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Sieve: An Email Filtering Language
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A revised version of this draft document will be submitted to the RFC editor as a Standard Track RFC for the Internet Community. Discussion and suggestions for improvement are requested, and should be sent to ietf-mta-filters@imc.org. Distribution of this memo is unlimited.

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Abstract

This document describes a language for filtering email messages at time of final delivery. It is designed to be implementable on either a mail client or mail server. It is meant to be extensible, simple,

and independent of access protocol, mail architecture, and operating system. It is suitable for running on a mail server where users may not be allowed to execute arbitrary programs, such as on black box Internet Message Access Protocol (IMAP) servers, as the base language has no variables, loops, or ability to shell out to external programs.

Table of Contents

1.	Introduction	3
1.1.	Conventions Used in This Document	4
1.2.	Example mail messages	5
2.	Design	6
2.1.	Form of the Language	6
2.2.	Whitespace	6
2.3.	Comments	6
2.4.	Literal Data	7
2.4.1.	Numbers	7
2.4.2.	Strings	7
2.4.2.1.	String Lists	8
2.4.2.2.	Headers	9
2.4.2.3.	Addresses	9
2.4.2.4.	Encoding characters using "encoded-character"	9
2.5.	Tests	10
2.5.1.	Test Lists	10
2.6.	Arguments	11
2.6.1.	Positional Arguments	11
2.6.2.	Tagged Arguments	11
2.6.3.	Optional Arguments	12
2.6.4.	Types of Arguments	12
2.7.	String Comparison	12
2.7.1.	Match Type	12
2.7.2.	Comparisons Across Character Sets	14
2.7.3.	Comparators	14
2.7.4.	Comparisons Against Addresses	15
2.8.	Blocks	16
2.9.	Commands	16
2.10.	Evaluation	17
2.10.1.	Action Interaction	17
2.10.2.	Implicit Keep	17
2.10.3.	Message Uniqueness in a Mailbox	17
2.10.4.	Limits on Numbers of Actions	18
2.10.5.	Extensions and Optional Features	18
2.10.6.	Errors	18
2.10.7.	Limits on Execution	19
3.	Control Commands	19
3.1.	Control if	19
3.2.	Control require	21

3.3.	Control stop	21
4.	Action Commands	21
4.1.	Action fileinto	21
4.2.	Action redirect	22
4.3.	Action keep	23
4.4.	Action discard	23
5.	Test Commands	24
5.1.	Test address	24
5.2.	Test allof	25
5.3.	Test anyof	25
5.4.	Test envelope	25
5.5.	Test exists	26
5.6.	Test false	26
5.7.	Test header	27
5.8.	Test not	27
5.9.	Test size	27
5.10.	Test true	28
6.	Extensibility	28
6.1.	Capability String	29
6.2.	IANA Considerations	29
6.2.1.	Template for Capability Registrations	30
6.2.2.	Handling of Existing Capability Registrations	30
6.2.3.	Initial Capability Registrations	30
6.3.	Capability Transport	31
7.	Transmission	31
8.	Parsing	32
8.1.	Lexical Tokens	32
8.2.	Grammar	34
9.	Extended Example	35
10.	Security Considerations	36
11.	Acknowledgments	36
12.	Editors' Addresses	37
13.	Normative References	37
14.	Informative References	38
15.	Changes from RFC 3028	39
16.	Full Copyright Statement	40

[1.](#) Introduction

This memo documents a language that can be used to create filters for electronic mail. It is not tied to any particular operating system or mail architecture. It requires the use of [\[IMAIL\]](#)-compliant messages, but should otherwise generalize to many systems.

The language is powerful enough to be useful but limited in order to allow for a safe server-side filtering system. The intention is to make it impossible for users to do anything more complex (and dangerous) than write simple mail filters, along with facilitating

the use of GUIs for filter creation and manipulation. The base language is intentionally not Turing-complete: it provides no way to write a loop or a function and variables are not provided.

Scripts written in Sieve are executed during final delivery, when the message is moved to the user-accessible mailbox. In systems where the Mail Transfer Agent (MTA) does final delivery, such as traditional Unix mail, it is reasonable to sort when the MTA deposits mail into the user's mailbox.

There are a number of reasons to use a filtering system. Mail traffic for most users has been increasing due to increased usage of email, the emergence of unsolicited email as a form of advertising, and increased usage of mailing lists.

Experience at Carnegie Mellon has shown that if a filtering system is made available to users, many will make use of it in order to file messages from specific users or mailing lists. However, many others did not make use of the Andrew system's FLAMES filtering language [[FLAMES](#)] due to difficulty in setting it up.

Because of the expectation that users will make use of filtering if it is offered and easy to use, this language has been made simple enough to allow many users to make use of it, but rich enough that it can be used productively. However, it is expected that GUI-based editors will be the preferred way of editing filters for a large number of users.

[1.1.](#) Conventions Used in This Document

In the sections of this document that discuss the requirements of various keywords and operators, the following conventions have been adopted.

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [[KEYWORDS](#)].

Each section on a command (test, action, or control) has a line labeled "Usage:". This line describes the usage of the command, including its name and its arguments. Required arguments are listed inside angle brackets ("<" and ">"). Optional arguments are listed inside square brackets ("[" and "]"). Each argument is followed by its type, so "<key: string>" represents an argument called "key" that is a string. Literal strings are represented with double-quoted strings. Alternatives are separated with slashes, and parenthesis are used for grouping, similar to [[ABNF](#)].

In the "Usage:" line, there are three special pieces of syntax that are frequently repeated, MATCH-TYPE, COMPARATOR, and ADDRESS-PART. These are discussed in sections [2.7.1](#), [2.7.3](#), and [2.7.4](#), respectively.

The formal grammar for these commands is defined in [section 10](#) and is the authoritative reference on how to construct commands, but the formal grammar does not specify the order, semantics, number or types of arguments to commands, nor the legal command names. The intent is to allow for extension without changing the grammar.

[1.2.](#) Example mail messages

The following mail messages will be used throughout this document in examples.

Message A

```
-----
Date: Tue, 1 Apr 1997 09:06:31 -0800 (PST)
From: coyote@desert.example.org
To: roadrunner@acme.example.com
Subject: I have a present for you
```

Look, I'm sorry about the whole anvil thing, and I really didn't mean to try and drop it on you from the top of the cliff. I want to try to make it up to you. I've got some great birdseed over here at my place--top of the line stuff--and if you come by, I'll have it all wrapped up for you. I'm really sorry for all the problems I've caused for you over the years, but I know we can work this out.

--

Wile E. Coyote "Super Genius" coyote@desert.example.org

Message B

```
-----
From: youcouldberich!@reply-by-postal-mail.invalid
Sender: b1ff@de.res.example.com
To: rube@landru.example.com
Date: Mon, 31 Mar 1997 18:26:10 -0800
Subject: $$$ YOU, TOO, CAN BE A MILLIONAIRE! $$$
```

YOU MAY HAVE ALREADY WON TEN MILLION DOLLARS, BUT I DOUBT IT! SO JUST POST THIS TO SIX HUNDRED NEWSGROUPS! IT WILL GUARANTEE THAT YOU GET AT LEAST FIVE RESPONSES WITH MONEY! MONEY! MONEY! COLD HARD CASH! YOU WILL RECEIVE OVER \$20,000 IN LESS THAN TWO MONTHS! AND IT'S LEGAL!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!!!!!111111111!!!!!!!!!!!!!!!!11111111111!!1 JUST

SEND \$5 IN SMALL, UNMARKED BILLS TO THE ADDRESSES BELOW!

2. Design

2.1. Form of the Language

The language consists of a set of commands. Each command consists of a set of tokens delimited by whitespace. The command identifier is the first token and it is followed by zero or more argument tokens. Arguments may be literal data, tags, blocks of commands, or test commands.

With the exceptions of strings and comments, the language is limited to US-ASCII characters. Strings and comments may contain octets outside the US-ASCII range. Specifically, they will normally be in UTF-8, as specified in [\[UTF-8\]](#). NUL (US-ASCII 0) is never permitted in scripts, while CR and LF can only appear as the CRLF line ending.

While this specification permits arbitrary octets to appear in sieve scripts inside strings and comments, this has made it difficult to robustly handle sieve scripts in programs that are sensitive to the encodings used. The "encoded-character" capability ([section 2.4.2.4](#)) provides an alternative means of representing such octets in strings using just US-ASCII characters. As such, the use of non-UTF-8 text in scripts should be considered a deprecated feature that may be abandoned.

Tokens other than strings are considered case-insensitive.

2.2. Whitespace

Whitespace is used to separate tokens. Whitespace is made up of tabs, newlines (CRLF, never just CR or LF), and the space character. The amount of whitespace used is not significant.

2.3. Comments

Two types of comments are offered. Comments are semantically equivalent to whitespace and can be used anyplace that whitespace is (with one exception in multi-line strings, as described in the grammar).

Hash comments begin with a "#" character that is not contained within a string and continue until the next CRLF.

```
Example:  if size :over 100k { # this is a comment
          discard;
```



```
}
```

Bracketed comments begin with the token `/*` and end with `*/` outside of a string. Bracketed comments may span multiple lines. Bracketed comments do not nest.

```
Example: if size :over 100K { /* this is a comment
        this is still a comment */ discard /* this is a comment
        */ ;
}
```

2.4. Literal Data

Literal data means data that is not executed, merely evaluated "as is", to be used as arguments to commands. Literal data is limited to numbers, strings, and string lists.

2.4.1. Numbers

Numbers are given as ordinary decimal numbers. As a shorthand for expressing larger values, such as message sizes, a suffix of "K", "M", or "G" MAY be appended to indicate a multiple of a power of two. To be comparable with the power-of-two-based versions of SI units that computers frequently use, "K" specifies kibi-, or 1,024 (2^{10}) times the value of the number; "M" specifies mebi-, or 1,048,576 (2^{20}) times the value of the number; and "G" specifies gibi-, or 1,073,741,824 (2^{30}) times the value of the number [[BINARY-SI](#)].

Implementations MUST support integer values in the inclusive range zero to 2,147,483,647 ($2^{31} - 1$), but MAY support larger values.

Only non-negative integers are permitted by this specification.

2.4.2. Strings

Scripts involve large numbers of string values as they are used for pattern matching, addresses, textual bodies, etc. Typically, short quoted strings suffice for most uses, but a more convenient form is provided for longer strings such as bodies of messages.

A quoted string starts and ends with a single double quote (the `<">` character, US-ASCII 34). A backslash (`"\"`, US-ASCII 92) inside of a quoted string is followed by either another backslash or a double quote. These two-character sequences represent a single backslash or double quote within the value, respectively.

Scripts SHOULD NOT escape other characters with a backslash.

An undefined escape sequence (such as `"\a"` in a context where `"a"` has no special meaning) is interpreted as if there were no backslash (in this case, `"\a"` is just `"a"`), though that may be changed by extensions.

Non-printing characters such as tabs, CRLF, and control characters are permitted in quoted strings. Quoted strings MAY span multiple lines. NUL (US-ASCII 0) is not allowed in strings.

As message header data is converted to [\[UTF-8\]](#) for comparison (see [section 2.7.2](#)), most string values will use the UTF-8 encoding. However, implementations MUST accept all strings that match the grammar in [section 8](#). The ability to use non-UTF-8 encoded strings matches existing practice and has proven to be useful both in tests for invalid data and in arguments containing raw MIME parts for extension actions that generate outgoing messages.

For entering larger amounts of text, such as an email message, a multi-line form is allowed. It starts with the keyword `"text:"`, followed by a CRLF, and ends with the sequence of a CRLF, a single period, and another CRLF. The CRLF before the final period is considered part of the value. In order to allow the message to contain lines with a single-dot, lines are dot-stuffed. That is, when composing a message body, an extra `\.` is added before each line which begins with a `\.`. When the server interprets the script, these extra dots are removed. Note that a line that begins with a dot followed by a non-dot character is not interpreted dot-stuffed; that is, `".foo"` is interpreted as `".foo"`. However, because this is potentially ambiguous, scripts SHOULD be properly dot-stuffed so such lines do not appear.

Note that a hashed comment or whitespace may occur in between the `"text:"` and the CRLF, but not within the string itself. Bracketed comments are not allowed here.

[2.4.2.1. String Lists](#)

When matching patterns, it is frequently convenient to match against groups of strings instead of single strings. For this reason, a list of strings is allowed in many tests, implying that if the test is true using any one of the strings, then the test is true.

For instance, the test ``header :contains ["To", "Cc"] ["me@example.com", "me00@landru.example.com"]'` is true if either a To header or Cc header of the input message contains either of the email addresses `"me@example.com"` or `"me00@landru.example.com"`.

Conversely, in any case where a list of strings is appropriate, a

single string is allowed without being a member of a list: it is equivalent to a list with a single member. This means that the test ``exists "To"'` is equivalent to the test ``exists ["To"]'`.

2.4.2.2. Headers

Headers are a subset of strings. In the Internet Message Specification [[IMAIL](#)], each header line is allowed to have whitespace nearly anywhere in the line, including after the field name and before the subsequent colon. Extra spaces between the header name and the ":" in a header field are ignored.

A header name never contains a colon. The "From" header refers to a line beginning "From:" (or "From :", etc.). No header will match the string "From:" due to the trailing colon.

Similarly, no header will match a syntactically invalid header name. An implementation MUST NOT cause an error for syntactically invalid header names in tests.

Header lines are unfolded as described in [[IMAIL](#)] [section 2.2.3](#). Interpretation of header data SHOULD be done according to [[MIME3](#)] [section 6.2](#) (see 2.7.2 below for details).

2.4.2.3. Addresses

A number of commands call for email addresses, which are also a subset of strings. When these addresses are used in outbound contexts, addresses must be compliant with [[IMAIL](#)], but are further constrained within this document. Using the symbols defined in [[IMAIL](#)], section 3, the syntax of an address is:

```
sieve-address = addr-spec ; simple address
               / phrase "<" addr-spec ">" ; name & addr-spec
```

That is, routes and group syntax are not permitted. If multiple addresses are required, use a string list. Named groups are not permitted.

It is an error for a script to execute an action with a value for use as an outbound address that doesn't match the "sieve-address" syntax.

2.4.2.4. Encoding characters using "encoded-character"

When the "encoded-character" extension is in effect, certain character sequences in strings are replaced by their decoded value. This happens after escape sequences are interpreted and dot-unstuffing has been done. Implementations SHOULD support "encoded-

character".

Arbitrary octets can be embedded in strings by using the syntax encoded-*arb-octets*. The sequence is replaced by the octets with the hexadecimal values given by each *hex-pair*.

```
encoded-arb-octets    = "${hex:" hex-pair-seq "}"
hex-pair-seq          = hex-pair *(WSP hex-pair)
hex-pair              = 1*2HEXDIG
```

It may be inconvenient or undesirable to enter Unicode characters verbatim and for these cases the syntax encoded-*unicode-char* can be used. The sequence is replaced by the UTF-8 encoding of the specified Unicode characters, which are identified by the hexadecimal value of *unicode-hex*.

```
encoded-unicode-char = "${unicode:" unicode-hex-seq "}"
unicode-hex-seq        = unicode-hex *(WSP unicode-hex)
unicode-hex            = 1*6HEXDIG
```

It is an error for a script to use a hexadecimal value that isn't in either the range 0 to D7FF or the range E000 to 10FFFF. (The range D800 to DFFF is excluded as those character numbers are only used as part of the UTF-16 encoding form and are not applicable to the UTF-8 encoding that the syntax here represents.)

The capability string for use with the *require* command is "encoded-character".

In the following script, message A is discarded, since the specified test string is equivalent to "\$\$\$".

```
Example: require "encoded-character";
        if header :contains "Subject" "${hex:24 24}" {
            discard;
        }
```

2.5. Tests

Tests are given as arguments to commands in order to control their actions. In this document, tests are given to *if/elsif/else* to decide which block of code is run.

2.5.1. Test Lists

Some tests ("allof" and "anyof", which implement logical "and" and logical "or", respectively) may require more than a single test as an argument. The *test-list* syntax element provides a way of grouping

tests as a comma separated list in parens.

```
Example:  if anyof (not exists ["From", "Date"],
                  header :contains "from" "fool@example.com") {
    discard;
  }
```

2.6. Arguments

In order to specify what to do, most commands take arguments. There are three types of arguments: positional, tagged, and optional.

It is an error for a script, on a single command, to use conflicting arguments or to use a tagged or optional argument more than once.

2.6.1. Positional Arguments

Positional arguments are given to a command which discerns their meaning based on their order. When a command takes positional arguments, all positional arguments must be supplied and must be in the order prescribed.

2.6.2. Tagged Arguments

This document provides for tagged arguments in the style of CommonLISP. These are also similar to flags given to commands in most command-line systems.

A tagged argument is an argument for a command that begins with ":" followed by a tag naming the argument, such as ":contains". This argument means that zero or more of the next tokens have some particular meaning depending on the argument. These next tokens may be literal data but they are never blocks.

Tagged arguments are similar to positional arguments, except that instead of the meaning being derived from the command, it is derived from the tag.

Tagged arguments must appear before positional arguments, but they may appear in any order with other tagged arguments. For simplicity of the specification, this is not expressed in the syntax definitions with commands, but they still may be reordered arbitrarily provided they appear before positional arguments. Tagged arguments may be mixed with optional arguments.

To simplify this specification, tagged arguments SHOULD NOT take tagged arguments as arguments.

2.6.3. Optional Arguments

Optional arguments are exactly like tagged arguments except that they may be left out, in which case a default value is implied. Because optional arguments tend to result in shorter scripts, they have been used far more than tagged arguments.

One particularly noteworthy case is the ":comparator" argument, which allows the user to specify which comparator [[COLLATION](#)] will be used to compare two strings, since different languages may impose different orderings on UTF-8 [[UTF-8](#)] characters.

2.6.4. Types of Arguments

Abstractly, arguments may be literal data, tests, or blocks of commands. In this way, an "if" control structure is merely a command that happens to take a test and a block as arguments and may execute the block of code.

However, this abstraction is ambiguous from a parsing standpoint. The grammar in [section 9.2](#) presents a parsable version of this: Arguments are string-lists, numbers, and tags, which may be followed by a test or a test-list, which may be followed by a block of commands. No more than one test or test list, nor more than one block of commands, may be used, and commands that end with a block of commands do not end with semicolons.

2.7. String Comparison

When matching one string against another, there are a number of ways of performing the match operation. These are accomplished with three types of matches: an exact match, a substring match, and a wildcard glob-style match. These are described below.

In order to provide for matches between character sets and case insensitivity, Sieve uses the comparators defined in the Internet Application Protocol Collation Registry [[COLLATION](#)].

However, when a string represents the name of a header, the comparator is never user-specified. Header comparisons are always done with the "i;ascii-casemap" operator, i.e., case-insensitive comparisons, because this is the way things are defined in the message specification [[IMAIL](#)].

2.7.1. Match Type

There are three match types describing the matching used in this specification: ":is", ":contains", and ":matches". Match type

arguments are supplied to those commands which allow them to specify what kind of match is to be performed.

These are used as optional arguments to tests that perform string comparison.

The `":contains"` match type describes a substring match. If the value argument contains the key argument as a substring, the match is true. For instance, the string `"frobnitzm"` contains `"frob"` and `"nit"`, but not `"fbm"`. The empty key (`""`) is contained in all values.

The `":is"` match type describes an absolute match; if the contents of the first string are absolutely the same as the contents of the second string, they match. Only the string `"frobnitzm"` is the string `"frobnitzm"`. The empty key `":is"` and only `":is"` the empty value.

The `":matches"` match type specifies a wildcard match using the characters `"*"` and `"?"`; the entire value must be matched. `"*"` matches zero or more characters in the value and `"?"` matches a single character in the value, where the comparator that is used (see 2.7.3) defines what a character is. For example, the comparators `"i;octet"` and `"i;ascii-casemap"` define a character to be a single octet so `"?"` will always match exactly one octet when one of those comparators is in use. In contrast, the comparator `"i;basic;uca=3.1.1;uv=3.2"` defines a character to be any UTF-8 octet sequence encoding one Unicode character and thus `"?"` may match more than one octet. `"?"` and `"*"` may be escaped as `"\\?"` and `"*"` in strings to match against themselves. The first backslash escapes the second backslash; together, they escape the `"*"`. This is awkward, but it is commonplace in several programming languages that use globs and regular expressions.

In order to specify what type of match is supposed to happen, commands that support matching take optional arguments `":matches"`, `":is"`, and `":contains"`. Commands default to using `":is"` matching if no match type argument is supplied. Note that these modifiers interact with comparators; in particular, only comparators that support the "substring match" operation are suitable for matching with `":contains"` or `":matches"`. It is an error to use a comparator with `":contains"` or `":matches"` that is not compatible with it.

It is an error to give more than one of these arguments to a given command.

For convenience, the `"MATCH-TYPE"` syntax element is defined here as follows:

Syntax: `":is" / ":contains" / ":matches"`

2.7.2. Comparisons Across Character Sets

Messages may involve a number of character sets. In order for comparisons to work across character sets, implementations SHOULD implement the following behavior:

Comparisons are performed on octets. Implementations convert text from header fields in all charsets [[MIME3](#)] to Unicode, encoded as UTF-8, as input to the comparator (see 2.7.3). Implementations MUST be capable of converting US-ASCII, ISO-8859-1, the US-ASCII subset of ISO-8859-* character sets, and UTF-8. Text that the implementation cannot convert to Unicode for any reason MAY be treated as plain US-ASCII (including any [[MIME3](#)] syntax) or processed according to local conventions. An encoded NUL octet (character zero) SHOULD NOT cause early termination of the header content being compared against.

If implementations fail to support the above behavior, they MUST conform to the following:

No two strings can be considered equal if one contains octets greater than 127.

2.7.3. Comparators

In order to allow for language-independent, case-independent matches, the match type may be coupled with a comparator name. The Internet Application Protocol Collation Registry [[COLLATION](#)] provides the framework for describing and naming comparators as used by this specification.

All implementations MUST support the "i;octet" comparator (simply compares octets) and the "i;ascii-casemap" comparator (which treats uppercase and lowercase characters in the US-ASCII subset of UTF-8 as the same). If left unspecified, the default is "i;ascii-casemap".

Some comparators may not be usable with substring matches; that is, they may only work with ":is". It is an error to try and use a comparator with ":matches" or ":contains" that is not compatible with it.

Sieve treats a comparator result of "undefined" the same as a result of "no-match". That is, this base specification does not provide any means to directly detect invalid comparator input.

A comparator is specified by the ":comparator" option with commands that support matching. This option is followed by a string providing the name of the comparator to be used. For convenience, the syntax

of a comparator is abbreviated to "COMPARATOR", and (repeated in several tests) is as follows:

Syntax: `":comparator" <comparator-name: string>`

So in this example,

```
Example: if header :contains :comparator "i;octet" "Subject"
        "MAKE MONEY FAST" {
        discard;
    }
```

would discard any message with subjects like "You can MAKE MONEY FAST", but not "You can Make Money Fast", since the comparator used is case-sensitive.

Comparators other than "i;octet" and "i;ascii-casemap" must be declared with `require`, as they are extensions. If a comparator declared with `require` is not known, it is an error, and execution fails. If the comparator is not declared with `require`, it is also an error, even if the comparator is supported. (See 2.10.5.)

Both `":matches"` and `":contains"` match types are compatible with the "i;octet" and "i;ascii-casemap" comparators and may be used with them.

It is an error to give more than one of these arguments to a given command.

2.7.4. Comparisons Against Addresses

Addresses are one of the most frequent things represented as strings. These are structured, and being able to compare against the local-part or the domain of an address is useful, so some tests that act exclusively on addresses take an additional optional argument that specifies what the test acts on.

These optional arguments are `":localpart"`, `":domain"`, and `":all"`, which act on the local-part (left-side), the domain part (right-side), and the whole address.

If an address is not syntactically valid then it will not be matched by tests specifying `":localpart"` or `":domain"`.

The kind of comparison done, such as whether or not the test done is case-insensitive, is specified as a comparator argument to the test.

If an optional address-part is omitted, the default is `":all"`.

It is an error to give more than one of these arguments to a given command.

For convenience, the "ADDRESS-PART" syntax element is defined here as follows:

Syntax: ":localpart" / ":domain" / ":all"

[2.8.](#) **Blocks**

Blocks are sets of commands enclosed within curly braces and supplied as the final argument to a command. Such a command is a control structure: when executed it has control over the number of times the commands in the block are executed.

With the commands supplied in this memo, there are no loops. The control structures supplied--if, elsif, and else--run a block either once or not at all.

[2.9.](#) **Commands**

Sieve scripts are sequences of commands. Commands can take any of the tokens above as arguments, and arguments may be either tagged or positional arguments. Not all commands take all arguments.

There are three kinds of commands: test commands, action commands, and control commands.

The simplest is an action command. An action command is an identifier followed by zero or more arguments, terminated by a semicolon. Action commands do not take tests or blocks as arguments. The actions referenced in this document are:

- keep, to save the message in the default location
- fileinto, to save the message in a specific mailbox
- redirect, to forward the message to another address,
- discard, to silently throw away the message

A control command is a command that affects the parsing or the flow of execution of the Sieve script in some way. A control structure is a control command which ends with a block instead of a semicolon.

A test command is used as part of a control command. It is used to specify whether or not the block of code given to the control command is executed.

2.10. Evaluation

2.10.1. Action Interaction

Some actions cannot be used with other actions because the result would be absurd. These restrictions are noted throughout this memo.

Extension actions **MUST** state how they interact with actions defined in this specification.

2.10.2. Implicit Keep

Previous experience with filtering systems suggests that cases tend to be missed in scripts. To prevent errors, Sieve has an "implicit keep".

An implicit keep is a keep action (see 4.4) performed in absence of any action that cancels the implicit keep.

An implicit keep is performed if a message is not written to a mailbox, redirected to a new address, or explicitly thrown out. That is, if a fileinto, a keep, a redirect, or a discard is performed, an implicit keep is not.

Some actions may be defined to not cancel the implicit keep. These actions may not directly affect the delivery of a message, and are used for their side effects. None of the actions specified in this document meet that criteria, but extension actions may.

For instance, with any of the short messages offered above, the following script produces no actions.

Example: `if size :over 500K { discard; }`

As a result, the implicit keep is taken.

2.10.3. Message Uniqueness in a Mailbox

Implementations **SHOULD NOT** deliver a message to the same mailbox more than once, even if a script explicitly asks for a message to be written to a mailbox twice.

The test for equality of two messages is implementation-defined.

If a script asks for a message to be written to a mailbox twice, it **MUST NOT** be treated as an error.

2.10.4. Limits on Numbers of Actions

Site policy MAY limit numbers of actions taken and MAY impose restrictions on which actions can be used together. In the event that a script hits a policy limit on the number of actions taken for a particular message, an error occurs.

Implementations MUST allow at least one keep or one fileinto. If fileinto is not implemented, implementations MUST allow at least one keep.

2.10.5. Extensions and Optional Features

Because of the differing capabilities of many mail systems, several features of this specification are optional. Before any of these extensions can be executed, they must be declared with the "require" action.

If an extension is not enabled with "require", implementations MUST treat it as if they did not support it at all. This protects scripts from having their behavior altered by extensions which the script author might not have even been aware of.

Implementations MUST NOT execute at all any script which requires an unknown capability name.

Note: The reason for this restriction is that prior experiences with languages such as LISP and Tcl suggest that this is a workable way of noting that a given script uses an extension.

Experience with PostScript suggests that mechanisms that allow a script to work around missing extensions are not used in practice.

Extensions which define actions MUST state how they interact with actions discussed in the base specification.

2.10.6. Errors

In any programming language, there are compile-time and run-time errors.

Compile-time errors are ones in syntax that are detectable if a syntax check is done.

Run-time errors are not detectable until the script is run. This includes transient failures like disk full conditions, but also includes issues like invalid combinations of actions.

When an error occurs in a Sieve script, all processing stops.

Implementations MAY choose to do a full parse, then evaluate the script, then do all actions. Implementations might even go so far as to ensure that execution is atomic (either all actions are executed or none are executed).

Other implementations may choose to parse and run at the same time. Such implementations are simpler, but have issues with partial failure (some actions happen, others don't).

Implementations MUST perform syntactic, semantic, and run-time checks on code that is actually executed. Implementations MAY perform those checks or any part of them on code that is not reached during execution.

When an error happens, implementations MUST notify the user that an error occurred, which actions (if any) were taken, and do an implicit keep.

2.10.7. Limits on Execution

Implementations may limit certain constructs. However, this specification places a lower bound on some of these limits.

Implementations MUST support fifteen levels of nested blocks.

Implementations MUST support fifteen levels of nested test lists.

3. Control Commands

Control structures are needed to allow for multiple and conditional actions.

3.1. Control if

There are three pieces to if: "if", "elsif", and "else". Each is actually a separate command in terms of the grammar. However, an elsif or else MUST only follow an if or elsif. An error occurs if these conditions are not met.

Usage: if <test1: test> <block1: block>

Usage: elsif <test2: test> <block2: block>

Usage: else <block3: block>

The semantics are similar to those of any of the many other

programming languages these control structures appear in. When the interpreter sees an "if", it evaluates the test associated with it. If the test is true, it executes the block associated with it.

If the test of the "if" is false, it evaluates the test of the first "elsif" (if any). If the test of "elsif" is true, it runs the elsif's block. An elsif may be followed by an elsif, in which case, the interpreter repeats this process until it runs out of elsifs.

When the interpreter runs out of elsifs, there may be an "else" case. If there is, and none of the if or elsif tests were true, the interpreter runs the else's block.

This provides a way of performing exactly one of the blocks in the chain.

In the following example, both Message A and B are dropped.

```
Example: require "fileinto";
        if header :contains "from" "coyote" {
            discard;
        } elsif header :contains ["subject"] ["$$$"] {
            discard;
        } else {
            fileinto "INBOX";
        }
```

When the script below is run over message A, it redirects the message to acm@example.com; message B, to postmaster@example.com; any other message is redirected to field@example.com.

```
Example: if header :contains ["From"] ["coyote"] {
            redirect "acm@example.com";
        } elsif header :contains "Subject" "$$$" {
            redirect "postmaster@example.com";
        } else {
            redirect "field@example.com";
        }
```

Note that this definition prohibits the "... else if ..." sequence used by C. This is intentional, because this construct produces a shift-reduce conflict.

3.2. Control require

Usage: require <capabilities: string-list>

The require action notes that a script makes use of a certain extension. Such a declaration is required to use the extension, as discussed in [section 2.10.5](#). Multiple capabilities can be declared with a single require.

The require command, if present, **MUST** be used before anything other than a require can be used. An error occurs if a require appears after a command other than require.

Example: require ["fileinto", "reject"];

Example: require "fileinto";
 require "vacation";

3.3. Control stop

Usage: stop

The "stop" action ends all processing. If the implicit keep has not been cancelled, then it is taken.

4. Action Commands

This document supplies four actions that may be taken on a message: keep, fileinto, redirect, and discard.

Implementations **MUST** support the "keep", "discard", and "redirect" actions.

Implementations **SHOULD** support "fileinto".

Implementations **MAY** limit the number of certain actions taken (see [section 2.10.4](#)).

4.1. Action fileinto

Usage: fileinto <mailbox: string>

The "fileinto" action delivers the message into the specified mailbox. Implementations **SHOULD** support fileinto, but in some environments this may be impossible. Implementations **MAY** place restrictions on mailbox names; use of an invalid mailbox name **MAY** be treated as an error or result in delivery to an implementation-defined mailbox. If the specified mailbox doesn't exist, the

implementation MAY treat it as an error, create the mailbox, or deliver the message to an implementation-defined mailbox. If the implementation uses a different encoding scheme than UTF-8 for mailbox names, it SHOULD reencode the mailbox name from UTF-8 to its encoding scheme. For example, the Internet Message Access Protocol [IMAP] uses modified UTF-7, such that a mailbox argument of "odds & ends" would appear in IMAP as "odds &- ends".

The capability string for use with the require command is "fileinto".

In the following script, message A is filed into mailbox "INBOX.harassment".

```
Example:  require "fileinto";
          if header :contains ["from"] "coyote" {
            fileinto "INBOX.harassment";
          }
```

4.2. Action redirect

Usage: redirect <address: string>

The "redirect" action is used to send the message to another user at a supplied address, as a mail forwarding feature does. The "redirect" action makes no changes to the message body or existing headers, but it may add new headers. In particular, existing Received headers MUST be preserved and the count of Received headers in the outgoing message MUST be larger than the same count on the message as received by the implementation. (An implementation that adds a Received header before processing the message does not need to add another when redirecting.)

The message is send back out with the address from the redirect command as an envelope recipient. Implementations MAY combine separate redirects for a given message into a single submission with multiple envelope recipients. (This is not an MUA-style forward, which creates a new message with a different sender and message ID, wrapping the old message in a new one.)

The envelope sender address on the outgoing message is chosen by the sieve implementation. It MAY be copied from the message being processed.

A simple script can be used for redirecting all mail:

```
Example:  redirect "bart@example.com";
```

Implementations SHOULD take measures to implement loop control,

possibly including adding headers to the message or counting Received headers. If an implementation detects a loop, it causes an error.

4.3. Action keep

Usage: keep

The "keep" action is whatever action is taken in lieu of all other actions, if no filtering happens at all; generally, this simply means to file the message into the user's main mailbox. This command provides a way to execute this action without needing to know the name of the user's main mailbox, providing a way to call it without needing to understand the user's setup, or the underlying mail system.

For instance, in an implementation where the IMAP server is running scripts on behalf of the user at time of delivery, a keep command is equivalent to a fileinto "INBOX".

Example: if size :under 1M { keep; } else { discard; }

Note that the above script is identical to the one below.

Example: if not size :under 1M { discard; }

4.4. Action discard

Usage: discard

Discard is used to silently throw away the message. It does so by simply canceling the implicit keep. If discard is used with other actions, the other actions still happen. Discard is compatible with all other actions. (For instance fileinto+discard is equivalent to fileinto.)

Discard MUST be silent; that is, it MUST NOT return a non-delivery notification of any kind ([\[DSN\]](#), [\[MDN\]](#), or otherwise).

In the following script, any mail from "idiot@example.com" is thrown out.

```
Example:  if header :contains ["from"] ["idiot@example.com"] {
                discard;
            }
```

While an important part of this language, "discard" has the potential to create serious problems for users: Students who leave themselves logged in to an unattended machine in a public computer lab may find

their script changed to just "discard". In order to protect users in this situation (along with similar situations), implementations MAY keep messages destroyed by a script for an indefinite period, and MAY disallow scripts that throw out all mail.

5. Test Commands

Tests are used in conditionals to decide which part(s) of the conditional to execute.

Implementations MUST support these tests: "address", "allof", "anyof", "exists", "false", "header", "not", "size", and "true".

Implementations SHOULD support the "envelope" test.

5.1. Test address

Usage: address [COMPARATOR] [ADDRESS-PART] [MATCH-TYPE]
 <header-list: string-list> <key-list: string-list>

The "address" test matches Internet addresses in structured headers that contain addresses. It returns true if any header contains any key in the specified part of the address, as modified by the comparator and the match keyword. Whether there are other addresses present in the header doesn't affect this test; this test does not provide any way to determine whether an address is the only address in a header.

Like envelope and header, this test returns true if any combination of the header-list and key-list arguments match and false otherwise.

Internet email addresses [[IMAIL](#)] have the somewhat awkward characteristic that the local-part to the left of the at-sign is considered case sensitive, and the domain-part to the right of the at-sign is case insensitive. The "address" command does not deal with this itself, but provides the ADDRESS-PART argument for allowing users to deal with it.

The address primitive never acts on the phrase part of an email address, nor on comments within that address. It also never acts on group names, although it does act on the addresses within the group construct.

Implementations MUST restrict the address test to headers that contain addresses, but MUST include at least From, To, Cc, Bcc, Sender, Resent-From, Resent-To, and SHOULD include any other header that utilizes an "address-list" structured header body.


```
Example:  if address :is :all "from" "tim@example.com" {
           discard;
        }
```

5.2. Test allof

Usage: allof <tests: test-list>

The "allof" test performs a logical AND on the tests supplied to it.

```
Example:  allof (false, false) =>  false
           allof (false, true)  =>  false
           allof (true,  true)  =>  true
```

The allof test takes as its argument a test-list.

5.3. Test anyof

Usage: anyof <tests: test-list>

The "anyof" test performs a logical OR on the tests supplied to it.

```
Example:  anyof (false, false) =>  false
           anyof (false, true)  =>  true
           anyof (true,  true)  =>  true
```

5.4. Test envelope

Usage: envelope [COMPARATOR] [ADDRESS-PART] [MATCH-TYPE]
 <envelope-part: string-list> <key-list: string-list>

The "envelope" test is true if the specified part of the [\[SMTP\]](#) (or equivalent) envelope matches the specified key. This specification defines the interpretation of the (case insensitive) "from" and "to" envelope-parts. Additional envelope-parts may be defined by other extensions; implementations SHOULD consider unknown envelope parts an error.

If one of the envelope-part strings is (case insensitive) "from", then matching occurs against the FROM address used in the SMTP MAIL command. The null reverse-path is matched against as the empty string, regardless of the ADDRESS-PART argument specified.

If one of the envelope-part strings is (case insensitive) "to", then matching occurs against the TO address used in the SMTP RCPT command that resulted in this message getting delivered to this user. Note that only the most recent TO is available, and only the one relevant to this user.

The envelope-part is a string list and may contain more than one parameter, in which case all of the strings specified in the key-list are matched against all parts given in the envelope-part list.

Like address and header, this test returns true if any combination of the envelope-part list and key-list arguments match and false otherwise.

All tests against envelopes MUST drop source routes.

If the SMTP transaction involved several RCPT commands, only the data from the RCPT command that caused delivery to this user is available in the "to" part of the envelope.

If a protocol other than SMTP is used for message transport, implementations are expected to adapt this command appropriately.

The envelope command is optional. Implementations SHOULD support it, but the necessary information may not be available in all cases. The capability string for use with the require command is "envelope".

```
Example: require "envelope";
        if envelope :all :is "from" "tim@example.com" {
            discard;
        }
```

5.5. Test exists

Usage: exists <header-names: string-list>

The "exists" test is true if the headers listed in the header-names argument exist within the message. All of the headers must exist or the test is false.

The following example throws out mail that doesn't have a From header and a Date header.

```
Example: if not exists ["From","Date"] {
            discard;
        }
```

5.6. Test false

Usage: false

The "false" test always evaluates to false.

5.7. Test header

Usage: header [COMPARATOR] [MATCH-TYPE]
 <header-names: string-list> <key-list: string-list>

The "header" test evaluates to true if the value of any of the named headers, ignoring leading and trailing whitespace, matches any key. The type of match is specified by the optional match argument, which defaults to ":is" if not specified, as specified in [section 2.6](#).

Like address and envelope, this test returns true if any combination of the header-names list and key-list arguments match and false otherwise.

If a header listed in the header-names argument exists, it contains the empty key (""). However, if the named header is not present, it does not match any key, including the empty key. So if a message contained the header

X-Caffeine: C8H10N4O2

these tests on that header evaluate as follows:

header :is ["X-Caffeine"] [""] => false
header :contains ["X-Caffeine"] [""] => true

Testing whether a given header is either absent or doesn't contain any non-whitespace characters can be done using a negated "header" test:

not header :matches "Cc" "?*"

5.8. Test not

Usage: not <test1: test>

The "not" test takes some other test as an argument, and yields the opposite result. "not false" evaluates to "true" and "not true" evaluates to "false".

5.9. Test size

Usage: size <":over" / ":under"> <limit: number>

The "size" test deals with the size of a message. It takes either a tagged argument of ":over" or ":under", followed by a number representing the size of the message.

If the argument is ":over", and the size of the message is greater than the number provided, the test is true; otherwise, it is false.

If the argument is ":under", and the size of the message is less than the number provided, the test is true; otherwise, it is false.

Exactly one of ":over" or ":under" must be specified, and anything else is an error.

The size of a message is defined to be the number of octets in the [\[IMAIL\]](#) representation of the message.

Note that for a message that is exactly 4,000 octets, the message is neither ":over" 4000 octets or ":under" 4000 octets.

[5.10.](#) Test true

Usage: true

The "true" test always evaluates to true.

[6.](#) Extensibility

New control commands, actions, and tests can be added to the language. Sites must make these features known to their users; this document does not define a way to discover the list of extensions supported by the server.

Any extensions to this language MUST define a capability string that uniquely identifies that extension. Capability string are case-sensitive; for example, "foo" and "FOO" are different capabilities. If a new version of an extension changes the functionality of a previously defined extension, it MUST use a different name. Extensions may register a set of related capabilities by registering just a unique prefix for them. The "comparator-" prefix is an example of this. The prefix MUST end with a "-" and MUST NOT overlap any existing registrations.

In a situation where there is a script submission protocol and an extension advertisement mechanism aware of the details of this language, scripts submitted can be checked against the mail server to prevent use of an extension that the server does not support.

Extensions MUST state how they interact with constraints defined in [section 2.10](#), e.g., whether they cancel the implicit keep, and which actions they are compatible and incompatible with. Extensions MUST NOT change the behavior of the "require" control command or alter the interpretation of the argument to the "require" control.

Extensions that can submit new email messages or otherwise generate new protocol requests MUST consider loop suppression, at least to document any security considerations.

6.1. Capability String

Capability strings are typically short strings describing what capabilities are supported by the server.

Capability strings beginning with "vnd." represent vendor-defined extensions. Such extensions are not defined by Internet standards or RFCs, but are still registered with IANA in order to prevent conflicts. Extensions starting with "vnd." SHOULD be followed by the name of the vendor and product, such as "vnd.acme.rocket-sled".

The following capability strings are defined by this document:

encoded-character

The string "encoded-character" indicates that the implementation supports the interpretation of "\${hex:...}" and "\${unicode:...}" in strings.

envelope The string "envelope" indicates that the implementation supports the "envelope" command.

fileinto The string "fileinto" indicates that the implementation supports the "fileinto" command.

comparator- The string "comparator-elbonia" is provided if the implementation supports the "elbonia" comparator. Therefore, all implementations have at least the "comparator-i;octet" and "comparator-i;ascii-casemap" capabilities. However, these comparators may be used without being declared with require.

6.2. IANA Considerations

In order to provide a standard set of extensions, a registry is provided by IANA. Capability names may be registered on a first-come, first-served basis. Extensions designed for interoperable use SHOULD be defined as standards track or IESG approved experimental RFCs. Registration of capability prefixes that do not begin with "vnd." REQUIRES a standards track or IESG approved experimental RFC.

6.2.1. Template for Capability Registrations

The following template is to be used for registering new Sieve extensions with IANA.

To: iana@iana.org

Subject: Registration of new Sieve extension

Capability name: [the string for use in the 'require' statement]

Description: [a brief description of what the extension adds
 or changes]

RFC number: [for extensions published as RFCs]

Contact address: [email and/or physical address to contact for
 additional information]

6.2.2. Handling of Existing Capability Registrations

In order to bring the existing capability registrations in line with the new template, IANA is asked to modify each as follows:

1. The "capability name" and "capability arguments" fields should be eliminated
2. The "capability keyword" field should be renamed to "Capability name"
3. An empty "Description" field should be added
4. The "Standards Track/IESG-approved experimental RFC number" field should be renamed to "RFC number"
5. The "Person and email address to contact for further information" field should be renamed to "Contact address"

6.2.3. Initial Capability Registrations

This RFC updates the the following entries in the IANA registry for Sieve extensions.

Capability name: encoded-character

Description: changes the interpretation of strings to allow
 arbitrary octets and Unicode characters to be
 represented using US-ASCII

RFC number: this RFC (Sieve base spec)

Contact address: The Sieve discussion list <ietf-mta-filters@imc.org>

Capability name: fileinto

Description: adds the 'fileinto' action for delivering to a
 mailbox other than the default

RFC number: this RFC (Sieve base spec)

Contact address: The Sieve discussion list <ietf-mta-filters@imc.org>

Capability name: envelope
Description: adds the 'envelope' test for testing the message
transport sender and recipient address
RFC number: this RFC (Sieve base spec)
Contact address: The Sieve discussion list <ietf-mta-filters@imc.org>

Capability name: comparator-* (anything starting with "comparator-")
Description: adds the indicated comparator for use with the
:comparator argument
RFC number: this RFC (Sieve base spec) and [\[COLLATION\]](#)
Contact address: The Sieve discussion list <ietf-mta-filters@imc.org>

6.3. Capability Transport

As the range of mail systems that this document is intended to apply to is quite varied, a method of advertising which capabilities an implementation supports is difficult due to the wide range of possible implementations. Such a mechanism, however, should have the property that the implementation can advertise the complete set of extensions that it supports.

7. Transmission

The [\[MIME\]](#) type for a Sieve script is "application/sieve".

The registration of this type for [RFC 2048](#) requirements is updated as follows:

Subject: Registration of MIME media type application/sieve

MIME media type name: application

MIME subtype name: sieve

Required parameters: none

Optional parameters: none

Encoding considerations: Most sieve scripts will be textual,
written in UTF-8. When non-7bit characters are used,
quoted-printable is appropriate for transport systems
that require 7bit encoding.

Security considerations: Discussed in [section 10](#) of this RFC.

Interoperability considerations: Discussed in [section 2.10.5](#)
of this RFC.

Published specification: this RFC.

Applications which use this media type: sieve-enabled mail
servers and clients

Additional information:

Magic number(s):

File extension(s): .siv .sieve

Macintosh File Type Code(s):
Person & email address to contact for further information:
See the discussion list at ietf-mta-filters@imc.org.
Intended usage:
COMMON
Author/Change controller:
See Editor information in this RFC.

8. Parsing

The Sieve grammar is separated into tokens and a separate grammar as most programming languages are.

8.1. Lexical Tokens

Sieve scripts are encoded in UTF-8. The following assumes a valid UTF-8 encoding; special characters in Sieve scripts are all US-ASCII.

The following are tokens in Sieve:

- identifiers
- tags
- numbers
- quoted strings
- multi-line strings
- other separators

Identifiers, tags, and numbers are case-insensitive, while quoted strings and multi-line strings are case-sensitive.

Blanks, horizontal tabs, CRLFs, and comments ("white space") are ignored except as they separate tokens. Some white space is required to separate otherwise adjacent tokens and in specific places in the multi-line strings. CR and LF can only appear in CRLF pairs.

The other separators are single individual characters, and are mentioned explicitly in the grammar.

The lexical structure of sieve is defined in the following grammar (as described in [\[ABNF\]](#)):

```
bracket-comment    = "/" *not-star 1*STAR
                    *(not-star-slash *not-star 1*STAR) "/"
                    ; No */ allowed inside a comment.
                    ; (No * is allowed unless it is the last
                    ; character, or unless it is followed by a
                    ; character that isn't a slash.)
```


comment = bracket-comment / hash-comment

hash-comment = "#" *octet-not-crlf CRLF

identifier = (ALPHA / "_") *(ALPHA / DIGIT / "_")

multi-line = "text:" *(SP / HTAB) (hash-comment / CRLF)
*(multiline-literal / multiline-dotstuff)
"." CRLF

multiline-literal = [octet-not-period *octet-not-crlf] CRLF

multiline-dotstuff = "." 1*octet-not-crlf CRLF
; A line containing only "." ends the
; multi-line. Remove a leading '.' if
; followed by another '.'.

not-star = CRLF / %x01-09 / %x0B-0C / %x0E-29 / %x2B-FF
; either a CRLF pair, OR a single octet
; other than NUL, CR, LF, or star

not-star-slash = CRLF / %x01-09 / %x0B-0C / %x0E-29 / %x2B-2E /
%x30-FF
; either a CRLF pair, OR a single octet
; other than NUL, CR, LF, star, or slash

number = 1*DIGIT [QUANTIFIER]

octet-not-crlf = %x01-09 / %x0B-0C / %x0E-FF
; a single octet other than NUL, CR, or LF

octet-not-period = %x01-09 / %x0B-0C / %x0E-2D / %x2F-FF
; a single octet other than NUL,
; CR, LF, or period

octet-not-qspecial = %x01-09 / %x0B-0C / %x0E-21 / %x23-5B / %x5D-FF
; a single octet other than NUL,
; CR, LF, double-quote, or backslash

QUANTIFIER = "K" / "M" / "G"

quoted-other = "\" octet-not-qspecial
; represents just the octet-not-qspecial
; character. SHOULD NOT be used

quoted-safe = CRLF / octet-not-qspecial
; either a CRLF pair, OR a single octet other
; than NUL, CR, LF, double-quote, or backslash

quoted-special = "\" (DQUOTE / "\\")
; represents just a double-quote or backslash

quoted-string = DQUOTE quoted-text DQUOTE

quoted-text = *(quoted-safe / quoted-special / quoted-other)

STAR = "*"

tag = ":" identifier

white-space = 1*(SP / CRLF / HTAB) / comment

8.2. Grammar

The following is the grammar of Sieve after it has been lexically interpreted. No white space or comments appear below. The start symbol is "start". Non-terminals for MATCH-TYPE, COMPARATOR, and ADDRESS-PART are provided for use by extensions.

ADDRESS-PART = ":localpart" / ":domain" / ":all"

argument = string-list / number / tag

arguments = *argument [test / test-list]

block = "{" commands "}"

command = identifier arguments (";" / block)

commands = *command

COMPARATOR = ":comparator" string

MATCH-TYPE = ":is" / ":contains" / ":matches"

start = commands

string = quoted-string / multi-line

string-list = "[" string *("," string) "]" / string
; if there is only a single string, the brackets
; are optional

test = identifier arguments

test-list = "(" test *("," test) ")"

9. Extended Example

The following is an extended example of a Sieve script. Note that it does not make use of the implicit keep.

```
#
# Example Sieve Filter
# Declare any optional features or extension used by the script
#
require ["fileinto"];

#
# Handle messages from known mailing lists
# Move messages from IETF filter discussion list to filter mailbox
#
if header :is "Sender" "owner-ietf-mta-filters@imc.org"
    {
        fileinto "filter"; # move to "filter" mailbox
    }

#
# Keep all messages to or from people in my company
#
elsif address :DOMAIN :is ["From", "To"] "example.com"
    {
        keep;                # keep in "In" mailbox
    }

#
# Try and catch unsolicited email.  If a message is not to me,
# or it contains a subject known to be spam, file it away.
#
elsif anyof (NOT address :all :contains
    ["To", "Cc", "Bcc"] "me@example.com",
    header :matches "subject"
    ["*make*money*fast*", "*university*dipl*mas*"])
    {
        fileinto "spam"; # move to "spam" mailbox
    }
else
    {
        # Move all other (non-company) mail to "personal"
        # mailbox.
        fileinto "personal";
    }
}
```


10. Security Considerations

Users must get their mail. It is imperative that whatever method implementations use to store the user-defined filtering scripts be secure.

It is equally important that implementations sanity-check the user's scripts, and not allow users to create on-demand mailbombs. For instance, an implementation that allows a user to redirect a message multiple times might also allow a user to create a mailbomb triggered by mail from a specific user. Site- or implementation-defined limits on actions are useful for this.

Several commands, such as "discard", "redirect", and "fileinto" allow for actions to be taken that are potentially very dangerous.

The "redirect" command has considerations regarding loop prevention; see the command description for recommendations.

Use of the "redirect" command to generate notifications may easily overwhelm the target address, especially if it was not designed to handle large messages.

Implementations SHOULD take measures to prevent scripts from looping.

As with any filter on a message stream, if the sieve implementation and the mail agents 'behind' sieve in the message stream differ in their interpretation of the messages, it may be possible for an attacker to subvert the filter. Of particular note are differences in the interpretation of malformed messages (e.g., missing or extra syntax characters) or those that exhibit corner cases (e.g., NUL octets encoded via [\[MIME3\]](#)).

11. Acknowledgments

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15. Changes from [RFC 3028](#)

This following list is a summary of the changes that have been made in the Sieve language base specification from [[RFC3028](#)].

1. Removed ban on tests having side-effects
2. Removed reject extension (will be specified in a separate RFC)
3. Clarified description of comparators to match [[COLLATION](#)], the new base specification for them
4. Require stripping of leading and trailing whitespace in "header" test
5. Clarified or tightened handling of many minor items, including:
 - invalid [[MIME3](#)] encoding
 - invalid addresses in headers
 - invalid header field names in tests
 - 'undefined' comparator result
 - unknown envelope parts
 - null return-path in "envelope" test
6. Capability strings are case-sensitive
7. Clarified that fileinto should reencode non-ASCII mailbox names to match the mailstore's conventions
8. Errors in the ABNF were corrected
9. The references were updated and split into normative and informative

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Appendix A. Change History

This section will be removed when this document leaves the Internet-Draft stage.

Changes from [draft-ietf-sieve-3028bis-11.txt](#)

1. Correct typo in boilerplate
2. Update [DSN] reference to [RFC 3464](#)

Changes from [draft-ietf-sieve-3028bis-10.txt](#)

1. Clarify how the "redirect" action uses the address argument
2. Eliminate the phrase "original message"
3. If an outbound address doesn't match the syntax, it's an error

Changes from [draft-ietf-sieve-3028bis-09.txt](#)

1. [MDN] reference is merely informative
2. Whitespace tweaks in the ABNF
3. Extensions can't change "require"
4. fileinto a nonexistent mailbox is implementation defined behavior
5. Clarify the definition of the size of a message
6. Make the KEYWORDS boilerplate match expectations
7. Add the encoded-character extension
8. Remove duplication in text regarding unknown extensions
9. Address security concerns about looping with redirect or other extensions
10. Valid numbers include zero
11. Various changes suggested by the gen-art reviewer
12. Removed references to the Halting Problem. Humor is dead
13. Clarify which tokens are case-insensitive and which are case-sensitive; use the 'unexpected' case in several examples
14. Add .sieve as an extension for the application/sieve MIME type
15. Permit registration of capability prefixes (like "comparator-"), but require an IESG approved RFC when they're outside the "vnd." 'namespace'
16. Replace "example.edu" with "example.com"
17. Update boilerplate
18. Updated pages numbers in table of contents

Changes from [draft-ietf-sieve-3028bis-08.txt](#)

1. [RFC3028] reference is merely informative
2. String lists are literal data
3. Tagged and optional arguments can take any sort of literal data as arguments
4. Change "folder" to "mailbox" throughout
5. Added more items to the "Changes from [RFC 3028](#)" list
6. A multi-line string includes the CRLF before the final dot

Changes from [draft-ietf-sieve-3028bis-07.txt](#)

1. Improve description in the extension registrations
2. Give IANA directions on how to massage existing registrations into the new form
3. Added "Changes from [RFC 3028](#)" [section](#)
4. Updated pages numbers in table of contents
5. Permit non-UTF-8 octet sequences in comments
6. It's an error to use conflicting or repeated tagged and optional arguments
7. Update description of script encoding

Changes from [draft-ietf-sieve-3028bis-06.txt](#)

1. Tweak wording of how :matches uses character definition of comparator
2. Add security consideration regarding "redirect" as a notification method
3. fileinto SHOULD reencode; mention IMAP's mUTF-7
4. en;ascii-casemap is gone; switch back to i;ascii-casemap
5. Permit non-UTF-8 octet sequences in strings
6. Sort grammar non-terminals
7. Syntactically invalid addresses don't match :localpart or :domain
8. The null return-path has empty address parts
9. Treat comparator result of "undefined" the same as "no-match"
10. Envelope sender on redirects is implementation defined
11. Change IANA registration template

Changes from [draft-ietf-sieve-3028bis-05.txt](#)

1. The specifics of what names are acceptable for fileinto and the handling of invalid names are both implementation-defined
2. Update to [draft-newman-i18n-comparator-07.txt](#)
3. Adjust the example in 5.7 again

Changes from [draft-ietf-sieve-3028bis-04.txt](#)

1. Change "Syntax:" to "Usage:"
2. Update ABNF reference to [RFC 4234](#)
3. Add non-terminals for MATCH-TYPE, COMPARATOR, and ADDRESS-PART
4. Strip leading and trailing whitespace in the value being matched by header
5. Collations operate on octets, not characters, and for character data that is the UTF-8 encoding of the Unicode characters
6. :matches uses character definition of comparator

Changes from [draft-ietf-sieve-3028bis-03.txt](#)

1. Remove [section 2.4.2.4.](#), MIME Parts, as unreferenced
2. Update to [draft-newman-i18n-comparator-04.txt](#)
3. Various tweaks to examples and syntax lines
4. Define "control structure" as a control command with a block argument, then use it consistently. Reword description of blocks to match

5. Clarify that "header" can never match an absent header and give the preferred way to test for absent or empty
6. Invalid header name syntax is not an error in tests (but could be elsewhere)
7. Implementation SHOULD consider unknown envelope parts an error
8. Remove explicit "omitted" option from 2.7.2p2

Changes from [draft-ietf-sieve-3028bis-02.txt](#)

1. Change "ASCII" to "US-ASCII" throughout
2. Tweak [section 2.7.2](#) to not require use of UTF-8 internally and to explicitly leave implementation-defined the handling of text that can't be converted to Unicode
3. Add reference to [RFC 2047](#)
4. Clarify that capability strings are case-sensitive
5. Clarify that address, envelope, and header return false if no combination of arguments match
6. Directly state that code that isn't reached may still be checked for errors
7. Invalid header name syntax is not an error
8. Remove description of header unfolding that conflicts with [\[IMAIL\]](#)
9. Warn that filters may be subvertable if agents interpret messages differently
10. Encoded NUL octets SHOULD NOT cause truncation

Changes from [draft-ietf-sieve-3028bis-01.txt](#)

1. Remove ban on side effects
2. Remove definition of the 'reject' action, as it is being moved to the doc that also defines the 'refuse' action
3. Update capability registrations to reference the mailing list
4. Add Tim back as an editor
5. Refer to the zero-length string ("") as "empty" instead of "null"

Changes from [draft-ietf-sieve-3028bis-00.txt](#)

1. More grammar corrections:
 - permit `/***/`,
 - remove ambiguity in finding end of bracket comment,
 - require valid UTF-8,
 - express quoting in the grammar
 - ban bare CR and LF in all locations
2. Correct a bunch of whitespace and linewrapping nits
3. Update IMAIL and SMTP references to [RFC 2822](#) and [RFC 2821](#)
4. Require support for `en;ascii-casemap` comparator as well as the old `i;ascii-casemap`. As with the old one, you do not need to use 'require' to use the new comparator
5. Update IANA considerations to update the existing registrations to point at this doc instead of 3028

6. Scripts SHOULD NOT contain superfluous backslashes
7. Update Acknowledgments

Changes from [RFC 3028](#)

1. Split references into normative and informative
2. Update references to current versions of DSN, IMAP, MDN, and UTF-8 RFCs
3. Replace "e-mail" with "email"
4. Incorporate [RFC 3028](#) errata
5. The "reject" action cancels the implicit keep
6. Replace references to ACAP with references to the i18n-comparator draft. Further work is needed to completely sync with that draft
7. Start to update grammar to only permit legal UTF-8 (incomplete) and correct various other errors and typos
8. Update IPR boilerplate to [RFC 3978/3979](#)

