

Regulations

Animal care regulations!

- [Horse Welfare Standards](#)
- [Animal Welfare Standards \[NEW\]](#)

Horse Welfare Standards

Welfare Regulations

These requirements are enacted to help players adapt to standards that will be mandatory on SWE servers. These standards are not only representative of good welfare for horses, but could potentially be integrated as systems impacting horse health and happiness in the mod for future releases.

Note: SWE/M Horses will be mentioned as "horses", while vanilla horses are mentioned as "ponies". This page does not cover pony care.

Building / Barn Principles

Official SWE servers do not permit the use of barrier blocks in building to secure clear structural escape points.

The following should always be considered for SWEM horses:

Doorways - 2B+ Wide and 4B+ tall (minimum)

Walkways - 5B+ Wide and 5B+ tall (4.5 optional on edges for detailing if using stairs or slabs) (minimum)

Secure - It is recommended:

- All barn areas or property access routes have a secure gate to prevent escape.
 - Make walls or barriers tall enough to avoid escape, check perimeter for blocks they can use to jump over!
 - Avoid using scalable blocks that horses can hop over (unless 2B+): single blocks, glass pane, bars.
 - Non-scalable blocks are 1.5B and include walls and fences.
 - Horses cannot jump on troughs or feeders **unless** another block or high shavings level allows them to step up.
-

Food & Water

Horses should always have reasonable access to:

Water - As either a replenishing (infinite) water source or adequately filled water container (trough, half barrel).

Food - As either forage (grazing on grass) or feed (quality bale, timothy, alfalfa or sweet feed)

Stalls

Stall requirements are implemented for welfare and safety of both horse and rider. A good sized stall allows a horse space to turn around in, lay down (future feature) and decreases the chances of them getting stuck in walls (small stalls). It allows space for a rider to provide unobstructed feed items, bedding, and to safely interact with and maneuver a horse into and out of the stall.

Fundamentals (Information)	
	Fundamentals - Stalls
Location	Horses must always be housed above ground - completely underground stalls are never permitted as they prohibit fresh air, natural light, and are threat to flood. Minimum 50% above ground.
Purpose	Stalls should be a safe, secure and sheltered area with food, water, dry and soft footing.
Height	Stalls must be 5 blocks in height (floor to ceiling) excluding 4.5 being permitted at edges for decor.
Width / Length	Stalls must be 5B+ in both width and length to allow turning, lying down, movement and handling. Stalls must have a turnout (paddock) if they are not 7x7 or 6x8 or larger.
Floorspace	Stall floorspace (blocks) only counts usable area including feeders etc but excluding walls/doorways.
Footing	Stall footing must be clean, soft and non-slip such as rubber matting or shavings.
Sunlight	Stalls should be well lit with indirect natural lighting through windows, bars, half slabs or trapdoors. Stalls should not feature skylights (roof windows) that exceed 25% or more of that stall's roof area.
Airflow	Stalls should be well ventilated with features permitted to encourage airflow (bars, half slabs etc)
Secure	Stalls must be secure with no escape points such as step ups to get over walls/gates etc.
Occupancy	Stalls should not be merged for multiple occupancy unless access can be divided as needed. Foaling Stalls are an exception to this rule - dam and foal may share occupancy of a single stall.

Recommended sizings are SWEM defaults and the size(s) that have been used regularly by beta testers and staff builders. It offers a functional space for the horse, neither too large or too small for the average barn, that looks good and works well with most styles and shapes of barns. We cap the maximum size of stalls an an unrealistic standard or use of space, plus the thermal inefficiency of such spaces (poor at retaining heat or cool).

Note: Foaling stalls are intentionally larger for both realism and safety of foal during growth (risk of suffocation in walls). These sizes do not prevent that risk entirely, but do decrease the chances of it happening due to the increased usable area.

	4	5	6	7	8	9	10	11	12		INDEX
4	16	20	24	28	32	36	40	44	48		Not permitted (too small/large)
5	20	25	30	35	40	45	50	55	60		Not permitted (poor use of space)
6	24	30	36	42	48	54	60	66	72		Permitted with a paddock (5x5+)
7	28	35	42	49	56	63	70	77	84		Permitted
8	32	40	48	56	64	72	80	88	96		Recommended sizing
9	36	45	54	63	72	81	90	99	108		Foaling stall (Minimum recommended sizes)
10	40	50	60	70	80	90	100	110	120		Foaling stalls are for pregnant mares (V2) and mares with nursing foals. These stalls are expected to be larger than standard regulations for comfort and safety.
11	44	55	66	77	88	99	110	121	132		
12	48	60	72	84	96	108	120	132	144		

Paddocks

Paddocks are fenced in attachments to a stall, which can offer limited grazing space or just outdoor access with soft footing for horses with restricted (small) stall areas. They might also be referred to as a 'run' or a 'walkout'.

Fundamentals - Paddocks

If a stall does not **require** a paddock, these rules do not apply **providing** the space is safe, accessible and secure.

Requirements	Paddocks are required unless a stall meets or exceeds 6x8 or 7x7 sizing requirement, then it is optional.
Purpose	Paddocks extend the floorspace area of smaller stalls, or provide a walkout into fresh air and sunlight.
	Paddocks are not substitute for pasture turnout for grazing, exercise +/- socialization with others.
Access	Paddock areas should always be accessible (open) if the stall is smaller than 6x8 or 7x7 sizing.
	Paddock areas can be closed off temporarily for tacking, feeding, mucking out or isolating horses.
Width / Length	Paddocks must be 5B+ in both width and length to allow turning, lying down, movement and handling.
Floorspace	Paddock area (blocks) only counts usable space including feeders etc but excluding walls/fences etc.
Footing	Paddock footing must be clean, soft and natural - grass or dirt is recommended.
Terrain	Paddocks should not have extreme terrain - instead level or gently sloping (1:3 grade) for 75%+ area.
Sunlight	Paddock areas should be uncovered by all but a one block overhang from roofing etc.
Secure	Paddocks must be secure with no escape points (breaks in fences, step ups to get over the fence).
Occupancy	Paddocks can be merged together between stalls, provided the capacity meets min. 5x5B per horse.

All paddocks must be at least 5X5, but it is recommended to use the width of the stall, such as a 6X6 stall having a 6X5 paddock.

It is not recommended to make paddocks larger than 3x the capacity of the stall as this will create very long, thin runs.

Paddock Size Chart (Min/Max)			
Minimum Stall Size Paddock Size		Maximum Stall Size Paddock Size	
5 x 5	5 x 5	5 x 15	
5 x 6	5 x 5	5 x 18	6 x 15
5 x 7	5 x 5	5 x 21	7 x 15
5 x 8	5 x 5	5 x 24	8 x 15

5×9	5×5	5×27	9×15
5×10	5×5	5×30	10×15
5×11	5×5	5×33	11×15
6×6	6×5	6×18	
6×7	6×5	6×21	7×18
6×8	6×5	6×24	8×18
6×9	6×5	6×27	9×18
6×10	6×5	6×30	10×18
6×11	6×5	6×33	11×18
7×7	7×5	7×21	
7×8	7×5	7×24	8×21
7×9	7×5	7×27	8×21
7×10	7×5	7×30	8×21
7×11	7×5	7×33	8×21
8×8	8×5	8×24	
8×9	8×5	8×27	9×24
8×10	8×5	8×30	10×24
8×11	8×5	8×33	11×24
9×9	9×5	9×27	
9×10	9×5	9×30	10×27
9×11	9×5	9×33	11×27
10×10	10×5	10×30	
10×11	10×5	10×33	11×30
11×11	11×5	11×33	

Pastures

Pastures (by SWE's definition) differ to paddocks as they are generally larger and intended for sustainable, longer-term grazing, exercise, and solo or group turnout of several horses at a time.

Fundamentals - Pastures	
Pastures are differentiated from paddocks by their size and either being separate from, or closed of to, stalls.	
Purpose	Paddocks offer horses a larger and more enriching turnout space to graze, exercise and socialize.
Access	Pasture entrances (gates) must be a minimum of 2 block wide and 4 block tall (headspace).
Area	Pastures must offer a minimum 120B (~11x11) per horse, plus an additional 240B per 10 horse capacity.
Width / Length	Pastures must be 11B+ in both width and length - avoid extremely thin pastures which restrict movement.
Floorspace	Pasture area (blocks) only counts usable space including feeders etc but excluding walls/fences etc.
Footing	Pastures should have soft, natural footing with mostly soil-type blocks (grass, dirt etc).
Terrain	Pastures should not have extreme terrain - instead level or gently sloping (1:3 grade) for 50%+ area.
Grazing	Pastures should offer mostly grass, but dry lots (no grass) are permitted if bales are provided at all times.
Water	Pastures should have water via troughs or natural sources sufficient to meet the maximum capacity.
Shelter	Pasture shelter should offer 3x3B per horse with protection from elements such as sun, rain, wind or snow.
	Pasture shelters must have 2-3+ edges weather protection (walls etc) and be 5B+ from floor to ceiling.
	Pasture shelter may be substituted for natural shelter (trees) if there is sufficient coverage and density!
	Boarding facilities must offer full-capacity structure shelters instead of natural shelter.
Secure	Pastures must be secured with 1.5-2B+ fences/walls and no escape points (step ups to get over fences).
Occupancy	Pastures can only accommodate as many horses as it can (sustain) grazing and shelter for.

Calculating Pasture Requirements

Pastures need a **minimum** of 120B+ per horse (~11x11) + 240B **additional** per 10 horses. We recommend 225B per horse (15x15) for either solo or higher capacity pastures for a good balance of space and grazing.

Work out pasture area: Multiply the long edge (# blocks) by the short edge = area. This is the inner space **excluding** fences.

Work out pasture capacity: Divide the pasture area by 120 = approximate capacity, or **use our quick reference chart below!**

--- Example: 980B area divided by 120 = 8 Horses. That is 8.1 rounded down to 8 as you cannot accommodate 0.1 of a horse.

Work out pasture length: If you know one edge and the capacity, divide capacity by the length and you'll get the width.

--- Example: 700 required capacity divided by 30B on one edge = 24B (23.3) width.

Pasture Size Chart			
Number of horses	Base requirement (120/h)	10+ horse add-on (240/10h)	Total
1	120	0	120
2	240	0	240
3	360	0	360
4	480	0	480
5	600	0	600
6	720	0	720
7	840	0	840
8	960	0	960
9	1080	0	1080
10	1200	240 (1 x 240)	1440
11	1320	240	1560
12	1440	240	1680
13	1560	240	1800

14	1680	240	1920
15	1800	240	2040
16	1920	240	2160
17	2040	240	2280
18	2160	240	2400
19	2280	240	2520
20	2400	480 (2 x 240)	2880
21	2520	480	3000
22	2640	480	3120
23	2760	480	3240
24	2880	480	3360
25	3000	480	3480
26	3120	480	3600
27	3240	480	3720
28	3360	480	3840
29	3480	480	3960
30	3600	720 (3 x 240)	4320

Treatment

Our server is deeply rooted in respect for animals and their welfare. This does not just include their amenities in stalls, provision of needs via food, shelter and turnout. It also includes their overall treatment. We encourage (and * enforce) the following:

- * Horses should have safe, secure and welfare standard accommodation(s).
- * Horses should have reliable access to food and water.
- * Horses should have routine cleaning of stall and turnout spaces.

- * Horses should be untacked when the owner is offline, or do not require the horse for an extended period of time.
- * Horses should not be left tethered when the owner is offline - as they will be unable to attend to their needs.
- * Horses should not be harmed or killed inhumanely by any player.
- Owners should take every effort to keep their horse safe while riding (see below).
- Owners should treat their horse with respect; avoiding derogatory language, abuse, or abandonment.

Safety

Always nametag and have an EXACT copy of your horses name noted down. If lost, Mods+ can search for them by name.

We regret that we cannot return or replace lost horses at this time - please be careful and avoid danger wherever possible.

Horses are susceptible to a number of dangers - many of which are core Minecraft mechanics, and others that are specific to the nature of mods and modded entities. Making our horses more resilient to damage is something under constant adaptation.

- Do not plot fly when leading - horses may kick when hurt on landing, the combination of fall + kick damage is deadly.
- Do not attempt to jump or gait up in close proximity to players or horses - kick refusals can harm nearby players/horses.
- Do not hit or harm a horse in close proximity to players or horses - horses may kick when harmed, causing a kick-off.
- Do not let horses roam around saplings - on growth these can suffocate a horse.
[Hitch your horse up safely outside of the growth zone and well away from potential expansion areas.](#)
- Do not let horses roam or ride on lava or magma blocks - unless wearing diamond armor this will harm them.
- Do not let horses roam or ride into cactus or (grown) sweetberries - unless wearing iron armor this will harm them.
- Do not ride if your horse is starving or critically thirsty- neglect depletes their maximum health down to 6 HP (♥♥♥)
- Avoid frostwalking during lag and at higher gaits - horses may suffocate in ice if they fall into the water.
- Avoid riding quickly over terrain where you might fall into ravines - horses take fall damage down to 6 HP (♥♥♥)
- Avoid or dismount and move away from your horse if targeted by ranged hostile mobs such as Skeletons or Witches.

[You can die and come back, unfortunately your horse cannot \(currently\). It's better to not](#)

risk their life.

- Be cautious with foals + dams sharing stalls, on growth they may suffocate in walls. This is due to hitbox sizes. We recommend using large foaling stalls, or even keeping dams and foals out to pasture.
- Avoid taking your horse into PVP zones where they might get caught in the crossfire. On SWE servers, targeting another player's horse is NOT permitted, but accidents can happen. If **you** target someone while on your horse, do not expect them not to attack back when you are the aggressor.
- Avoid taking your horse into dangerous dimensions such as the Nether or Wilds if you do not need to. If you must do so, wear high-level armor or even hitch up your horse at a safe spot and travel by foot occasionally.

You can apply to get a booster shot, which adds 20HP (♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥) **temporarily** to their health.

Rescue and Destroying

Please do not destroy (kill) horses yourself on SWE servers - mercy blades will not work on horses anymore, so there is no insta-destroy option short of commands. If you no longer want them, turn them into the rescue and we will handle it humanely, or rehome the horse to someone that does want them.

Rescue

Horses can be surrendered to the Rescue via the Lost & Found pasture. Place them in **Pasture A** and complete a **Forfeit Horse** form - this is found in the Rescue office. The form is just 2 questions and will not take long. A Rescue worker will process the horse and tag in Discord when complete. Please see the Rescue Board in-game for more detail. Note, once surrendered you forfeit all claims to that Horse, and it become property of the rescue. Where possible, surrendered horses will be rehomed - if up for adoption you can apply to readopt. We are unable to guarantee that all horses will be placed up for adoption, as population management or demand does not always permit this.

Sale or Rehome

You can privately sell or rehome (give away) your horse to another player if you so choose. On doing so, you will be responsible for the agreement of any exchanged funds, items **and** the transfer of ownership via commands. We will NOT transfer a horse between you and another player unless you give your express consent to do so, please be sure to have a clear trail of communication via in-game chat or (preferred) DM screenshots in case this ever needs to be disputed. Once you - and only you as the owner can transfer besides moderators - transfer ownership to another player, you forfeit ALL claims to that horse. Do not do so lightly, if you change your mind the new owner is fully within their rights to refuse resale or return.

Animal Welfare Standards

[NEW]

Introduction

These welfare standards are aimed at promoting good animal welfare balanced between real life standards and Minecraft limitations - encouraging realistic animal ownership within reason on a game.

On our servers, the following welfare standards are required of all players, for all entities / animals. Not every aspect of animal welfare can be covered, but we focus on several key components:

- Space / Shelter
- Environment
- Needs
- Safety

We want to make welfare standards educational and engaging - not a chore. Our enforcement of these on SWE servers will always aim to inform of the issue(s) first so it can be acknowledged and changed - not everyone is used to playing this way!

How to use our welfare standards

Look up the animal you are intending to keep and verify the following:

1. How much space is each animal going to need, both outdoor (if applicable) and shelter (if applicable)
2. How many animals do you want to keep of that type - multiple the space required by the number desired
3. What kind of environment does that animal need - does it require specific terrain or requirements like water?
4. What kind of need provisions does the animal require - does it require water / food / enrichment?
5. What safety measures will need to be in place - height or walls, secure from escape, fully enclosed or just fenced?

Math is not everyone's strong suit - we get that. Most SWE staff are able and willing to help you get to grips with this on SWE servers if asked, OR you can put in for a welfare check if you want to be notified of any potential issues to work on!

EXAMPLES

EXAMPLE 1:

To make a pasture for a known amount of animals (cows), do the following:

1. Work out the total block area required by the animal - ie cows need 19B EACH (15B outdoor + 4B indoor each)
2. Work out the total block area of the maximum number of cows I want to house - ie 8 cows x 19B each = 152B of pasture.
3. Work out the total block area of the pasture that needs to be sheltered - ie 8 cows x 4B each shelter = 32B of shelter.
4. Work out the width of your new pasture, ie 12B, divide the pasture area by this - ie $152 / 12 = 13B$ length.

--- If a number comes out with decimals, you should round UP to the nearest number.

--- **Pasture space is counted on the inside edge excluding fences.**

EXAMPLE 2:

To work out how many animals (cow) an existing pasture can hold, do the following:

1. Work out the total block area of a pasture (count manually, or calculate width x length of the inner (non fence) area).
2. Work out the total block area required by the animal - ie cows need 19B EACH (15B outdoor + 4B indoor each)
3. Divide the pasture block area, by the animal block area = number of animals that can be housed there.

--- If a number comes out with decimals, you should round DOWN to the nearest number - ie 5.3 cows = 5 cows.

EXAMPLE 3:

To work out many many animals of 2+ types an existing pasture can hold, do the following:

1. Work out the total block area of a pasture (count manually, or calculate width x length of the inner (non fence) area).
2. Work out the total block area required by the first type of animal - ie cows need 19B EACH
3. Work out the total block area required by the second type of animal - ie sheep need 12B EACH
4. Multiply the block area of the first animal by the number you intend to keep - ie 5 cows x 19B = 95B.
5. Subtract the number of the first animal from the total block area of the pasture - ie 150B pasture minus 95 = 55B left over.
6. Divide the remaining pasture space by the total block area of the second animal - ie $55B / 12B$ (per sheep) = 4.5 (4) sheep.

--- In this example, the pasture of 150B could hold 5 cows and 4 sheep.

Livestock

MAXIMUM OWNERSHIP OF EACH TYPE: **8 ANIMALS**

Livestock capacity is counted when a player is offline or off their property. You may breed up for resources while online ON your property, but upon leaving they must be culled back down to capacity. Any excess livestock above your maximum enclosure capacity, or above your maximum ownership capacity will be culled without notice - you will not receive the resources from this!

Livestock must not be kept underground with no access to sunlight and fresh air, or shut inside with no outside area.

CHICKENS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	3B	2B each	1B	Grazing / Bales	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Chickens should have soft, natural footing in outdoor spaces (dirt, grass etc).					
Companions	Chickens can be kept with other passive livestock (cows, sheep and pigs).					

PIGS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	8B each	5B	4B each	3B	Grazing / Bales	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Pigs should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Companions	Pigs can be kept with other passive livestock (cows, sheep and chickens).					

SHEEP	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	8B each	5B	4B each	3B	2B Grass each	1B per 5

Secure	Enclosure must be secure and escape proof.
Shelter	Shelter counts any covered space or accessible indoor area that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.
Terrain	Sheep should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.
Companions	Sheep can be kept with other passive livestock (cows, pigs and chickens).

COWS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	15B each	6B	4B each	3B	Grazing / Bales	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Cows should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Companions	Cows can be kept with other passive livestock (sheep, pigs and chickens).					

GOATS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	10B each	5B	4B each	3B	Grazing / Bales	1B per 5
Secure	Goats can jump up to 10B - enclosure must be secure and escape-proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Goats should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Companions	Goats should not be kept with any other animals as they can ram and harm them.					

BEES	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	5B each	5B	---	---	1 flower each	NO
Secure	The apiary (enclosure) should be secure with sides and a roof, otherwise bees may fly away.					
Shelter	Bees need one hive or nest per 3 bees in the enclosure for shelter during bad weather or at night.					

Water	Water should be covered or removed as it is deadly to bees that come into contact with it.
Harvesting	Bees require peaceful harvesting via campfires or dispensers or they will attack the player and die after.

Pets

MAXIMUM OWNERSHIP OF EACH TYPE: **5 PETS**

PONY (ETC)	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	15B each	4B	6B each	4B	Grazing / Bales	1B each
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Pony/Mules should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Tack	Pony/Mules should not be left tacked (saddle or carpet) when not in use or player is offline.					

These standards also apply to Skeleton Horses, Zombie Horses, Mules, Donkeys, Llamas and Camels.

CATS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	6B each	3B	2B each	1B	NO	1B per 5
Indoor	May be kept indoors if each cat has a sleeping spot, there is sufficient space and no overcrowding.					
Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover.					
Enrichment	[Optional] Cats are athletic creatures that enjoy playing with vertical climbing spaces such as cat trees.					

DOGS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	9B each	3B	2B each	2B	NO	1B per 5
Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover.					
Indoor	May be kept indoors if each dog has a sleeping spot, there is sufficient space and no overcrowding.					
Enrichment	[Optional] Dogs are sociable creatures that thrive in their human's company and benefit from regular exercise.					

PARROTS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	3B	2B each	1B	NO	1B per 5
Shelter	Shelter counts any raised covered space (outdoors) that has at least two sides and overhead cover.					
Indoor	May be kept indoors if each parrot has a raised perching spot, there is sufficient space and no overcrowding.					
Enrichment	[Optional] Birds are intelligent animals that benefit from regular interaction +/- time outside an enclosure.					

RABBITS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	5B	2B each	1B	NO	1B per 5
Secure	Rabbits can jump up to 2B - Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover. Shelter can count a small underground burrow provided it's accessible and not too deep.					
Enrichment	[Optional] Rabbits are playful and sociable animals that enjoy time to explore (safe) areas, and eat carrots!					

AXOLOTL	Tank Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	2B	---	---	NO	---
Secure	Enclosure (tank) must be secure and escape proof - tanks require a sealed lid.					
Tank	Axolotls are most suited to a tank (aquarium) with at least 2B deep water, or a nearly exclusive water enclosure.					
Enrichment	[Optional] Axolotls are playful and enjoy swimming around in a large tank area with waterlogged dripleaf.					
Companions	Axolotls should not be kept with any other small aquatic animals or fish as they will harm them.					

FISH	Tank Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	2B each	1B	---	---	NO	---
Secure	Enclosure (tank) must be secure and escape proof - tanks require a sealed lid.					
Tank	Axolotls are most suited to a tank (aquarium) with at least 2B deep water, or an outside pond.					
Enrichment	[Optional] Fish benefit from plant mater like coral, seagrass or bubble blocks (soul sand).					

Wildlife

MAXIMUM OWNERSHIP OF EACH TYPE: **5 WILDLIFE**



Wildlife must not be kept caged (small enclosure), indoors or underground with no access to sunlight and fresh air.

OCELOT	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	16B each	3B	3B each	1B	NO	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Enrichment	Climbing spaces are encouraged.					
Terrain	Ocelots should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate hiding spots.					
Companions	Ocelots should not be kept with chickens or turtles as they will attack them.					

FOX	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	16B each	3B	4B each	1B	NO	1B per 5
Secure	Foxes can jump up to 10B - enclosure must be secure and escape-proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) OR a small underground den.					
Enrichment	Sweet Berry bushes are encouraged.					
Terrain	Foxes should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate hiding spots.					
Companions	Foxes should not be kept with chickens, rabbits, turtles or fish as they will attack them.					

POLAR BEAR	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	50B each	5B	6B each	3B	NO	See below
Secure	Enclosure must be secure and escape-proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Polar bears should have at least 50% snow cover, and access to a sizeable body of water to swim in.					
Companions	Polar bears should not be kept with foxes and players should not be able to fall or jump into the enclosure.					

PANDA	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	50B each	4B	6B each	3B	NO	1B each
Secure	Enclosure must be secure and escape-proof.					

Shelter	Shelter counts any covered space (outdoors) that has at least two sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.
Enrichment	Pandas munch on bamboo and 2 stalks should be planted per panda in the enclosure.
Terrain	Pandas should have soft, natural footing in outdoor spaces (dirt, grass etc).

TURTLES	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	16B each	5B	---	---	NO	See Below
Secure	Enclosure must be secure and escape-proof.					
Terrain	Turtles require a mix of 2B+ deep water (~50%) and terrain, including sand to dig in for laying eggs.					
Companions	Turtles should not be kept with or anywhere near Foxes, Ocelots or Axolotl.					

COMING SOON:

- Bats
- Striders
- Frogs / Tadpoles

Non-Permissible Entities

MAXIMUM OWNERSHIP OF EACH TYPE: **0 ENTITIES**

We currently do not have welfare standards for these entities, and they are not permitted to be kept on server.

- Mooshroom - Blacklisted mob
- Villager - Blacklisted mob
- Iron Golem - Blacklisted mob
- Dolphins - Impossible to transport via adventure zones.
- Squid - Impossible to transport via adventure zones.
- Any hostile mobs - Impossible to keep in non-PVE zones.
- Piglins - This includes in the nether, **establishing piglin trading stations is NOT permitted.**