

Quidditch Australia Transfer Policy

The transfer procedure exists to ensure maximum fairness for all clubs and players in the eventuality of a player wishing to move from their current club to a new club.

The transfer procedure must ensure a balance between maximum efficiency and smoothness of move for the player, but also providing sufficient barriers to prevent an open season mercenary culture.

This document also includes clarifications on all rostering procedures.

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1. Season Rosters

1.1. Club Rosters

a) Each individual player must fill out the [individual membership form](#). For a player to be eligible to play on any club, their \$40 membership fee must be paid, either by the player directly or by their club on behalf of the player.

b) Any new player not already on another club may be added to a club's roster at any time during the season by filling out the individual membership form and nominating their intended club. The player's inclusion on that club will then be confirmed by the use of their club's code.

c) Any player not presently on a club's season roster must be added prior to three days before any tournament in which they are slated to play. The player's membership fee must also be paid by this date.

1.2. Rostered Players

a) Once a player fills out the Individual Membership Form and makes a one off annual \$40 payment for their Quidditch Australia Individual Membership, they are registered as QAI players until the following December 31st. A player's membership covers their own individual eligibility to play throughout the year, independent of what club/s they are rostered to through that period.

b) Once an eligible QAI member plays their first game after being added to a club's roster, they automatically remain rostered to that club for the remainder of the season. They may not represent any club other than the one they are rostered to without completing a formal transfer.

c) At the end of a season all rosters reset. A player is considered a full member of their club they play their first game for them in the new season, even if they are continuing with their same club into a new season.

d) If a player is not yet rostered to a club or has not yet played for a club within a season they are considered a free agent and may freely transfer to any club, providing they complete the transfer and are added to the club's roster by three days prior to their intended first match of the season (as outlined in *1.1.c. Club Rosters*). Their initial membership continues to cover the player on any new club until December 31st of the new season.

1.3. Season Length

a) Any reference to the term 'season' refers to the Gameplay season which follows the calendar year, running from January 1st until December 31st

2. Transfer Procedure

2.1. Player and Club Submission

a) If a player currently rostered to a club wishes to transfer to another club, they must make a submission to the gameplay department with that request by filling out this form - <https://form.jotform.com/51581848082966>.

b) The player must attempt to provide sufficient justification for the transfer, as outlined on the form. Submissions will be considered by the gameplay department and confirmed or denied to the player and relevant captains within two weeks.

c) To make a free agency transfer in the off-season, a player should merely sign up for their new club.

2.2. Transferring back to former clubs

a) A transferred player may not re-transfer back to their recent-most club within the same season and play an official game on the roster of that club.

2.3. New Teams

a) In the case of new teams or clubs being formed, players who have previously represented existing clubs within the same season may freely join the new club as a founding player, without requiring formal transfer procedure. As with any team, a new team must complete their membership commitments and confirm their roster before their first match. Once a team is established (ie: have played in their first game), normal procedure resumes.

2.4 The States

a) State organisations and other leagues affiliated with Quidditch Australia may set their own rules over those of Quidditch Australia provided they do not contradict the Quidditch Australia Rules.

b) Upon approving a transfer request Quidditch Australia will forward the request to the player's prospective State organisation for approval and official notification. Once the State organisation has approved the transfer the State is responsible for notifying the player of the completion of the transfer.

3. Transfer Period

3.1. Transfer window and deadline

a) The transfer window for each season extends from the 1st of January until a hard transfer deadline of August 31st.

b) After the transfer deadline, a player is locked to their current club for the remainder of the season.

3.2. Rookie players

a) Rules 3.1 and 3.2 apply only to existing players who have transferred from a previous club. Any new or previously un-rostered players are considered free agents and may freely debut anytime up to and including Nationals providing they satisfy all other eligibility requirements, such as receiving an exception for the player experience requirements.

4. Teams and Clubs

4.1 Club Transfers

a) Transfers between multiple teams within a Quidditch Australia member club are free and do not require a transfer request. While the terms 'team' and 'club' are interchangeable in most circumstances, in situations such as these the individual players are considered to be a member of the greater affiliate club rather than a specific team.

5. Special Circumstances

5.1. Discretion

a) The Quidditch Australia Gameplay Department, in conjunction with the QAI Committee, may allow any transfer which does not meet the criteria outlined above at their discretion, in special circumstances.