



**QUIDDITCH
AUSTRALIA**

GAMEPLAY POLICIES

2019

DEFINITIONS	3
SECTION 1: MEMBERSHIP POLICIES	4
ELIGIBILITY TO PARTICIPATE IN GAMES	4
JOINING A CLUB	4
TRANSFERS	4
SECTION 2: POLICIES FOR PLAYERS	6
PLAYER CONDUCT	6
Awarding of Cards	6
On-Pitch Behaviour	6
Off-Pitch Behaviour	7
Alcohol and Illicit Drugs	7
INJURIES	8
CONCUSSION PROTOCOL	8
SPECIAL EQUIPMENT	9
SECTION 3: POLICIES FOR TEAMS	9
TEAM CONDUCT	9
ON-PITCH VOLUNTEER POLICY	10
Eligibility	10
Expectations for QA-Sanctioned Events	11
Failure to Meet Requirements	11
AUSTRALIAN QUIDDITCH CHAMPIONSHIPS ELIGIBILITY	12
Membership Requirements	12
Team Requirements	12
Referee Requirements	13
Player Requirements	13
Roster Requirements	13
SECTION 4: POLICIES FOR ORGANISERS AND STAFF	14
MATCH ELIGIBILITY	14
EQUIPMENT STANDARDS	15
Player Equipment	15
Tournament Equipment	15
Team Equipment	16
PITCH REQUIREMENTS	16
REFEREE REQUIREMENTS	17
Head Referees	17
Assistant Referees	17

Data and Scorekeeping	17
ORGANISER REQUIREMENTS	18
Organiser Membership Requirements	18
Qualifications and Regulations	18
Organising Timeline for Tournaments	19
Organising Timeline for One-Off Matches	19
EXTREME WEATHER	20
Extreme Heat Policy	20
Wet Weather Policy	21
CONTESTED MATCH POLICY	22
ATTENDANCE POLICY	24

DEFINITIONS

For the purpose of this policy, the following definitions will hold:

Club member is defined as an individual that has successfully joined a club and is eligible to be a team member for any team in that club.

Gameplay Department is defined as a subcommittee under the Quidditch Australia (QA) Board, chaired by a QA Board Director, with the express purpose of managing QA gameplay concerns.

Pitch volunteer is defined as an individual volunteering as a head referee, assistant referee, snitch referee, snitch runner, goal referee, scorekeeper, or timekeeper.

Ranked game is defined as a game that is played between at least two sanctioned QA teams, that adheres to QA's ruleset and specifications which enable it to be ranked, in which the result counts towards a team's national ranking.

Season is defined by the period of time between January 1 and December 31 in any given year.

Straight red card is defined as a red card given for a single offence (not given through two yellow card offences) within a game.

Team member is defined as an individual on the roster for any team at any QA-sanctioned event, including players, non-playing coaches, and non-playing managers.

Tournament is a collection of games played over one or multiple consecutive days.

Tournament director is defined as the individual or group of individuals that have organised the Event or Tournament at which QA-sanctioned games are played.

QA member is defined as an individual that has successfully submitted a membership form and membership fee to QA and is thus eligible to be a club member.

QA-sanctioned event is defined as a game or tournament between at least two teams, that adheres to QA's ruleset and specifications, and that has been successfully registered with QA via the Event Sanctioning Application form.

Ranked QA-sanctioned tournament is defined as a QA-sanctioned event, which is also classified as a tournament involving ranked games.

SECTION 1: MEMBERSHIP POLICIES

1. ELIGIBILITY TO PARTICIPATE IN GAMES

- (a) All team members must be Quidditch Australia (QA) members to be able to participate in any QA-sanctioned games.
 - (i) Team members that participate in QA-sanctioned games and are found not to be QA members will be immediately banned from all QA-sanctioned events until their membership is confirmed by QA.
 - (1) The team member will also incur a further suspension for the following QA-sanctioned event they are eligible to participate in, at the discretion of the Gameplay Department.
- (b) All QA memberships are valid only for the season they have been processed in.
- (c) A player's membership covers their own individual eligibility to play throughout the year, independent of what club or clubs they are rostered to throughout that period.

2. JOINING A CLUB

- (a) To participate in any QA-sanctioned event as a part of a team, each individual must first be assigned to a club and a team within that club.
 - (i) Any new player not already assigned to a 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.
- (b) A player is only considered a member of their club when they play their first game in a team in that club in that season, even if they are continuing with their same club into a new season.
 - (i) 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 notify the QA Membership Director (membership@quidditch.org.au) to have their club changed no less than seven days prior to their first QA-sanctioned tournament or league.
- (c) Once an individual has affirmed their membership to a club, they must remain with that club until the expiration of their membership on December 31, unless a formal transfer request is made.
 - (i) The process for individuals to transfer between clubs shall be outlined in Section 1.3.

3. TRANSFERS

- (a) At the end of a season all club rosters are to be reset.
 - (i) All players, new or returning, are thus considered free agents from January 1.
 - (ii) Any returning player may freely move to another club after this time, so long as they successfully join a new club (in accordance with Section 1.2) before they play in any QA-sanctioned event in that year.
 - (iii) Any player may freely debut for any club at any time up to and including the Australian Quidditch Championships, providing they satisfy all other eligibility requirements, such as receiving an exemption for the player experience requirements.
- (b) Once a player has joined the roster of a club as outlined in Section 1.2.b, they may only join another club during the season through an official transfer request.
- (c) 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 the 2019 Player Transfer Application as available on the QA website.
 - (i) The player must attempt to provide sufficient justification for the transfer.
 - (ii) Submissions will be considered by the Gameplay Department.
 - (iii) In considering the transfer, the Gameplay Department will reach out to the captains of both the team the player is departing and the one they seek to join for comment.
 - (iv) The Gameplay Department will inform the player requesting the transfer, as well as the captains of the teams involved in the transfer, within 14 days of the application.
 - (v) These 14 days will act as a cooling off period for the player wishing to transfer during which the player may withdraw their application to transfer.
 - (vi) If the transfer is approved and the transferring player plays with their new team before the end of the provided fourteen days, the player will no longer have the ability to withdraw their application.
- (d) A hard transfer deadline for all players shall be 60 days before the start of the Australian Quidditch Championships.
 - (i) After the transfer deadline, players are locked to their current club for the remainder of the season.
- (e) A transferred player may not re-transfer back to their most recent club within the same season or play an official game on the roster of that club.
- (f) 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.
 - (i) Any new team must complete their membership commitments and confirm their roster before their first match.
 - (ii) Once a team is established and have played in their first QA-sanctioned game, normal procedure resumes.

- (g) State organisations and other leagues affiliated with QA may set their own rules over those of QA provided they do not contradict the QA Rules.
 - (i) Upon approving a transfer request QA will communicate the request to the player's prospective state organisation for approval.
 - (ii) Once the State organisation has approved the transfer, QA is responsible for notifying the player of the completion of the transfer.
- (h) Where a club has more than one official team, transfers within that club from one team to another do not need a formal transfer request.
 - (i) When submitting rosters for a game or tournament, clubs are required to submit individual team rosters.
- (i) The Gameplay Department, in conjunction with the QA Board of Directors, holds discretion over all transfer applications and may allow any transfer which does not meet the criteria outlined above.

SECTION 2: POLICIES FOR PLAYERS

1. PLAYER CONDUCT

(a) Awarding of Cards

- (i) The awarding of blue, yellow, and red cards shall follow the most recent International Quidditch Association (IQA) Rulebook, all QA amendments to that rulebook, and any other applicable QA guidelines.
- (ii) If the head referee gives a player a straight red card, that must be noted by the head referee and scorekeeper during the game and passed on to the tournament director and QA as soon as the game is complete.
- (iii) Team members that accumulate multiple straight red cards within QA-sanctioned events in a season will be subject to the following penalties:
 - (1) Upon the second straight red card, the player will be banned for one further ranked game.
 - (2) Upon the third straight red card, the player will be banned for two further ranked games.
 - (3) Upon the fourth straight red card, the player will be banned for three further ranked games.
 - (4) Further punishment for more than four straight red cards shall be at the discretion of QA.

(b) On-Pitch Behaviour

- (i) All team members are expected to show respect to each other, volunteers, and staff.
- (ii) In accordance with the 2015 Member Protection Policy and the QA Code of Conduct, no team member is to partake in any form of bullying, harassment, or

any other form of disrespectful behaviour towards any other person on pitch, including teammates.

- (1) If the head referee is satisfied that any action taken by an individual contravenes this rule, they shall award that individual an immediate straight red card.

(c) Off-Pitch Behaviour

- (i) It is an expectation that all spectators at any QA-sanctioned game will show all team members, volunteers, and staff the same courtesy and respect expected by those on pitch.
 - (1) It is expected that spectators refrain from any activities that would show disrespect to those on pitch, including, but not limited to:
 - (A) Harassment or bullying of anyone on pitch.
 - (B) Attempting to misdirect team members.
 - (C) Intentionally distracting anyone on pitch.
- (ii) Any spectator that disrupts the game or shows disrespect to team members, the head referee, the snitch, pitch volunteers, or any other staff, shall be immediately ejected from the premises for the remainder of that game.
 - (1) Any further suspension from play shall be at the discretion of the tournament director.

(d) Alcohol and Illicit Drugs

- (i) In accordance with the 2015 Member Protection Policy and the QA Code of Conduct, no QA-sanctioned event may have any alcohol or illicit drugs present.
- (ii) If any individual team member is found to have alcohol or other illicit drugs present at a game or there is substantial evidence that the individual team member is under the influence of alcohol or other drugs during a game:
 - (1) The head referee will immediately show that team member a straight red card.
 - (2) The head referee will inform the tournament director of the incident at the conclusion of the game, who will then suspend and remove the player in question for the remainder of the event.
 - (3) The tournament director will prepare a report for QA at the conclusion of the event outlining the incident and the team member may be subject to a further suspension at subsequent QA events at the discretion of QA.
- (iii) If two or more members of a single team are found to have alcohol or other illicit drugs present at a game or there is substantial evidence that two or more team members are under the influence of alcohol or other drugs during a game:
 - (1) The head referee will immediately end the game and record that team as having forfeited the game.
 - (2) The score will be recorded as a maximum points differential loss to that team, regardless of the score at the time the head referee makes such a decision.

- (3) The head referee will inform the tournament director of the incident at the conclusion of the game, who will determine if that team should be suspended for the remainder of the event.
 - (4) The tournament director will prepare a report for QA at the conclusion of the event outlining the incident and the team may be subject to a further suspension at subsequent QA events at the discretion of QA.
 - (5) For the individual players found in possession or under the influence of alcohol or other illicit drugs refer to Section 2.1.d.ii.
- (iv) If any individual team member is found to have opened or accessed alcohol or other illicit drugs present at the fields of play or there is substantial evidence that the individual team member is under the influence of alcohol or other drugs at the fields of play:
- (1) The tournament director will suspend and remove the player in question for the remainder of the event.
 - (2) The tournament director will prepare a report for QA at the conclusion of the event outlining the incident and the team member may be subject to a further suspension at subsequent QA events at the discretion of QA.

2. INJURIES

- (a) In all cases where there is a suspected injury on pitch, the head referee will call for a stoppage in play as soon as is practicable.
 - (i) If the injury is one where concussion is not suspected or likely, the injured players will be replaced on field and will return to their own team's substitution area.
 - (ii) All players should be recommended to a qualified first aider if an injury is suspected but cannot be forced into any action, provided that player is of legal age.
 - (iii) If the injury is one where concussion is suspected or likely, that player must immediately enter the concussion protocol, in accordance with Section 2.3.

3. CONCUSSION PROTOCOL

- (a) If a concussion is suspected, the player should be removed from the activity in which they were injured immediately and assessed by either:
 - (i) A professional first aid person (e.g. Sports Medicine Australia)
 - (ii) Another first aid qualified individual, with reference to the Pocket Concussion Recognition Tool (e.g. a dedicated tournament first aider)
- (b) If concussion symptoms are present, the player should be referred to a medical doctor or escorted immediately to the emergency department of the nearest hospital, as

deemed necessary by the assessor. A first-aider is not sufficient once a concussion has been assessed as likely or concussion symptoms are present.

- (i) If concussion symptoms are not present but the player's condition deteriorates or a player exhibits any of the symptoms listed as red flags on the Pocket Concussion Recognition Tool, the player should be referred to a medical doctor or escorted immediately to the emergency department of the nearest hospital, as deemed necessary by the assessor. A first-aider is not sufficient once these symptoms are present.
- (c) Any player reasonably suspected of a concussion, who is exhibiting concussion symptoms, or has been professionally assessed as having a concussion shall not be allowed to take the field, act on or off the field as a volunteer, or represent their team as speaking captain.
 - (i) This ban shall lift upon the presentation of a doctor's certificate specifically stating that they are fit for contact sport. This certificate may be shown to the pitch manager or tournament director as appropriate.
 - (ii) If a doctor's certificate is presented to a pitch manager, that pitch manager is responsible for informing the tournament director.
- (d) Players with concussion symptoms should not be left alone and should not be allowed to operate a vehicle.
- (e) Concussed players will be cared for by QA as appropriate and reasonable with regard to the above.

4. SPECIAL EQUIPMENT

- (a) If a player requires special equipment which is outside the scope of the rulebook, they must appeal to QA no less than seven days before their scheduled match to have the equipment approved.
 - (i) Equipment could include but is not limited to items such as prosthetic limbs or hearing aids.
 - (ii) This equipment may not give a player any specific advantage in game.

SECTION 3: POLICIES FOR TEAMS

1. TEAM CONDUCT

- (a) In accordance with Section 1.1.a, it will be the responsibility of clubs to ensure that all of their players are eligible to play in QA events as QA members.
- (b) For a QA-sanctioned event, each club must submit their team rosters to the tournament director no less than seven days before any scheduled event.

- (i) In accordance with IQA rules, the maximum number of players on any team roster is 21.
 - (ii) The team roster may include one non-playing manager, one non-playing coach, and up to nine non-playing reserves who will not count towards the 21 player roster.
 - (1) Non-playing reserves may replace a playing member of the roster up until 12pm the day prior to the scheduled event.
 - (2) A non-playing manager or non-playing coach may double as one of the nine non-playing reserves.
 - (3) At the tournament director's discretion, the number of maximum reserves may be reduced, as long as applied uniformly to all teams attending a tournament. Representatives of teams attending the tournament must be notified of this at least 14 days in advance of the tournament taking place.
 - (4) During a game, only the playing members of a team, the non-playing coach, and the non-playing manager may enter the player area.
 - (iii) The QA membership of any new team member must be confirmed, including the payment of the membership fee, by this time.
- (c) It will be the responsibility of teams to ensure all equipment, including jerseys, comply with the standards set out in Section 4.2.
- (i) It will be the responsibility of the head referee to perform an equipment check at the first game of the day for all teams at any QA-sanctioned event.
 - (ii) If the team is unable to comply with these standards, they must inform the tournament director no less than 14 days before the scheduled beginning of the event.
 - (1) It will be at the discretion of the tournament director if the game is to continue in an official or unofficial capacity, or if that team is allowed to participate at all.
- (d) Teams must be ready to play their scheduled games no less than five minutes before the scheduled starting time of their game, a time that may be lengthened by the tournament director.
- (i) For the purposes of this policy, being ready to play includes having all team members and equipment on the pitch by this deadline.
 - (ii) If the head referee is satisfied that the team has not met this deadline, the head referee will record that team as having forfeited the game.
 - (iii) Any team member that arrives at their scheduled game after this point will not be allowed to participate in the game.
 - (1) Any team member found to be participating in the game despite arriving after this deadline will be shown a straight red card by the head referee and suspended for the rest of the event by the tournament director.
 - (2) A tournament director may allow the player to participate in the game to due extenuating circumstances out of their control.

- (e) Where applicable, these rules may be adjusted by the tournament director when setting their event policies for QA-sanctioned events.

2. ON-PITCH VOLUNTEER POLICY

(a) Eligibility

- (i) Referees

- (1) As per QA refereeing standards outlined in Section 4.4.a.

- (ii) Assistant referees

- (1) As per QA refereeing standards outlined in Section 4.4.b.

- (iii) Snitching

- (1) As per QA snitching standards.

(b) Expectations for QA-Sanctioned Events

- (i) Unless otherwise indicated by the tournament director, it is expected that for all QA-sanctioned events, inclusive of the Australian Quidditch Championships, teams will be able to contribute the following:

- (1) one certified head referee
 - (2) one certified snitch runner
 - (3) one certified snitch referee
 - (4) three certified assistant referees
 - (5) two goal referees
 - (6) three scorekeepers or time keepers

- (ii) If a team is unable to contribute any of these, they must notify the tournament director at least seven days before the scheduled start of the event. The team in question's participation in that tournament will be at the discretion of the tournament director.

- (iii) The expectations for the championship shall be laid out in Section 3.3.

(c) Failure to Meet Requirements

- (i) If a head referee or snitch runner assigned to a game is unable to serve in that role, they must notify the tournament director in a timeframe set by the tournament director that may be no less than 30 minutes before the scheduled start time of that game.

- (1) If the head referee or snitch runner is unwilling to participate, fails to notify the tournament director, or if the tournament director is not satisfied that they have genuine reasons as to why they are unable to serve in that role:

- (A) If that individual is a rostered team member, they will be suspended for the next QA-sanctioned game they are scheduled to participate in.

- (B) If that individual is a volunteer for QA, any further punishments, including being unassigned from future games, shall be at the discretion of the tournament director.

- (2) Where the assigned head referee or snitch runner is unable to notify the tournament director due to extenuating circumstances, such as injury, the tournament director and QA will have discretion over whether any sanction is applied.
- (3) If the head referee or snitch runner is able to find a suitable replacement for themselves five minutes before the game, no penalty shall be incurred.
- (ii) If a team is unable to produce the required number of assistant referees and other pitch volunteers for any game they have been assigned, they must notify the tournament director no less than 30 minutes before the scheduled start time of that game.
 - (1) If the tournament director is not satisfied that the team has genuine reasons as to why they are unable to produce the required number of assistant referees and pitch volunteers, that team will forfeit the next sanctioned game they are scheduled to play.
 - (2) If the tournament director is not satisfied that the team has notified them in a timely manner that they are unable to produce the required number of assistant referees and pitch volunteers, that team will forfeit the next sanctioned game they are scheduled to play.

3. AUSTRALIAN QUIDDITCH CHAMPIONSHIPS ELIGIBILITY

(a) Membership Requirements

- (i) All teams must be registered and paid QA tournament members to participate in the tournament.
 - (1) Registration must be complete and the registration fee paid 60 days before the start of the championship.
- (ii) All individual players must be registered and paid QA individual members to participate in the tournament.
 - (1) Registration must be complete and the registration fee paid no later than 45 days before the start of the championship, including the payment of QA membership and any tournament fee if applicable.

(b) Team Requirements

- (i) In order to be eligible to qualify for the championship, a team must satisfy one of the following criteria:
 - (1) Participation in a QA-sanctioned state league, having completed at least five ranked games within that competition.
 - (2) Participation in at least two ranked QA-sanctioned tournaments, having completed at least three ranked games in each tournament.
 - (3) Participation in at least seven ranked games against at least two opponents, over a period of at least three different days of competition.

(A) For the purpose of this regulation, participation in any event which takes more than one day to complete will still only count towards a single unique day of competition.

- (ii) If a team has reasonable grounds for which these criteria cannot be satisfied, they may launch an appeal to the Gameplay Department, who may waive these criteria at their discretion.
- (iii) 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 percent of its matches to fulfill this requirement.
- (iv) These requirements must be met no later than 60 days before the start of the championship.
- (v) Teams, who have fewer than two other QA member teams within their state or three teams total registered with their respective state body for the duration of the current season, may still qualify for the championship without satisfying these criteria provided they seek out and accept all possible opportunities for official play available to them.
- (vi) A new QA team who has never attended previously, is considered to have only come into existence in the 12 months prior to the 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 to satisfy these criteria, due to lack of time or sufficient opponents. Such teams may still enter provided they seek out and accept all possible opportunities for ranked play available to them.
- (vii) Any unofficial QA team who participates within a sanctioned state body's formalised tournament structure (e.g. Victoria Cup), will be considered as exposed to opportunity and expected to have made all efforts possible to satisfy these criteria.

(c) Referee Requirements

- (i) Referee requirements for the championship are outlined in Section 3.2.b.
- (ii) Any failure to meet these requirements will be subject to all clauses in Section 3.2.
- (iii) The certification requirements are subject to the decision of the Gameplay Department regarding which tests are applicable for certification.
- (iv) The certification requirements outlined in Section 3.2.b must be spread across six playing club members attending the championship.

(d) Player Requirements

- (i) All players participating at the championship must have played a minimum of three ranked 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.
 - (1) Exceptions may be given in circumstances of isolation in a similar manner to the team requirements.

- (2) Exceptions may also be given if a team can provide evidence 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.
 - (3) These requirements must be met 60 days before the start of the championship.
- (e) Roster Requirements
- (i) Each team must have a minimum of 12 players and may have up to 21 players.
 - (ii) Each team is permitted one non-playing coach and/or one non-playing manager on their roster.
 - (iii) Any team may list up to nine reserves on their roster.
 - (iv) Any club with multiple teams competing in the tournament may list nine players on a secondary team who are able to move up to a team from the same club, in the same way other clubs may use reserves.
 - (v) In cases of more than two teams, all subsequent teams may list nine players who can move up to the team directly above them. The final team may still have nine non-playing reserves, who are not listed on any of the other teams' rosters. This policy requires clubs to declare their team structure in a hierarchical format (e.g. A team, B team, C team).
 - (vi) All rostered individuals must be registered and fully paid QA members and all players must have registered and paid for the championship no later than 45 days before the start of the championship.
 - (vii) Rosters must be submitted 45 days before the start of the championship.
 - (viii) Rosters must be finalised with changes involving reserves by 21 days before the championship.
- (f) Applications for exemptions from any of these requirements must be submitted via the exemptions form 60 days before the start of the championship.
- (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 the Gameplay Department.

SECTION 4: POLICIES FOR ORGANISERS AND STAFF

1. MATCH ELIGIBILITY

- (a) For a game to be considered an official ranked match by QA standards, the following must be adhered to:

- (i) Both teams must be QA registered teams.
- (ii) All team members must be QA members.
 - (1) Any team found to be fielding an ineligible player will mean an immediate disqualification and forfeit loss for that team.
- (iii) Team rosters must be submitted to the tournament organiser at least seven days before the scheduled beginning of the match or event.
 - (1) The tournament organiser may allow exceptions to this rule if applied uniformly.
- (iv) The tournament director must ensure the Event Sanctioning form has been submitted.
- (v) The event must be played in strict adherence to the full up-to-date IQA Rulebook and any QA amendments to that rulebook.
- (vi) Full and correct attendance of all players is notified in order to correctly assess player eligibility for the championship, see Section 3.3.d.
- (vii) The scoresheet must be signed off by the two captains, the head referee, and the Gameplay Department.
 - (1) The department can still deem the game as official regardless of the captains' signatures, using their discretion.
 - (2) The department may choose not to award a match official status if it deems the performance of the head referee unsatisfactory or unprofessional to a sufficient extent that the final result is deemed to have been severely adversely influenced.
- (viii) The event abides by all other policies outlined here, including extreme weather and equipment policies.

2. EQUIPMENT STANDARDS

(a) Player Equipment

- (i) All players on field at all times must be wearing the appropriate headband colour of their position.
 - (1) It is recommended that players wear traditional round headbands.
- (ii) All players on each team must be wearing matching or near-matching team colours with a distinct number on the back.
 - (1) It is recommended that all teams play in full formal matching jerseys complete with a clear numbering system and the logos of their team, QA, and IQA.
 - (2) At a minimum, the team any player is on must be abundantly clear and there must be some sort of identifying number, letter, or symbol on the player's jersey for easy referee and scorekeeper identification. The head referee will have discretion over compliance with this policy.

(b) Tournament Equipment

- (i) Tournament organisers must provide or source the following equipment at QA-sanctioned tournaments:
 - (1) Pitch outlines, either painted fields or laid out with cones in dimensions that match the 2018-2020 IQA Rulebook.
 - (2) Hoops that comply with the 2018-2020 IQA Rulebook (Section 2.2).
 - (3) Quaffles, Size 5 Baden Matchpoint volleyball, or other ball that has been approved by the Gameplay Department and complies with the 2018-2020 IQA Rulebook (Section 2.3.1).
 - (4) Bludgers, HART Sport [playball](#), or other ball that has been approved by the Gameplay Department and complies with the 2018-2020 IQA Rulebook (Section 2.3.2).
 - (5) 'Clash jerseys' for major tournaments, to be lent to teams on a match-to-match basis if normal jerseys are deemed indistinguishable by the head referee.
- (ii) Tournament organisers may provide additional equipment (e.g. brooms) to teams who require it, provided teams give at least 14 days notice to the tournament director.

(b) Team Equipment

- (i) Teams are expected to provide or make available the following equipment for their players at QA-sanctioned tournaments:
 - (1) Jerseys that are readily identifiable, of the same base colour, and distinguishable from opposing teams.
 - (A) Each jersey must also bear a number, letter, or symbol that is individual from other team members and complies with the 2018-2020 IQA Rulebook jersey regulations (Section 2.5.4).
 - (2) A sufficient number of brooms for a team to use in games throughout each tournament, accounting for possible broom breakages.
 - (A) Brooms may be provided for teams by the tournament as per Section 4.2.b.ii.
 - (3) Provide or advise players on where to purchase headbands that match their position/s in game.
- (iii) Other equipment outlined in the 2018-2020 IQA Rulebook (Section 2.5) may be provided by teams but is ultimately the responsibility of each individual player.
- (iv) Players who may require additional special equipment to play may apply to use the special equipment by filling out the [Player Equipment Waiver form](#).

3. PITCH REQUIREMENTS

- (a) Pitch markings should comply exactly with the 2018-2020 IQA Rulebook.
 - (i) The four corners of the player area should be marked by flags or highly visible cones.

- (ii) Key lines such as the halfway line, keeper line, starting line, and goal line must be clearly visible and easily distinguishable.
- (iii) The rest of the outline of both the field and the player area should be marked with paint if possible or cones distinguishable from those marking the key lines.
- (iv) The defined location of the penalty boxes and substitute areas must be generally followed. Full delineation of the areas with lines or cones is optional, depending on availability, but preferable.
- (v) For ease of field setup, there should be markers delineating the position of the balls and hoops. This may be done with paint in order to provide no obstruction to the field of play.
 - (1) As paint can be a difficult resource to procure, prioritise these markings when gaining access to any paint.
- (vi) A game with any error to its playing field or error considered egregious to its overall playing area, may not be cleared for ranked play.

4. REFEREE REQUIREMENTS

(a) Head Referees

- (i) The tournament director will have full discretion over the assignment of head referees to all games throughout the QA-sanctioned event they are running.
- (ii) For any ranked match at any QA-sanctioned event, an official QA certified referee must be chosen.
 - (1) Only in cases where there are no such referees available, may other candidates be selected at the discretion of the tournament director.
- (iii) In tournament play, available certified head referees must be prioritised to official matches and given the maximum number of matches deemed possible or appropriate by the tournament director.
 - (1) Only if a shortage of certified head referees results in not all matches being covered may other candidates be considered for some matches.
- (iv) If no certified head referee is available, a tournament director should attempt to appoint a head referee with the most match experience possible and/or the most progress through the QA certification program as applicable.
- (v) The Gameplay Department may advise that they deem the prospective referee to be not sufficiently qualified or experienced and as such reserves the right to not consider the match as ranked or official at its discretion.

(b) Assistant Referees

- (i) For any game to be considered official, there must be the following volunteers at a minimum:
 - (1) At least three assistant referees
 - (2) One snitch referee, that may also serve as an assistant referee until snitch is on pitch
 - (3) Two goal referees

- (4) One scorekeeper
 - (ii) Additional referees, such as a third assistant referee or more, are recommended especially for major tournament matches.
 - (iii) Tournament directors are encouraged to roster assistant referees with the appropriate QA referee testing qualification.
 - (1) A match may not be considered for official status if the Gameplay Department, at their discretion, considers the assistant refereeing team for a match not up to sufficient standard.
- (c) Data and Scorekeeping
- (i) For a match to be considered official, the official match score sheet must contain all the following data:
 - (1) Date of the match
 - (2) Exact start and finishing time of the match
 - (3) Match location
 - (4) Identity of the head referee and assistant referees
 - (5) Identity of the snitch runner
 - (6) Identity of both team captains
 - (7) The present and playing squads of both teams for the match
 - (8) Goal scoring log including:
 - (A) Identity of each goal scorer
 - (B) Rough time of each goal scored, ideally to the minute in game time. If this cannot be managed, a sequential count of the progress score and goal scorer identity is sufficient as a minimum.
 - (9) Disciplinary log in the event of any cards awarded including:
 - (A) Identity of cautioned or sent off player
 - (B) Nature of the offense
 - (C) Time of the card being awarded, to the minute is preferable. When the card occurred sequentially in relation to the goal-scoring log is sufficient as a minimum.
 - (10) Final score of the match, including:
 - (A) Identity of the successful seeker
 - (B) Head referee's signature
 - (C) Both captains' signatures
 - (ii) It is the responsibility of the tournament director, in conjunction with the head referee and scorekeeper, to ensure that these details are correct and submitted correctly
 - (1) It is the responsibility of the scorekeeper to record all in-game data and to chase up any preparatory or optional data, such as the identities of the referees and the result of the coin toss.
 - (iii) All match data must be submitted to the Gameplay Department up to seven days after a match.

- (1) If the extent and detail of the data is considered insufficient, the Gameplay Department may choose to rescind a match's official status.

5. ORGANISER REQUIREMENTS

(a) Organiser Membership Requirements

- (i) All tournament directors, volunteers, and other staff present at QA-sanctioned events must be QA members.

(b) Qualifications and Regulations

- (i) All tournament directors must obtain a Working with Children Check at least 14 days prior to the QA event they are running, in accordance with the QA Member Protection Policy.
- (ii) All tournament directors and pitch managers must sign the QA Member Protection Declaration (Attachment C2 - QA Member Protection Policy).

(c) Organising Timeline for Tournaments

- (i) The QA-Sanctioned Event form must be completed no less than one month before the scheduled start of the event.
- (ii) The location of the event must be confirmed no less than 14 days before the scheduled start of the event.
- (iii) The following must be confirmed no less than seven days before the scheduled start of the event:
 - (1) A full roster of head referees
 - (2) Specific locations for the pitch or pitches
 - (3) A basic schedule outlining exact hours of play
 - (4) First aid providers
- (iv) The following must be confirmed no less than three days before the scheduled start of the event:
 - (1) A final match schedule
 - (2) Team rosters for all participating teams
 - (3) Head referees assigned to all matches
 - (4) Team-by-team assistant referee slots must be confirmed where applicable
 - (5) All hoops, game balls and, where applicable, provided uniform brooms to be used for the tournament must be finalised
- (v) The winner of the event must be reported to the Gameplay Department no more than one day after the completion of the event.
- (vi) All final scores, including identification of the teams who caught each snitch and standings tables, must be submitted to the Gameplay Department no more than seven days after the completion of the event.
- (vii) All required minimum match data must be submitted to the Gameplay Department no more than 14 days after the completion of the event.

- (viii) All final match data (e.g. timed goal-scoring) must be submitted to the Gameplay Department no more than 14 days after the completion of the event.
- (d) Organising Timeline for One-Off Matches
 - (i) The QA-Sanctioned Event form must be completed no less than 14 days before the scheduled start of the event.
 - (ii) The location of the event must be confirmed no less than seven days before the scheduled start of the event.
 - (iii) The head referee for the match must be confirmed no less than three days before the scheduled start of the event.
 - (iv) The following must be confirmed no less than one day before the scheduled start of the event:
 - (1) Team rosters for both participating teams
 - (2) All hoops, game balls and, where applicable, provided uniform brooms to be used for the tournament must be finalised
 - (v) The final score, including identification of the team who caught the snitch, must be submitted to the Gameplay Department no more than one day after the completion of the event.
 - (vi) All required minimum match data must be submitted to the Gameplay Department no more than 14 days after the completion of the event.
 - (vii) All final optional match data (e.g. timed goal-scoring and sub-tracking) must be submitted to the Gameplay Department no more than 14 days after the completion of the event.

6. EXTREME WEATHER

- (a) Extreme Heat Policy
 - (i) When invoking the QA Extreme Heat Policy in a game, the following procedures must be followed:
 - (1) The head referee is required to blow a stoppage of play as soon as is practicable after 10 minutes have elapsed, at a time where none of the game balls are being actively contested.
 - (2) Players are to leave their brooms and balls in place where they were at the moment the whistle is blown, functionally similar to a standard timeout.
 - (3) The stoppage is to last for five minutes.
 - (4) The starting procedure after the allotted time elapses will match that of a timeout, play shall restart with all players in position where they stopped and balls will start where they were before the stoppage, including any loose on the ground.
 - (5) The procedure shall be repeated if the match subsequently reaches 30 minutes duration and again at 20 minute intervals henceforth.

- (ii) In order for a tournament or match to remain eligible for QA insurance coverage, event sanctioning, and official match qualification status, each of the associated actions must be taken when the playing field temperature fall within each of the following reference points:
 - (1) When the temperature at the event reaches over 35 degrees Celsius, this policy must be instituted.
 - (A) If forecasts for the event are over 35 degrees Celsius with over 80 percent humidity, the tournament director must institute the policy the evening prior and for safety assurances and gameplay fairness, retain the policy for the duration of that day's play.
 - (B) In all other forecast cases, a tournament director must either institute the policy the evening prior if there is any reasonable risk of 36 degrees Celsius or beyond being reached and if there are no temperature measuring devices on site, in order to ensure that play does not accidentally take place in unsafe conditions.
 - (C) If temperature measuring devices are on site, they may be followed live as necessary, with the policy instituted for individual games if the temperature reaches 36 degrees Celsius or beyond before brooms up of any respective match.
 - (2) When the temperature at the event falls between 30 and 35 degrees Celsius, the policy may be instituted at the tournament director's discretion.
 - (A) Play is only deemed formally unsafe and will automatically void QA insurance and event coverage if temperatures reach 36 degrees Celsius at game start.
 - (B) However if temperatures are between 30 and 35 degrees Celsius and deemed to be unsafe for any reason (e.g. high humidity or lack of available water on site) a tournament director may at their discretion institute the policy for individual games.
 - (3) When the temperature at the event falls below 30 degrees Celsius, the policy may not be instituted.
 - (A) In order to preserve the sanctity and fairness of the game as intended to be played in the 2018-2020 IQA Rulebook, the Extreme Heat Policy should only be considered in suitable extreme conditions. A game will not be considered for official match status if the procedures of the policy are followed despite the temperature being below 30 degrees Celsius.

(b) Wet Weather Policy

- (i) In order for a tournament or match to remain eligible for QA insurance coverage, event sanctioning, and official match qualification status, each of the

associated actions must be taken when player safety has been in any way compromised by non-heat related dangerous weather conditions:

- (1) For the purposes of this section, dangerous weather conditions are considered to be any presence of lightning or hail, excessive rain that significantly limits player visibility, or excessive mud that dangerously compromises a player's ability to move (e.g. they are sinking up to their ankles).
- (2) If a game is ongoing when dangerous weather has manifested, the head referee must call a timeout for a period of 10 minutes or until such weather conditions have abated. If the 10 minute period has elapsed without any significant change in the weather, the match must be adjourned for a period of no less than half an hour. The match may be restarted with a brooms up after such a period if the weather conditions have abated. A restart of the match retains the score and game time as it was before the adjournment.
- (3) If such conditions have manifested before the outset of a match, the tournament director must reschedule the match for a minimum for 30 minutes. If conditions persist after such a time, the tournament director may give an additional rescheduling of match/es for either 30 or 60 minutes (to the nearest 15 minute interval where appropriate). If after the second rescheduling period there is no prospect of a favourable change in conditions, the tournament director must adjourn play for the day.
- (4) If play is resumed but the dangerous conditions return, this procedure restarts from the beginning. If this policy has been restarted for the third time in a single day, the tournament director must instead abandon play for the remainder of the day.

7. CONTESTED MATCH POLICY

- (a) The contested match policy aims to serve for matches in which the outcome of the game may be contested due to:
 - (i) Bias as exhibited by the head referee or match officials.
 - (ii) Evidence of cheating or match fixing.
 - (iii) Sever negligence by the governing body, head referee, or match officials.
 - (iv) Any other reason as determined by the Gameplay Department.
- (b) The process for a contested match falls into three levels of responsibility.
 - (i) Head referee responsibility: complaints that can be dealt with during the conduct of play.
 - (1) Any complaint about an opposing player, team, or spectators that can be made during the game should be made during the game. To this end,

the head referee should check with both captains before declaring a game ended in order to get any potential complaints dealt with before closing the game. If a captain fails to notify the head referee of a complaint before the end of a game, the complaint cannot be used as a reason to dispute the game results. Exceptions include complaints which encompass the referees themselves or complaints regarding information only available following the conclusion of the game.

- (ii) State level responsibility: only for games authorized by a state body in conjunction with QA (e.g. NQL, Victoria Cup). For appeals of referee decisions, complaints encompassing the referees themselves, or complaints regarding information only available following the conclusion of the game.
 - (1) These issues should be dealt with by the relevant state gameplay department. The complainant captain should notify the body, after which point the body should collect data from the complainant team, the accused team, the involved referees, and other relevant sources.
- (iii) QA gameplay responsibility: appeals of referee decisions, complaints encompassing the referees themselves, or complaints regarding information only available following the conclusion of the game. Only for games authorized specifically by QA (e.g. the championship, State Shield). For appeals of a state body's decision for games authorized by a state body in conjunction with QA (e.g. NQL, Victoria Cup).
 - (1) These issues should be dealt with by the Gameplay Department. The complainant captain should notify the department, after which point the department should collect data from the complainant team, the accused team, the involved referees, and other relevant sources. If the issue is an appeal against a state decision, the Gameplay Department should also acquire information from the relevant state's gameplay department.
 - (A) The only occasion in which the Gameplay Department can appeal a state decision is if they believed there was a procedural issue with the state decision or there is clear demonstration of bias by the state association.
 - (B) Any other reason as determined by the Gameplay Department.
- (c) The complaint process for QA events is as follows:
 - (i) Before every tournament, a panel will be established to deal with any potential complaints that could arise during the tournament. The panel will consist of the tournament director, the QA Gameplay Director, another board member, and a Gameplay Department member. The last two positions may dependent on the type of event and available staff.
 - (1) If these positions cannot be filled due to lack of availability, another suitable replacement from the QA Board, relevant gameplay department member, or other tournament staff may be chosen. If the

positions are still unable to be filled, a panel with fewer people may be appointed.

- (2) The complaint must be submitted to the pitch manager immediately following the game in which it occurs.
- (3) In the case the complaint is formulated with information discovered post-match, the complaint should be submitted to a member of the aforementioned panel.
- (4) Information and evidence are to be gathered regarding the complaint.
- (5) The panel will determine if the complaint holds merit to be dealt with immediately.
- (6) The panel shall make a decision based on the information and evidence provided. This decision may be:
 - (A) Inaction and dismissal of the complaint.
 - (B) Calling the match a draw and awarding appropriate ladder and quaffle points to both teams.
 - (C) Calling the match a forfeit.
 - (D) Removing match officials and head referees for future matches.
 - (E) Replaying the match.
 - (F) Any other action as determined by the panel.

8. ATTENDANCE POLICY

- (a) The following policy is required for taking attendance at all QA ranked games:
 - (i) State associations and clubs will be required to use the QA scoresheet template. This is to maintain a standard for scorekeeping games and to ensure that all the relevant information is collected.
 - (ii) Information that must be noted on all scoresheets is as follows:
 - (1) Head referee name
 - (2) Snitch runner name
 - (3) Final game time
 - (4) Attendance record for players
 - (5) Full name of all players
 - (6) Final score inclusive of which player caught the snitch and details regarding overtime or second overtime
 - (iii) The following procedure must be followed to mark player attendance.
 - (1) At least 10 minutes before the scheduled start time, teams must report to the pitch manager to have their attendance checked.
 - (2) Only the pitch manager or the head referee is authorised to mark player attendance.
 - (3) Attendance will be indicated by checking the player's name off in the attendance column on the scoresheet.

- (4) Should a player's attendance be not checked, they will be counted as absent for that game.
- (5) Late arrivals will first be determined by the policy of the respective state association. In the absence of a policy by the respective state association, they will only be allowed to join the game if it was agreed upon in the pre-game meeting between both captains and the head referee. They must report to the pitch manager to have their attendance marked before they may join the game.
- (6) Once scoresheets are signed, all parties agree to the score and attendance records as shown on the scoresheet.

(b) Submission of Scoresheets

- (i) After each day of ranked matches in each respective state, the state governing body must submit the scoresheets to QA within 14 days. They may do so by emailing them to the QA Gameplay email (gameplay@quidditch.org.au).
- (ii) Late submission or failure to submit scoresheets within 14 days may result in the scoresheet being invalid for attendance purposes or rejection of future event sanctioning requests.