



The Victoria Cup 2017 Rules

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.
- 1.5. For the 2017 Victoria Cup season, the VQA will use the IQA Rulebook 2016-2018 with Quidditch Australia amendments as well as VQA amendments to the seeker floor and snitch handicap times.

2. Teams

- 2.1. During the league, a team may have no less than 7 players, but WILL be allowed more than 21 players.
- 2.2. If a team has less than 7 players 10 minutes after the scheduled time for brooms up, this will be considered a forfeit.
- 2.3. Whilst teams may have more than 21 players, no more than 21 can participate on one given game day.
- 2.4. A team of no more than 21 players must be registered for each game no later than 5PM the Thursday of game day weekend. Game day team lists MUST be submitted by this time. Teams will not be able to add players to team lists after this time.
- 2.5. All forfeits will count as a 150* point loss on the Victoria Cup ladder.
- 2.6. Players can register at any time during the season. In order to play, players must submit registration and payment (VQA and QA) no later than 5PM the Thursday night prior to their first game. Registrations will not be accepted on game day. Late registrations may be considered to play but not guaranteed, this is at the



discretion of the executive committee and the head of gameplay. All registration requirements are considered inclusive of payment.

- 2.7. 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.
- 2.8. For any player to compete in finals, they MUST have played 33% of games for the League with the team they are intending to play finals with. 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 new players being brought in just for finals.
 - 2.8.1. New players cannot be added to a register in the last game of the league unless they were registered to play and on the team roster prior to the previous game.
 - 2.8.2. Players who have not made their 33% attendance requirement with their intended finals team may submit a finals exemption application for consideration by the Head of Gameplay and VQA executive.
- 2.9. All players who have not made their 33% attendance requirement may submit a finals exemption application for considered by the Head of Gameplay and VQA executive.

3. Clubs

- 3.1. A club is considered as a group of players forming a team or teams that is governed by a single executive body. Clubs will be able to enter multiple teams into the Victoria Cup season. Transfers between teams within a club will be governed by the VQA's player transfer policy.

4. Player Transfer Policy

- 4.1. A player can transfer from one team or club to another team or club by submitting an application through to the VQA Player Transfer Form in accordance with the VQA Player Transfer Policy.
- 4.2. No player can be on multiple Team Rosters at the same time.

5. Game Day

- 5.1. Players on the submitted list must be signed in no later than 5 minutes before a game. Eg. Game day start 10am – players from submitted list (2.4) have their names ticked off by 9.55am. It is the responsibility of the player and their team to ensure that they have signed in before the cut off time.



- 5.2. Any player arriving after said time (5.1), will have a time penalty of 5 minutes of game time in which they cannot be on the pitch. Eg. A player arrives late for a 10:00am game; they may join the subline 5 minutes into play. They will be informed by the scorekeepers as to when they can join play.
- 5.3. All teams must have an elected speaking captain on game days. This will be noted on the scoresheets. See IQA Rulebook 2016-2018 for information about the role of the speaking captain.
- 5.4. There will be a 22 minute seeker floor, different from IQA Rulebook 2016 - 2018 (18 minutes) to allow for extra gameplay time on game days.
- 5.5. Snitch restrictions for games will be as follows:
 - i. Upon the release of the seekers, the snitch runner is required to remain between the keeper zone lines.
 - ii. At the 27 minute mark of game time, the snitch runner is required to remain within roughly 1.5 yards (1 meter) of the midline of the field.
 - iii. At the 32 minute mark of game time, the snitch runner is required to use only one arm.
 - iv. At the 37 minute mark of game time, the snitch runner is required to remain within roughly 1.5 yards (1 meter) of the intersection of the midline of the pitch and sideline of the pitch opposite the scorekeeper and benches.
- 5.6. In the event of severe weather on game day, at the discretion of the Head Referee, Head of Gameplay and VQA Executive, and agreed upon by the captains of both teams, the seeker floor may be cut down from 22 minutes to no less than 18 minutes to reduce game length but still allow teams to play. The snitch handicaps may also be lowered to the following requirements:
 - i. Upon the release of the seekers, the snitch runner is required to remain between the keeper zone lines.
 - ii. At the 23 minute mark of game time, the snitch runner is required to remain within roughly 1.5 yards (1 metre) of the midline of the field.
 - iii. At the 28 minute mark of game time, the snitch runner is required to use only one arm.
 - iv. At the 33 minute mark of game time, the snitch runner is required to remain within roughly 1.5 yards (1 metre) of the intersection of the midline of the pitch and sideline of the pitch opposite the scorekeeper and benches.
- 5.7. Players during the Victoria Cup, players shall be allowed to use any brooms which meet the specification of the IQA 2016-2018 rulebook that are deemed safe by the match's head referee.



- 5.8. The VQA equipment is strictly off limits to anyone but the two teams playing during a specific timeslot. Any individual, team or club found to be treating VQA property negligently may be required to financially compensate the VQA for that equipment or risk further disciplinary action via the VQA Executive through the Disciplinary Action section of the constitution.
- 5.9. Due to the conditions of the permit and booking arrangement with Fawkner Park and the City of Melbourne, players will only be permitted to wear runners or non-metal cleats. This deviates from the IQA 2016-2018 rulebook in which metal cleats may be worn.

5. Referees

- 5.1. Referee teams will be rostered as per the referee fixture and the following requirements:

- i. SET UP: Teams from the 10:50am game
- ii. 10AM GAME: Teams from the 10:50am game to referee
- iii. 10:50AM GAME: Teams from the 10am game to referee
- iv. 11:40AM GAME: Teams from the 1:20pm game to referee
- v. 12:30PM GAME: Teams from the 11:40am game to referee
- vi. 1:20PM GAME: Teams from the 12:30pm game to referee
- vii. PACK UP: Teams from the 12:30pm game

5.2. Head Referees

- 5.2.1. Head Referees will be rostered independent of the refereeing team by the Head of Referees. These individuals are drawn from the VQA head referee group.
- 5.2.2. Head Referees will be paid for games. This is a payment of \$20.00 per game.
- 5.2.3. Head Referees can only be paid if they have attempted the online Head Referee test for IQA Rulebook 2016/2018. They must receive a minimum pass rate of 80%. These tests are currently facilitated by the IQA, however QA are looking to move towards an Australian based certification later in the year.

5.3. Snitches

- 5.3.1. Snitch runners will be selected independent from the refereeing team by the Head of Gameplay.
- 5.3.2. All snitch runners will be expected to follow all conduct rules within the rulebook and code of conduct set by the association. Snitch runners shall be subject to the same rules surrounding bias as outlined in 5.4.6 and 5.4.6.1.



5.4. Referee Teams

- 5.4.1. A team providing referees for a solo referee game will provide 3 assistant referees, 2 goal referees, 1 scorekeeper, and 1 snitch referee for a total of seven people.
- 5.4.2. Teams providing referees for a joint referee game will provide a minimum of four people capable of filling a variety of refereeing roles as listed above.
- 5.4.3. Failure to provide minimum requirement for referees (5.7), with no advanced warning (minimum before roster cut off at Thursday 5pm) shall result in a warning for a first offence followed by a penalty of an immediate forfeit of that teams next subsequent game for all further offences.
- 5.4.4. The team/s allocated to referee the first time slot at 10:00am will be required to set up the pitch. Pitch set up must be completed by no later than 9:50am. If this requirement is not met, the team/s shall face a penalty of a warning and then an immediate forfeit of that teams next subsequent game for all further offences.
- 5.4.5. Referee teams are required to present themselves 10 minutes before their allocated refereeing slot or face a penalty of a warning and then an immediate forfeit of that teams next subsequent game for all further offences. The refereeing team is obliged to find a replacement for any missing referees in their team and alert the VQA executive and Head of Referees of these changes before 5pm on Thursday before a game day.
- 5.4.6. If a refereeing team is found to be showing clear bias towards one team they risk facing a penalty which could consist of but is not limited to warnings, forfeiting of future games and disqualification from the competition.
 - 5.4.6.1. If said playing team is found to have also colluded with the refereeing team they also risk facing a penalty which could consist of but is not limited to warmings, forfeiting of future games and disqualification from the competition.
- 5.5. The Scorekeeper for any given game will be responsible for receiving the signatures of captain and the head ref at the conclusion of the game.
- 5.6. At the conclusion of each game day, team representatives will provide feedback for the team who provided the refereeing for their game and the Head Referee for the game through the administration group.



- 5.7. An elected and VQA approved first aid officer will be paid a total of \$20.00 per game to provide onsite first aid. This officer must hold a current Level 2/HLTAID003/Provide first aid certificate and have experience in sporting injuries.

6. Fees

- 6.1. League fees (\$10 trial, \$25 half season or \$50 full season) are due at 5pm the Thursday prior to a player's first game. This covers the Victoria Cup 2016 league; permits, referees, first aid, equipment and medals.
- 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 included in the \$25 half season or \$50 full season registration for Victoria Cup players.
- 6.3. Quidditch Australia (QA) membership is required for all players to participate. This is currently a fee of \$40 for a full year or a \$10 for trial membership which is valid for 30 days or two Victoria Cup games, whichever comes first. A player found to have participated without current QA registration will be penalised as per clause 2.7.
- 6.4. A trial membership is available for new players only. This is a fee of \$10.00 to be paid to Quidditch Australia 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 must cast one vote for the opposing team.
- 7.2. The Best and Fairest will be awarded to two players on each team for any given match during the regular season. Following every regular season match the Team Representative will submit two equal votes to two players (one point each) on their team at displayed the qualities of a Best and Fairest for that match. At the end of the season each team will be awarded with one Best and Fairest.
- 7.3. The Outstanding Beater award/s will be awarded to one player on each team for any given match during the regular season. Following every regular season match the Team Representative will submit one vote for a player on the opposition team who was an outstanding beater that match. At the end of the



season it will be at the discretion of the Head of Gameplay and VQA executive as to how many awards and for what classifications they will be awarded.

- 7.4. Any members who believe voting is not being fairly adhered to should report to the VQA Executive Committee.
- 7.5. Votes are to be submitted to the Head of Game Play and Executive Committee via the Team Representative Resources page before 5pm Thursday after any given gameday.
- 7.6. Individual and team refereeing awards will be awarded to the highest scoring referee and reffing team based on feedback submitted by teams after games and input from the Head of Referees.
- 7.8. 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. At the end of the season it will be at the discretion of the Head of Gameplay and VQA executive as to how many awards and for what classifications they will be awarded.

8. Fixtures

- 8.1. The fixture can be found of the Victorian Quidditch Association website.
- 8.2. Modifications to the fixture and fixture dates will only be changed due to the dropping out of a team, not for any suggested inconvenience to a team. Modifications may also be made given serve weather or other exceptional circumstance which may impact on the safety of those participating in the league, as determined by the Head of Gameplay and VQA Executive in consultation with Team Representatives.

9. League Points and Rankings

9.1. Rankings will be determined through each teams win/loss record.

Points will be awarded under the following system:

- i. Win – 4 Points
 - ii. Regular Time Loss – 1 Point
 - iii. Overtime or Double Overtime Loss – 2 points
 - iv. Forfeit – 0 points
- 9.2. Ties will be broken by the following procedures in order:
1. Points differential (with a max value of +/- 120 points for each individual game)
 2. Head to Head results between the tied teams.
 3. Snitch catch percentage
 4. Coin flip



- 9.3. Any games forfeited will be entered as a 150*-0 loss for the forfeiting team. Forfeiting teams will not be penalised and are eligible to participate in finals.
- 9.4. A live ladder will be updated online periodically throughout the season.

10. Code of Conduct and Gameplay Tribunal

- 10.1. All players, whilst playing, officiating and spectating are required to following Quidditch Australia's code of conduct. Serious breaches of this code will result in the player being disqualified from the game day or league and resulting in disciplinary action via the Gameplay Tribunal, or in the case of non-playing actions, through the VQA Executive via the Disciplinary Action section outlined in the constitution. All participants are expected to be respectful to VQA officials and referees. Disrespect to any official or staff will not be tolerated. The Code of Conduct may be found here: <http://www.quidditch.org.au/code-of-conduct/>
- 10.2. All Victoria Cup game days are drug and alcohol free events for all players and spectators. The game day will commence and conclude at the times specified on our grounds permit, 9am till 5pm.
- 10.3. 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.
- 10.4. 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.
- 10.4. If the incident does not require further investigation, no further action will be taken.
- 10.5. If escalated, the incident will 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. QA – Quidditch Australia



- 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 5pm the Thursday before a game day. This list will have a minimum of 7 players, and a maximum of 21 players. Only players from this list will be allowed to take the field on game day.
- 11.6. EXECUTIVE COMMITTEE - The Executive Committee of the VQA is the President, Vice President, Treasurer and Secretary.
- 11.7. CLUB - A group of players forming a team or teams that is governed by a single executive body
- 11.8. TEAM - A group of members of an affiliated club who identify as a team for the purpose of playing together in VQA Victoria Cup.

