Connect a domain to your Minecraft server

You can give players an address such as `play.example.com` instead of a numeric IP. You need access to the DNS provider for your domain and the connection address shown in your CloudExa game panel. A domain changes how players find your server; it does not create a new port allocation.

Check the server address first

> Network lists the allocated addresses and ports. These example hostnames and ports are not
> Network lists the allocated addresses and ports. These example hostnames and ports are not your service details. Select the image to view it full size.

1. Open your server in the game panel and select **Network**.
2. Copy the assigned IPv4 address and Java port. If you offer Bedrock crossplay, also record the separate Geyser port from its configuration and allocation.
3. Join with the numeric IP and correct port before editing DNS. Fix a failed direct connection first, since DNS cannot make an unreachable server work.

The addresses and ports below are examples. Replace `203.0.113.10`, `25570` and `19132` with your own values.

Add the address record

At your DNS provider, create an **A** record with name `play` and value `203.0.113.10`. Enter only the IPv4 address in the value field, without a colon, port or `https://`. Keep the existing records for your website and email.

If you use Cloudflare, set the game hostname to **DNS only**, shown as a grey cloud. The standard website proxy does not carry ordinary Minecraft connections. Do not add an AAAA record unless your service has a working assigned IPv6 address.

Let Java players omit a custom port

Java normally uses port `25565`. If your assigned port is different, players can enter `play.example.com:25570`. To let them enter just `play.example.com`, add an SRV record:

Field	Example value
Full record name	`_minecraft._tcp.play.example.com`
Target	`play.example.com`
Port	`25570`
Priority	`0`
Weight	`0`

Some providers split the name into Service, Protocol and Name fields. Use `_minecraft`, `_tcp` and `play` in that case. Check the resulting full name to avoid adding your domain twice. The target must be a hostname with its own address record, not an IP address or URL.

Give Bedrock players both fields

For Bedrock, share the hostname and the Geyser port as separate values in Add Server. Do not rely on the Java SRV record to select a Bedrock port. A shared hostname can point both editions at the same IP while each edition uses its own assigned port. Console editions may need extra steps to add custom servers; see the Geyser documentation for your device.

Verify the change

On Windows, macOS or Linux, check the records with these commands if you have `nslookup` available:

```
nslookup play.example.com
nslookup -type=SRV _minecraft._tcp.play.example.com
```

Confirm that the first result contains your assigned IP and the second contains your Java port and target. Existing DNS caches may retain old values until their TTL expires. Test both the direct address and domain. If only the domain fails, send support the hostname, record results and

edition you tested; never send your DNS account password.

Reference: DNS record types, Cloudflare proxy status and Geyser connection FAQ.

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