

Membership policy

A QNL membership means more quidditch for you; just like previous years, we will be working on the growth of both our sport and our organisation in the Netherlands, as well as represent the interests of the Dutch community in higher organisations like the European Committee and the IQA Congress. Thanks to your membership, we will be able to organise more open trainings and games, lend our equipment to starting teams to help them get going, and host bigger and better events.

QNL memberships are split into two categories: individual and team memberships. These memberships will be advanced separately.

Once again, the membership fees will be priced at **€15,-** for individual membership. Regular team membership will now be called a competitive team membership, still priced at **€50,-** a year. A developing team membership option will be added, costing **€10,-**.

All QNL-members should behave as stated in QNL policies and constitution. If a member fails to do so, membership can be revoked by QNL (see Constitution and Disciplinary Policy).

There is one transfer allowed each season per player. Transfers must always be discussed with the Teams Director, and QNL is allowed to deny a player a transfer from one team to another under certain circumstances. More information on transfers can be found in our two transfer policies: one for transfers within QNL, and one for transfers to or from a different NGB.

A membership lasts one season (July 1 - June 30), for the 2016-2017 season as well. A membership will have to be renewed each season. Membership fees are due by the end of July, or one week after signup, whichever comes first.

Individual membership

Individual membership is available for everyone and anyone looking to actively participate in the Dutch quidditch community. This membership offers amongst others the ability to participate in official matches on your team's roster, and to be kept up to date with upcoming events in the Netherlands or elsewhere.

<i>requirements</i>	<i>perks</i>
A member must be 16+ or turning 16 in the season of registration.*	A member can compete in officially registered matches.
A member must be a resident of the Netherlands.	A member can join two teams: a primary and a secondary team. **
	A member can apply for a place on the national team's roster.
	A member will be represented in the general assembly through a team representative.
	A member receives IRDP support; A member has a right to make use of ref-calls with the QNL gameplay director.
	A member will be kept up to date on upcoming events through the QNL mailing.
	A member can count on help from QNL if necessary, e.g. when setting up a team or organising an event.

A player applying for individual membership can do so by filling out the form on the QNL website or by sending an e-mail to secretaris@quidditchnederland.nl containing their name, date of birth and team(s) they would like to join. A position on a team will be official after the captain of said team has confirmed their acceptance.

* Members under 18 are required to have written permission from a guardian.

** a QNL-member is allowed to indicate a primary and a secondary team they are playing with. The secondary team will be the team a player is on the roster for in official events that do not include their primary team. If both teams are competing in the same official event, the member can only play for their primary team.

Team Membership

A team membership offers a team the ability to expand through their official QNL-status. As previously stated, QNL has two options for team membership: Competitive Team Membership and Developing Team Membership.

Through a competitive team membership, a team is able to compete in all selected QNL-events in the Netherlands, and able to run for one of the Dutch spots on international tournaments, such as the European Quidditch Cup.

Through a developing team membership, a team is able to compete in all selected QNL events in the Netherlands except the League, and is unable to run for one of the Dutch spots for international tournaments. Teams can only choose Developing Team Membership for the duration of one year (365 days), unless receiving special permission by QNL.

Competitive Team Membership

<i>requirements</i>	<i>perks</i>
A team must have at least 7 members.	A team can participate in selected QNL-events.
A team must have at least 2 certified referees: one assistant referee and one snitch referee. These referees must be two separate players.	A team can participate in selections for official international events, e.g. European Quidditch Cup.
A team must have one captain and a coach.	A team can place a bid for organising certain events.
A team must have at least one player of age that can take on responsibility for any and all minors on the team.	A team can count on help from QNL if necessary, e.g. getting equipment or organising events.
A team captain is held responsible for keeping their team's roster up-to-date.	A team is represented within Quidditch Europe and the IQA.
	A representative of a competitive team can come to QNL's general assembly and vote.

Developing Team Membership

<i>Requirements</i>	<i>Perks</i>
A team must have at least 3 members.	A team can participate in selected QNL-events, with the exception of the League
A team must have a captain.	A team can place a bid for organising certain events.
A team must have at least one player of age that can take on responsibility for any and all minors on the team.	A team can count on help from QNL if necessary, e.g. getting equipment or organising events.
A team captain is held responsible for keeping their team's roster up-to-date.	A team is represented within Quidditch Europe and the IQA.
	A representative of a developing team can come to QNL's general assembly, but can't vote.

Teams apply for a team membership by the team captain sending an e-mail to the secretary on secretaris@quidditchnederland.nl .