.

### **Rule (2.8.1) - Fail Roleplay: Law Enforcement**

As law enforcement; frisking, searching or detaining individuals without proper reasoning or RP will be considered fail rp.

Additionally, law enforcement cannot force someone to send a picture of their inventory or ender chests.

Due to an issue with the Police K9 Plugin, it is now considered Fail RP to leave a Police K9 spawned permanently. You are ONLY permitted to spawn the Police K9 for the specific purpose of checking a player for drugs, and it must be despawned immediately afterward. Any abuse of the Police K9 will result in a warning or potential loss of your position.

### **Rule (2.8.2) - Fail Roleplay: Criminal Behaviour**

Cop baiting is defined as the intentional use of actions, words, phrases and/or connotations to falsely provoke a law enforcement response for the purpose of entering combat against them and not the intention to roleplay. This is considered fail rp.

It is also against the rules to store illegal items in ender chests or shulker/chests that are not accessible through warrants. Moderators+ can check your ender chest if asked to. Continuing to store illegal items in unfair places will result in a ban.

### **Rule (2.9) - Loopholing**

Attempting to loophole around a rule will still result in a punishment equal to the enforcement of that rule.

Depending on the severity of the original rule that is loopholed, this can escalate to a ban.

## **Rule (2.10) - Perversion**

Any inappropriate behavior or use of word(s), phrases or connotations that a staff member considers abnormal and unacceptable will be considered perversion and is not tolerated in any chat and could result in a warning or a ban.

## **Rule (2.11) - Random Death Match**

**WARNING: NOT ALL SCENARIOS ARE NOTED HERE AS THIS IS A MAJOR RULE WITH A LOT OF UNIQUE SCENARIOS. THIS MAY CHANGE AND/OR NEW SCENARIOS MAY APPEAR.**

All of the following clauses require roleplay integrated within them unless stated otherwise.

### **Clause (1) - Trespassing**

If you find a person trespassing on your property, you must warn them 3 times to leave and make it clear that you will open fire on them if they refuse. Spamming your warnings very quickly and then shooting will be considered loopholing. Trespassing on secure Government Installations such as military bases or the Whitehouse warrant lethal action immediately with no warning.

### **Clause (2) - Mugging**

The maximum you can mug depends on the job your victim is holding.

You can mug a regular civilian (including all foreign jobs) for \$1,000.

You can mug a Government Employee or Official for \$2,000

You can mug a member of Cabinet for \$3,000

You can mug the President for \$5,000

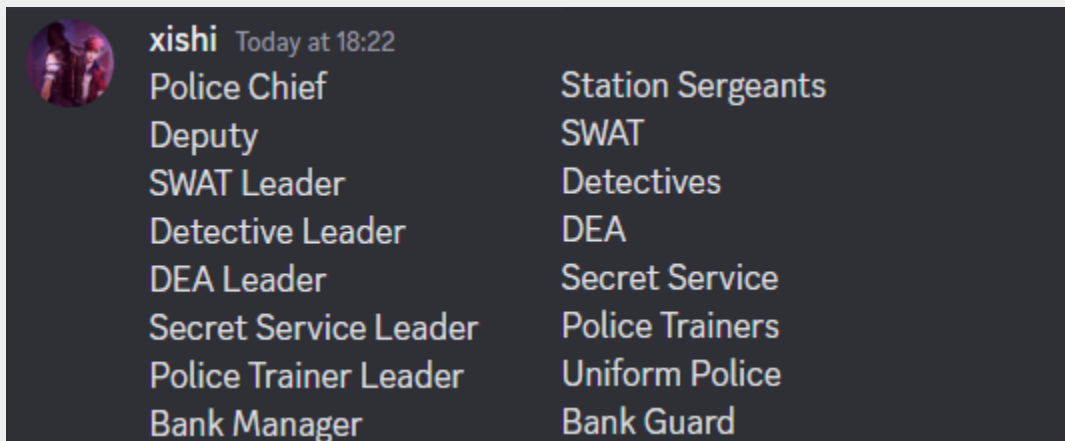
A player is put on a cooldown for 15 minutes (default) when they are /mug'd. Loopholing this by manually mugging them will be RDM

### Clause (3) - Bank Robbery

You may not kill the law enforcement prematurely if they are on the bank street, they must be inside of the bank and you must announce within RP that you are robbing the bank before killing.

You can only proceed with the bank robbery when there's 30 seconds before the bank can be robbed ~~and at least 3 members of law enforcement online.~~

~~Not all blue tags count towards 3 members of law enforcement. A list of jobs can be found below~~



This specifically means Warden, Deputy Warden, Guard Captain, Prison Guards, do not count towards this rule and are not allowed to participate in bank robberies. Their jurisdiction is around and inside prison ONLY. Police Pilots and Dispatchers also do not count.

### Clause (4) - Revenge Kill

If you are arrested by a police officer you have the right to revenge kill (This does not include custody or questioning). This must follow strict NLR; you cannot kill them if you or they have died. Tagged criminal organizations have the right to revenge kill if one of their colleagues has been killed by someone. You cannot kill someone who killed your friend, unless they start attacking you, please report it to the police or do nothing.

To avoid RDM, you must announce you are revenge killing. This warning must be within earshot of the victim too.

### **Clause (5) - Mobsters And Gangsters**

Mobsters and Gangsters are allowed to murder each other. However, a warning must be put before a kill. (i.e die gangster die). No warning is required when fighting in the Southside or Downtown.

### **Clause (6) - Vigilantism**

Anyone who is not a criminal (Pirate, Gangster, Rebel, Mobster, Hobo) may vig a violent crime (such as murder and shooting). The following scenarios cannot be vigged by anyone:

Bank Robberies

Kidnapping

Mobsters vs Gangsters rivalry in Southside and Downtown

Attacks or invasions

Any crimes that are going on and police are within the vicinity, vigilantism will become void. You can continue to vig if cops have died and/or left the scene.

Additionally, committing vigilantism against players who are actively committing arson is allowed.

### **Clause (7) - RDM In Wild**

If you are in the wild you can be killed without reason. Taking someone into the wild zone to kill them is a loophole and will be considered RDM.

### **Clause (8) - Hostage Situations**

You can hold a civilian (including all foreign jobs) hostage for a ransom of up to \$3,000.

You can hold a Government Employee hostage for a ransom of up to \$5,000.

You can hold a Member of the Cabinet hostage for a ransom of up to \$7,000.

You can hold the President hostage for a ransom of up to \$15,000.

It will be considered RDM to kill the Hostage if the ransom is paid.

In order to take a hostage at least 2 members of law enforcement (not including Warden, Deputy Warden Guard Captain, Prison Guard) must be online and the player but be actively aware they are being taken hostage (Not AFK).

Upon taking a hostage you must use /radio to state the location of the hostage and the amount required for their release.

You are allowed to kill law enforcement if they enter the property and attempt to rescue the hostage.

### **Clause (9) - Arson, FF and EMTs**

You cannot kill someone who is putting out fire (Applies to FF and EMS)

You cannot kill someone who is reviving a knocked patient. (Applies to EMS and Surgeons)

You can kill someone who is committing arson (as an act of vigilantism, see vigilantism rule)

### **Clause (10) - Criminal War**

Criminal organizations can go to war with each other. Both side's tagged leader must consent to the war and the two groups can then be killed by the other side with a warning (such as die rebel die). This war goes on until one side withdraws. If either side is killed after one side has withdrawn, it will become RDM.

### **Clause (11) - Assassinations and Bounties**

Assassinations are not a valid reason to kill someone unless they have a bounty on them set by the bounty plugin (/bounties). Loopholing the bounty plugin by having a player set a bounty so you can claim it immediately will be RDM.



Loopholing the bounty plugin by having your alt claim your own bounty is also against the rules.

## **Clause (12) - Attacks and Invasions**

During an attack or invasion on a government building, any kill on people not participating will be deemed RDM. Additionally, if non-participating viewers are found at the location and are killed, it will be deemed crossfire.

Only tagged criminal organizations may attack a Government installation. However, they must have the online leader to give permission. (The leader does not have to participate)

Attacks do not require the other side's consent and can last up to 30 minutes or until the attackers surrender.

Defense side must have at least 2 members online (See below to see the main defense for each building) (This does not include any departments that are permitted to help)

The following buildings can be attacked

- > The White House (SS)
- > Fort Irwin (DOD)
- > Pearl Harbor (DOD)
- > Navy Base Coronado (DOD)
- > VIA HQ (VIA)
- > DOJ HQ (DOJ)
- > Hospital (DOJ)
- > Alpha PD (DOJ)

Any criminal may invade a Government installation. However, they must have both sides' consent (defense and attack)

Invading can last up to 30 minutes or until one side withdraws from the attack.

The following buildings can be **invaded**:

- > The White House (SS)
- > Fort Irwin (DOD)
- > Navy Base Coronado (DOD)
- > VIA HQ (VIA)
- > DOJ HQ (DOJ)

> Alpha PD (DOJ)

*Some noticeable changes from the old rules to clear confusion..*

- All usage of your kits are allowed (i.e cocaine, tazing and arresting, potions, bombs)\**
- Contention is no longer a thing, staff will not be deciding a winner*
- There are no capture points, just the building*
- Staff are not required to attack/invade, any toxicity must be recorded and sent and participating members may be banned from future attacks*
- You must still announce you are attacking through radio, however this does not have to be 5 minutes before and can be when you arrive*
- Setting homes on the attacked/invaded building is still not permitted*
- Doors do not have to be opened, work with the space you have*

### **Clause (13) - Political Assassinations**

Certain high rankings job do not require a bounty on them to assassinate

### **Rule (2.12) - New Life Rules**

When a person dies everything from their past life is removed, including their wanted status and crimes committed, however you are not allowed to interact with the people who killed you or the people who witnessed you dying for 5 minutes. You are also not allowed to return to the zone of your death for that period. You cannot remember anything from your past life, from things that you did to the person who killed you.

These are exempt during a court proceeding, except in cases of murder; the victim(s) of murder are not allowed to interfere or contribute to their own case.

Additionally, if a player has been offline for 2 weeks or more then they will be given absolute NLR. This also applies to criminal court proceedings.

### **Rule (2.13) - Movecraft Rules**

You may not lock a ship that is not your own.

You may not use the drydocks for parking, they are exclusively for building.

Your ship must look like a ship, or it will be sunk without warning.

Do not spam the flood and drain drydock buttons.

Pirating may only be done to active ships (where there is a crew, or the ship is being used actively such as in a blockade)

Armed ships may not shoot at docked or otherwise unmanned ships.

You may not build artificial obstacles in the ocean that block the movement of ships.

No parking in front of drydocks, that blocks the exit channel for large ships.

You may not lock captured ships.

Ships being used to blockade may not be locked.

## Rule (2.14) - War Rules

To declare a war, there must be at least 4 members of the military, as well as the head of state or government on from both nations

Wars must be approved by the head moderator+

Kill on Sight is not allowed for any members of a foreign nation

If a foreigner is trespassing in another country, they can be deported, or jailed for breaking a law other than the initial trespassing, such as murder.

Private property that the foreigner owns or is added to shall be considered a safe zone for them, and they can not be deported from said properties.

/hub and /spawn are also safe zones for any nation

## Rule (2.15) - Inappropriate Banners & Builds

Inappropriate designs on banners and builds on any region is warnable.



### **Rule (3.1) - Excessive Swearing**

If you are seen excessively swearing in any chat or channel you will be kicked and/or muted. If you continue to excessively swear after this you will be given a warning.

### **Rule (3.2) - AFK Farming**

Any setup on the server that allows a player to amass items without doing anything will be considered AFK farming. Going AFK with the purpose of gathering money from paychecks is AFK farming.

Please remember to log off if you are going to be AFK for a long time.

### **Rule (3.3) - Abuse in Heaven**

Abusing other players in heaven will result in you being kicked or warned.

Zip Tying or cuffing a player in heaven will result in you being kicked.

Constantly hitting and/or shooting a player with a weapon to intentionally give them a flesh wound and/or bullet wound will result in you being warned.

### **Rule (3.4) - Spamming Horns and Sirens**

Spamming space to use your siren/horn on a vehicle will get you kicked (warned if continued)

This applies to all vehicles

### **Rule (3.5) - Multiple Accounts at Once**

Having multiple accounts on the server at once is against the rules. Exceptions can be made by specifically asking a moderator+ for a specific situation, or if you are transferring things from one account to another (i.e properties, money or items etc)

Repeatedly breaking this rule can result in higher levels of punishment based on severity. However, breaking this rule will usually result in a kick or verbal warning

## **RESPUBLICA CLARIFICATIONS**

### **Rule (4.1) - Rules on Alternative Accounts**

You are not allowed to use alternative accounts in Respublica to gain any electoral advantages both during the election and once/if you are elected.

This includes, but is not limited to, attempting to run in two different seats to increase your odds of victory **and** using two accounts to have more than one vote in Congress. In addition to this, any accounts known to be shared are additionally barred from running for Congress.

This rule encompasses the entirety of Congress, meaning you cannot use one account to run in Congress and the other in the Senate.

### **Rule (4.2) - Eligibility from a Staff Perspective**

To be eligible to run for Congress from a rules perspective, you must not currently hold the tag "Rebel". If you are a member of a foreign government on any of your accounts, you cannot run for congress entirely. In addition, if you hold one of the following positions, you cannot run for office on any account: President, Vice-President, Chief Justice, Associate Justice, District Judge, VIA Director, VIA Deputy Director, VIA, or any of the President's cabinet.

*For clarification, "President's cabinet" is considered to be the following:  
president's cabinet*

- *Vice President*
- *Secretary of Health and Human Services*

- *Secretary of State*
- *Secretary of Defence*
- *Secretary of Treasury*
- *Attorney General*
- *VIA Director*

*The following are considered “cabinet level” and will not count towards any “cabinet” restrictions (unless explicitly stated otherwise)*

- *Chief Justice*
- *Chief Archivist*
- *Governors*
- *Press Secretary*
- *Chief of Staff*

Congress may, through laws, pass further requirements however, these will be the base requirements to hold a seat in Congress and cannot be changed.

The President and Vice-President may run if they are outgoing and in the final week of their term and not running for reelection.

### Rule (4.3) - Bill Fairness

When a bill is proposed, it is against the rules to make a law that says it is for one purpose but, in reality, is made for ulterior reasons.

For example, if a law is proposed where the text states it is attempting to pass a change in gun laws, but the actual action of the bill is to repeal an Animal Welfare Act, that is not allowed, you must expressly state the purpose is to repeal said law, and then have the action of the bill reflect that.

## STATUTE OF LIMITATIONS

Whilst we have rule statutes of limitations, please do not hold onto evidence. Instead, please report as soon as you can.

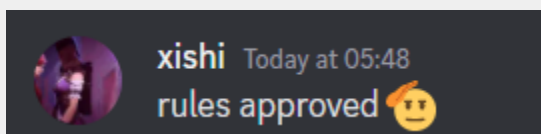
These are the general statute of limitations for rules and while they will generally be followed, some cases can become an exception. This is up to the moderator to accept evidence or not.

For small to medium severity rule breaks such as RDM, chat rules, exploiting etc, evidence must be provided to a moderator within a week before it becomes void.


For more serious rule breaks such as harassment, the evidence will become void within 3 weeks.

## THIS DOCUMENT HAS BEEN APPROVED BY THE FOLLOWING HIGH RANKING STAFF MEMBERS

**Head Moderator** Xishai





**Administrator** Suurfer

 **@xishi** <https://docs.google.com/document/d/1pwm1rQs>  
**Surf** Today at 05:29  
as long as dragon approves, these work for me 👍

 **Surf#8656**

**Owner** dragon\_12dk

 **Drahoone** Today at 03:57  
 These rules have been approved. 🤖

 **Drahoone#0001**