

National Championship Eligibility Requirements

To compete in the Quidditch Australia's annual national championships – QUAFL: Australian Quidditch Championships, the following eligibility criteria must be met by the specified deadlines:

1. Membership Requirements

- a. All teams must be registered and paid QA Tournament Members to participate in the tournament. Registration must be complete and the registration fee paid by October 1st. This earns a team free entry into the tournament.
- b. All individual players must be registered and paid QA Individual Members to participate in the tournament. Registration must be complete and the registration fee paid by November 6th. This is in addition to the \$15 Tournament Registration fee.

2. Team Requirements

- a. A team is eligible for Nationals once they fulfilled all the following criteria:
 - i. At least five QA official games, played against;
 - ii. At least three unique opponents, over the course of;
 - iii. A minimum of two unique events
- b. Any official matches in which a team either forfeits or is disqualified shall count towards the above eligibility criteria. However; a team must have taken the field and played the match to completion with an eligible team in at least 80% of its matches to fulfill this requirement.
- c. These requirements must be met by November 17th upon submission of the team's roster.
- d. Teams who have fewer than 2 other QA Member Teams within their state or 3 teams total registered with their respective state body for the duration of the current season may still enter the tournament without achieving these match requirements provided they seek out and accept all possible opportunities for official play available to them.
- e. A new QA team who has never attended previously, is considered to have only come into existence in the twelve months prior to that National Championship, and who has signed up for their first ever annual QA membership in the second half of the season may not have sufficient opportunity (due to lack of time or sufficient opponents) to reach five games. Such teams may still enter provided they seek out and accept all possible opportunities for ranked play available to them.
- f. Any unofficial QA team who participates within a sanctioned state body's formalised tournament structure (eg: Victoria Cup, New South Wales Quidditch League) will be considered 'exposed to opportunity' and expected to have made all efforts possible to reach those five games.

3. Referee requirements

- a. IRDP Certification
 - i. For a team to be eligible for Nationals, no fewer than five individuals on a team's submitted roster must meet the following standards in the International Referee Development Program testing system:

1. At least 4 individuals must pass the Assistant Referee Test
 2. At least 2 individuals must pass the Snitch Referee Test
 3. At least 1 individual must pass the written Head Referee Test
- ii. These individuals may be playing or non-playing members of the team's roster.
 - iii. These requirements must be met by November 17th upon submission of the team's roster.

b. Online Modules

- i. Quidditch Australia will be running a series of interactive Online Referee Modules on their Youtube Channel that will involve an instructional video and quizzes. They will run live and be made available afterward for offline viewing.
 1. There will be a total of seven courses run over eleven sessions (some courses will be run more than once).
- ii. For a team to be eligible for Nationals, no fewer than four individuals on a team's submitted roster must meet the following requirements attendances the following requirements for online module attendance must be met by November 17th.
 1. At least six combined attendances across all sessions excluding the final "open" course
 - a. "Attendance" will equal one live viewing including participation in all three quizzes by an individual
 - b. Live viewing but with completion of only one or two quizzes will equal half an "Attendance"
 - c. Offline viewing and completion of the offline quiz will equal half an "Attendance"
- iii. A person may not count towards more than one team nor count more than one "Attendance" for the same course; it is not compulsory to attend every course or every session.
- iv. These individuals may be playing or non-playing members of the team's roster.
 1. These individuals need not be the same individuals who complete the IRDP certification

4. Player Requirements

- a. All players participating at Nationals must have played a minimum of 3 officially sanctioned games at any point in the season in question to participate. The purpose of this rule is to ensure that all players understand the rules of the game and can play in a safe manner.
 - i. Exceptions may be given in circumstances of isolation in a similar manner to the team requirements.
 - ii. Exceptions may also be given if a team can provide proof that a player has been sufficiently involved in the sport in past seasons or involved in training or playing in an unofficial capacity to the extent that their safety and experience can be verified.

- b. These requirements must be met by November 17th upon submission of the team's roster.

5. Roster requirements

- a. Each team must have a minimum of 14 players and may have up to 21 players.
 - i. Players can be of any gender
- b. Each team is permitted one non-playing coach and one non-playing manager on their roster.
- c. All rostered individuals must be registered and fully paid QA members by November 6th and all players must have registered and paid for QUAFL by November 6th.
- d. Rosters must be submitted by November 17th.

6. Exemptions

- a. Applications for exemptions from any of these requirements must be submitted to gameplay@quidditch.org.au by October 23rd.
 - i. All submissions will be viewed on a case-by-case basis and will not be granted unless the team or individual can demonstrate significant justification as determined by QA and its gameplay department.