# Protect a Minecraft spawn with WorldGuard regions

WorldGuard applies protection rules to selected areas of a compatible Minecraft server. Use it to protect a spawn or control PvP, then test with a player who has no bypass permissions. Region protection reduces future damage; it does not reconstruct builds that someone has already destroyed.

# Install matching dependencies and save your setup

WorldGuard requires WorldEdit. Check that both releases support your Minecraft version and server platform, install them using the plugin guide, and read startup logs for errors. Do not assume a similarly named mod provides the Bukkit plugin's commands.

Before changing established protections, back up the world and the existing WorldGuard configuration and region data. Record important region names and rules. Keep a copy outside the server and check it before replacing an existing configuration. Work first on a small test region that does not overlap player homes.

# Define the region you intend to protect

1. Join the correct world as an authorised administrator. Use WorldEdit's wand to select opposite corners of the area.
2. Check the selection with `//size`. Include the intended height range; selecting two ground-level blocks alone may leave the air above or caves below outside your selection.
3. In Minecraft chat, run `/rg define spawn_test` using an unused region name. This creates a region from your selection.
4. Inspect it with `/rg info spawn_test`. Confirm the world, bounds and existing memberships before adding rules.

5. To deny player-versus-player combat inside this test region, run `/rg flag spawn_test pvp deny`.

The examples use a player selection and belong in Minecraft chat. Do not assume a server Console has that selection or world context. Replace the example name consistently when creating your real region.

# Give builders membership without opening the area to everyone

Where a trusted builder should work inside the region, add the correct player with `/rg addmember spawn_test PlayerName`. Review the distinction between a member and an owner: an owner may have additional region-management authority when their permissions allow it.

A region member is not a CloudExa panel teammate. Review Minecraft permissions separately. Avoid setting broad build-allow flags as a shortcut when your goal is to admit one builder.

# Check overlaps and bypasses

Regions can overlap. Priority and inheritance affect which memberships and flags apply, so a rule on one region may not explain the final result. Inspect the regions covering the test location before changing priority. Give each priority change a purpose rather than raising numbers until a problem disappears.

Test block placement, breaking and PvP with an ordinary player account. Administrators may bypass protections; a successful admin test does not prove visitors have the same access. Other claims or protection plugins can also influence the outcome.

If behaviour differs from your plan, send support the world, coordinates, region names, relevant flags and test account's permission context. Keep private configuration out of public posts. Further reading: WorldGuard regions, priority and inheritance, and permissions.

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