

BELGIAN QUIDDITCH FEDERATION



Belgian Quidditch League

*Structure and explanation about the 2016-2017
Belgian Quidditch League.*

ARTICLE I – BELGIAN QUIDDITCH LEAGUE

1.1 Introduction

The Belgian Quidditch League will be played over the course of the whole season. This competition will have every BQF League Team play every other BQF League Team.

1.2 Games

BQF League Teams play each other in League Games in a set weekend or date determined by the Belgian Quidditch Federation.

1.2.1 League Games

League Games will happen every month of the season, with the exception of December and January. There'll be set dates or a weekend in which these Games need to be played. The Belgian Quidditch Federation will decide when certain teams will play each other, and who's playing home, and who's the visiting team. Both teams must agree on a location, date and time for their games. Every League Game will be following the rules and policies put in place by the Belgian Quidditch Federation.

1.2.2 Sets

Every 'Game' consists out of a best-of-three series of 'Sets'. One (1) 'Set' is a normal match where 2 teams play each other once. A team wins the Game if they can win two (2) Sets.

After one (1) Set, teams switch sides. If overtime needs to decide a Set, teams will not switch sides at the start of overtime.

If a 3rd Set needs to be played to determine the winner, a coin toss must take place to determine who's attacking which hoops. The visiting team gets to call the toss.

A snitch will appear in every Set.

1.3 Rankings

Every Game played between two (2) BQF League Teams will be registered into the Belgian Quidditch League rankings.

The Belgian Quidditch League ranking will decide the seeding for the Belgian Quidditch Cup the following season. All teams who did not compete in the Belgian Quidditch League will be randomly seeded.

The rankings will open the 1st of October and be closed on the 15th of July of the 2016-2017 season.

1.4 Equipment

The home team must always provide a minimum of 1 quaffle, 3 bludgers, 16 brooms, and 6 hoops. The Belgian Quidditch Federation suggests always having more equipment on site than the minimum requirement.

1.5 Appeal

You cannot sign appeal in any Set or Game. No Games or Sets will be replayed.

ARTICLE II – CARDS & SUSPENSIONS

Suspension means that an individual cannot carry out any official function as player, coach, and/or captain for the number of games/sets specified by the Gameplay Department of the Belgian Quidditch Federation, as per policy or at their discretion, given the severity of the infraction. All suspensions take effect immediately.

2.1 Blue Cards

Blue cards will never be accumulated. This means that 2 blue cards will never result in a yellow card, a red card, and/or suspension.

2.2 Yellow Cards

Yellow cards will be accumulated, as the IQA Rulebook 2016-2018 describes. This means that 2 yellow cards in the same Set result into a red card.

2.2.1 Suspension by Yellow Cards in Games

Two yellow cards adding up to a red card does not result into an immediate suspension for the next Set and/or Game.

Two yellow cards resulting into a red card, twice, results into an immediate suspension for the next Set in the current Game.

2.3 Red Cards

A straight red card results into an immediate ejection out of the Set being played, and an immediate suspension for minimum one (1) Set in the current Game.

2.3.1 Suspension by Red Cards in Games

If any player breaks rule 6.1.2.3, engaging in physical altercations with referees, members of staff, spectators, and/or other players, that player will be suspended for the remaining of the Game.

If any player breaks rule 6.1.2.2, directing extreme or abusive language towards referees, members of staff, spectators, and/or other players, that player will be suspended for the remaining of the Game.

Any other red card will result into an immediate suspension for one (1) Set in the current Game.

2.4 Suspension between Sets

A player will be suspended for the next Set even before or after a Set has been played, at discretion of the Head Referee, if committing any of the following actions:

- The player tempers with any equipment without approval of the Head Referee.

- The player tempers with any of the scoresheets.

A player will be suspended for the rest of the Game, if committing any of the following actions:

- The player engages in physical altercations with referees, members of staff, spectators, or other players.
- The player directs extreme or abusive language towards referees, spectators, other players, or member of staff.

2.5 Suspension for the following Games

A player will be suspended for the following Game in case that player receives two (2) straight red cards within a Game.

A player will be suspended for the following Game in case that player receives five (5) yellow cards within a Game.

ARTICLE III – FIELD ARRIVAL AND PITCH SETUP

3.1 Field Arrival

In any Belgian Quidditch League Game, teams will be expected to arrive at the agreed location between an hour and 30 minutes before scheduled start time. Teams who arrive any later will forfeit their first Set.

Teams will be permitted to warm up on pitch until 10 minutes prior to the scheduled time.

3.2 Pitch Setup

The home team must set up the pitch, excluding the position of the balls. The next lines, either drawn with chalk or cones, must be visible:

- The soft boundary
- The keeper zone lines
- The midfield lines

The hoops must also be positioned correctly.

The pitch must be set up 30 minutes before scheduled start time. If the Head Referee deems the pitch to not be set up properly, the Head Referee must warn the Home Team. The Home Team must fix the problems the Head Referee brought up. If the Home Team doesn't want to fix any of the problems up until 10 minutes before the start of the first Set, the home team will forfeit the first Set. If this is the case, the Head Referee must note the problems on the Match Sheet of the first Set, and the reaction of the Home Team. The Referee Team will fix the field for the second Set. If the Head Referee deems that the Home Team tried enough to fix the issues, the Head Referee will help, and no Sets will be forfeited.

All forfeits will be reviewed by the Gameplay Department of the Belgian Quidditch Federation to determine if further disciplinary actions need to be taken such as suspension from future events or tournaments.

3.3 Officials Arrival

All officials, including referees and snitches, must arrive at latest 40 minutes before scheduled starting time. If any later, the home team may email gameplay@quidditchbelgium.be with the following details:

- Full name of the official
- Function of the official
- Scheduled starting time of the Game
- Arrival time of the official

The official who's late, will lose their €10 worth of travel refund.

3.4 Scorekeeper, Timekeeper and Goal Referees

Scorekeeper, timekeeper and goal referees must be provided by the home team, and must report to the Head Referee at latest 20 minutes before scheduled starting time. If the home team fails to provide these people, the home team will automatically forfeit the first set.

In case of unforeseen circumstances, the home team will get an extra 20 minutes to find replacements. The home team will not forfeit the first set, if they manage to find replacements in the given 20 minutes.

3.5 Coin Toss

The visiting team shall call the toss for the first set.

ADDENDUM: WORKINGS OF THE BELGIAN QUIDDITCH LEAGUE RANKINGS

The next terms will be used:

GP = Games Played

GW = Games Won

SP = Sets Played

SW = Sets Won

QPD = Quaffle Point Differential

QPD is essentially point differential, without the final snitch catch of the game. If a game goes into overtime, the regulation-time snitch gets counted as if it were quaffle points, and if a game goes into double overtime, any snitch in the first overtime is also counted as if it were quaffle points.

Ranking will be ordered as following:

1. *Most Sets Won*
2. *Least Sets Played*
3. *Games Won*
4. *Games Played*
5. *Quaffle Point Differential*
6. *Head-to-Head*