

# The Official's Guide to OQL

## **Gameplay:**

In order for a team to play in a scheduled game, it is REQUIRED that they have a minimum of FOUR players. Anything below that and the team cannot play and is thus disqualified. Also, one of the FOUR players must be a seeker. NO TEAM can play without a seeker (does not apply to Backyard OQL).

If it is known that a team will not have the required amount of players to play in the game, captains are allowed to reschedule the game at least 36 hours in advance of the regularly scheduled time. This **WILL DEFINITELY** be enforced.

Any player playing in an official game must use their ACTUAL first name and that name must not exceed 8 letters to ensure fairness.

## **Substitutions:**

Teams are allowed an unlimited number of substitutes. All substitutes **MUST** have brackets (Ex. [C-Eric-Chaser]) around their names and they must fit the 8 character limit. **New:** Substitutions can only occur during team timeouts, official timeouts, and other stoppages of play. (If a player is ping in and out, a substitute may go in for them without the use of a timeout).

### *Beaters:*

Once a beater takes a hit, that roster spot is locked to them. They may change positions, but no one may fill their spot as beater.

### *Other players:*

A player (non-beater) with 4 or more hits may not have a fresh substitute come in for them.

A player (non-beater) with 3 or less hits may come in an out of the game freely.

### *Seeker: (Does not apply to Backyard OQL)*

A seeker is not allowed to be substituted. The starting seeker a team starts with is locked to that position. If a seeker has to leave for any **unplanned** reason, a new seeker may be substituted, but the old seeker may not return to play. Seekers will be able to return if they ping out from the server.

### *Unauthorized substitutions:*

A team that utilizes an unauthorized substitution will lose 10 points.

## **Timeouts:**

Each team will be allowed three timeouts per game.

Each timeout has a five minute limit.

All game play will be resumed by a referee.

Using an unauthorized timeout will result in a loss of 10 points.

All Penalty Rules will be enforced during Timeouts.

## Penalties:

*Possible reasons for penalties:*

Swearing  
Flooding  
Unauthorized timeout  
Unauthorized substitution

*Futhermore, the referee can give warnings or penalties for the following:*

Excessive side chatter

- The ref will first give a warning; if side chatter continues, he/she will call a foul

Using stall tactics to prolong games

- For chasers: excessive 'moves' without regard to scoring is considered a foul. The ref will give a warning; if stalling continues (over a minute repeatedly), he/she will call a foul
- For beaters: excessive double deflects without regard to obtaining the bludger is considered a foul. The ref will give a warning; if double deflecting continues (over 30s in length for multiple periods), he/she will call a foul

Harassing of players outside of the pitch via pm/notice

- The ref will first give a warning; if harassment continues, he/she will call a foul

Arguing with the ref mid-game

- The ref will first give a warning; if arguing continues, he/she will call a foul

**New:** If any of the above penalties are done excessively, referees have the right to eject the player from the game. If done excessively over multiple games, said player is subject to suspension.

## New Seeking Rules:

- A seeker who starts a game must stay in that position the entire game. If they are forced to leave, another seeker may be substitute, but the original may not be allowed to play any position. A seeker can only return if they are disconnected somehow. The game ref will determine the substitution validity of a seeker.
- A seeker on any given team may only play in a **third** of the team's total games (not including the world cup).

## **League Offenses:**

Anyone violating any of the following rules can be suspended for a certain amount of games or banned from the OQL season completely. It is up to the Staff to decide the final outcome:

- Excessive disturbances to the players, teams, staff and/or games
- Excessive penalties during multiple games
- Unauthorized advertising in official mugglenet channels or elsewhere
- Cheating in any way, shape, or form
- Manipulating captains and players to land on a certain team
- Leaking OQL scripts and bots to other sources without the consent of staff