

Claim Expiry / Regeneration on SiriusMC

FAQ - Claim Expiry / Regeneration

Q: How long do I have to be inactive before my claims are subject to regeneration?

120 days. Inactivity is tracked network-wide, not per server. So if you haven't logged into RLCraft for 120 days but have been active on ATM10, your RLCraft claims are still protected and cannot be regenerated regardless of any requests made.

Q: I want to claim somewhere, but someone who was last online 200 days ago has already claimed nearby. Can I get their claim removed?

Yes. If a player has been inactive across the entire network for more than 120 days, their claims become eligible for regeneration. To request the removal of someone's claim, you will need to open a [support ticket](#).

Q: When staff clears an inactive claim, will the area be regenerated and does that delete everything?

Yes. When a claim regeneration is requested, any builds, containers, and entities within the claim will be removed.

Claim regeneration is never automatic - it only occurs when another player specifically requests it.

Revision #3

Created 2026-03-08 03:13:03 UTC by Teddy040

Updated 2026-03-15 16:03:33 UTC by Teddy040