



OLTP

Oceanic League TagPro Season XVII Rulebook

Purpose

The objective of this rulebook is to ensure that OLTP is played in a fair manner and with a spirit of true sportsmanship.

Interpretation

All terms and phrases within these rules shall be given their natural and ordinary meaning. Where there is an uncertainty in the operation of a rule, the correct interpretation is to be determined by the drafter of these rules.

Modification

Subject to the agreement of the Rules Committee by a supermajority of three fifths, the OLTP rules may be modified and/or exceptions may be given, provided the principles and intent of the rules are maintained. Under these circumstances, rule modifications will not be enforced retroactively. Any modifications made to the rules take effect only after the commissioners make a public statement outlining the changes.

Under the unanimous agreement of the non-participating captains, a Rules Committee decision may be vetoed. This does not apply to a failure by the commissioners to make a decision, nor does it apply to the initial version of this rulebook. After a captain veto has occurred, the relevant decision(s) will be reassessed by the Rules Committee.

Code of Conduct

All OLTP captains and players are required to follow the rules listed below. By signing up for OLTP, all players agree to every article in this rulebook, and acknowledge that the rules are subject to change at any time.

Article I - League and Team Structure

Section I - League

- (a) OLTP is run by the OLTP Commissioners, also known as the Rules Committee which consists of three members. A Director of Operations may also be appointed.
- (b) In the event that a commissioner resigns, or is unavailable for an extended period of time, the most recent election results will be used to appoint a replacement commissioner. Alternatively, a special election may be held to determine the replacement commissioner or the Director of Operations may take over their role.
- (c) Team names must be approved by the Rules Committee.
- (d) The Majors League will have between 4 and 6 teams to be confirmed prior to the draft date.
- (e) Definitions:
 - i. Match = two consecutive games played between two teams in one session.
 - ii. Game = two ten-minute halves.

- (f) Teams will play one match per week. They will play each team 1 time (to be confirmed prior to the draft) totalling a regular season of 5 weeks (including 1 bye) (to be confirmed prior to the draft).
- (g) Teams are required to follow the season schedule, only playing opposition teams in an OLTP match when scheduled.
- (h) Week 1 of the regular season begins on the weekend of Saturday the 25th of February 2023
- (i) All games are to be scheduled on the weekends, from Saturday to Thursday, unless specified otherwise by the Rules Committee or unless the involved captains agree otherwise.
- (j) The League standings are sorted in the following manner:
 - i. Points obtained
 - ii. Regular Season Result (Cumulative head-to-head)
 - iii. Cap differential

Section II - Team Structure

- (a) Each team will have a captain, who is assigned to their position by the Rules Committee prior to the draft.
- (b) Captains are responsible for drafting, trading, and releasing of players, organising game times with other captains, and participating in votes when required.
- (c) Each team shall have a vice captain who is nominated by the captain of their team prior to the first game of the season. If no vice captain is nominated, the title will be assigned to the most expensive player first selected by the captain, or the Preliminary Player if the captain is an NPC as defined in article II section II.
- (d) The vice captain takes on the responsibilities of the captain if:
 - i. The captain is absent.
 - ii. The captain has retired. In this situation, they will also need to select a new vice captain.
- (e) Majors teams will have 3 Starting Players, who are to be designated by the captains as soon as they have finished drafting their team. Changes in the Starting Players must be communicated to the commissioners as soon as they occur.
- (f) Each majors team will consist of 5 players (to be confirmed prior to the draft).
- (g) Each minors team will consist of at least 4 players. Each Minors eligible player will be drafted.

Section III - Maps

- (a) There are 10 maps to be played during the regular season.
- (b) The maps will be selected by the Rules Committee.

Article II - Draft

Section I - Draft format

- (a) Prior to the draft, the Rules Committee will assign a set number of coins to each Captain based on the following criteria:
 - Technical Skill

- Organisation
 - Communication
 - Knowledge of the player base
- (b) There is no minimum or maximum amount of coins that the Rules Committee can assign to a captain in the interests of an equitable league.
 - (c) The Majors draft will take place on Sunday, 19th of February 2023.
 - (d) The deadline for players to sign up for the draft is 11:59 pm AEST, the Thursday before the draft. After this point, players will not be permitted to enter the draft, and will not be permitted to edit their signups, but may still sign up as free agents, subject to Article III, Section II. Captains will be notified of any late signups that have been subject to special approval from the Rules Committee. Late edits to signups may be accepted at the commissioner's discretion.
 - (e) The Majors draft will be an auction draft. Each team will be assigned a number of coins to spend. At the start, each captain will nominate a player. Captains will do this in the order that they were ranked, from least to most competent. This will repeat until each team has 4 players on their roster, including their captain.
 - (f) Captains will then pick 2 remaining players to finalise their team. The draft order for the remaining player picks will be decided by remaining coin value after the auction draft, with the captain with the highest number of coins remaining picking first. This order will then reverse after 6 players have been chosen.
 - (g) Majors Captains are required to designate 3 players as their Starting Players by the end of the draft. All other Majors players barring Majors Captains will be designated as Dual-Eligible Players (DEPs), eligible for the Minors draft.
 - (h) The Minors draft will take place on Sunday, 19th of February 2023. After the Majors draft has concluded, the Minors draft will occur with Minors captains selected by the Rules Committee from Minors eligible players.
 - (i) The Minors draft will begin as a reverse snake draft (to be confirmed prior to the draft). Each team captain will be assigned to a position in the draft by the Rules Committee. At their allotted pick, each captain will nominate a player to join their team. This will repeat until each eligible player has been picked.
 - (j) Captains have two minutes to make their decision throughout the draft. If captains fail to make their pick within the time limit, that pick will be moved to the end of the round.

Section II - Non-playing Captains

- (a) Any captain who does not wish to play in any OLTP matches may elect to designate themselves as a Non-playing Captain (NPC) prior to the draft subject to Rules Committee approval.
- (b) NPCs will select any one player registered for the OLTP draft to join their team before the draft begins. This player will be called the Preliminary Player.
- (c) The Preliminary Player must agree to join the team.

Section III - Minors Mentors

- (a) Majors Starter players may be appointed as a Mentor to a Minors team. They are to assist the Minors Captains with their duties running their teams and to help minors players develop their skills.
- (b) Mentors are required to defer to their Minors Captain in all matters relating to their Minors team.
- (c) In the event that a Mentor resigns, is unavailable for an extended period of time, or is dropped from their team, a new Mentor may be appointed.

Article III - Roster Changes

Section I - Trading Players

- (a) Two or more players may be traded between teams if all of the captains of the involved teams provide formal consent to the Rules Committee regarding the swap.
- (b) The Rules Committee must approve a trade if it does not negatively impact the quality of the season as determined by the commissioners not involved in the decision.
- (c) Trades can only take place between the conclusion of the draft and the commencement of the first game of Week 4. Special exceptions may be made by the Rules Committee.
- (d) The Rules Committee may only veto a trade if they believe it to be unfair, or otherwise unsuitable, to the league as a whole.
- (e) Trades cannot take place between the beginning of the first match of the week and the end of the last match of the same week without special approval of the Rules Committee.
- (f) Captains may not be traded away from the team they are captaining.

Section II - Free Agency

- (a) Free Agents are players who fail to get drafted at the beginning of the season, or players who sign-up after the sign-up period closes.
- (b) Free Agency slots will be assigned to teams who have players withdraw from the competition, or have players who were dropped from the team.
- (c) Teams with empty free agency slots can only fill them by officially requesting to sign a free agent through either the #captains channel in Discord or a private message to any of the OLTP commissioners. Captains do this by providing a shortlist of players, in preferential order, that they would like to sign up to their team. This must be done by 11:59 pm AEST Thursday prior to the upcoming game weekend. Priority will be given to teams that have lost the most valuable players, based on value order (captain, price, draft position).
- (d) After the 11:59 pm AEST Thursday deadline, players will be assigned to each team based on value order as stated in § 2.(c).
- (e) Players with OLTP majors experience may be ineligible to sign up as free agents after the sign-up period closes, if draft manipulation is suspected.

- (f) In the event that a team does not have 4 players or requires a substitute, any free agent that is not restricted from playing in that league may play for the team as a temporary loan. Loans are not allowed during the Playoffs without Rules Committee approval.

Section III - Dropping Players

- (a) A captain may drop a player at any time.
- (b) A player may choose to resign from their team at any time.
- (c) Players who resign are no longer eligible to play in OLTP that season.
- (d) Players may request to be dropped by contacting the Rules Committee through the /r/OLTP modmail or Discord if they believe they have been mistreated by their captain. This will be determined on a case-by-case basis. Evidence that the player has requested from their captain to be dropped and evidence that serious mistreatment has occurred may be requested by the Rules Committee.
- (e) Dropped players will be automatically signed up as free agents, so long as they are dropped by their captains for reasons other than inactivity.

Article IV - Matches

Section I - Matches

- (a) Each match consists of two games during the regular season.
- (b) Game wins are worth three (3) points, ties are worth one (1) point and losses are worth no (0) points.
- (c) All halves played in OLTP will all use the same group settings. The only settings which are altered are:
 - i. Time Limit: 10
 - ii. Capture Limit: No Capture Limit
 - iii. Overtime Rule: No Overtime
 - iv. Mercy Limit: No Mercy Rule
 - v. Region: Oceanic
 - vi. User Scripts: Disable
 - vii. Respawn Warnings: Disable

The exception to this rule can be found in Article IX, Section II, subsection (e).

- (d) Each week of OLTP will have pre-selected time slots for each of the 3 matches. The captains are allowed to change these times if the two playing teams agree, however, this must be done by 11:59 pm AEST Thursday, immediately prior to the match. Captains of the involved teams must provide written consent to the Rules Committee for this to take effect. Any changes made after 11:59 pm AEST on the Thursday immediately prior to the match or changes that would result in a clash with another game require approval from the Director of Operations or the Rules Committee.

- (e) Each team may only have a maximum of four players on the map at one time while the match is in play, and they must be of their designated team colour. Teams cannot have fewer than 3 players to be able to start a game. Playing with less than three players for 60 consecutive seconds is not permitted. Failure to follow these rules will result in a forfeit. The exception to these rules is mentioned in Article V, section I, subsection (d).
- (f) While playing OLTP, players are expected to obey TagPro rules. Failure to do this may be dealt with by the TagPro moderators.
- (g) Switching teams or refreshing to get a better starting position is only allowed prior to the start of the game.
- (h) A team may request that the game goes back to the group (b2g) in the first 30 seconds of a game.
- (i) All matches will be played on the Oceanic TagPro servers. If the Oceanic server is not available, then the game will be rescheduled to a time agreed on by both captains.
- (j) If the captains are unable to agree on a time for a rescheduled game one shall be chosen for them by the commissioners.
- (k) All matches must be played on the specified maps for that week, in the specified order. The specified maps in playoffs are to be nominated by the teams in a pick/ban system.

Section II - Forfeits

- (a) Forfeits are to be declared; to a commissioner by the captain of the forfeiting team, by a non-participating commissioner, or through the rules mentioned in subsection (b). A forfeit is treated as a 6-0 loss to the forfeiting team, and a 6-0 win to the opposition, unless the forfeiting team is already more than six caps down, in which case the current score will be recorded. For each forfeit, the forfeiting team will have one (1) point deducted from the total season points.
- (b) If a first half is delayed by more than 10 minutes, or a second half is delayed by more than 5 minutes, the delaying team forfeits the game. Exceptions to this rule are streaming/recording issues, server issues, agreed extensions between the captains (up to a maximum of 3 minutes) or an extension issued by a present member of the Rules Committee. If both teams are responsible for the delay, then the game may be cancelled and punishments dealt to both teams. The teams may also be permitted to reorganise the game(s). Other reasons for forfeits are mentioned in Section I, subsection (e), and Article VI.

Article V - Substitutes

Section I - Substitutes

- (a) Teams are permitted to have their non-playing team members in the 'Waiting' slot during matches, who can substitute into the game when required. Non-playing team members must not be in the 'Spectating' slot during matches. (P1, T0)
- (b) Non-playing team members must be muted if sharing a channel with playing team members. (P1, T0)

- (c) Substitutions will happen live, which means players will enter and exit the game in real-time, while the match is being played.
- (d) When a substitution is occurring, a 10 second overlap time is permitted where five players can be on the map for a team (spawned), until the 10 seconds is up. At this point, the sub must be completed. This does not include any issues regarding leaving players remaining on the map despite leaving the game. This will not be considered as five people. Moderators may temporarily ban players who are being subbed out.

Article VI - Cheating

Section I - Cheating and Punishment

- (a) To cheat is defined as an action or omission which is seen to be dishonest or unfair, in order to gain an advantage.
- (b) Most instances of cheating are categorised into different levels to determine the severity of the punishment. These levels are further divided into two separate categories, player punishments and team punishments.
- (c) Commissioners may request a player to take a screenshot of the entirety of their window with the scoreboard open at the start or end of a half. Failure to provide a screenshot may result in punishment (case-by-case basis).
- (d) Player level punishments:
 - i. P1: Punishable by a formal warning.
 - ii. P2: Punishable by a 1 game suspension.
 - iii. P3: Punishable by a suspension of multiple games.
 - iv. P4: Punishable by disqualification for the current season.
 - v. P5: Punishable by a season-length suspension.
 - vi. Two offences on the same level will result in the punishment being upgraded to the next level. Another same level offence will increase it a further one level, and so on.
 - vii. P4 level punishments will be upgraded to a P5 level punishment if the latest infringement occurs during the playoffs, and if the Rules Committee sees fit, may be upgraded if the latest infringement occurs late in the season.
 - viii. The length of a multiple game suspension will be decided by the Rules Committee on a case-by-case basis.
 - ix. Season-length bans are equal to the length of the current season in weeks.
 - x. If the captain of a team receives a P2 punishment or higher, they will be stripped of their captaincy, and it will be reassigned to another player in the team that is considered fit for the responsibility by the Rules Committee.
 - xi. If a commissioner receives a P2 punishment or higher, they will be removed and replaced according to the procedure in Article I.
 - xii. Bans can carry through multiple seasons.
 - xiii. If a banned player is not on a team roster, their ban will stand until their punishment is served in full.
- (e) Team level punishments:

- i. T0: Punishable by a formal warning.
 - ii. T1: Punishable by a formal warning (see the difference between T0 and T1 at vii.)
 - iii. T2: Punishable by a point(s) deduction (1-3).
 - iv. T3: Punishable by a point(s) deduction (>3).
 - v. T4: Punishable by disqualification from playoffs.
 - vi. Repeat offences on the same level will result in the punishment being upgraded to the next level. Another same level offence will increase it a further one level, and so on.
 - vii. If a T-category punishment (not including T0) is dealt, the games that were affected by the infringement will be declared forfeited by the infringing team, if reasonable.
- (f) The following actions are considered as cheating:
- i. Signing up using an alternative account to deceive captains, or using multiple accounts to compete as two separate players. (P4)
 - ii. Intentionally starting on the wrong team to gain an unfair advantage. (P2, T1)
 - iii. Using an unrecognisable display name to deceive opponents. (P1, T0)
 - iv. Communicating with non-playing teammates during OLTP games, unless required for substitution. (T1)
 - v. Using an alternate account to spectate the game while playing. (P2, T1)
 - vi. Abusing moderator privileges to unjustly* remove opposition players from the game. (P4, T1)
 - vii. Using moderator privileges to mute, deafen, kick, or ban a player from Mumble or any other VoIP service unjustly* while they are in an OLTP game. (P4, T1)
 - viii. Editing stat files to improve or sabotage a player's stats. (P3)
 - ix. Colluding to negatively impact the competitiveness of OLTP.
 - x. Intentionally lowering draft stock or purposefully discouraging certain captains from drafting you.
 - xi. Playing a player that is not eligible to play on your team. (T1)
 - xii. Purposefully signing up with false information. (P4)

* "unjustly" refers to if a player was NOT breaching Discord, Mumble, or TagPro rules at the time of their punishment.

Article VII - Etiquette

Section I - Etiquette

- (a) Hate speech (verbally attacking a player based on their origin, ethnicity, colour, religion, gender, sexual orientation, or disability) will not be tolerated. (P2)
- (b) Players may talk down the skills of other players and may engage in friendly exchanges of teasing remarks, unless they are specifically asked to stop. Failure to do so will elicit a punishment. (P1)

- (c) Players are not permitted to bring the league into disrepute through actions that are considered damaging to the reputation and legitimacy of OLTP. Every game must be treated competitively.
- (d) Players that make bad faith attacks or misleading allegations on; the commissioners, the rules of OLTP, or members of the community may be subject to punishment depending on the severity of the matter.
- (e) Players are not permitted to intentionally damage another team's preparation for an upcoming game. (P1)
- (f) Players are not permitted to purposefully create or proliferate tension and/or drama between players for personal gain or the thrill of confrontation.
- (g) Players who find loopholes or other rules to be gamed should speak to the Rules Committee before attempting to make use of the loophole, so as to generate a fair competition, where all players are aware of the possibilities that the rules allow

Article VIII - Spectating

Section I - Spectating

- (a) Spectator slots in games are open only to streamers, commentators, and non-playing commissioners. Nobody else may enter the spectator slots, barring special circumstances.
- (b) Reasons for granting spectatorship may include: No available streamers being present, if only a recorder is present, or to ensure that there isn't a spectator with the tagpro.eu userscript enabled. Other special circumstances may be given on a case-by-case basis, and is up to the discretion of a present commissioner.

Article IX - Playoffs

Section I - Competing Teams

- (a) The top 4 teams on the League Table at the conclusion of the regular season will compete in the playoffs.
- (b) In the event of two teams being inseparable by all normal methods as specified in Article I, Section I, subsection (j), the playoffs will be delayed by a week and a tiebreaker match following playoff rules will occur in the week following the regular season.
- (c) Players who selected an availability less than 3 and with less than 20 minutes of game time in OLTP will not be permitted to compete in OLTP majors playoffs.

Section II - Match Structure

- (a) Each playoff match will consist of three separate games, each consisting of two 10 minute halves.
- (b) This is a best of three scenario. The team with the most wins will be declared the winner. The third game will not be played if it will not impact the final result.

- (c) Each game must be played until a winner is determined. If a winner is not determined after two halves, the game advances to Overtime.
- (d) Overtime consists of two 5 minute halves. The winner of the game is the team with the highest score at the end of those 10 minutes.
- (e) If scores remain tied after 10 minutes of Overtime, two additional halves of 5 minutes will be played as Overtime. At this point, the group setting "Mercy Limit" will be changed from "No Mercy Limit" to "+2 Capture Lead".
- (f) If a half is ended due to the Mercy Limit, the team with the higher score at this point will be the winner. Otherwise, the team with the higher score after 20 minutes of Overtime will be the winner.
- (g) If the scores remain tied after 20 minutes of Overtime, two additional halves of 5 minutes will be played as Overtime under the rules in subsection (e). This will continue until a winner is determined.

Section III - Playoff Rounds

- (a) The first playoffs are the Semi Finals, which will be played on the weekend of 2nd of April 2023. The first Semi Final will be between the team that finished 1st and the team that finished 2nd, and the second Semi Final will be between the team that finished 3rd and the team that finished 4th.
- (b) The second playoff is the Preliminary Final, which will be played on the weekend of 16th of April 2023. It will be played between the loser of the first Semi Final and the winner of the second Semi Final.
- (c) The third and final playoff is the Grand Final, which will be played on the weekend of 23rd of April 2023. It will be played between the winner of the first Semi Final and the winner of the Preliminary Final.

Section IV - Maps

- (a) Playoff maps will be chosen using a veto system, the process will be as follows:
 - i. The captains will take part in the commissioner supervised veto procedure as soon as possible after the matchup has been decided. This must be done by 11:59 pm AEST, on the Tuesday prior to the match if possible.
 - ii. The higher seeded team as per regular season standings will be Team 'A' and the lower seeded team will be Team 'B', with the exception of the Grand Final, where the higher seeded team will be the winner of the First Semi-Final.
 - iii. Team 'A' has the opportunity to swap veto order with Team 'B' prior to map selection.
 - iv. Team 'B' will veto one of the maps.
 - v. Team 'A' will veto one of the remaining maps.
 - vi. Team 'B' will choose one of the remaining maps. This will be the map for Game 1 of the teams' upcoming match.
 - vii. Team 'A' will choose one of the remaining maps. This will be the map for Game 2 of the teams' upcoming match.
 - viii. Team 'B' and Team 'A' will alternate making a veto in this order until only one map remains.

- ix. The remaining map will be the map for Game 3 of the teams' upcoming match.

Article X - Minors

Section I - League

- a) In the event that there are more than 48 sign ups then a minors league will be played (to be confirmed prior to the draft by the Rules Committee).
- b) There will be 4 teams, made up of the non-majors players as described in section II on Eligibility (to be confirmed prior to the draft by the Rules Committee).
- c) The league will run for a 6 week season starting on the week of 25th February 2023, and every team will play at least one game against each team (to be confirmed prior to the draft by the Rules Committee).
- d) The maps will be the same as those selected to be played in majors by the Commissioners as much as is possible given the different format. Other maps may be selected by the Commissioners as required.
- e) At the end of the season, playoffs will be held - during playoffs, loans of minors players in these games will require commissioner approval.

Section II - Eligibility

- a) A player is eligible to play in minors unless they are designated as a Starting Player on a Majors team.
- b) If a player is called up from minors to be a Starting Player, the player will continue to be eligible to play minors. The Starting Player that the minors player is replacing will be assigned to a minors team via the free agency rules at Article III Section II.
- c) Where possible, captains are required to play players that are in Oceania over those from foreign leagues during the regular season.
- d) In the event that a team does not have 4 players available they may borrow any player eligible to play minors for another team to play for their team if the captain of the opposing team agrees. Loans are not allowed during the Playoffs without commissioner approval.

Section III - Playoff Rounds

- (a) The first playoffs are the Semi Finals. The first Semi Final will be between the team that finished 2nd and the team that finished 3rd, and the second Semi Final will be between the team that finished 1st and the team that finished 4th.
- (b) The second and final playoff is the Grand Final. It will be played between the winner of the first Semi Final and the winner of the second Semi Final.

Article XI - Statistics & Awards

Section I - Statistic Records

- (a) There must be a player in each match using the [TagPro.Eu Userscript](#) to keep match statistics.
- (b) Captains must confirm with the streamer that the ([TagPro.Eu](#)) user script is being used and organise a spectator with the script if the streamer is unable to do so.
- (c) Links are to be posted on TagProLeague.com after the match has been played, as soon as possible.

Section II - Weekly Awards

- (a) At the conclusion of each week, players will be awarded POTMs and POTWs by the Director of Operations.

Section III - Seasonal Awards

- (a) At the conclusion of the regular season, a variety of awards may be given out.
- (b) At the conclusion of the playoffs, another set of awards may be given out, which may be based on statistics or public voting.
- (c) Any player with minutes equal to 20% or more of the total minutes played will be awarded any award or title given to their team.