

BQL GUIDELINES



Belgian Quidditch League season 2020-2021

Foreword

The Belgian Quidditch League will see each team playing all the other teams twice, over the course of 12 weekends. Feedback from last year has been considered, and the league structure has been adapted so that after every two week-ends, each team has played the same number of matches, and so that at the half season, each team has played each other once. As decided last year, the final standings of the 2020-2021 league will be used to determine the teams qualified for the European Quidditch Cup 2022.

General Guidelines

- All league games will be played on Saturday or Sundays. It is the home team that decides which day it will be played on. The first game will start at 10.00h.
- League days can gather either 3 or 4 teams. Each 3-team league day will consist of 3 matches, each team playing each other team. Each 4-team league day will consist of 4 matches, each team playing two of other teams. (This assumes 7 teams registered)
- A tentative schedule is attached to this document. The exact schedule will be provided as soon as the dates for Belgian Cup & EQC are known, and all teams have confirmed attendance.
- Home teams are responsible for arranging pitches and equipment for league day they host.
- The intention is that BQL will be played with the IQA20-22 rulebook. However, the complete rulebook is not available at this stage. In case it is released too late, the first half season will be played using the IQA18-20 rulebook.
- Each league team shall have the following IQA20-22 certified officials¹: 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 aforementioned 4 referees. *A team that does not have their required quota of officials shall pay a fee of 5 euros per position per league Match 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.*
- League game results cannot be appealed. No games will be replayed.

¹ In case of late release, it shall be expected that this quota is met 1 month after the corresponding referee tests become available.

Practical information

Teams and players

- **Roster deadline:** All teams must have provided their roster at 9 PM on the Thursday preceding the league weekend. Rosters must be sent in through the BQF matchcenter site, or by e-mail to the gameplay manager (gameplay@quidditchbelgium.be) if unavailable.
Teams not providing their roster by the roster deadline are forfeiting their full league day. Any changes to the roster made after the deadline has passed will not be accepted.
- **BQF membership & Payment:** All players have to be registered through BQF Matchcenter 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 the gameplay manager when submitting the roster.
Players for whom no payment is registered by BQF who do not submit proof of payment by the roster deadline (Thursday 9 PM) will not be part of the roster and will not be allowed to play.
- **Team arrival:** All teams playing during a league day must arrive at least 30 minutes before the start of their first Game.
Teams arriving later than 30 minutes before the start of their first Game forfeit that Game.
- **Warm-up:** Teams will be allowed to warm up on pitch until 10 minutes prior to the scheduled start time.
- **Roster check:** All players must bring a type of identification document, which is valid at the time of the game 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.

Home team responsibilities

- The home team shall designate a **point of contact** for the organisation of league days. This person shall be the interface with BQF for the organisation of the league day.
- The home team is responsible for **setting up the pitch** correctly. The pitch must be set up at the latest 30 minutes before the scheduled start of the first Game. The following lines, either drawn with chalk or cones, must be visible:
 - o the boundary lines,
 - o the midfield line,
 - o the keeper zone lines.

In addition, the hoops must be positioned correctly.

Requiring the pitch to be set up 30 minutes before start allows the Head Referee to verify it and to request changes if needed. If the pitch is not correctly set-up 10 minutes before the start of the match, the home team shall forfeit their first game.

- **Game sheets:** The game sheets will be sent by BQF to the point of contact by Friday 9 PM. The home team shall print all game sheets for the day, and collect all signed game sheets from the respective head referees. The signed game sheets shall be sent to the gameplay manager no later than the following Tuesday 9 PM.
- **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 officials

- **Team officials:** Each team shall provide Officials for all the games that they are not playing on the same day. In addition, each team shall provide two officials, including the Head Referee, for one single 3-team league day that they are not playing during the season. The list of officials to be provided is indicated in the attached schedule. Names of the officials the team can provide for a league day must be sent to gameplay@quidditchbelgium.be at least two weeks before that league day.
- **Team volunteers:** Each team shall provide volunteers for scorekeeping, timekeeping and goal refereeing for the all games that they are not playing on the same day. During 3-team league day, the non-playing team shall provide all 4 volunteers. During 4-team league day, each non-playing team shall provide 2 volunteers. Volunteers must report to the Head Referee 20 minutes prior to the scheduled start of the game.
- **The Head Referee** shall 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, as described in the 'home team responsibility' section.
- **The Head Referee** is responsible of the 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.*
- **All officials** must report to the Head Referee 20 minutes prior to the scheduled start of the game.
If the officials are playing the previous game, they must report to the Head Referee immediately after their game has ended.
- **All volunteers** must report to the Head Referee 20 minutes prior to the scheduled start of the game.
If the volunteers are playing the previous game, they must report to the Head Referee immediately after their game has ended.
- **All officials** must sign the game sheet to get paid. An official who did not sign will not receive payment for that Game.
- **Game sheets:** The Head Referee shall provide the signed game sheet to the home team point of contact. The home team is responsible for sending the signed game sheets back to BQF.