Review a WorldGuard blocked-command rule without relying on it for permissions

A regional command block can support an event rule, but it is not a substitute for securing the command itself. Check aliases and execution paths before describing it as complete protection.

Follow the procedure

1. List the exact player commands you intend to restrict inside the region, including known aliases and namespaced forms. Identify the plugin that actually owns each command.
2. Read the installed WorldGuard blocked-command flag description and syntax. Save the current list so adding one command does not remove an existing restriction.
3. Use a non-operator test player who ordinarily has the command permission. Apply the reviewed regional list and try the intended command inside the area.
4. Test the same command outside the region and inspect its documented aliases inside. Record routes WorldGuard does not intercept, such as a command handled by a proxy first.
5. Check the actual permission policy independently. Sensitive administrative actions must remain denied to unauthorized users regardless of their position or spelling of the command.
6. Document the regional rule as a convenience or gameplay control with its verified coverage. Route unsupported proxy restrictions to the responsible platform’s supported controls.

Check the result

The tested player command should be restricted in the chosen region and remain available outside where intended. Sensitive commands should still be permission-protected everywhere. A blocked short alias alone does not prove the namespaced or proxy-owned command is covered.

If the result is wrong

If an alias bypasses the rule, adjust the documented list or command owner’s supported policy after review. Restore the previous flag value if unrelated commands stop working. Do not grant more command permissions to test a restriction or claim a region flag replaces backend and administrative security.

References and related help

- WorldGuard maintainer reference
- WorldGuard maintainer reference
- Protect a Minecraft spawn with WorldGuard regions
- Fix overlapping WorldGuard region flags with a small permission test

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