

# COMPETITIONS



## **I – COMPETITION DEFINITION**

### **1.1 Domestic Match**

A domestic match is an official game played by two (2) Member Teams of the Belgian Quidditch Federation. Any and all rules associated with the match correspond with BQF's Gameplay Department.

To be allowed to play at a Domestic Match, all players must be registered through BQF Matchcenter and BQF must have received their payment before the roster deadline. If the payment has not been registered, proof of payment must be sent to [gameplay@quidditchbelgium.be](mailto:gameplay@quidditchbelgium.be) at latest 48 hours prior to the scheduled start of the Match.

Players who have not paid before the roster deadline and/or 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.

### **1.2 Domestic Tournament**

A domestic tournament is a set of official matches where at least three (3) Member Teams of the Belgian Quidditch Federation play each other over the course of at least one (1) day. Any and all rules associated with the match correspond with the Belgian Quidditch Federation's Gameplay Department.

To be allowed to play at a Domestic Tournament, all players must be registered through BQF Matchcenter and BQF must have received their payment before the roster deadline. If the payment has not been registered, proof of payment must be sent to [gameplay@quidditchbelgium.be](mailto:gameplay@quidditchbelgium.be) at latest 48 hours prior to the scheduled start of the Tournament.

Players who have not paid before the roster deadline and/or did not submit proof of payment 48 hours before the start of the Tournament if needed will not be on the roster and are not allowed to play.

### **1.3 International Match**

An international match is a game played by one (1) Member Team of the Belgian Quidditch Federation. The game is to be considered official if the Team who is not affiliated with the Belgian Quidditch Federation is recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association; or directly if the team in question does not have a (IQA-recognised) governing body.

### **1.3.1 Rules Governing International Matches on Belgian Soil**

A Member team of the Belgian Quidditch Federation and Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association that compete in an international match on Belgian soil must adhere to the rules of the game as laid out by the International Quidditch Association. Any and all policies that affect gameplay govern only Member Teams of the Belgian Quidditch Federation unless otherwise defined.

### **1.3.2 Rules Governing International Matches not on Belgian Soil within the Jurisdiction of an IQA Official Member League**

Member Teams of the Belgian Quidditch Federation participating in matches outside of Belgium, but under the jurisdiction of an IQA recognised Governing Body between a Member Team of the Belgian Quidditch Federation and Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association must follow the rules laid out for international play by Quidditch Europe and/or the International Quidditch Association. Member Teams of the Belgian Quidditch Federation must follow any and all policies that affect gameplay where applicable and do not discredit the rules and mandates of the IQA recognised Governing Body.

### **1.3.3 Rules Governing International Matches not on Belgian Soil outside of the Jurisdiction of an IQA recognised Governing Body**

Member Teams of the Belgian Quidditch Federation participating in matches outside Belgium but not under the jurisdiction of any IQA recognised Governing Body between Member Teams of the Belgian Quidditch Federation and Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association must follow the rules laid out for international play by Quidditch Europe and/or the International Quidditch Association. Member Teams of the Belgian Quidditch Federation must follow any and all policies that affect gameplay.

## **1.4 International Tournament**

An international tournament is a set of official matches played by one (1) or more Member Team(s) of the Belgian Quidditch Federation and one (1) or more Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association totalling at least three (3) teams. The tournament is to be considered official if the Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association is/are recognised as official by Quidditch Europe, an IQA recognised Governing Body, and/or the International Quidditch Association (IQA); or directly if the team(s) in question do(es) not have a (IQA-recognised) governing body.

#### **1.4.1 Rules Governing International Tournaments on Belgian Soil**

Member Teams of the Belgian Quidditch Federation and Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association that compete in international tournaments on Belgian soil must adhere to the rules of the game as laid out by the International Quidditch Association. Any and all policies that affect gameplay govern only Member Teams of the Belgian Quidditch Federation unless otherwise defined.

#### **1.4.2 Rules Governing International Tournaments not on Belgian Soil within the Jurisdiction of an IQA recognised Governing Body**

Member Teams of the Belgian Quidditch Federation participating in tournaments outside of Belgium but under the jurisdiction of an IQA recognised Governing Body between the Member Teams of the Belgian Quidditch Federation and Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association must follow the rules laid out for international play by that governing body. Member Teams of the Belgian Quidditch Federation must follow any and all policies that affect gameplay where applicable and do not discredit the rules and mandates of the IQA recognised governing body.

#### **1.4.3 Rules Governing International Tournaments not on Belgian Soil outside the Jurisdiction of an IQA recognised Governing Body**

Member Teams of the Belgian Quidditch Federation participating in tournaments outside of Belgium but not under the jurisdiction of any IQA recognised governing body between Member Teams of the Belgian Quidditch Federation and Member Teams who are not affiliated with the Belgian Quidditch Federation, but recognised by Quidditch Europe, IQA-recognised governing body, and/or the International Quidditch Association must follow the rules laid out for international play by Quidditch Europe and/or the International Quidditch Association. Member Teams of the Belgian Quidditch Federation must follow any and all policies that affect gameplay.

### **1.5 *Fantasy Tournament***

A fantasy tournament is a tournament played where teams are composed of individuals originating from various teams and/or governing bodies. These tournaments are always unofficial when played on Belgian soil.

#### **1.5.1 Rules governing Fantasy Tournaments on Belgian Soil**

Teams playing in fantasy tournaments on Belgian soil must adhere to the IQA rules as well as any and all applicable policies. Policies that apply are variable and depend on the decision of the Tournament Director. Tournament rules and policies must be released no later than one (1) week before the tournament.

## **1.6 Belgian Quidditch League**

The Belgian Quidditch League is an event played with every League Team of the Belgian Quidditch Federation. More information can be found in the Belgian Quidditch League Policy and/or guidelines.

## **II – OFFICIALS**

### **2.1 Referees and Snitch Runners in Competitions**

#### **2.1.1 Referees and Snitch Runners in Domestic Matches**

All domestic matches played between two (2) Member Teams of the Belgian Quidditch Federation need to be officiated by one (1) IQARDT-certified Head Referee, minimum two (2) IQARDT-certified Assistant Referees, and one (1) IQARDT-certified Snitch Referee, unless otherwise specified. The Snitch Runner does not have to be certified. The Belgian Quidditch Federation advises to give priority to IQARDT Snitch Referee certified Snitch Runners if possible.

The Head Referee, Assistant Referees, Snitch Referee, and the Snitch Runner cannot be part of any team's roster playing, unless otherwise specified.

#### **2.1.2 Referees and Snitch Runners at Domestic Tournaments**

All matches played between two (2) Member Teams of the Belgian Quidditch Federation at a domestic tournament need to be officiated by one (1) IQARDT-certified Head Referee, minimum two (2) IQARDT-certified Assistant Referees, and one (1) IQARDT-certified Snitch Referee, unless otherwise specified. The Snitch Runner does not have to be certified. The Belgian Quidditch Federation advises to give priority to IQARDT Snitch Referee certified Snitch Runners if possible.

The Head Referee, Assistant Referees, Snitch Referee, and the Snitch Runner cannot be affiliated with any of the Clubs participating in that specific match in the domestic tournament.

#### **2.1.3 Referees and Snitch Runners at International Tournaments on Belgian Soil**

All matches played between two (2) Member Teams of the Belgian Quidditch Federation need at a domestic tournament to be officiated by one (1) IQARDT-certified Head Referee, minimum two (2) IQARDT-certified Assistant Referees, and one (1) IQARDT-certified Snitch Referee, unless otherwise specified. The Snitch Runner does not have to be certified. The Belgian Quidditch Federation advises organisers to give priority to IQARDT Snitch Referee certified Snitch Runners if possible.

The Head Referee, Assistant Referees, Snitch Referee, and the Snitch Runner cannot be affiliated with any of the Clubs participating in that specific match in the domestic tournament.

#### **2.1.4 Referees and Snitch Runners at International Tournaments**

The Tournament Director of every individual International Tournament outside Belgium decides the requirement of referees and snitch runners.

### **2.2 Payment of Referees**

Every IQARDT-certified Head Referee must be paid. This money may be pooled as part of a tournament entrance fee by the Tournament Director and disbursed in that manner. All payments of League Games will happen by the Financial Department of the Belgian Quidditch Federation.

#### **2.2.1 Payment of Referees in Belgium**

For every Match or Tournament hosted on Belgian soil:

- Every IQARDT-certified Head Referee must earn a minimum of €8 per Game.
- Every Snitch Runner must earn a minimum of €4 per Game if they are an IQARDT-certified Snitch Referee or €2 if they are not a certified Snitch Referee.
- Every IQARDT-certified Assistant Referee must earn a minimum of €4 per Game.
- Every IQARDT-certified Snitch Referee must earn a minimum of €4 if they are also an Assistant Referee for that Game or €2 per Game if they are solely a Snitch Referee.

#### **2.2.2 Reimbursement of non-playing Officials in the Belgian Quidditch League**

Every non-playing official in the Belgian Quidditch League will be able to apply for a travel cost refund, capped at €10. They must email [bql@quidditchbelgium.be](mailto:bql@quidditchbelgium.be)

- If the official comes by car, they will receive 0,25€ per kilometer. They must include their home address in the email to apply for the refund.
- If the official comes by public transport, they will receive the price of their tickets.. They must show proof of their journey by including a clear picture or scan of their tickets in which the price is clear.

All payment for officials at Belgian Quidditch League Games will be paid by the Financial Department of the Belgian Quidditch Federation once every month.

#### **2.2.3 Payment of Referees at International Tournaments outside Belgium**

The Tournament Director of each individual International Tournament outside Belgium can decide how much every IQARDT-certified will earn. The Belgian Quidditch Federation cannot guarantee any payment for any Head Referee at International Tournaments outside Belgium.

### ***III – FORFEIT AND EARLY TERMINATION OF THE GAME***

#### ***3.1 Forfeiting***

Any team that forfeits is automatically given an 150\*-0 loss. To forfeit, a team must inform the opposing team, the Head Referee, and the Tournament Director (if applicable). If a team has less than seven (7) available players before the start of the game, the team automatically forfeits.

##### ***3.1.1 Forfeiting in the Belgian Quidditch League***

For the purpose of the Belgian Quidditch League rankings, a forfeit is counted as a 150\*-0 loss for the forfeiting team for that game.

During a league game, if a team forfeits a Set, it automatically forfeits the next one(s) as well. If the Head Referee makes the Home Team forfeit the first Set, the next Set(s) will still be played.

During a league day, if a team forfeits a game, it can automatically forfeits the next one(s) as well.

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.

#### ***3.2 Early Termination of Game***

The only excusable early termination of a game that does not result in a forfeit, is when a team drops below seven (7) players at the result of an injury.

The opposing team is given a win at thirty (30) points, considered a snitch catch, above the terminating team, if the opposing team had less points at the terminating team at the end of the termination.

If the opposing team had more points than the terminating team at the time of termination, the opposing team is given thirty (30) points extra considered to be a snitch catch.