



OCE Team League Official Rulebook

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1. Introduction / Acceptance

Introduction

1.1 These rules apply to all seasons of OCE Team League provided by Torn Esports.

1.1.A These rules have been created to reinforce a fun and fair environment for all participants, maintaining a competitive and good sportsmanship in all activities.

Participance and Acceptance

1.2 By playing in this event, you agree to adhere to these rules at all times. By participating in any match, the player is confirming that he or she has accepted these rules.

1.2.A Torn Esports will have sole responsibility for enforcing these rules for all players and has the right to hand out penalties to players for any violation accordingly.

Amendments

1.3 Torn Esports reserves the right to update, revise, or modify these rules. All players participation in the event after any modifications to these rules will signify acceptance of any modifications.

2. League Structure / Overview

Seasons

2.1 Seasons will last for one month, and will follow the calendar dates for that Month. Each season will start on the 1st of each month and end on the last Day of each month.

2.1.A At the start of each month Elo will be reset to that divisions respective base elo.

Divisions (Beta - Due to change)

2.2 Division Pro

2.2.A Division pro is reserved for rosters containing at least 2 players from top 8 current / latest RLCS. Filled to 8 teams. Working down the ladder. Past 8 if needed.

2.3 Division Semi-Pro

2.3.A Division semi-pro is reserved for rosters containing at least 2 players from top 9-16 current / latest RLCS. Working down the ladder. Past 16 if needed.

2.4 Division 1

2.4.A During the First Month Teams will be placed based off 3v3 Ranking, taking an average from all team members. The top Half teams will be placed into Division 1.

2.5 Division 2

2.5.A Upon season 1 the bottom half teams will be placed into Division 2.

BETA - During Beta, Teams in Division Pro and Semi-Pro may be moved instantly to allow room for a higher team based on RLCS results to take the spot.

BETA - Beta. All team's Division 1 other than pro/semi-pro. Upon season 1 start split into divisions based on W/L.

Promotion / Demotion (Beta - Due to change)

2.6 Promotion and Demotion will be handled automatically throughout the season. This occurs due to Teams becoming inactive or disbanding. decisions are made at the sole discretion of Torn Esports Staff.

2.7 Division Pro / Semi-pro

2.7.A Promotion and demotion between Division Pro / Semi-pro will occur at the beginning of each season. The top team of Semi-pro will be promoted to Pro. Similarly, the bottom team of Pro will be demoted to Semi-pro.

2.8 Division 1 / Division 2

2.8.A Promotion and demotion for these divisions will occur at the beginning of each season. The top 4 teams of Division 2 will be promoted to Division 1. Similarly the bottom 4 teams of Division 1 will be demoted to Division 2.

Registrations

2.9 All registrations are to be made through the website [Torne.gg/OTL](https://torne.gg/OTL)

2.9.A A team must be composed of at least 3 members and may contain up to 4.

2.9.B Tournament is open to both the Oceania region and Asia region only. Teams may have a mixture of players from these two regions.

2.9.C Each player on a team must satisfy all applicable rules.

2.10 Torn Esports reserves the right to ask any player or Team to change their Team name/team logo if deemed inappropriate by Torn Esports.

Inactive and Disbanded teams

2.11 If a team is confirmed to have disbanded in the middle of a season, they Will not immediately be replaced. Instead, they will be considered Disbanded and will be unable to queue for any matches.

- 2.11.A Disbanded teams will be removed from the system before promotions/demotions take place.
- 2.11.B Teams who do not play minimum 4 series each month will be considered inactive and removed from the system at the end of the month

Roster Changes

- 2.12 Roster changes are allowed once per month. This is done via the website. Team division and leaderboard position remain the same.
 - 2.12.A If a team changes more than 1 player in a month they will be considered a 'disbanded team.'
- 2.13 Players may register a new team at any time during the season, provided they leave their current team, forfeiting division and leaderboard position.
 - 2.13.A Players found to be abusing this to 'smurf' in a lower division may be banned from the server. Enforced by Torn Staff discretion.

Playoffs

- 2.14 If a season is deemed a 'playoff season' the top 6 teams from each division will play in a BO5 Double elimination bracket for prize money.
 - 2.14.A Minimum prize money is to be announced at the start of a 'playoff season,' but final total is not finalised until the end of the season.
 - 2.14.B Top 2 teams have a bye first round. Based off leaderboard position.
 - 2.14.C Grand final is a 1 game advantage to the upper bracket team. In a BO7 series.
- 2.15 At the end of the 'playoff season' an announcement will be made with qualified teams and a stream schedule.

3. Procedures / Rules / Eligibility

Queuing

- 3.1 All queuing will occur in division-specific Discord channels on the OCE Team League discord server. In order to enter a queue, all players on the Team must be in the discord server, and the team must have at least 3 Active members.
 - 3.1.A To enter the queue any 1 team member types the !q command
 - 3.1.B Once 2 teams have entered the queue the OTL bot will @ each member. Giving each team 5 minutes to type !confirm in the same Channel. Once both teams have confirmed match details will be Dm'd to team members.
- 3.2 There are a few exceptions to the rule stating "All queuing will occur in division-specific Discord channels."

Match Procedures

- 3.2 The default server region is Oceania. If both teams agree to another server region, the match creator may change to the agreed upon server region.
- 3.3 Substitutions may only occur between games in a series. Substitutions mid-game will result in a forfeiture of the match.
 - 3.3.A Substitutions may only include players that are active members of your team in OCE Team League.
- 3.4 Coaches are allowed to assist their teams throughout matches, however They are not to join the in-game lobby unless granted permission from both teams.
- 3.5 Remakes are allowed if less than a minute has passed and a goal has not Been scored. If a lobby remake occurs, all scores will be reset to 0 and the Match will be played out with the full 5:00 timer. If a remake needs to made After 1 minute or a goal has been scored, then both teams need to agree.
- 3.6 Spectating matches in-game are forbidden, except for approved Torn Esports staff, partners and broadcasters. Unauthorised spectating of Matches can result in match forfeiture or removal from the Server.

4 . Code of Conduct

General

4.1 No toxic behaviour

4.1.A Players must treat all other players, administrators, moderators and fans / viewers with respect.

4.1.B Players must not act in a manner that violated these rules or any other manner that is disruptive to the enjoyment of OTL.

4.1.C Any violations may result in a penalty, including but not limited to Match forfeiture or OTL disqualification.

4.2 All players must conduct themselves in a way that is consistent with the Code of conduct outlined in this section as well as the principles of good Sportsmanship, honesty and integrity.

4.3 Players are prohibited from engaging in any form of harassment, bullying or other discriminatory conduct based on race, color, ethnicity, social or economic status, sexual orientation, gender identification, disability, or any other status or characteristic protected under applicable law.

4.4 Players are required to comply with all applicable laws at all times.

External Incidents

4.5 This code of conduct also extends outside of OTL. Any person Participating in OTL is expected to conduct themselves in the same Manner both within and outside our community.

5. Conduct Violations

Investigations

- 5.1 Upon Torn Esports awareness of any violation, Torn Esports, to the best of its ability, will perform investigation on the misconduct and take appropriate action where necessary.

Disciplinary action

- 5.2 If Torn Esports has concluded that a violation has occurred and action must be taken, the following, but not limited to, may occur (where applicable):

5.2.A Match restart

5.2.B Loss of game

5.2.C Loss of series

5.2.D Warning to Player(s)

5.2.E Loss of prize

5.2.F Disqualification and / or ban from OTL

- 5.3 Torn Esports holds final authority over all disputes with respect to these rules and the interpretation thereof.

Appeals

- 5.4 Once per 4 months. Players are allowed to appeal their ban. This can be done through the website.

5.4.A Players whose appeals are accepted are to know that any violation may result in a permanent ban. With no more appeals.

6. Conditions

Conditions

6.1 OTL is subject to these rules. By participating, each player agrees to the Following:

6.1.A To be bound by these complete OTL rules.

6.1.B To waive any right to claim ambiguity in OTL or these rules.

6.2 By accepting a prize, the winning player and/or teams agrees to release Torn Esports from and all liability or damage arising from or in Connection with the receipt of the prize.

6.3 Torn Esports shall not be liable for internet connection issues, computer Hardware malfunctions, disconnections, or any other issues related to Gameplay experience.

6.4 Torn Esports reserves the right to cancel the tournament for any reason Including natural or artificial disasters.

6.5 Torn Esports may disqualify any player from participating in OTL if Determined the player is attempting to undermine the competitive Integrity of the event by cheating, hacking or otherwise disobeying these Rules.

6.6 Torn Esports is not responsible for any problems, bugs, or malfunctions Players may encounter while participating in OTL.