

Server Rules | SiriusMC

Displayed below are the rules that apply when playing on any SiriusMC server. These rules apply to all players regardless of rank, both paid and playtime based. If you are caught breaking our server rules, sanctions may be taken against you and repeated offences may result in a permanent ban from SiriusMC. **Rules are subject to change at any time and are subject to staff discretion.** If you have been sanctioned and would like to appeal, please do so either using our [Ticket System](#) or on our [Discord Server](#).

We ask all players to respect both the rules and the spirit behind them. Attempts to bypass rules through technicalities, semantics, or loopholes go against the values of our community. Our moderation team enforces rules based on their intent, with the goal of keeping the servers fair, welcoming, and enjoyable for everyone. Please use common sense and consider how your actions affect others while playing on our servers.

1. Hacking, Cheating and Exploiting

All forms of hacking or cheating are prohibited. Examples of this include: illegal dupe glitches, hacked clients, use of x-ray, etc. If you find a bug you are expected to either report it in-game to a member of staff, or using the [Ticket System](#) or our [Discord Server](#). Exploiting bugs to gain an advantage will result in punishment.

2. Advertising, Spamming or Trolling

All forms of advertisement (e.g. other servers) are banned on SiriusMC unless you have permission from a member of our staff team. Spamming the chat with unwanted messages or trolling other players in any form is not permitted. This does not apply to friendly "banter", but you should always stop if told to.

3. Griefing or Stealing from Claimed Land

Claimed land is strictly protected and players are not allowed to grief, steal or unwantedly interact with it (or attempt to). Unclaimed land however is considered fair game and players are welcome to do as they please to it, provided it does not amount to landscape grief. **This does NOT apply to unclaimed land.**

4. Timers and Redstone Clocks must be set to 20 ticks or higher

All timers, Redstone clocks or anything that emits a Redstone pulse must be set to a minimum of 20 ticks (1 second). While a single Redstone clock set below this won't cause issues, the combined effect of large numbers of these clocks results in degraded server performance.

5. Do not attempt to bypass any player restrictions (e.g. item bans)

Any attempt to bypass player restrictions and/or the server rules may result in player sanctions. This includes attempting to have or having banned items, bypassing limits, or testing the server rules.

6. Keep Chat Clean

Common sense should be used when talking in chat. Swearing is permitted as long as it is not excessive. At SiriusMC we have a zero-tolerance policy for any form of racism, sexism, homophobia, discrimination, religious intolerance, or incitement to violence or harassment. If you are caught partaking in any of the aforementioned it will result in player sanctions occurring against you.

7. Large Scale Factories/Systems — please be considerate

Large scale factories and farms may cause issues for players living nearby or for the server as a whole. If your factory is causing lag, you may be asked to reduce its size or scale. Please be considerate when designing these.

8. No Anti-AFK Machines

Anti-AFK machines or anything that bypasses the AFK timer will result in player sanctions. These can be auto-detected. On modded Minecraft the per-player resource requirements are higher than on vanilla, and therefore we prioritise resources for players who are actively playing.

9. Landscape or Claim Edge Griefing

Do not claim against the edge of another claim or destroy near or around someone's claim. You must allow other players some room to expand and grow their claim in the future. Additionally, destroying a large amount of the landscape without reason is considered landscape grief and is not allowed.

10. Do not argue with staff decisions

Staff are volunteers and are only trying to improve the player experience for all. Please do not argue with requests or decisions they give. If you have an issue with a member of staff, please contact Rishum, the server owner.

11. Trades must be priced reasonably and follow the minimum prices set in: /price (Tekkit 2 & Tekkit SMP)

Running an economy on a modded server has challenges, especially with Project E. All trades must follow the minimum price set in /price. This includes giving/sending money, and includes items being given for free. Legitimately teamed players are exempt from this rule.

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