Verify a LiteBans temporary ban expires at the intended time

A temporary ban should end at the recorded expiry without staff manually clearing it. A short controlled trial catches duration mistakes before they affect a real appeal.

Follow the procedure

1. Identify a disposable player account and record its UUID. Check `/checkban PLAYER` first so the trial cannot replace an existing disciplinary restriction.
2. Read the duration formats supported by your installed release. Use minutes for this test; a month and a minute have different suffixes and should never be inferred from appearance.
3. Issue `/tempban PLAYER 2m Duration verification` from an authorized staff account. In the server console, omit the leading slash. Record the punishment ID and displayed end time.
4. Try joining before expiry and retain the refusal message privately. Confirm the displayed reason belongs to this trial rather than a proxy or another ban plugin.
5. Wait beyond the recorded expiry, then repeat `/checkban PLAYER` and join through the normal public address. Check history separately to confirm the expired record is retained.
6. If testing ends early, reverse this specific trial by its punishment ID using the documented unban syntax. Record that staff reversal separately from a natural expiry.

Check the result

The account is blocked during the trial and allowed afterward, while its historical record remains visible to authorized staff. Compare the server time, displayed expiry and actual successful connection rather than assuming a delayed client retry means the ban still exists.

If the result is wrong

If the account remains blocked, inspect the active punishment and its server scope before changing anything. Another account-based or IP restriction can survive this expiry. Do not prune history or reset the database to remove a single trial; reverse only the identified record.

References and related help

- LiteBans maintainer reference
- LiteBans maintainer reference
- Configure LiteBans moderation and preserve punishment history
- Connect a Minecraft plugin to a MySQL database

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