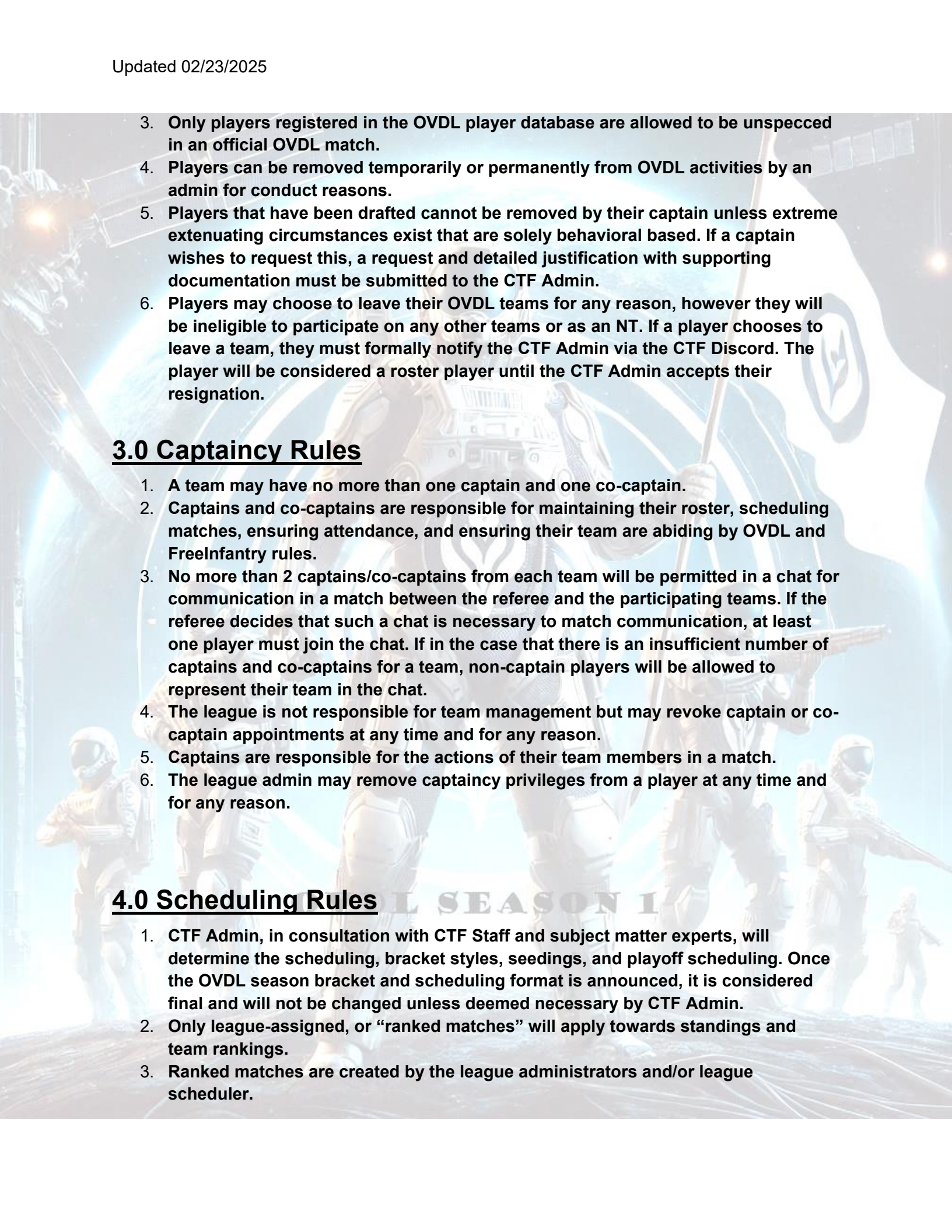# OVD League

Rules and Procedures

1.0 Squad Admission, Removal, Rename, and Merger Rules

1. **The league admin(s) reserves the right to refuse any team, captain, or co-captain, or player admission into the league.**
2. **The league admin(s) reserves the right to refuse to recognize any declared team captain or co-captain.**
3. **Teams will be removed from the league only if they formally disband.**
4. **A disbanded team will be removed from the standings, and thus will have their score reset.**
5. **An "active" team participating in a season will be declared "disbanded" if the captain declares it disbanded, *AND*, league-recognized co-captain formally deny taking control of the team.**
6. **A team that has been declared "disbanded" can be reversed if a simple majority of remaining team members vote to appoint an existing team member to captain, *AND*, the player consents to and accepts the appointment.**
7. **Teams may request a name change by the team captain contacting the league admin(s) via the CTF Discord and making the formal request. The league is not responsible for in-game name changes.**
8. **Teams may only change their name a maximum of one (1) time per season.**
9. **Team names must not be offensive or show any sign of racism or discrimination against a protected class.**
10. **Teams are not required to form corresponding in-game squad names.**

2.0 Roster, Ineligibility, and Permission Rules

1. **There is a limit of one registered OVDL alias per FreeInfantry account *and* player. Players will be given a warning if/when they are found to have multiple aliases registered to multiple squads, and will be ineligible for play during that time.**
2. **Any one person is allowed to have only ONE registered FreeInfantry account and be on ONE OVDL team at a time with only ONE alias.**
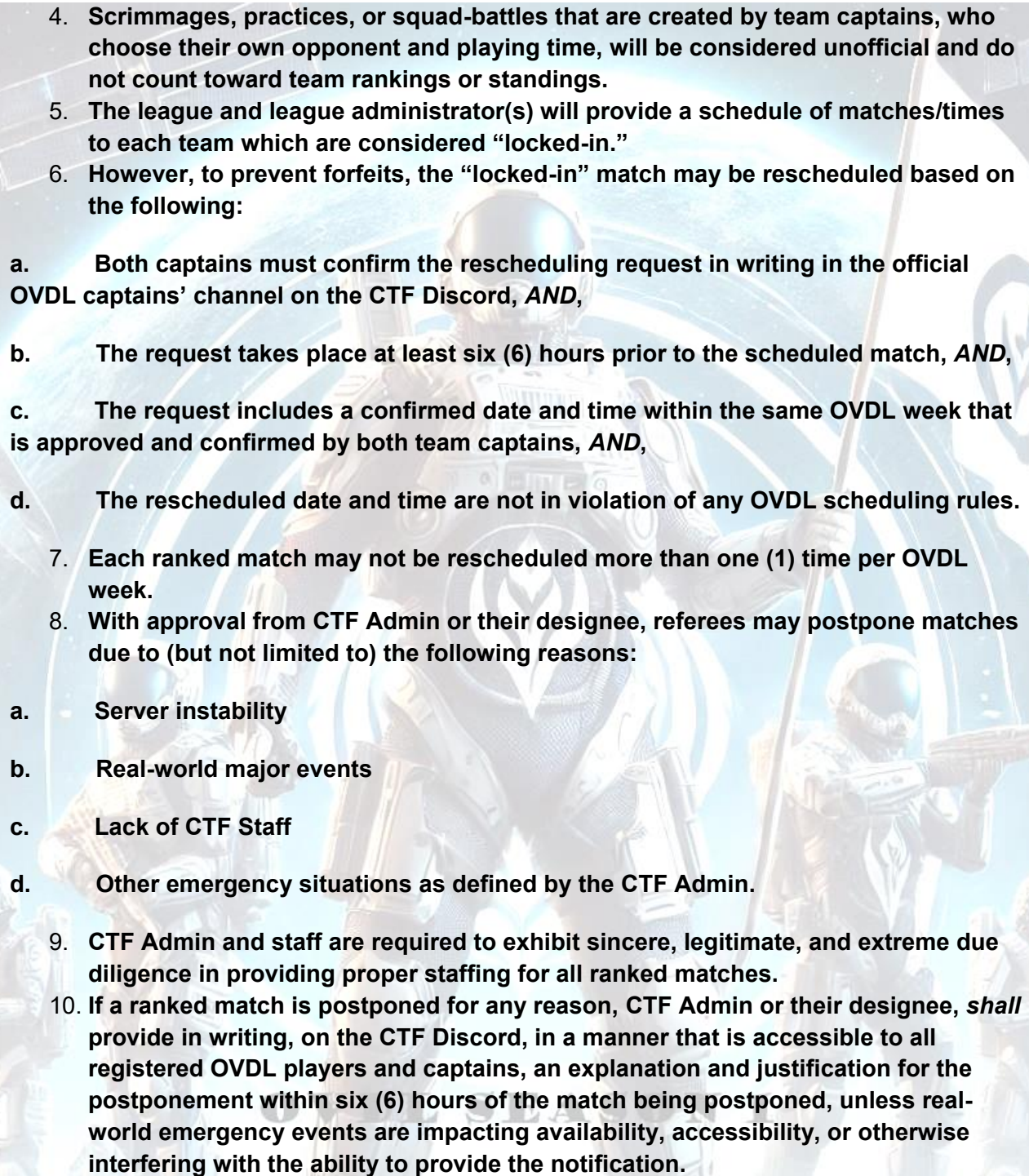
3. **Only players registered in the OVDL player database are allowed to be unspecced in an official OVDL match.**
4. **Players can be removed temporarily or permanently from OVDL activities by an admin for conduct reasons.**
5. **Players that have been drafted cannot be removed by their captain unless extreme extenuating circumstances exist that are solely behavioral based. If a captain wishes to request this, a request and detailed justification with supporting documentation must be submitted to the CTF Admin.**
6. **Players may choose to leave their OVDL teams for any reason, however they will be ineligible to participate on any other teams or as an NT. If a player chooses to leave a team, they must formally notify the CTF Admin via the CTF Discord. The player will be considered a roster player until the CTF Admin accepts their resignation.**

3.0 Captaincy Rules

1. **A team may have no more than one captain and one co-captain.**
2. **Captains and co-captains are responsible for maintaining their roster, scheduling matches, ensuring attendance, and ensuring their team are abiding by OVDL and FreeInfantry rules.**
3. **No more than 2 captains/co-captains from each team will be permitted in a chat for communication in a match between the referee and the participating teams. If the referee decides that such a chat is necessary to match communication, at least one player must join the chat. If in the case that there is an insufficient number of captains and co-captains for a team, non-captain players will be allowed to represent their team in the chat.**
4. **The league is not responsible for team management but may revoke captain or co-captain appointments at any time and for any reason.**
5. **Captains are responsible for the actions of their team members in a match.**
6. **The league admin may remove captaincy privileges from a player at any time and for any reason.**
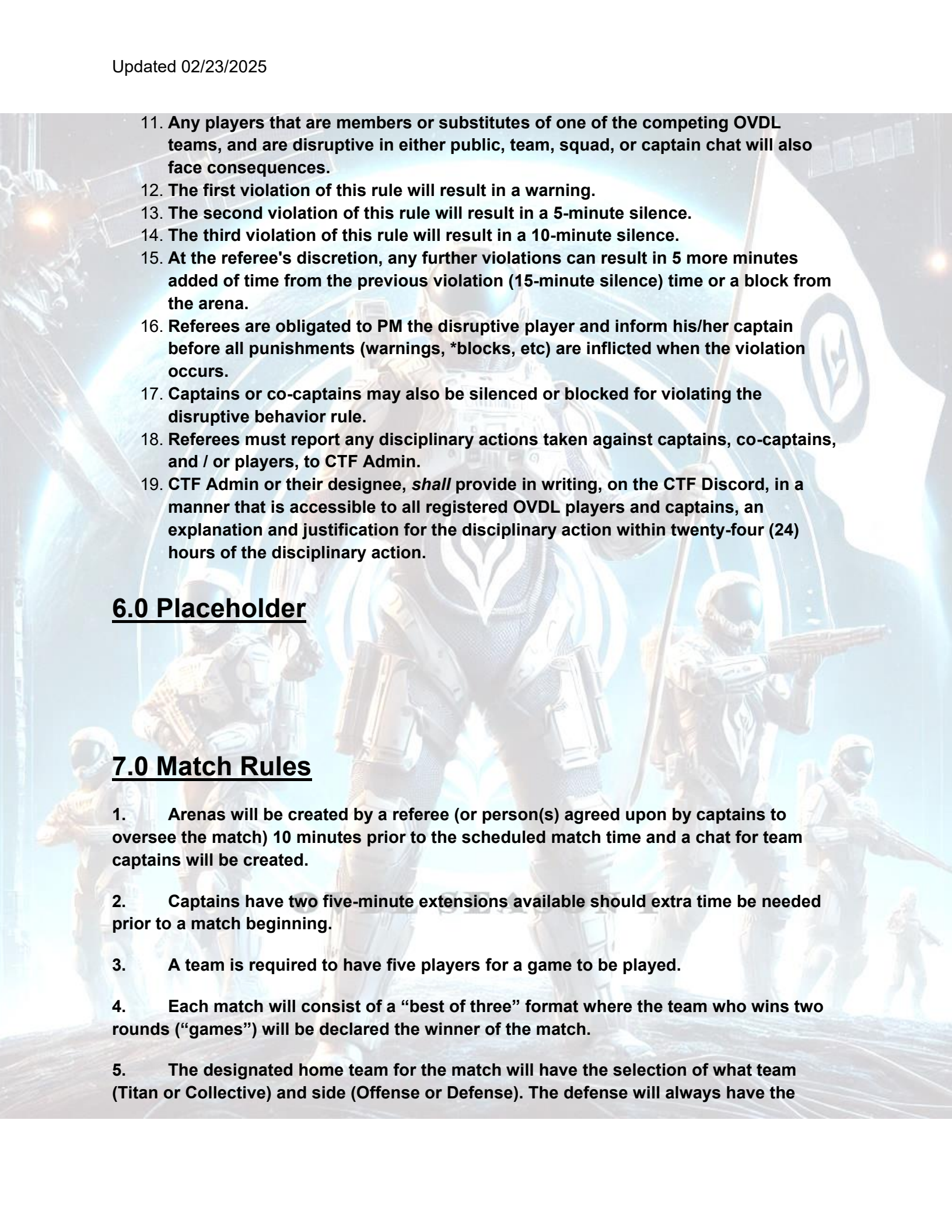
4.0 Scheduling Rules

1. **CTF Admin, in consultation with CTF Staff and subject matter experts, will determine the scheduling, bracket styles, seedings, and playoff scheduling. Once the OVDL season bracket and scheduling format is announced, it is considered final and will not be changed unless deemed necessary by CTF Admin.**
2. **Only league-assigned, or "ranked matches" will apply towards standings and team rankings.**
3. **Ranked matches are created by the league administrators and/or league scheduler.**

4. **Scrimmages, practices, or squad-battles that are created by team captains, who choose their own opponent and playing time, will be considered unofficial and do not count toward team rankings or standings.**
5. **The league and league administrator(s) will provide a schedule of matches/times to each team which are considered "locked-in."**
6. **However, to prevent forfeits, the "locked-in" match may be rescheduled based on the following:**

a. **Both captains must confirm the rescheduling request in writing in the official OVDL captains' channel on the CTF Discord, *AND*,**

b. **The request takes place at least six (6) hours prior to the scheduled match, *AND*,**

c. **The request includes a confirmed date and time within the same OVDL week that is approved and confirmed by both team captains, *AND*,**

d. **The rescheduled date and time are not in violation of any OVDL scheduling rules.**

7. **Each ranked match may not be rescheduled more than one (1) time per OVDL week.**
8. **With approval from CTF Admin or their designee, referees may postpone matches due to (but not limited to) the following reasons:**

a. **Server instability**

b. **Real-world major events**

c. **Lack of CTF Staff**

d. **Other emergency situations as defined by the CTF Admin.**

9. **CTF Admin and staff are required to exhibit sincere, legitimate, and extreme due diligence in providing proper staffing for all ranked matches.**
10. **If a ranked match is postponed for any reason, CTF Admin or their designee, *shall* provide in writing, on the CTF Discord, in a manner that is accessible to all registered OVDL players and captains, an explanation and justification for the postponement within six (6) hours of the match being postponed, unless real-world emergency events are impacting availability, accessibility, or otherwise interfering with the ability to provide the notification.**

5.0 Arena Rules

1. **All existing FreeInfantry rules and guidelines shall be adhered to.**
2. **Games are to be held in custom public arenas. Designated referees must be the creator of the arena and the arena name must be formatted in the following format: OVDL: Away Team Acronym vs Home Team Acronym (ie. OVDL: SP v OF).**
3. **OVDL match arenas shall be defaulted to have specquiet activated.**
4. **Captains may request the blocking of specific players from the arena if there is a mutual agreement between captains of both teams. Captains must articulate their justification for the block to the official match referee in the official match captains' chat. Referees will be responsible for determining the validity of the justification and must notify both captains of their decision to either block the player or deny the block.**
5. **If the referee denies blocking the players and the captains disagree, they may appeal the referee's decision by contacting the CTF Admin or designee.**
6. **In the event a player is blocked from the arena at the request of the captains, the referee instituting the block must notify CTF Admin or designee without delay.**
7. **Captains may not request the blocking of powered players (referees, in-game moderators, commentators, or eligible players) unless they are behaving in a disruptive way. Blocking of powered people may only be approved by CTF Admin or designee.**
8. **The use of private or non-staff arena ownership during a match is prohibited.**
9. **Any disruptive player not eligible to enter the game will be warned. If the player is disruptive any time after the warning, he/she will be removed from the gaming arena.**
10. **Examples of disruption may include but is not limited to:**

a. **Unnecessary use of macros or in-game sounds/bongs.**

b. **Spamming text in a manner that disrupts the normal flow of conversation or natural gameplay reaction**

c. **The abuse or unnecessary activation of "class change" arena notifications (ie: changing class in spec without justification and prompting the arena notification of class change).**

d. **Use of racist or discriminatory language or innuendo.**

e. **The unnecessary use or abuse of "banner" related notifications or requests.**

f. **Harassment or threats of physical violence.**

g. **Behavior deemed by CTF Staff to be disruptive.**

11. **Any players that are members or substitutes of one of the competing OVDL teams, and are disruptive in either public, team, squad, or captain chat will also face consequences.**
12. **The first violation of this rule will result in a warning.**
13. **The second violation of this rule will result in a 5-minute silence.**
14. **The third violation of this rule will result in a 10-minute silence.**
15. **At the referee's discretion, any further violations can result in 5 more minutes added of time from the previous violation (15-minute silence) time or a block from the arena.**
16. **Referees are obligated to PM the disruptive player and inform his/her captain before all punishments (warnings, *blocks, etc) are inflicted when the violation occurs.**
17. **Captains or co-captains may also be silenced or blocked for violating the disruptive behavior rule.**
18. **Referees must report any disciplinary actions taken against captains, co-captains, and / or players, to CTF Admin.**
19. **CTF Admin or their designee, *shall* provide in writing, on the CTF Discord, in a manner that is accessible to all registered OVDL players and captains, an explanation and justification for the disciplinary action within twenty-four (24) hours of the disciplinary action.**

6.0 Placeholder

7.0 Match Rules

1. Arenas will be created by a referee (or person(s) agreed upon by captains to oversee the match) 10 minutes prior to the scheduled match time and a chat for team captains will be created.

2. Captains have two five-minute extensions available should extra time be needed prior to a match beginning.

3. A team is required to have five players for a game to be played.

4. Each match will consist of a "best of three" format where the team who wins two rounds ("games") will be declared the winner of the match.

5. The designated home team for the match will have the selection of what team (Titan or Collective) and side (Offense or Defense). The defense will always have the

selection of base (You are only allowed to choose a base within the *setup command. EX: A5, A7, A8, A10, B6, D7, F5, F6, F8, H4.) Each team can only use each base once within a match (Ex: If a team chooses to defend D7, they are not allowed to pick D7 for the rest of the matches).

6.   Whichever team loses the round will then have home-field selection and can select which team and side they would like to use for the next game.

7.   The defensive team will start a maximum of 150 Titanium Oxide and Tsolvy Crystals and one flag. Offense will not be prized any minerals.

8.   A timer (15:10) will begin once both teams have indicated they are ready. During this time, both teams must stay in their respective positions: for defense, all members must remain inside their base. For offense, all members must remain outside of the base. Neither team may exit or enter the base until the timer has reached 15:00.

> 1. If an offensive player enters the base, or a defender leaves it prior to 15:00 minutes being reached, they will be warned and the game will be reset. The next infraction will result in the player being specced for one minute.

9.   The offense will be considered victorious if at any point a flagger is summoned while holding the flag OR attaches to another player while holding the flag OR exits the base while holding the flag.

10. The defense will be considered victorious should the flag remain in base following the expiration of the 15 minute timer.

11. No cosmetic items may be used in match play (Champion Items).

12. Teams may drop ammo as needed, but may not drop ammo or minerals in such a way as to obfuscate entire areas of bases.

8.0 Lag / Spec Rules

Disclaimer: In the spirit of maximizing attendance, player participation, and valuing inclusivity of players from various backgrounds, regions, technology accessibility, countries, etc., lag rules will be constructed in a manner that attempts to find balance between player access and participation, and in-game impact and outcomes. Because of this, most lag rules will be dependent upon visual observations rather than strict

statistical parameters, which may vary widely and does not always correlate to visual lag to the extent of negative in-game outcomes.

Players are required to meet the current and average ping limit of 500 ms. (501 ms or greater in either current or average ms would be over the limit).

Players are required to meet the packetloss from the server limit of 5.0%. (5.1% or greater would be over the limit)

Players are required to meet the packetloss to the server limit of 5.0%. (5.1% or greater would be over the limit)

Players are required to meet the combined packetloss (from and to server) of 6.0%. (6.1% or greater would be over the limit).

Players cannot have ping undetermined by the server (displayed as 0 ms, usually during the first minute of player being in-game or recently restarting the computer).

1.   If a player is specced due to lag (visual or exceeding limits), a player may be subbed in but the timer will continue to run.

2.   The specced player must wait a minimum of three minutes before being eligible to play.

10.0 Appeal Rules

1. Due to the experimental nature of OVDL, match appeals will not be considered, UNLESS, the match appeal is based on gross-negligent or malicious refereeing that resulted in a clear and definitive bias, outcome, or result against one team, captain, or player. In the event an appeal is filed under these parameters, the detailed and evidence-supported appeal must be sent, in-writing, directly to the CTF Admin, within the first 24 hours following the conclusion of the match. The CTF Admin shall acknowledge receipt of the appeal in-writing and shall return a decision regarding the appeal to the captain within 72 hours. After the captain has been notified of the appeal outcome, the CTF Admin shall provide in writing, on the CTF Discord, in a manner that is accessible to all registered OVDL players and captains, a copy of the original appeal and supporting evidence and

documentation, the outcome of the appeal, and an explanation and justification for the outcome.