

The Oceanink Series

Format and Rules

The Oceanink Series offers players from Australia, New Zealand, Oceania, South-East Asia and Korea a chance to play against other local teams and practice playing regular matches under competitive conditions. The league is split into divisions, with the aim that everyone will play against teams of a similar skill level to help them improve and grow.

The season will consist of a round robin bracket played over several weeks. Teams will be expected to play a set number of matches in that time period, with certain weeks set aside for catching up on deferred matches. See the info doc for the current season for specific dates.

All communication regarding the Oceanink Series will take place in the Oceanink Series Discord server: <https://discord.gg/M4aG5Yc>

The following sections outline the general rules of the Oceanink Series. For any assistance please use the #helpdesk channel in the Discord server, and ping the @Series Admin role.

Times are in Australian Eastern Standard Time (AEST, UTC +10) or Australian Eastern Daylight Time (AEDT, UTC+11) as applicable per when the relevant Season runs.

General	2
The Oceanink Squids Code of Conduct	2
Glossary	2
Player/Team Eligibility	3
Player Transfers	4
Format	5
Division Promotion and Relegation	5
Seeding Tournaments	6
Weekly Match Scheduling	6
Organising Matches	7
Deferring Matches	7
Match Procedure	8
Score Reporting	9
Forfeits	9
Playoffs Tournament	9
Disconnections	10

General

Please note that participation in the Oceanink Series grants the organisers permission to use player and team details in Oceanink produced material including advertisement graphics and live streams of matches.

The Oceanink Squids Code of Conduct

Oceanink Squids is a community that strives both to foster a competitive drive and an amicable community. We expect everyone to treat one another with respect in an environment free of harassment and discrimination, and to display good sportsmanship in and out of the game. Organisers may, at their discretion, warn or discipline players or teams acting abusively or in an unsporting manner, and bans may be issued without warning if deemed appropriate.

If you see that something has violated this code of conduct, please raise your concerns with an admin.

In particular, we will not tolerate:

- Abuse directed towards players or admins
- Cheating, exploitation or hacking of the game system in order to gain a competitive advantage
- Disconnecting deliberately from matches for any reason
- Imitating other players within the community or league

Glossary

- **Game:** one map+mode combination in Splatoon 2 (e.g. a Splat Zones game on Arowana Mall).
- **Match:** a best-of-x games contest between two teams (best of 9 for the main Season matches, seeding tournaments and playoffs may be different).
- **Deferred match:** a match which can not be played in its designated week, and therefore must be scheduled for later in the Season.

Player/Team Eligibility

- Teams shall consist of no less than 4, and no more than 10 players.
- There are no age restrictions for the Series.
- Players can only be registered in one team in the Series at a time.
 - Players cannot substitute in for another team in the Series.
- Players must be from Australia, New Zealand, Oceania, South-East Asia or Korea to be eligible to participate.
 - If you're not sure whether a player is eligible, contact the admin team!
- At least one member of the team must be fluent in English.



Map of eligible regions (dark blue areas).

Player Transfers

A transfer consists of a player moving from one team to another or a player joining a team from outside of the league.

Players leaving a team do not count as a transfer. Teams may remove players from their roster at any time, provided it does not drop them below the minimum number of four players.

Transfer rules:

- Teams are allowed up to 2 transfers during a season.
- Players may not transfer into a lower division than their current one.
- To transfer a player to your team, notify admins in the #player_transfers channel on Discord.
- The Friend Code of the player you wish to add to your team must be provided to admins as well as the player's former team and division, if applicable.
- Transfers can not be made within one hour of a match
- Transfers must be seen and agreed to by admins before the transferred player can play in a match

If a transfer does not abide by the rules outlined above, it will be declined.

Any changes to a team's roster that happen between seasons are not considered transfers and do not count against any limits.

Format

The Oceanink Series is divided into multiple ranked divisions. The number and size of divisions will depend on entry numbers, but we aim for divisions to be relatively even in size.

Two Playoffs Tournaments are run at the start of each Season. The results of these tournaments - and other eligible tournaments - are used to seed teams into divisions. Participation is not required but heavily encouraged.

Each division will play a round robin tournament, meaning each team will play against every other team in their division. The Series schedule is based around divisions of 6 teams. If a division has 5 teams, each team will have a bye week where they do not have a match. If a division has 7 teams, each team will have a “floating” match, which can be played at any point during the Season but must be played by the end of week 7.

At the end of the Season, a Playoffs Tournament will be run to give teams a chance to play against other teams from other divisions. Participation is not required, but results may be used when seeding the following Season.

Division Promotion and Relegation

Seeding tournaments will be run at the start of each Season. The results of these tournaments will be used when deciding divisions for that Season.

Results from other tournaments may be used when deciding divisions provided they:

- Were held after the end of the previous Season.
- Used a standard ruleset, allowed any team eligible for the Series to enter, and did not have any restrictions on maps, weapons, or any other aspect which might affect standings.
- Had a majority of participants from the Oceanink region.

At the end of each Season, playoff tournaments will be held to gauge teams against teams from other divisions. Performance in these playoffs may be used for the following Season to gauge whether teams ought to be promoted or relegated to different divisions.

Information about seeding and playoffs tournaments can be found in the relevant Season’s info doc.

Divisions are decided based on numbers, not skill cut-offs. Therefore, teams may be placed in different divisions in different Seasons due to teams not returning or new teams joining the Series.

Seeding Tournaments

Two seeding tournaments will be held prior to the start of the Season. The results of these tournaments will be used by Series admins when deciding on divisions. As such, teams are asked to please participate in at least one seeding tournament.

Teams that played in the previous Season are not required to enter unless their lineup has substantially changed, but are still encouraged to play in order to provide the new teams with opponents. This also helps the admins compare new teams to returning teams, and to notice improvement by returning teams.

The results of the tournaments will influence the division each team is assigned to for the season; teams' performances in the previous Season and in recent tournaments with standard rulesets will also be taken into consideration.

If your team is not able to participate in either seeding tournament, it does not mean you can't join the Series, but please contact the admin team to discuss options.

Weekly Match Scheduling

A Season is run over 7 weeks, with each week designated as a "Round" or "Catch-up" week. See the info doc for the current Season for specific dates.

Teams are expected to play one match per designated round week, unless a match is deferred. A deferred match is one that can not be played in the week it is supposed to be played in, and is scheduled at a later time. Catch-up weeks do not have scheduled matches, to give teams free weeks in which to play deferred matches.

Each "week" of the Series starts on a Monday. The weekly deadlines are as follows:

- **Monday 3 AM: Round Start** - A match cannot take place before this time unless approved by Oceanink Series admins
- **Tuesday 9 PM: Contact Deadline** - Team captains must be in touch with each other by this date. If an opponent has not responded by this time, contact the admin team.
- **Friday 9 PM: Scheduling Deadline** - Matches should be scheduled and match times should be reported in the relevant #div_x_captains_chat by this time. If the teams are still discussing times, admins should be notified of this.
- **Sunday 7 PM: Default Match Time** - If both teams are unable to agree to another time, this is the default time matches should be played. If a team is unable to play at this time, then they must use their deferral, or forfeit.
- **Monday 2 AM: Score Deadline** - Scores must be submitted to the relevant #div_x_results channel by this time unless the match has been deferred.

Organising Matches

Captains can find each other in their division's respective #div_x_captains_chat channel on Discord.

As soon as a match time has been agreed on, captains should post in Discord in their division's #div_x_captains_chat channel so that admins are aware of the arrangement. The other team must also confirm the match time.

The admins would appreciate it if teams could use the following format to report match times:

Team 1 vs Team 2, Date, Time, Timezone

If a match time changes, this information should also be provided to admins.

Match times cannot be changed within an hour of the agreed upon time unless by mutual agreement. If, at the previously agreed upon starting time, one team wishes to change the time and the other team is prepared to play then the match will be counted as a deferment. Please see the [info document](#) for more information on deferments.

We recommend that teams exchange Friend Codes and nominate a host for the match in advance of the scheduled match time.

If an opponent fails to respond by the Contact Deadline or is uncooperative, alert the admins as soon as possible so a resolution can be reached.

Matches should be organised and reported by Friday 9 PM AEDT. If the teams are still discussing times by Friday 9 PM, we ask that admins be notified of this as well.

The Default Time for the Series matches is Sunday 7 PM AEDT.

Deferring Matches

A deferred match is one that can not be played in the week it is supposed to be played in, and therefore is scheduled to be played at a later time.

Each team is permitted to defer a match once per Season if they are unavailable for the week. This deferred match may be played at any time before the conclusion of the Season, but we encourage teams to be proactive in finding an earlier time for deferred matches in order to avoid having a large backlog of deferments in the final week.

Catch-up weeks do not have scheduled matches, to give teams free weeks in which to play deferred matches.

If a team has used their deferment and are unavailable for another week during the Season they must forfeit the match.

Match Procedure

Teams are expected to be ready at the scheduled match time. The lobby host should be decided before the start time, and should have the lobby open at this time.

- Teams are expected to make a good-faith effort to nominate a player with a reliable internet connection to act as host.
- Likewise, teams should do their best to avoid nominating a player who is likely to be substituted out as a lobby host.

Teams should inform their opponents (and the commentators, if they are being streamed) who will be on their roster for each match. Players are expected to play with clearly recognisable and readable ingame names that correspond to the names they are registered under.

- In the event that players join with incorrect ingame names, their captain should inform both the opposing captain and the stream team (if applicable) who the misnamed players are.
- Per the Code of Conduct, names that are obscene, abusive, discriminatory, or targeted at other players will not be tolerated, and the admin team may impose penalties (including game or match forfeits for the offending team and suspension or expulsion for the player).

A grace period of 10 minutes is given. If this 10 minutes passes and not all players are present, alert an admin. In general, the following rulings will apply:

- The lobby has not opened - the first game will be awarded to the non-hosting team.
- Not all players have joined the lobby - the first game should start with the present players.
- If a team is completely absent at the end of the grace period then that team forfeits the first game of the match.
 - If no team member is present another 5 minutes after the end of the grace period, then the team forfeits the entire match.

Teams will play through the provided map list for their round in the specified order. Each week's maplist will feature 9 games, played as a best-of-9 competition. Therefore, the first team to win 5 games will be the winner of the match.

Teams may make as many substitutions between games as they wish. As a courtesy, teams should inform each other if substitutions are likely to take place over the course of a match, and the lobby host should allow at least three minutes between games for players to swap in and out.

- If a substitution takes longer than 5 minutes, alert an admin. Teams that frequently take excessive time to perform substitutions will lose their right to substitute players between matches.

- In the event that the host advances the lobby before the “visiting” team has the opportunity to substitute, the visitors must inform their hosts of the mistake before the lobby timer expires and the game starts; the host should then disband the lobby (rather than allowing the game to start).
- Only four players per team are permitted in a lobby at one time. If a team has more than 4 players refusing to leave the lobby, alert an admin.

Score Reporting

Scores should be reported in the appropriate #div_x_results channel by a captain of one of the teams, and confirmed by a captain of the other team. Scores should be reported in the following format:

Team1Name Team1Score - Team2Score Team2Name

Example: “Splattershark Pros 5 - 3 Tentacle Difficulties”

Forfeits

If a match is forfeited for any reason, the score will be recorded as a 5 - 0 in favour of the non-forfeiting team.

Playoffs Tournament

The Playoffs Tournament is a once-off tournament, similar to the Seeding Tournaments. The main goal of the Playoffs Tournament is to give teams a chance to play against teams from other divisions. Participation in the Playoffs Tournament is not required, but the results may be used for seeding divisions in the next Season.

Teams will be able to register in the #playoffs-registration channel ahead of time, and should nominate someone to be captain for the day (in case it isn't your normal captain).

When check-in opens, teams will be asked to post in #playoffs-checkin to confirm that they will be playing. Please do not be late! Teams will be disqualified if they don't check-in in time.

When check-in closes the teams will be organised into a couple of groups according to their divisions results and sensible group sizes. Group boundaries will not be limited to division boundaries. For example, for 7 divisions:

- For 2 groups, each group might contain divisions 1-3 and 5-7, with division 4 split between the two groups.
- For 3 groups, each group might contain divisions 1-3, 4 and 5, and 6 and 7.

Each group will play a Round Robin bracket. Captains will be able to organise matches in the #playoffs-captains-chat channel and report scores in the #playoffs-results channel.

Disconnections

A free replay will be given if:

- Multiple players disconnect simultaneously during the first 30 seconds of the game;
- A player disconnects during the lobby or during the flyover (i.e., before the game clock has started);
- The game disbands completely due to the Lobby Host disconnecting. If possible, a new player should host the remaining games, ideally from the opposite team to the disconnected host.
 - If the same host disconnects twice in a row, their team will forfeit that game and play will move on to the next game in the match.

Otherwise, each team may request for a game to be replayed once during a match, provided that:

- the disconnect occurred during the first half of the game (1:30 for Turf War, 2:30 for ranked modes);
- the opponent team's objective is not less than 30;
- the remaining teammates of the disconnected player immediately stop playing.

When a replay is requested, it is courteous to allow the team *without* a disconnect to achieve a speedy knockout so that everyone can quickly return to the lobby.

During the replay, players may be allowed to change their gear and weapons depending on when the disconnect occurred:

- If the disconnect happened before the teams' characters could be seen (either in the lobby or during the opening flyover animation of the match), gear and weapons may be freely changed.
- If the disconnect happened after the teams' characters are shown, and therefore their weapons are seen, gear and weapons may not be changed.

Substitutions are allowed for the disconnecting player if needed.

- If the disconnected player is replaced by a substitute, all players are free to change gear and weapons, regardless of when the disconnect happened.
- Substitute players must only come from the team's roster, they can not be external players.