

History of the OQL

The Beginning:

In 1999 a person by the name Saunter, an American Online user, read the first book of the Harry Potter series. After reading the quidditch part, he wanted to actually play this. So he took it to the chats of AOL. He devised up a scheme of how people would play. Using text and colors, you could easily play the different positions the game of quidditch had to offer. Saunter had to leave, and when he did, he left the control of the *Quidditch RPG* to the hands of a good friend and helper Hawkel13. Hawkel, or Hawk, was the one who really brought the life into the *Quidditch RPG*. Zach was asked to join and he gladly accepted. He became good friends with Hawk and later took the title of Co-Leader of the *Quidditch RPG*. He led the *2001 Quidditch RPG* and it was a great success. In 2002 however, Zach decided to be a part time leader, though the season never took off. In 2003 Zach discovered the IRC Chat Server *MuggleNet*. He went there asking if the Quidditch RPG could move to their servers. The staff of MuggleNet accepted. He renamed the dead Quidditch RPG *The Online Quidditch League* and he never looked back. It was a big success because IRC had a lot more to offer than AOL. The use of actions (/me and /action) were a plus, and also the built-in scripting language was a huge plus to aid in Ref and Player programs. Since then the Quidditch RPG was known as The Online Quidditch League and was played on IRC instead of AOL.

The Early Years:

The first official league started in the summer of 2003. This league featured four teams and was very popular. The initial games were very dependent on manual refs and bots. Zach employed many helpers in the early days such as Tom and Greg. The leagues became more and popular and it reached its pinnacle in the summer of 2005. This league consisted of 5 teams and lasted almost 3 months. By this time, there were also automated refbots that did all the work and a very good functioning site with logs and stats. The following season (Winter 05) marks the end of the early years.

The Leadership Changes:

In 2006, there was a lot of tension at the top. Many people were not satisfied with Zach and his running of the league and there was quite a bit of turmoil. Despite this, the first ever Spring League in 2006 was a huge success. There were five teams and each team played 8 games and the World Cup was also a great one without any problems. After this season is where the fun began. A lot of people were still unhappy with Zach's running of the league and were backing Meagan who had done a lot for OQL since she started and was already reffing a lot of the games. Zach in his last good act for the OQL officially realized that he did not have the power anymore and gave the league to

Meagan. Zach was a great Head of OQL but change was necessary. In the summer of 2006, Meagan with the help of Rishi deployed a 2 captain system and again the league was a big success with a great finale.

The Slow Times:

Unfortunately, both Meagan and Rishi were extremely busy in their personal lives after the 2006 summer season to continue for the time being. No one knew if OQL would continue. Thankfully, an old time OQLer, Jon Tracey, took it upon himself to do a Winter League. He created his own website and his own broomrider called DarkLight. He got his older brother Tom Tracey to help and they started a four team league. The league was mildly successful and featured many games over a 3 week span. The controversy was sparked in the World Cup game however. The best team by far was dominating the game on all levels. Despite this, the other team caught the snitch and won solely because of this catch by a mere 20 points. The losing team was outraged and fights over fairness broke out. This event was crucial for the future of OQL.

Backyard Begins:

Meagan and Rishi witnessed the end of the 2006 Winter League and realized how unfair the game was as it was too seeker heavy. Meagan then came to a fascinating conclusion for the following spring league: no seeking! She brought about the theme of backyard quidditch with no seekers and decided on first to 300 wins the game. Many people seemed excited about this idea and they joined the league. She also had the brilliant idea of having a draft. In the previous seasons most teams were formed with friends joining each other and usually featured two really good teams and two really bad teams. The draft was created to avoid this. She also employed a functioning staff to help make the league more functional. The first staff consisted of the Player Administrator and Head Ref Rishi, the Scripting God Chris, the Mad Statistician Paras, the Webmistress Jamie, and the Recruitment Extraordinaire Salina. The league was a monumental success; games were extremely exciting and very fair and the best teams won. It was a dawn of a new era in the OQL.

The Success Continues:

The following league was the 2007 Summer League and it was another big success. The teams were fairer than ever making the draft idea essential for OQL. RefBots and broomriders were also more advanced thanks to Chris and new features started appearing. Tournaments were in high demand and season ending awards were added. The following season, the league tried to bring back seeking, but it was hit and miss. The idea was genuine and intriguing but it didn't follow in the game play. Despite that, the league was still fairly popular for a winter League. In the summer of 2008, seeking was eliminated once more and backyard reigned. The league was pretty good and more staff positions were opened everywhere. This league also started the Video OQL and live audio commentary led by Daniel and Paul. It was an initial success and people

loved it but over time it became much too tedious and time consuming to implement for the future. Overall, OQL was making big strides.

The Seeking Era:

The OQL is on the rise again after a very eventful and exciting spring league. The three team triwizard league brought in a new and fairer seeking system. Seekers were awarded 20 points per catch and caught multiple times a game rather than ending the game with a catch. The points were also raised to 500 to account for the seeking. The first league with this seeking style was amazing and the three teams came down to the wire. In the end, the cup was decided by only a 60 point margin and everyone wanted more. The OQL continued with an action packed Summer League. The rules stayed essentially the same, but beating and seeking was given a new twist. Seekers experienced Dangers throughout the game that added a new and exciting element. Beaters also required less hits to hit someone out, which also added new thrills to the game. The League came down to the wire again as one team narrowly reached the cup and then upset the dominant team to claim the 2009 Summer Title. The 2009 Winter League featured three teams and again was a good one with a very close cup game. The League branched out and hired many assistants to help the OQL community grow and to get more people involved.

The Bludger Era:

The OQL is currently anticipating the start of 2010 Spring League. It will be back to the concept of backyard OQL, meaning that there will be no seekers and the first team to 300 points will win. This will now be a yearly trend, with the summer and winter leagues being with seekers, and the spring league being without seekers. Since the Spring of 2009, the OQL has many improvement on and off the game field. Seeking had been fixed and had produced 3 outstanding seasons. But now it was time to change another position: Beater. Our Scripting god was able to successfully implement 2 bludgers into the game play, the way it is supposed to be according to the Harry Potter series. The 2010 spring season will be the first to implement it and it is sure to bring outstanding results. Outside of game play, the OQL is proud to have two successful sites to help it grow. The first being our official OQL YouTube which features interviews, game guides, and many other quidditch related videos. The other is the forums which present the OQL community with the ability to share anything and everything OQL related with ease. Both have been tremendous in the OQL community. As we prepare for the 2010 Spring League, we look to expand to reach greater and more diverse numbers.

The Renaissance:

Since the bludger era began, the OQL has experienced an unfortunate steady decline. After Spring, Summer, and Winter seasons in 2010, the OQL was put on hiatus until the Fall of 2011. The league was formed a backyard season with 3 teams that started off well, but ended with waning interest and no world cup match. After about 8 months of no OQL, on August 23rd, 2012, it has returned, and this time for the long haul. With a rejuvenated staff willing to do whatever it takes and an influx of new talent from other Harry Potter website, the OQL is ready to regain its former prominence. The head of the OQL will be spending some of his hard earned money into various things such as TeamSpeak servers, phone apps, dedicated hosts, merchandise, and more. The OQL will also be marketing heavily to various Harry Potter networks on the internet and beyond. With these changes, hopefully the OQL can sustain for a few more years to come and perhaps more. Our goal is to remember the wonderful world of Harry Potter in our own way and OQL is the way to do it. We hope to have a fun and enthusiastic season coming up and want as much help from the OQL community as possible. Stay tuned.....