



The Victoria Cup 2015 Rules

Victorian Quidditch Association

1. Preamble

- 1.1. The purpose of this regulation is to provide clear and consistent rules for gameplay matters during the VQA's regular season
- 1.2. It is the intention of the VQA Admin that this regulation should not be modified during a season except under exceptional circumstances
- 1.3. Accordingly this policy may only be modified by a two-thirds Absolute Majority of affiliated teams during a season or by an absolute majority outside of a season

2. Teams

- 2.1. During the league, a team may have no less than 6 players, but WILL be allowed more than 21 players. This accommodates teams who may be undermanned due to illness, injury, work or travel.
- 2.2. Whilst teams may have more than 21 players, no more than 21 can participate on one given game day.
- 2.3. A team of no more than 21 players must be registered for each game no later than 24 hours before a game. Game day team lists MUST be submitted by this time. Teams will not be able to add players to team lists on game day.
- 2.4. New players can register at any time. In order to play, new players must submit registration at least 72 hours before game day if they are paying online. All registrations must be submitted by 9:00PM the night before the game at the very latest. Registrations will not be accepted on game day.
- 2.5. If a player plays a game without registration and/or payment, both the player and the captain of the team they play for will face a single game suspension. ALL players must be registered and have paid to play.
- 2.6. For any player to compete in finals, they MUST have attended 33% of games for the League. If there are 12 games, they MUST have attended 4 games to play finals. If there are 8 games, they MUST have attended 3 games to play finals. This is to prevent ringers being brought in. New players cannot be added to a register in the last game of the league unless they were on the team roster prior to the previous game.
- 2.7. A player can move from one team's players list to another's by putting an application through to the VQA admin. For more information see Section 3 - Player Transfer.
- 2.8. No player can be on multiple Team Rosters at the same time.

3. Player Transfer

- 3.1. Players shall be allowed to transfer at most once per season, except in extraneous circumstances.
- 3.2. Players wishing to transfer must fill in the VQA Transfer form which must be approved by the Head of Gameplay, the VQA Executive and the Captain of the team they are transferring to.
- 3.3. Once the VQA Transfer form has been submitted the Captain of the team the player is leaving shall be informed.
- 3.4. The transferring player shall be subject to a single game cooling off period, during which they may retract their application, but may not play for either team. This is to ensure players do not “Team Hop” during the season.
- 3.5. No player transfers will be accepted after the third last round of the season. As this can affect standings. For example, if there are 20 rounds, no player can transfer during or after round 18. This includes finals.

4. Game Day

- 4.1. Players on the submitted list MUST be signed in and paid game fee (2.3) no later than 15 minutes before a game. Eg. Game day start 10am – players from submitted list (1.2) have their names ticked off by 9.45am.
- 4.2. Any player arriving after said time (2.1), must sign in asap and can join the sub line AFTER the seeker floor has finished. They will be informed by the scorekeepers as to when they can resume play.
- 4.3. The first game that you play, any money owing from registration MUST be paid to the VQA representative PRIOR to game play. This is either Trial Membership (\$10), VQA Membership (\$5) and League Fees (\$25), OR VQA Membership (\$5), League Fees (\$25) and AQA Membership (\$50). For more information see Section 6 - Fees.
- 4.4. All teams must have an elected coach on game days. This will be noted on the scoresheets. See Rulebook 8 for information about the role of the coach.
- 4.5. At the conclusion of a game, each team will vote for MVP and best and fairest, at the end of the league the player with the most votes will receive an award for such (medal, trophy, or practical prize). See Section 7 - Awards.
- 4.6. TEN-FIFTEEN minute seeker floor up to head ref. (lower time pending extreme weather conditions eg. hailstorms, 35 degree heat).
- 4.7. Head ref on the day can elect to have restrictions placed on the snitch after certain time periods (back to pitch, one arm, no arms, etc.). No restrictions can be placed before 25 minutes of game time. This ensures a minimum lengths for games.
- 4.8. Players during the VQA tournaments and leagues shall be required to use VQA style brooms that are deemed safe by the match’s head referee.

5. Referees

- 5.1. Referee teams will be rostered as per the fixture.
- 5.2. Head Referees will be rostered independent of the refereeing team. These are drawn of the head referee group.
- 5.3. Head Referees will be paid for games. This is a payment of \$20.00.
- 5.4. Head Referees can only be paid if they have attempted the online Head Referee test for Rulebook 8. They must receive a minimum pass rate of 50%.
- 5.5. Snitch runners will be selected independent from the refereeing team. They will be drawn from the snitch runner group.
- 5.6. All snitch runners are expected to have attempted the online test for snitch referees.
- 5.7. Snitch runners will be given a token of appreciation for their time at the end of the season. This is still to be decided.
- 5.8. Team providing referees will include 3 assistant referees, 2 goal referees, 1 scorekeeper, 1 snitch referee, and 1 certified first aider (8 people).
- 5.9. In the event that there is no snitch runner available from the group, the refing team will supply one.
- 5.10. The Head Ref. for any given game will be responsible for uploading the scoresheet results to the VQA admin page immediately after receiving the signatures of captain and the head ref at the conclusion of the game. Head of Gameplay or IT Development Manager will make the results public.
- 5.11. At the conclusion of each game, teams will provide feedback for the the team who provided the refereeing for their game. They will also provide feedback to the Head Referee for the game. These scores will be counted and the highest scoring Team and Head Referee will receive an award/prize.
- 5.12. Failure to provide minimum requirement for referees (3.2), with no advance warning (minimum 3 days prior to game) shall result in a penalty. This will be decided by the Head of Game Play, Head of Refereeing and Executive Committee and will be related to severity of incident.

6. Fees

- 6.1. League fees (\$25) are due prior to a players first game.
- 6.2. There is a yearly fee of \$5 to be a member of the VQA. This is required of all players to cover administration costs. This payment is due prior to a players first game.
- 6.3. There is a league fee of \$25, this covers the Victoria Cup 2015 league; permits, referees, equipment and medals. This payment is due prior to a players first game.
- 6.4. Australian Quidditch Association full membership is required. This is currently a fee of \$50, however this is subject to change. This covers all players for insurance and allows us to play ranked games, which are required for participation in QUAFL - Australian Regionals. This payment is due by June 1st, 2015.

- 6.5. All money collected by the VQA for AQA membership shall be paid to the AQA by June 30th, 2015 at the latest; the end of the 2014-2015 financial year. This ensures all players will be covered for the 2015-2016 membership and insurance period.
- 6.6. A trial membership is available for new players only. This is a fee of \$10.00 and covers play for the player's first two games. These games must occur within 30 days of registration.

7. Awards

- 7.1. The MVP award will be voted on by both the refereeing team and opposing teams following every regular season match. The referee team can allocate 3, 2, and 1 point to up to 3 players from the day. Each team get one vote for the opposing team.
- 7.2. The Best and Fairest will be awarded to a player on each team. Following every regular season match the Voting Members of each team (Coach, Captain and Vice-Captain OR Team Representative) will discuss and decide upon three team members who displayed the best and fairest attributes of said teams ethos. They will be awarded 3, 2, or 1 point accordingly.
- 7.3. Any of the members of voting members can be voted for as long as it is agreed upon by the other 2 voting members.
- 7.4. Any members who believe voting is not being fairly adhered to should report to the Executive Committee.
- 7.5. Votes are to be submitted to the Head of Game Play and Executive Committee via Jotform within 48 hours of completing a round. Votes will be counted and a Best and Fairest award will be given to one player from each team.
- 7.6. Head Referee and Best Refereeing Team will be awarded to the highest scoring referee and refereeing team based on feedback submitted by teams after games.
- 7.7. Highest Goal Scorer and Most Snitch Catches shall be tallied at the end of the season. Awards will be given to highest ranked player/s.

8. Fixtures

- 8.1. The fixture for the season will be developed by the Head of Gameplay and approved by the VQA Admin prior to the start of the season
- 8.2. Fixture dates will only be changed due to the dropping out of a team, not for any suggested inconvenience to a team.

9. League Points

- 9.1. Points earned through playing:
 - Win – 3 points
 - Loss – 0 points
 - Loss in overtime – 1 point
 - Snitch catch – 1 point

- 9.2. The snitch catch is rewarded a point for the team so as to encourage the role of seeker. It also provides an incentive for teams who might not be winning games via goals. It will also help avoid percentage draws.
- 9.3. A live ladder will be updated online after each game day

10. Gameplay Tribunal

- 10.1. All incidents that have incurred a red card penalty will be reviewed at the conclusion of the round by the Head Referees, Head of Game Play and the Executive Committee. They will decide whether the incident constitutes a safety hazard to VQA players and needs to be investigated further. This will be based on a majority vote.
- 10.2. If the incident requires further investigation the player who incurred the penalty will be notified that the incident will be escalated. Players will be given the opportunity to offer their testimony as to the incident.
- 10.3. If the incident does not require further investigation, no further action will be taken.
- 10.4. If escalated, the incident will be discussed by the Head Referee, Head of Game Play and Executive Committee. During this process eyewitness accounts, video footage and the player testimony will be reviewed. The final decision as to the penalty to the player in question will be made via unanimous vote. This may include, but is not limited to, game suspensions.

11. Definitions

- 11.1. VQA - Victorian Quidditch Association
- 11.2. AQA - Australian Quidditch Association
- 11.3. USQ - United States Quidditch (formerly IQA)
- 11.4. IQA - International Quidditch Association
- 11.5. GAME DAY LIST – List of players on a team given to the VQA no later than 24 hours before a game. This list will have a minimum of 6 players, and a maximum of 21 players. No player excepted from this list will be allowed on field on the game day.
- 11.6. EXECUTIVE COMMITTEE - The Executive Committee of the VQA is the President, Vice President, Treasurer and Secretary.