

**BELGIAN QUIDDITCH
LEAGUE 2018-2019**

**BELGIAN
QUIDDITCH
FEDERATION**

GENERAL INFORMATION

All information in this document are guidelines. These do not overrule anything written in the policies from the Belgian Quidditch Federation.

- All league matches will be played on either a Saturday or a Sunday. Teams will be asked about their preference for either Saturday or Sunday. Matches will be played on the day of the Home Team's preference.
- The exact schedule of when teams will be playing will be provided later. Expected time: mid-September.
- Home teams are responsible for arranging pitches and equipment for the league day.
- The Belgian Quidditch League will be played with the IQA Rulebook 2018-2020.
- Each league team needs to have the following IQA18-20 certified officials:
 - 1 Head Referee, 2 Assistant Referees, 1 Snitch Referee. If this is the first year a team signs up as a league team, they need at least 2 of the mentioned 4 referees.
 - A team that does not have their required quota of officials must pay a fee of 5 euros per position per league Match the team plays until the team reaches the required quota.
- A forfeited league Match DOES count as a played game. A Match rescheduled due to unforeseen circumstances does NOT count as a played game.
- You cannot sign appeal in any Set or Match. No Sets or Matches will be replayed.



PRACTICAL INFORMATION

TEAMS AND PLAYERS

Match Registration Deadline

- Changes can be made until 30 days before the scheduled date by sending an email to gameplay@quidditchbelgium.be

Roster Deadline

- All teams must provide their roster at the latest 48 hours before the scheduled starting time. Rosters must be sent in through the BQF Match Center site.
- Teams not providing their roster by the roster deadline are forfeiting their full league Game.
- Any changes to the roster made after the deadline has passed will not be accepted.
- All players must be registered through BQF Match Center and BQF needs to have received their payment before the roster deadline to be allowed to play. If the payment has not been registered yet, proof of payment must be emailed to both membership@quidditchbelgium.be and gameplay@quidditchbelgium.be at latest 48 hours prior to the scheduled start of the Game.
- Players who have not paid before the roster deadline and did not submit proof of payment 48 hours before the start of the Match if needed will not be on the roster and are not allowed to play.

Team Arrival

- All teams playing that day must arrive at least 30 minutes before the start of the first Game.
- Teams arriving later than 30 minutes before the start of the first Match forfeit the first Set of their Game.

Home Team

- The home team is responsible for setting up the pitch correctly. The pitch must be set up at latest 30 minutes before the scheduled start of the first Game.
- The next lines, either drawn with chalk or cones, must be visible: the soft boundary, the keeper zone lines, the mid field line and the 4 corners of the hard boundary. The hoops must also be positioned correctly.
- The HR will check the pitch, if there are any mistakes, the home team has 15 minutes to correct the pitch setup.



- The home team will forfeit their first Set of the Match if the pitch is not set up 30 minutes before the scheduled start of the first Match or if the pitch is not corrected within 15 minutes after the HR has checked the pitch. (see League policies 3.2)

Warm-Up

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

Roster Check

- Players must bring a type of identification document, which is valid at the time of the Match and has at least a clear picture, official name and date of birth. Any other form of identification document will not be accepted.
- Players not in possession of a correct / valid ID are not allowed to play.
- Players not on the roster are not allowed to play.

Team Officials

- Teams that are not playing but are scheduled to play earlier or later that day will provide Officials for the other Game. Officials must report to the Head Referee 20 minutes prior to the scheduled start of the game.
- Names of the officials the team can provide for the Match must be sent to gameplay@quidditchbelgium.be at the start of each semester. Teams will receive an email about this before the start of the league.
- Teams not providing officials forfeit their first Set, unless due to force majeure.

Team Volunteers

- Teams that are not playing but are scheduled to play earlier or later that day will provide 2 volunteers for scorekeeping, timekeeping and goal refereeing for the other Game. Volunteers must report to the Head Referee 20 minutes prior to the scheduled start of the game.
- Teams not providing volunteers forfeit their first Set.

Gamesheets

- Each team must bring 1 copy of the gamesheet to the game.
- Players are not allowed to write on or tamper with the gamesheets.

First Aid

- The home team is responsible for providing a first aid kit.
- Teams are also encouraged to have at least one person with basic first aid knowledge.



VOLUNTEERS AND OFFICIAL

Arrival

- All officials and volunteers must arrive at least 30 minutes before the start of the first Game.
- Officials arriving later than 30 minutes before the start of the first Match lose half of their payment for that league Game.

Head Referee

- The Head Referee will check the pitch 30 minutes before the scheduled start of the Game, if there are any mistakes, the home team has 15 minutes to correct the pitch setup after which the Head Referee checks the pitch again. The home team is responsible for setting up the pitch correctly.
- The next lines, either drawn with chalk or cones, must be visible: the soft boundary, the keeper zone lines, the mid field line and the 4 corners of the hard boundary. The hoops must also be positioned correctly.
- The Head Referee must bring 1 copy of the gamesheet to the game.

Roster Check

- All players must bring a type of identification document, which is valid at the time of the Match and has at least a clear picture, official name and date of birth. Any other form of identification document will not be accepted.
- Players not in possession of a correct / valid ID are not allowed to play.
- Players not on the roster are not allowed to play.

Officials

- All officials must report to the Head Referee 20 minutes prior to the scheduled start of the game.
- If the officials are playing the Match before, they must report to the Head Referee immediately after their Match has ended.

Volunteers

- All volunteers must report to the Head Referee 20 minutes prior to the scheduled start of the game.
- If the volunteers are playing the Match before, they must report to the Head Referee immediately after their Match has ended.
- Players are not allowed to write on or tamper with the Match sheets.
- All officials must sign the gamesheet to get paid. An official who did not sign will not receive payment for that Game.



Gamesheets

- The Head Referee is responsible for the gamesheets. They must email a clear photo or scan of the gamesheets to bql@quidditchbelgium.be within 48 hours after the Match has been played for the officials to get paid.
- All Sets of the same Match must be officiated by the same officials team, unless due to force majeure.

