CHARTER OF THE
INTERNATIONAL ASSOCIATION
OF MINECRAFT ARCHITECTS

IAMA

PREAMBLE

WE THE PEOPLES OF THE IAMA
DETERMINED

to prove the world that Minecraft is not a childish game, but rather, an empty canvas, a tool to create constructed art, and

to inspire the masses that given the determination and perseverance, they too, have the ability to create the same level of builds as we do, as we all use the same building blocks,

AND FOR THESE ENDS,

to act as a forum between members, allowing us to learn from each and other, to further improve our individual strengths and identify our individual weaknesses, and

to unite our strength to collaboratively build one of the greatest city in Minecraft the world shall ever see,

HAVE RESOLVED TO COMBINE OUR EFFORTS
TO ACCOMPLISH THESE AIMS.

Accordingly, our respective Governments, through representatives assembled in NXUS MAS, who have exhibited their full powers found to be in good and due form, have agreed to the present Charter of the International Association of Minecraft Architects and do hereby establish an international organisation to be known as the International Association of Minecraft Architects.

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CHAPTER I: Main Bodies

Section 1: *Executive Council*

Article 1: The Executive Council is the highest administrative council within the IAMA, representing the organisation under a collective leadership, responsible for upholding, and enforcing the rules and regulations within Charter of the IAMA, foreign affairs, public relations, and as the legislative committees of both the Management Board, and the Collaborative Project Board.

Article 2: The Executive Council consists of 4 permanent members - the founding members of the IAMA: Avrin Country, Federal Republic of Newland, NXUS and Republic of Peaceland.

   (a) The Executive Council shall include one or more non-permanent members, albeit depending on the decision of the founding members.

   (a)(1) Non-permanent Executive Council members should be selected based on the below selection requisites.

   1.   Candidates must be over the age of 16, given the exception that the Executive Council feels that a specific candidate, despite not meeting the age limit, is mature enough.

   2.   Candidates should exhibit their skills in architecture, city planning, as well as communication.

   3.   Candidates must be fluent in the Charter of the IAMA. If required, Executive Council members may issue a paper test for the candidates.

   4.   Candidates must show their enthusiasm in the organisation and the Collaborative Project.

(b) Similarly, non-permanent members of the Executive Council may be expelled from the Executive Council should the member meet the following conditions:

i) The respective member has been inactive for over a month without prior notice.
ii) The Management Board passes a vote of no confidence against a member.

(b)(1) Should a member of the Executive Council, permanent or non-permanent, proclaimed their inactivity under Chapter III, Section 2, Article 3b, the Executive Council must choose a new non-permanent member to fill the inactive member's position. In the meantime, the inactive member will be excluded from the total amount of eligible voters in the Executive Council.

(b)(2) Should the inactive non-permanent member stays inactive longer than one's given time frame under Chapter III, Section 2, Article 3b, one may be removed from their position in the Executive Council.

Section 2: Collaborative Project Board

Article 1: The IAMA Collaborative Project Board consists of selected members from the IAMA, selected using the criteria under Subsection A. (See Subsection A below)

Article 2: The Collaborative Project Board is responsible for the administration of the IAMA Collaborative Project, where it acts as both the forum between districts, and the council of city planning. (See Chapter II, Section 2: City Planning of the IAMA Collaborative Project)

Subsection A: The selection requisites for CP Board Applicants from the Management Team

Article 3: The Collaborative Project Board should take note of the following when assessing applicants from the Management Team.

1. Applicants of the Collaborative Project Board must be a standard member of the IAMA, must show one's capability to build, and exhibit enthusiasm in the IAMA Collaborative Project.

2. Members are assessed based on the respective member's average performance and building style.

3. The prerequisites for entering the Collaborative Project Board should be strict in order to ensure the quality of the IAMA Collaborative Project.

4. If required, the Executive Council can issue a paper test for applicants based on the IAMA Charter, Chapter II-IV pertaining the Rules of Procedure, building restrictions, terrain, and road infrastructure.

5. Since this criteria assesses members as an individual rather as a the entity they belong to, only the individuals who has passed the criteria is allowed to represent one's belonging entity and participate in the IAMA Collaborate Project. This also means one's Collaborative Project Board membership is to be reviewed upon a change of leadership, or representative.

   (a) Please see Chapter III, Section 2, Subsection B.2 for the criteria of selecting associate applicants.

Section 3: *Management Board*

Article 1: The Management Board consists of all members of the management, where all are equally represented.

(a) All members enjoy the freedom of speech within the Management Board.

(a)(1) Despite this, members are expected to abide by the Code of Conduct (See Chapter 2, Section 2)

Article 2: The Management Board should only be used for organisation-related matters, such as amending the Charter under the Rules of Procedures as described in Chapter II.

(a) As described in Chapter II, the Management Board is the main chamber in which any legislation process is to be initiated.

Article 3: The Management Board is also in charge of the Human Resources Division, where the management vote on each application, promotion, demotion, and ban.

CHAPTER II: Rules of Procedure

Section 1: *Procedure of Amending the Charter of the IAMA*

Article 1: The IAMA uses a unicameral, Westminster-derived legislature, with the Management Board being its main chamber.

Article 2: All standard members of the Management Board may enact a motion to amend the Charter of the IAMA using the following bill reading system.

First Reading: The bill is introduced to the Management Board by a standard member. The respective member should clearly state the purpose, and the aim of the bill. The bill must be supported by at least one other member in order to pass the First Reading.

Second Reading: All members are expected to contribute on any key ideas and principles they think should be included to the bill.

Once the members feel there are sufficient ideas, Second Reading would be paused. The bill would be sent to the Executive Council, where a draft of the bill will be formulated using the outlines provided by the members of the Management Board. The Executive Council must pass the drafted bill before sending it back to the Management Board for Second Reading.

Second reading resumes, where members may debate on the drafted bill. Minor amendments may also be done at this stage. However, should there be too many disagreements pertaining to specific articles of the bill, members may request to deliberate the bill article by article. The entire process of the Second Reading should take roughly 12 hours, so members from all timezones would have a chance to speak.

Third Reading: Standard members should now vote on the bill. Like any other motion, the bill requires over 50% of the supporting votes to pass.

Article 3: While internship members are allowed to participate in the First and Second Reading of the bill, they are not allowed to vote, nor enact a motion.

Article 4: All major changes made to the Charter of the IAMA must go through the bill reading system as stated above. Minor amendments (up to 3 articles) however, may use the following simplified first, and second reading process.

First Reading: The proposed amendment is introduced to the Management Board by a standard member. The respective member should provide clearly the comparison between the old, and new proposed articles. Similarly, it requires the support of at least one other member to pass the First Reading.

Second Reading: Members of the Management Board may debate on the proposed amendments.

Section 2: *Code of Conduct*

Article 1: Members of the IAMA are expected to show maturity and respect at all times. Members should behave in an orderly manner in any body of the IAMA.

  (a) Similarly, guests of the IAMA Discord server are expected to show the same level of maturity and respect when talking to both members and guests of the IAMA in the Hub of the Discord channel.

Article 2: The use of inappropriate language is prohibited in any body of the IAMA, excluding the Member's Lounge on the IAMA Discord server.

  (a) This the case unless the respective member feels it is required for the emphasis of the speech; but to the extent where two or more members deem it unnecessary.

Article 3: Any conversation supposingly hurtful to any kind of race, gender, religion, or sexual orientation, and discussions with pornographic themes are strictly prohibited in any body of the IAMA.

Article 4: Personal information of other users must not be distributed within any body of the IAMA without consent. This includes pictures, real names, addresses, numbers, etc.

Article 5: Power - administrative, speech, and other functions provided by Discord must be used wisely in a mature manner, and not be abused by any Member or Guest of the IAMA. Power abuse may be categorized into the following types.

   i) Spamming: When a message is sent over 5 times within a minute without any meaningful purpose.

   ii) Pinging: When a public ping (@everyone, @here, @Member, etc.) is sent in a message that is deemed irrelevant to the organisation. This excludes any legislation process, including First, Second, and Third Reading; or any other votes in the Human Resources Division, the Collaborative Project Board, or the Executive Council.

   iii) Official Misconduct: When a Member abuses their administrative powers and illegally manages (deleting, etc.) the messages of others.

Article 6: Should any Member or Guest be seen violating the Code of Conduct, a strike would be given to the respective Member or Guest. However, strikes can only be given when it meets at least one of the following requirements:

    i) two or more Members witnessed the events.
    ii) the witness is able to provide a photographic evidence of the events.
    iii) the events are traceable.

Article 7: Each strike shall be active for one month. Depending on the number of active strikes, both Member and Guest may receive the following penalties upon violating the Code of Conduct.

Up to three strikes: Moral condemnation by the Executive Council.
Fourth strike: Temporary ban from the IAMA Discord server for 7 days for
Guest, and a vote in the HR for demotion for Member - or eviction for Interns.

Article 8: Permanent bans may be given to Guests should they meet the following:

    i) Should the respective Guest has been kicked twice in the past, their next offense would be a permanent ban.
    ii) Should the Executive Council believes that the respective Guest has no intention of abiding by the Charter of the IAMA. This however, may be repealed by the Human Resources Division of the Management Board.

Article 9: The Executive Council reserves the final decision upon any ambiguity of the interpretation of the Code of Conduct. Hence, Members and Guests may appeal to the Executive Council should they think their strike was unjustly given. However, should the ambiguity involves a member of the Executive Council, the Management Board is to resolve the ambiguity through a vote.

Section 3: *City Planning of the IAMA Collaborative Project (CP)*

Article 1: The IAMA Collaborative Project uses a unicameral, Westminster-derived council as its decision-making authority, with the Collaborative Project Board being its main chamber.

Article 2: Fiscal quarterly, the Collaborative Project Board will collectively lay out the city planning of the IAMA CP using the following bill reading process.

First Reading: A member of the Executive Council will announce to begin the city planning process of the CP for the respective fiscal quarter.

Second Reading: All members of the Collaborative Project Board are expected to contribute on any key ideas they think should be included to the plan of the upcoming fiscal quarter.

Once the Executive Council feel that there are sufficient ideas to draft a proposal, Second Reading would be paused. The bill would be sent to the Executive Council, where a draft of the plan will be formulated using the outlines provided by the members of the Collaborative Project Board. The Executive Council must pass the proposed plan before sending it back to the Collaborative Project Board for the second reading report stage.

Second reading resumes, where members may debate on the proposed plan. Minor changes to the proposed plan may also be done at this stage. However, should there be too many disagreements, members of the Collaborative Project Board may reject the proposal in Third Reading, thus restarting the entire process. The entire process of the Second Reading should take roughly 12 hours, so members from all timezones would have a chance to speak.

Third Reading: Standard members should now vote on the bill. Like any other motion, the bill requires over 50% of the supporting votes to pass.

Article 3: Members may repeal the plans passed by the Collaborative Project Board in a similar method with over 50% of the supporting votes.

CHAPTER III: Membership

Section 1: Associate Application

Article 1: Should an applicant wish to apply to become an associate, one must fill in the Application Form (Appendix A) to the best of their knowledge. By completing it, the applicant agrees to adhere to the Charter of the IAMA, and understands that the failure to complete the form correctly may lead to an immediate rejection.

Article 2: The applicant may choose to apply as a nation/city state, or as an independent architect. A nation/city state is defined as one who represents a map, a series, a fictional state, or group in Minecraft; whereas, an independent architect refers to those who does not represent a specific world, or entity.

(a) In order to qualify as a nation/city state, one must have a map that is sophisticated enough to be a functional society. This means having fundamental infrastructure such as roads, buildings, public services, etc.

(b) To qualify as an independent architect, one must submit no less than three separate creations. Should the applicant own less than three creations, one should consider applying under the other category.

Article 3: The applicant must provide no less than 12 images of their work, exhibiting at least three separate, and unique builds. For instance, 3 images exhibiting a housing estate; 3 images exhibiting a railway station; and 3 images exhibiting an office tower.

(a) These images must not contain any shaders. Failure to do so may lead to an immediate rejection.

Article 4: The IAMA will reject any applicant who claims to be a successor of another map without photographic evidence suggesting the original owner's consent. The applicant must also declare whether if the map was collaborative, or completely his/her own work.

Should the applicant falsely claim a creation as their own, one may be permanently banned from future applications and any activity within the IAMA Discord.

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Article 5: Based on the documents provided by the applicant, the Human Resources Division would vote whether the respective applicant meets the criteria (see subsection *Criteria*) to join the IAMA. Like any other motion, the application requires at least over 50% support from the Human Resources Division to pass.

However, should half of the HR votes both for and against the application, the HR should request the applicant to construct a trial build that suggests his skills. This process should be monitored by a member of the Executive Council.

Article 6: Alternatively, members can be admitted to membership to the IAMA by a decision of the Human Resources Division upon the recommendation of the Executive Council.

Subsection: *The Selection Requisites of Associate Applicants to the IAMA*

Article 7: Applicants must follow the following criteria:

1. Applicants must showcase at least one building technique that he/she specialises in.

2. Applicants should build in context with the environment (built/physical).

3. In compliance to Article 8 of the European Union's General Data Protection Regulation, applicants must be aged 13 and above, as this is the minimum age of consent. However, to ensure professionalism in the IAMA, the recommended age is 15 and above.

4. The creation submitted by the applicant must be original. Should the applicant claim to be the successor of an existing creation, one must provide sufficient evidence suggesting that he/she is the sole legitimate successor of the existing creation by the original creator.

5. Applicants must show a strong passion in Minecraft and show that they will not abandon the game in a short period of time.

6. The applicant must be fluent in the English language. This is to ensure that the applicant will be able to communicate with other members of the IAMA.

7. Applicants must show that they will commit to the Minecraft community and not have intentions to quit in the near future.

Section 2: *Membership Categories*

Subsection A: *Trial Associates*

Article 1: Once approved by the HR, the newly-admitted member will hold a trial associate status and is free to participate in discussions in non-administrative chats such as *team-chat* and *team-critique*.

Article 2: The newly-admitted associate should provide necessary documents within 7 days after approval from the HR, or else one may face expulsion under Chapter III, Section 2, Article 6.

Should the newly-admitted associate represent an entity, one must provide the respective entity's full name and official flag; independent associates would only need to provide their full/preferred name, as they do not represent any entity. Independent associates may be represented by the IAMA flag. (See Appendix B)

Article 3: HR will determine whether the respective trial associate should be promoted to an official associate through a voting session 14 days after its initial admission, based on the Promotion Criteria under Subsection A.1.

Members may decide to either a) promote the respective member to a full member; b) observe the respective member for 7 more days; or c) fail the respective member's trial, meaning one would be evicted from the organisation.

(a) Should the internship member be under the recommended age of 15, one's initial observation period would be increased to 21 days.

Subsection A.1: *The Criteria of Promoting Trial Associates*

Article 4: The promotion of an trial associate should be based on the following criteria.

1. The candidate has been actively participating in discussions throughout the past 14 days, effectively using the IAMA as a platform for mutual assistance.

2. The candidate has shown in full extent its skills in communication, architectural design and city planning.

3. The candidate has shown that one is mature enough to participate in further discussions about architecture, design, etc.

(a) A typical index for *immaturity* would be

1. Unreceptive to advice and constructive criticisms.

2. Constantly making inappropriate jokes and insulting members and guests alike.

3. Repeatedly violating the Code of Conduct.

Should the candidate be considered as "immature", members of the HR division should consider continue observing, or even failing the candidate's trial.

Subsection B: *Associates*

Article 5: Associates are members of the IAMA who do not exercise administrative or legislative powers within the organisation.

(a) Associates may apply to become part of the management, where one will be held responsible for administrative and legislative matters, holding a vote in each Management Board and HR session. (See Section B.1 for criteria of promotion)

(a)(1) HR will determine whether or not should the respective associate be promoted to the management through a voting session 14 days after its gained its associate status based on the Promotion Criteria under Subsection B.1.

Members may decide whether to a) promote the respective member to the management; b) observe the respective member for 7 more days; or c) reject the application.

(b) Conversely, members of the management who has resigned from their administrative position may choose to remain in the organisation as associates.

Article 6: As associates do not directly affect the administration of the organisation, they will not be bounded by the inactivity regulations under Chapter III, Section 3, Article 3.

(a) Whereas, members of the management who has violated the said inactivity regulations will be demoted to associate.

Article 7: Affiliated members of a group which holds IAMA membership will automatically be given an associate status.

Article 8: After passing their trial, associates may apply to join the IAMA CP as a member of its build team. However, the build team has no direct say to the administration and city planning of the project, as it is administered by the CP Board.

(a) The CP Board will determine whether the respective associate would be promoted to the build team through a voting session 14 days after it has gained its associate status based on the Promotion Criteria under Subsection B.2.

Members may decide to either a) promote the respective member to the build team; b) observe the respective member for 7 more days; or c) reject the application.

Subsection B.1: *The Criteria of Promoting Associates to Member of the Management*

Article 9: The promotion of an associate to the management should be based on the following criteria:

1. The applicant shows great enthusiasm in the organisation and is keen to be part of its management to further the organisation and the community.

2. The applicant is very active on both their Discord and in-game platforms.

3. The applicant is very mature and is aged 15 or above.

4. The applicant has a thorough understanding of the Charter of the IAMA, particularly the Rules of Procedure.

5. The applicant must be fluent in English.

    (a) Should HR feel it is necessary, members of the HR may ask the applicant a few questions in regard to the above requirements.

    (b) Should the application be turned down by the HR, the applicant may not re-apply again within the next three months.

Subsection B.2: *The Criteria of Promoting Associates to the CP Build Team*

Article 10: The promotion of an associate to the CP Build Team should be based on the following criteria:

1. The associate should be aged 15 or above.

2. The associate must be highly enthusiastic about the IAMA Collaborative Project, and must be identified by one's parent entity as a brilliant architect.

3. The associate must be fluent in the English language.

4. The associate must understand the rules of procedure and regulations of the IAMA Collaborative Project. If required, the Collaborative Project Board may issue a paper test for associates based on the IAMA Charter, Chapter II-IV.

Subsection C: *Management Interns*

Article 11: Once approved by the HR, the newly-promoted member now holds a management intern status and is free to participate in discussions within administrative channels, such as the Management Board and the HR.

(a) However, while interns may participate in legislation sessions including first and second readings, interns may not vote in third reading sessions.

(b) Nevertheless, interns are expected to show their enthusiasm towards the organisation through actively participating in constructive discussions.

Article 12: HR will determine whether or not should the respective intern be promoted to part of the official management through a voting session 14 days after its initial promotion, based on the Promotion Criteria under Subsection C.1.

Members may decide whether to a) promote the respective member to the management; b) observe the respective member for 7 more days; or c) fail the respective member's internship, meaning one would be demoted to associate.

Subsection C.1: *The Criteria of Promoting Interns to the Official Management*

Article 13: The promotion of an intern to the official management should be based on the following criteria:

1. The applicant shows great enthusiasm in the organisation and is keen to be part of its management to further the organisation and the community.

2. The applicant is very active in one's activity on both Discord and in-game.

3. The applicant is very mature and is aged 15 or above.

4. The applicant has a thorough understanding of the whole of the Charter of the IAMA, and is able to answer at least half of the questions posed by the HR correctly.

5. The applicant must be fluent in English.

    (a) The HR should ask the intern a couple questions in regard to the Charter of the IAMA, ranging across the document.

    (a)(1) HR should avoid asking overly-specific questions under Chapter IV, as the CP Guidelines does not heavily affect the daily administration of the organisation.

    (b) Should the internship be failed by the HR, the respective member may not re-apply again within the next three months.

Subsection D: *The Management*

Article 14: The management team is in charge of the day-to-day management of the organisation, from legislation to human resources.

Article 15: The management team is expected to have the following attributes:

(i) Highly active - participating in constructive discussions in during legislative sessions and using their vote wisely.

(ii) Have a thorough understanding of the Charter - being able to answer questions posed by guests and associates with precision and accuracy.

(iii) Act as a role model for guests and associates by actively using the IAMA as an architectural forum and abiding by the Code of Conduct.

Article 16: Members of the Management may apply to join the CP Board if they are not already part of the CP Build Team. Please see Chapter I, Section 2, Subsection A for the selection requisites for joining the CP Board

(a) If the member is already part of the CP Build Team, one would be automatically promoted to a member of the CP Board.

Article 17: Members of the Management may also request to join the Executive Council, although the Council is not obliged to accept any application as the numbers are limited, and that Executive Council membership is only given via appointment.

(a) Nevertheless, members may still request to join the Council should they feel they meet the selection requisites as stated in Chapter I, Section 1, Article (a)(1).

Section 3: *Conditions for demotion, suspension or expulsion from the IAMA*

Article 1: A Member of the IAMA whom preventive or enforcement action has been taken by the Executive Council may be suspended from the exercise of the rights and privileges of membership by the Management Board upon the recommendation of the Executive Council.

(a) The exercise of these rights and privileges may be restored by the Executive Council.

Article 2: A Member of the IAMA which has persistently violated the principles stated in the present Charter may be expelled from the Organization by the Management Board upon the recommendation of the Executive Council.

Article 3: A Member of the IAMA who has been inactive for over a period of six months without prior notice of any valid reason may be expelled from the the Organization by the Management Board upon the recommendation of the Executive Council.

(a) Upon one month of inactivity, the respective member would be issued a warning by the Executive Council pertaining to their inactivity. Should there be no update given within the duration of 7 days, the respective member may be demoted to an internship upon the decision of the Executive Council.

(b) Members who have announced that they will be inactive shall be excluded from the above inactivity regulations, should their reasons be accepted by the Executive Council. The respective member must also provide an approximate time frame for their inactivity. Once proclaimed inactive, the respective member will be excluded from the total of the number of eligible voters.

Article 4: A Member of the IAMA who has been found to be in violation of copyright laws or claiming a creation that does not belong to them may be expelled from the the Organization by the Management Board upon the recommendation of the Executive Council.

Article 5: A Member of the IAMA who has been reported to violate any laws within the Antares Federation may be suspended from the exercise of the rights and privileges of membership by the Executive Council, or expelled from the Organization by the Management Board.

Article 6: Applicants who fail to provide the necessary documents (Please see Chapter III, Section 1, Article 5(a) within a period of 7 days after gaining approval from the Management Board will not be considered as an IAMA member as the application is incomplete.

Article 7: A Member of the IAMA who has violated the Code of Conduct over 4 times within one month may be demoted back to Internship by the HR division of the Management Board upon recommendation of the Executive Council.

Similarly, an internship member of the IAMA who has violated the Code of Conduct over 4 times within one month may be evicted from the IAMA after the immediate decision of the HR division, even if the respective member is still in one's initial observation period (first 2-3 weeks upon admission)

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CHAPTER IV: The Collaborative Project

Section 1: Administration

Article 1: The IAMA Collaborative Project (CP) will be split in phases, with every phase being a seperate project of its own. Before each phase begins, the CP Board is to release a Directive, describing the details of the respective phase.

(a) Participants may freely build in their allocated plots so long as it does not violate the Directive. Any ambiguities may be decided by a vote in the Board.

Article 2: Since the IAMA is not an official Mojang Partner, a third-party company will be relied on to submit the CP to the Minecraft Marketplace. Remaining revenue from the respective third party company will be equally split between the participants of the CP via PayPal.

(a) The revenue will be sent to the IAMA account first. The account will be monitored by the Executive Council to ensure there is no corruption.

(b) PayPal is the only method participants will be paid. Those who do not have an account will be unable to receive their split.

(b)(1) Extra money from unpaid participants will be saved as Emergency Funds in the IAMA PayPal account. This may be used in the future for business registration fees.

(b)(2) Unpaid participants may retrieve their share if they acquire a PayPal account within six months after the pay day.

(c) The CP Board must be notified of any changes made to the Emergency Funds, be that deposit or withdrawal.

(c)(1) Any spendings using the funds must be approved by the CP Board.

(d) Should the CP Board feel it is necessary, a vote of no confidence may be held against the Executive Council. At which point, the Executive Council must equally split the remaining funds in the IAMA PayPal account to the CP Participants.

(d)(1) A vote of no confidence must be a unanimous vote, excluding the members of the Executive Council.

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Article 3: While the Marketplace is based on Bedrock, the CP will be built on a Java server owned and run by the Antarian authorities as it is more effective to build with the tools available on Java.

(a) If a participant does not have access to Java Edition, one may still build in Bedrock in accordance to the respective Directive. Their map may be converted to Java and merged into the map in later stages.

(b) Members of the IAMA are to respect and adhere to the rules within the Antares Federation upon entering the any Antarian territory outside the territory of the IAMA Collaborative Project.

(b)(1) Should any member of the IAMA be reported to vandalise, damage or grief properties within Antarian territory, one may be prosecuted under the Antarian judicial system and faces severe punishment within the IAMA (see Chapter III, Section 2, Article 5)

Section 2: *Marketplace Guidelines*

Article 1: Violence - fantasy violence is clearly a part of the default Minecraft experience. When designing experiences for players, it must be targeted for all audiences, and that any depictions of violence should generally be consistent with that of the game itself.

    (a) No gory depictions of humans or animals.

        (a)(1) Redstone is not allowed as a replacement to blood.

Article 2: Weapons - no depiction of real-world guns, regardless of the degree of accuracy with which the object is represented. This also includes weaponry such as artillery, rocket launchers, tanks, mounted guns, etc.

    (a) Instead of real-world guns, use fantasy, sci-fi, or antiquated weaponry (magic wands, laser guns, blunderbuss, etc.).

        (a)(1) A disallowed weapon cannot simply be retitled or described as a different object, it must be indistinguishable from that weapon. For example, an item that appears to be an AK-47, but is titled "laser rifle", would not be accepted.

Article 3: Military - persons and nations involved in real-world conflicts, past or present, can create situations that are deemed inappropriate for sale in the Minecraft Marketplace. Creations that depict military forces or conflicts may require additional approval from the Minecraft team.

    (a) No real nations in the conflict (Germany, United States, etc.) or their symbols (United Nations globe, Sweden's three crowns, etc.). A soldier in a camouflage uniform or a naval officer is acceptable, but the affiliation should be indistinct or fictional.

    (b) Realistic depictions of military vehicles may require additional approval.

Article 4: Language - participants should be able to create an unlimited number of experiences without the need for language that can be considered inappropriate in conversations with people of all ages, or common replacements for that language.

Article 5: Persons - do not include references to, or depictions of, real persons without their consent.

(a) Participants may depict deceased persons of historical or educational significance if the character is rooted in reality and sensitivity is exercised in order to not remove the person entirely from their historical context.

(a)(1) As an example, performing services for Elizabeth I of England and receiving a knighthood may be acceptable, but Julius Caesar vs Tutankhamun robot fighting would not be allowed.

(b) The person and scenario must be appropriate for Marketplace's wide audience, and certain persons may require additional approval, such as those with political or religious significance. We recommend checking with the Minecraft team before creating content containing controversial figures.

Article 6: Religion - Minecraft's global audience means that this is not the platform for religious displays. To be as inclusive as possible, build in a secular fashion and do not feel that creations directly endorsed by the Minecraft team should be of a religious nature or contain those elements. This means that specific religious displays or symbolism are not allowed.

Article 7: Diversity - The Minecraft team is committed to be a brand for all players, and participants are encouraged to share the same spirit. We show this in ways such as having multiple voice actors and skin tones for the main character of Minecraft: Story Mode, or by having gender-neutral packaging and alternating Steve and Alex in LEGO Minecraft.

(a) Broad representations of gender.

(a)(1) A world or skin pack pack where all professional jobs are one gender, and all service work are another, or where one gender was shown subservient to the other in all cases, would be unlikely to be accepted.

(b) Broad representations of race, when possible.

(b)(1) It may be appropriate to have a group of cave-dwelling albino people, or a blue alien race where everyone has the same skin color, but those submitting a realworld city build may wish to vary the appearance of peoples.

(c) Exercise sensitivity in depictions of historically marginalised groups, such as indigenous peoples.

Article 9: Participants should ensure that they have the rights to the intellectual property depicted. This includes an real-life locations, events, and brands.

Article 10: The map should not contain any holes underneath the map, large empty spaces, large shadows that don't belong there or unlit areas that are enclosed. These elements affect the overall performance of the map and are not approved by Microsoft.

Article 11: The map must be highly-detailed, lots of place to explore, find secrets, and it must flow in a nice progressive way, with sufficient directories so the player will not get stuck or get lost.

> **(a)** Add some fun little things to do around the map like; mazes, parkour, chests with loot in them, etc.

> **(b)** There must be sufficient staircases to connect any level of the building that is intended to be accessible by the player.

Article 12: Gem blocks, mineral blocks, bedrock, and entities are banned by Microsoft for decoration purposes.

(a) The following additional materials are prohibited by the IAMA on the facade of any building: Dirt, Grass, Wool, Gravel, Sand, Melon, TNT, Netherrack and Obsidian.

> **(a)(1)** No single material can be excessively used on the facade of any building unless it is concealed (for instance, back of the building).

> **(a)(2)** These items prohibited by the IAMA may be used only upon approval by the Collaborative Project Board.

Subsection: *Greylist*

Article 13: Greylist is the method Microsoft uses to filter content for devices that have a certain hardware specification. Participants should avoid a Greylist Tier 2 as it would hide the content from 35-40% of the overall demographic of the audience.

(a) There are many factors which impact the overall tier level of the maps. Here is a comprehensive list.

i) Excessive use of transparent blocks like; glass, ice, packed ice, etc.
ii) Large shadows in the world, that are visible or not.
iii) Repeating command blocks.
iv) Excessive amount of tiles entities within a chunk.
v) Excessive mobs spawning in the same chunk.

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IAMA

Section 3: *IAMA Guidelines*

Article 1: All buildings are to be as realistic as possible to maintain professionality. Hence, unless otherwise instructed by the project Directive, the architectural style of all buildings shall be generally modern/contemporary.

    (a) This rule, however, may be overridden by the CSQC's decision, or should it be for historical context of the build.

Article 2: The ceiling height of all buildings must be at least 3 metres high. Meanwhile, walking spaces within buildings, with the exception of staircases, lifts, and maintenance areas, must be at least 2 metres in width for ease of user movement.

Article 3: Participants should avoid any role-playing or fictional aspect when building. When constructing fictional institutions, participants should name these buildings a neutral, non-RP based name. For instance, when building a government office tower, participants may name it a "[name of area] municipal building" rather than naming it after a fictional institution.

Article 4: There are a number of general guidelines participants should follow to increase the quality of their builds. Consult the CSQC for more information or further assistance.

i) Buildings should contain full interiors, as this increases the value of the product. Foot access must be present to all areas where the player is intended to explore.

ii) Buildings should have sufficient depth on its exteriors to make it aesthetically pleasing. For instance, adding external pillars, balconies, or slabs may help creating depth on its facade.

iii) Participants should avoid building completely rectangular buildings, as they often look dull and boring. Instead, participants should experiment with irregular shapes and oblique structures.

ivi) Adding greenery often makes the building more lively. Participants may consider using leaves, trees, or fences for both interiors and exteriors.

v) Consider applying the Setback Principle to allow more natural lighting onto street levels. Participants may consult the CSQC should they feel confused about the principle, or want to know more on how to implement it.

vi) Participants should be sensible about the number of staircases in a structure, in relation to its size. For instance, multiple staircases should be built for large venues such as stadiums and conference halls.

Article 5: Participants may use the following as a guide, or a checklist for each type of building. Please note that these are non-binding, and participants are not required to comply to these standards. Consult the CSQC for more information or further assistance.

i) Residential - should contain bedroom(s), bathroom(s), a living room, and a kitchen.

    (1) High-end - fancy decoration, large in size.

    (2) Low-end/public estates - meets basic necessities, small in size.

ii) Offices - there are three essential parts to an office, as follows. *See Appendix C for a visual representation of each type of layout.*

    (1) Work spaces in an office are typically used for conventional office activities such as reading, writing and computer work. There are nine generic types of work space, each supporting different activities.

    (2) Meeting spaces in an office typically use interactive processes, be it quick conversations or intensive brainstorms. There are six generic types of meeting space, each supporting different activities.

    (3) Support spaces in an office are typically used for secondary activities such as filing documents or taking a break. There are twelve generic types of support space, each supporting different activities.

iii) Shops - Shops may be classified under the following:

    (1) Service-based shops - Shops should include a lot of detail, whereas in a service-based shop, signs should suggest the pricing and type of service.

    (2) Food and Beverage shops - Shop should offer a wide range of food and beverages, with signs suggesting its category or price if possible.

(3) Produce shops/Supermarkets - Self-service shops which offer a wide range of natural products and basic commodities to the public.

(4) Non-produce/Merchandise shops - Shop should offer a wide range of items with signs suggesting its category or price if possible.

iii) Public Services are essential to settlements and may be classified under the following:

(1) Civil Defence (Police and Fire Stations) - mainly offices, but should include report stations and parking for emergency services. Consider a helipad if possible.

(2) Educational (Schools and Vocational Training Centers) - classrooms, subject-specific rooms such as science labs, a library, a basketball court, etc.

(3) Healthcare (Clinics, Dentists, and Hospitals) - a number of male, female, and ICU wards, operation rooms, admin offices, and A&E on ground floor accompanied by a car park or dropoff bay for ambulances.

(4) Recreational (Parks and Public Spaces) - consider using WorldEdit brushes to terraform a natural terrain, or use TNT to create a natural looking lake. Always avoid building rectangular terrain as they will not look natural.

Section 4: *IAMA Standardised Designs*

Subsection A: *Road Markings and Crossings*

Article 1: The IAMA uses the British Highway Code as the blueprint of all road markings in the IAMA Standardised Designs. Hence, any markings that were not mentioned in the below should comply to the Highway Code.

Article 2: All roads with three or more lanes must include a white continuous border line on the sides of the road, leaving a narrow shoulder of one meter before the sidewalk. (See Figure 1 on Appendix D)

(a) On dual carriageways and motorways, these shoulders become hard shoulders with a width of 3 meters between the edge line and the edge of the road. (See Figure 2 on Appendix D)

(b) A yellow continuous edge line suggests there must be no parking on that stretch of the road. They are often used in residential areas, and next to private driveways. (See Figure 3 on Appendix D)

Article 3: Lane dividers, also known as lane lines, are short, broken white lines. See figures 1 and 2 in Appendix E for the diagram, and figure 3 for the in-game interpretation.

(a) Figure 1 on Appendix E is the specification for the lane line separating traffic travelling in the same direction (single or dual carriageway road)

(b) Figure 2 on Appendix E is the specification for the hazard warning line: an upright sign may indicate the nature of the hazard, such as a bend. The marking is used also on the approach to a junction, and centre line on a single carriageway roads.

Article 4: Where stationary traffic would be likely to block a junction, a yellow box may be marked on the road, covering all or part of the junction. See Appendix E for the typical layout of the junction.

(a) Figure 2 shows the in-game representation of the diagram, along with the optional yellow box.

(b) As shown in Appendix E, all pedestrian crossings, except Zebra crossings, should have white dots on the side edges of the crossing area. When possible, a safety island should be included as well.

Article 5: See Appendix G for when a small road joins a dual carriageway on the side. Both interpretations on figures one and two are acceptable.

Article 6: See Appendix H for the standard design for roundabouts. The diagram and the in-game interpretation are shown in Figures 1 and 2 respectively.

(a) All roundabouts should include safety islands, which are not specifically pointed out in Appendix H.

(b) The yellow bars before approach is an optional feature. The alternative to the said bar is shown in Figure 2, with yellow bars situated within the edgeline.

Article 7: See Appendix I for the standard designs for arrows on road markings. There should be two arrows per junction, with one placed at a suitable distance before approach and before the junction.

Article 8: See Appendix J for the standard design for level crossing and the railroad. There should be two level crossing barriers on each side for 4-lane roads, and one barrier per side on two lane roads.

(a) See Figure 4 for the railroad design. Dimensions must be exact throughout the entire project.

Article 9: See Appendix K for the standard traffic light design. Banners are used for both pedestrian, and automobile traffic lights. Consult CSQC for the crafting recipe.

(a) Please note there should be no less than three traffic lights visible per crossing: one on the left of the road, one on the right of the road, and another on the opposite end of the junction. See Appendix K for positioning in 4-lane road scenarios. The same rule applies to other roads as well.

(b) Traffic lights must not be used in dual carriageways or motorways (except at busy roundabouts) to maintain a free flowing traffic.

Subsection B: *Road Infrastructures*

Article 10: All lamp posts are to follow a strict height and width regulation of 10 metres tall to 5 metres wide (1:2 ratio) for standard, non-highway roads; and a 13 metres tall to 13 metres wide (1:1) ratio.

(a) The designs as shown in Figure 1 Appendix L is only for reference and is not a standardised design. Figure 2, however, is the design to be used in all neutral, non-marked territory.

(b) Non-highway lamp posts should have a distance of 15 metres per each lamp post on two lane roads, and 15 metres for each adjacent lamp post for four lane roads. On dual carriageways and motorways, lamp posts should have a distance of 23 metres and is to be situated on the median strip.

Article 11: Sidewalks are to be built with slabs. While participants are free to choose a main material, the sidewalk should always have a stone slab border on its outer edge. See Appendix M for the in-game representation.

(a) As all sidewalks are standardised to be built with slabs, buildings will be elevated by one metre above ground level.

(b) The width of the sidewalk (excluding the stone slab border) should be no less than 3 metres wide, with a recommended width of 4 metres.

Article 12: See Appendix N for the standard flyover design. A 1-metre gap should act as the median for flyovers in order to allow light to pass to ground level.

(a) Lighting systems are not required on flyovers.

(b) Distance between each pillar is based on width, but should be roughly ~50 metres for motorways, and ~40 metres for dual carriageways.

Article 13: In case of any ambiguity in terms of the interpretation of the standard designs, the CSQC reserves the final say.

(a) However, interpretations by the CSQC may be repealed by the CP Board, at which point an amendment is required to clear the ambiguity in the respective article or design.

Section 5: *Committee on Standardisation and Quality Control (CSQC)*

Article 1: The aims of the CSQC is to enforce the IAMA Standardised Designs, and Microsoft's Marketplace Guidelines, as well as ensuring the quality of the Collaborative Project.

(a) The CSQC is to be a body under the Executive Council, although members must be part of the Collaborative Project as well.

(b) The CSQC may edit a participant's plot only if the plot is not in compliance with the IAMA Standards, or Microsoft's Marketplace Guidelines.

(b)(1) The CS may decide to fix these errors themselves, or instruct the respective participant to fix them.

(c) Should participants feel confused about the IAMA Standards or the Marketplace Guidelines, they may request the CSQC for assistance.

Article 2: The CSQC reserves the right on whether if a structure is deemed as having a low aesthetic value or unfeasible, although any physical resolution must be approved by the Collaborative Project Board.

(a) Should a structure be identified as unfeasible, the CSQC may advise the responsible participant to edit, or redo the said structure. Alternatively, the structure may be subsequently removed upon receiving approval from the Collaborative Project Board.

(a)(1) Should a participant's build be identified as unfeasible for more than 3 times, he/she shall be reassessed by the Collaborative Project Board on whether if one is capable of contributing to the IAMA Collaborative Project.

Article 3: All builds are to be validated by the CSQC at its completion, ensuring they pass quality control measures, the IAMA Standards, and Microsoft's Marketplace Guidelines.

(a) Quality Control measures will be based on the IAMA Guidelines as listed in Chapter IV, Section 3.

(b) Should the CSQC fail a build, the participant must fix the build in accordance to the CSQC's advice within the next 14 days.

APPENDICES

Appendix A for Chapter III, Section 1, Article 2

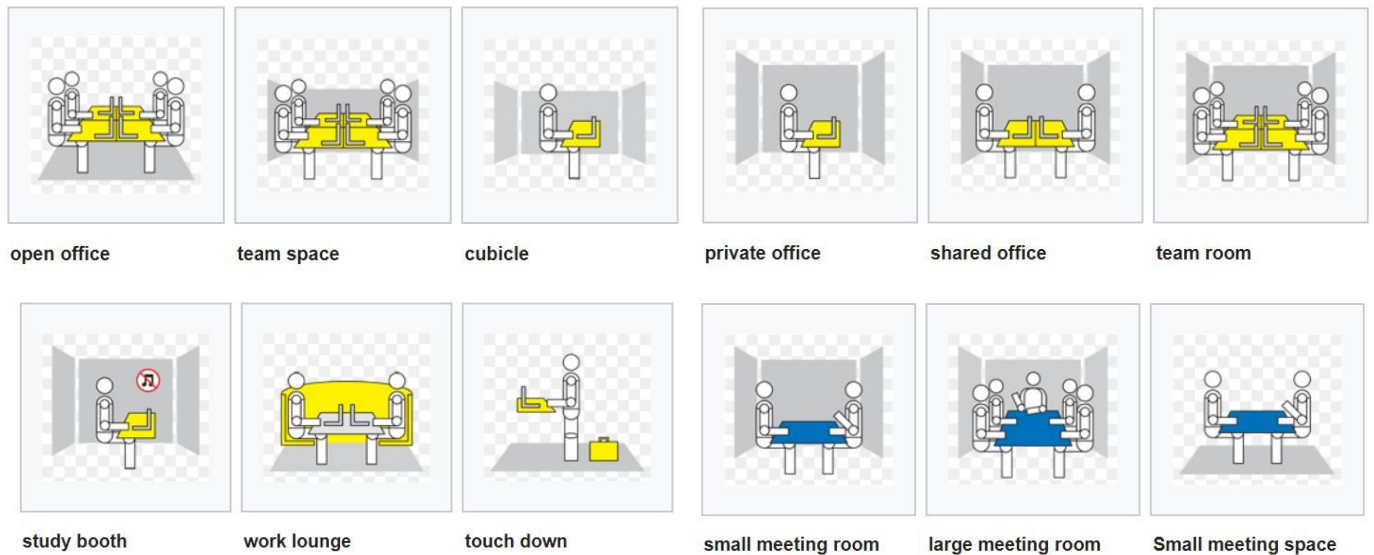Link to Application Form (Google Forms)
https://docs.google.com/forms/d/e/1FAIpQLSe93pMsjdHAKRxlvN0cvzQa8CYvX7LsW0bvuDQB7rpPQuHXFg/viewform

Appendix B for Chapter III, Section 1, Article 5(a)

The classic IAMA flag.

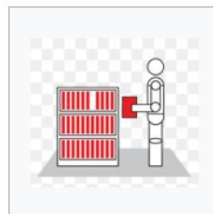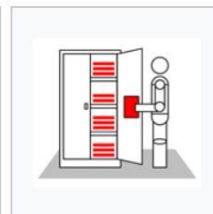### Appendix C for Chapter IV, Section 3, Article 4, Item (2)

open office

team space

cubicle

private office

shared office

team room

study booth

work lounge

touch down

small meeting room

large meeting room

Small meeting space

large meeting space

brainstorm room

meeting point

filing space

storage space

print and copy area

games room
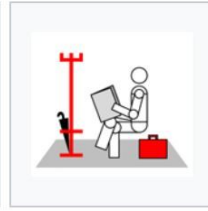
waiting area

circulation space

locker area

smoking room

library

mail area

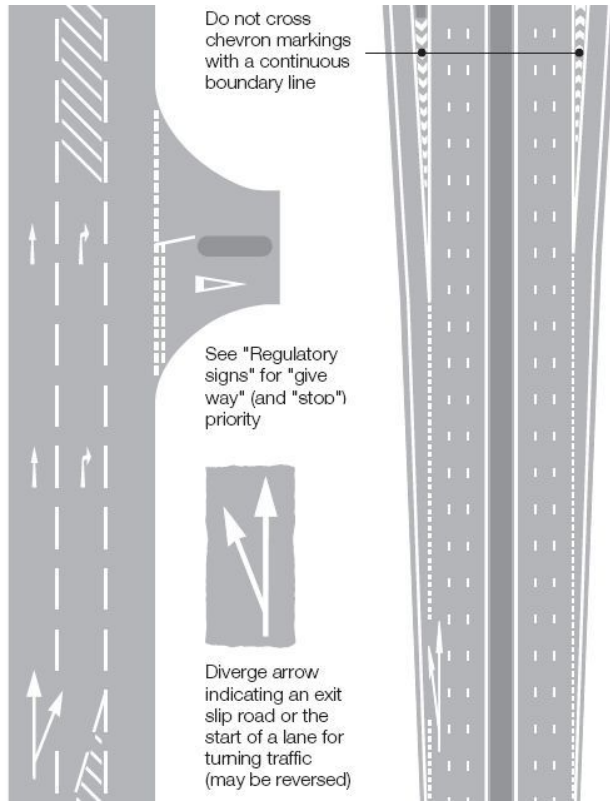pantry area

break area

Appendix D for Chapter IV, Section 4, Article 2
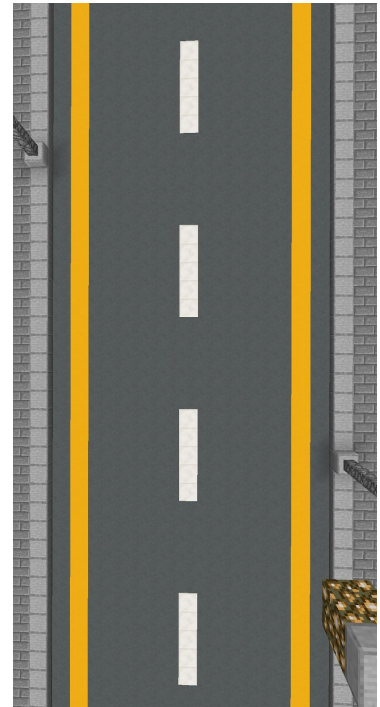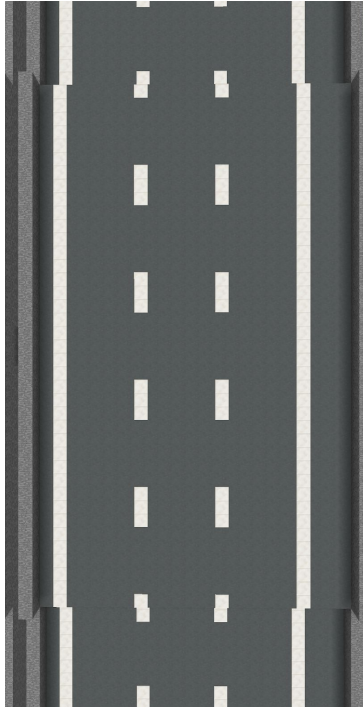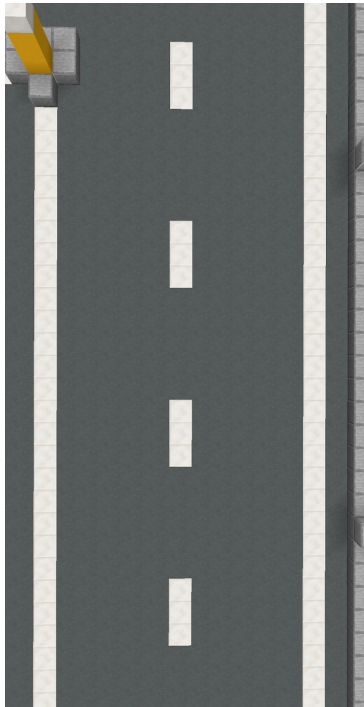
Appendix E for Chapter IV, Section 4, Article 3

3 metres

5 metres

Fig. 1

5 metres

3 metres

Fig. 2

Fig. 3
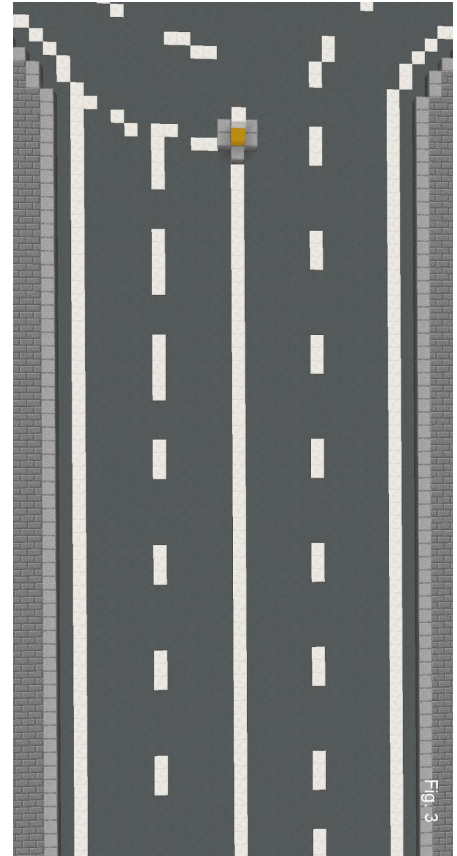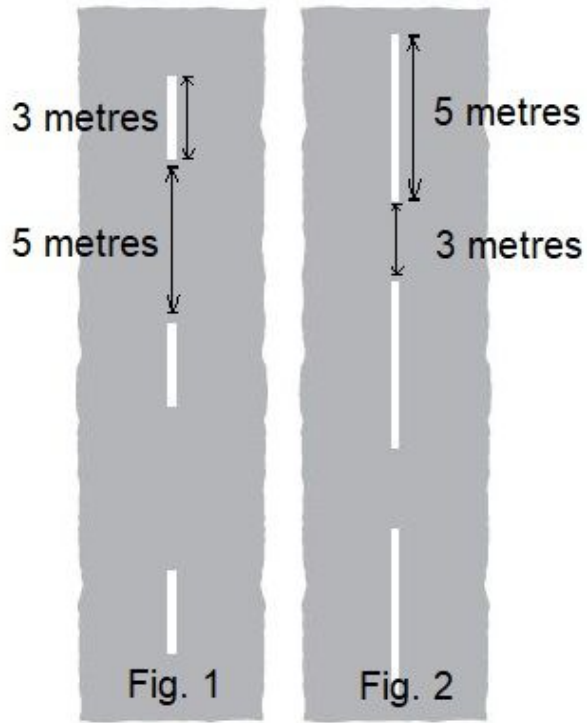
Appendix F for Chapter IV, Section 4, Article 4

Stop line

Crossing points
for pedestrians

Junction may
have a yellow box
(see below)

Arrows indicating
appropriate traffic
lanes

Junction with traffic signals
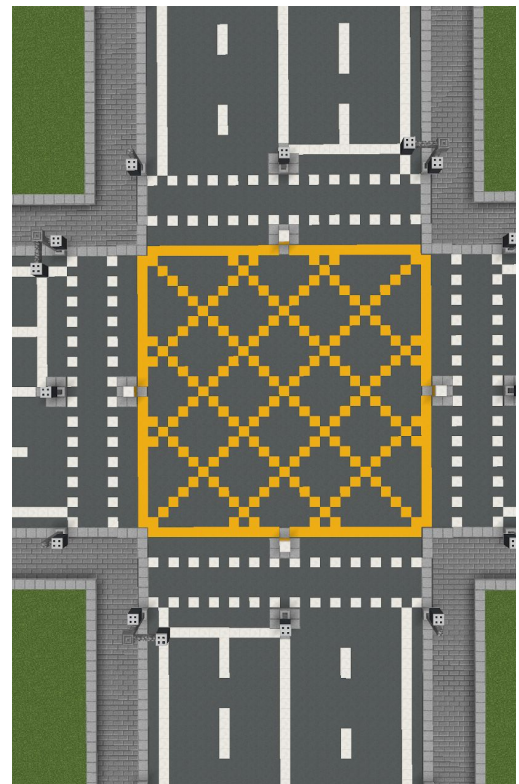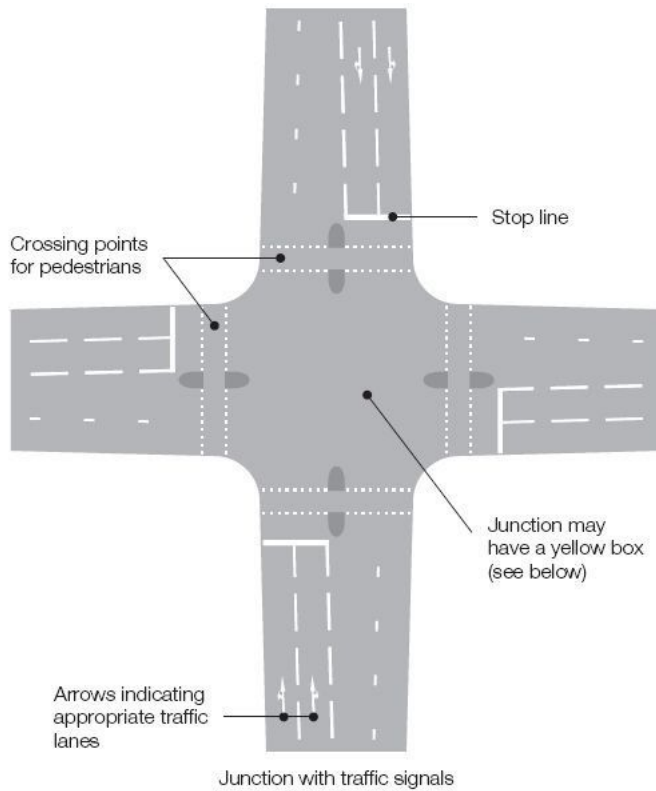
Appendix G for Chapter IV, Section 4, Article 5

Do not cross chevron markings with a continuous boundary line

See "Regulatory signs" for "give way" (and "stop") priority

Diverge arrow indicating an exit slip road or the start of a lane for turning traffic (may be reversed)

Appendix H for Chapter IV, Section 4, Article 6

Some roundabouts may have lane markings to guide drivers to the appropriate exit and are often controlled by traffic signals
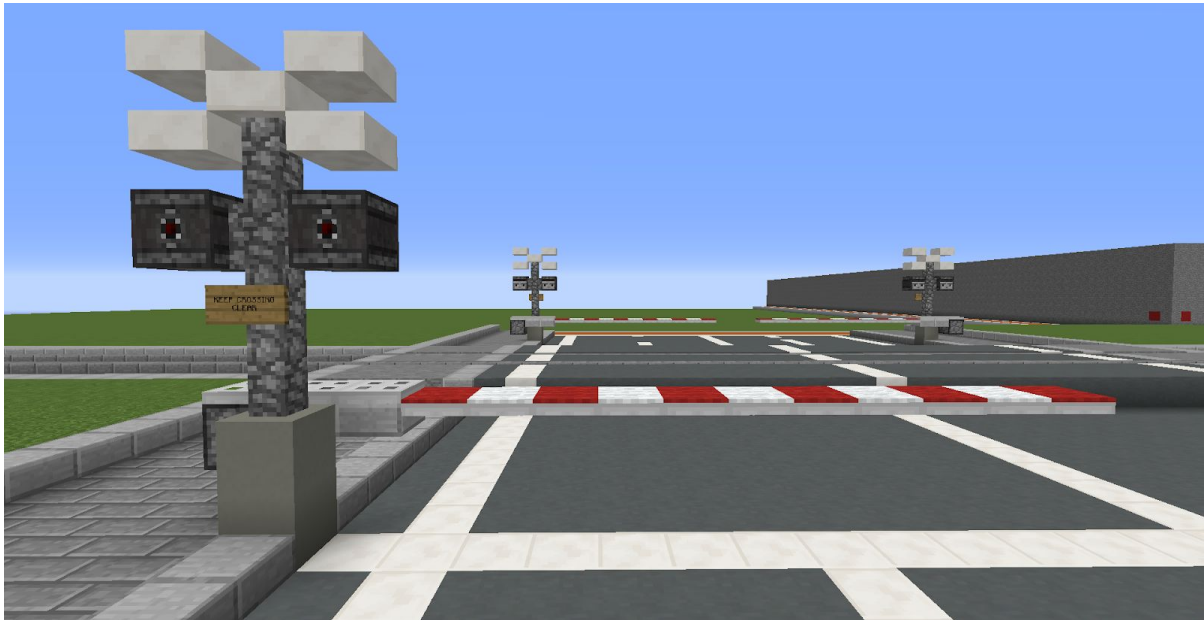
Single broken "give way" line

Some roundabouts have yellow bar markings on the approach. These become closer together the nearer to the roundabout and provide a warning to drivers to slow down
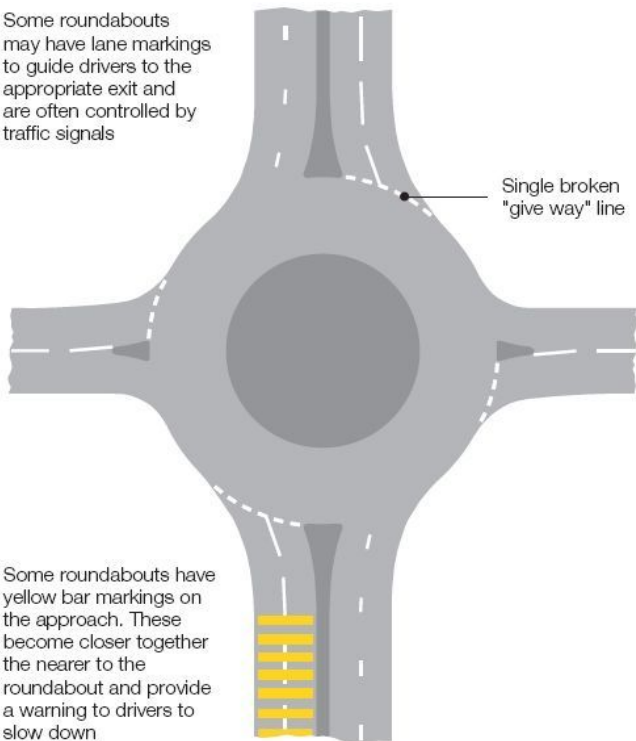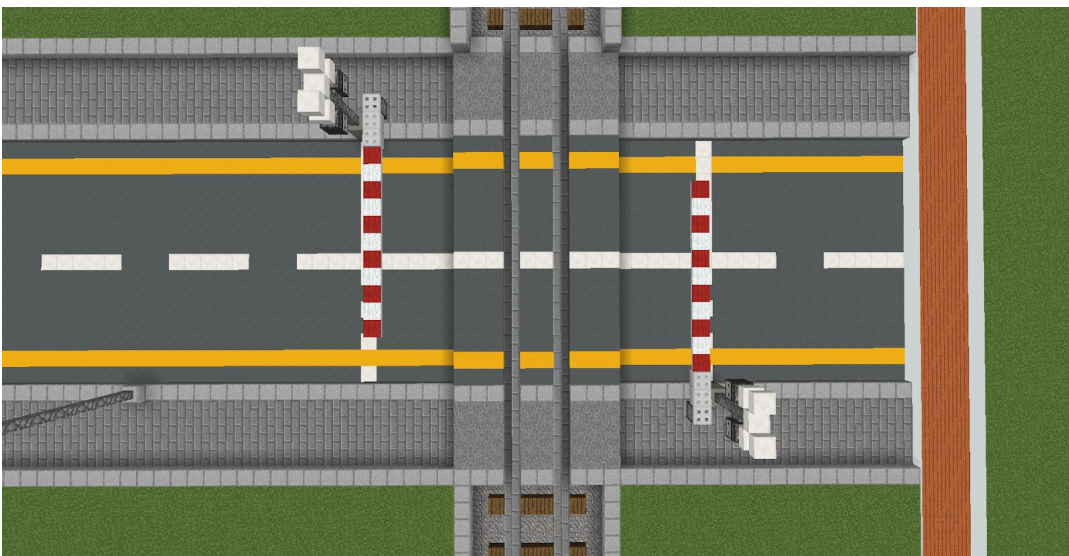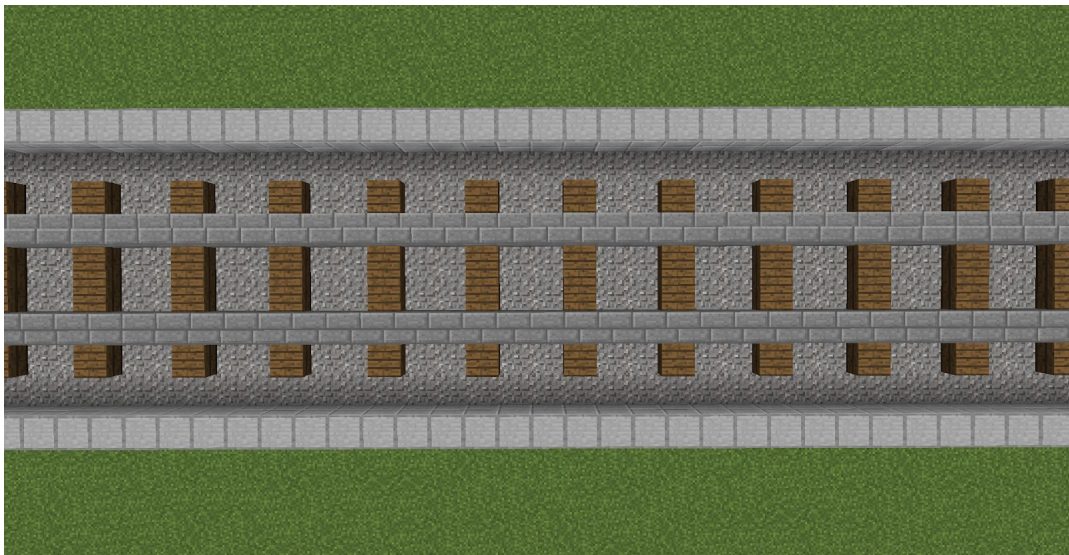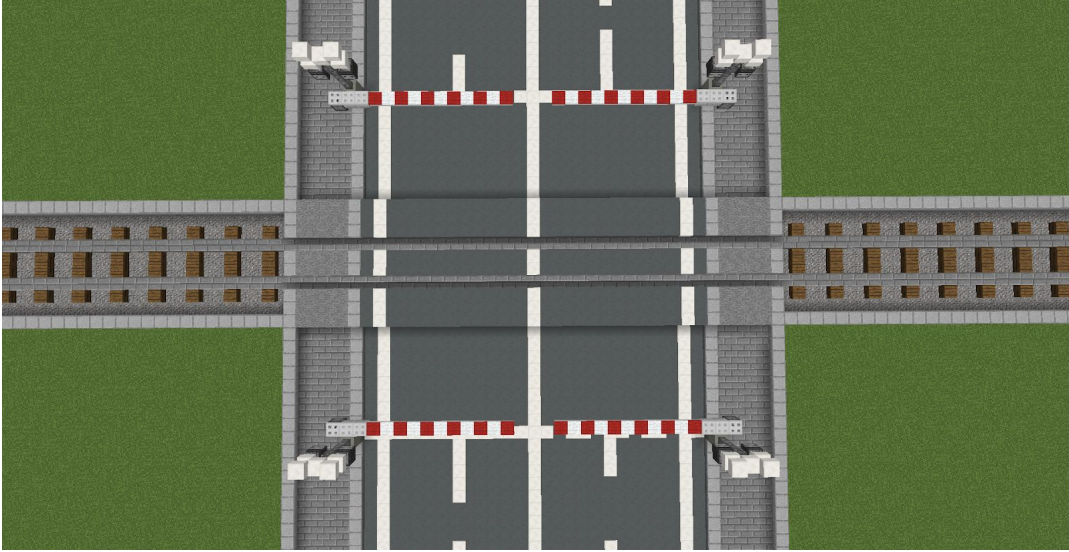
Conventional roundabout

Appendix I for Chapter IV, Section 4, Article 7

Appendix J for Chapter IV, Section 4, Article 8

Appendix K for Chapter IV, Section 4, Article 9

Appendix L for Chapter IV, Section 4, Article 10

Appendix M for Chapter IV, Section 4, Article 11

Last revised | 30th November 2018

Appendix N for Chapter IV, Section 4, Article 12

Last revised | 30th November 2018