



Start A Team Guide

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INTRODUCTION

So, you want to start a quidditch team? Think running around with a broom between your legs sounds like fun? Then this is the place for you to be! We'll go over all the basics of how to create your very own quidditch team!

KEY CONNECTIONS - IMPORTANT PEOPLE TO KNOW

There are a few people in Quidditch Canada you should know about before you even start. These are people who will be more than willing to help you or point you in the right direction for who to talk to. The regional people are always who you should go to first with questions. And if you're unsure of anything, ask! Quidditch players don't bite.

Expansion Staff

These are your first point of contact. If you're having a problem, chat with them, and they'll be happy to help! They have experience doing exactly what you're trying to do in exactly your area, so they know your regional challenges and have ideas on how to overcome them.

Local Teams

Nearby teams (and yes, in Canada that can mean 1200 km away) are a great resource, especially if there aren't expansion folks in your area. They may be able to come visit you and your new team to play a few games, lend you equipment to get started, or provide other supports.

Coach Development and Referee Development Staff

These are your go-to people for coaching and rules-related questions. If you have questions about things at practice, how to deal with difficult individuals, have questions about running a team in general, how to play, or how to get trained, they'll be able to either help you or point you in the direction of somebody who can. They already are involved with teams in your area and have coaching experience.

RULES

The full rulebook (for the 2015/2016 season we will be using the IQA/USQ Rulebook 9 with a few exceptions) can be found on our website at quidditchcanada.com/rules. That said, here are some basics to get you started.

There are 3 types of ball: the quaffle, the bludger, and the snitch. This translates to 5 game balls. One quaffle, three bludgers, and one snitch.

The **quaffle** is a slightly deflated volleyball and is used to score goals. Putting the quaffle through either side of the hoop wins you 10 points. Each team has 3 **chasers** and one **keeper** who are allowed to touch the quaffle and use it to score. Chasers wear white headbands; keepers wear green headbands.

Bludgers are slightly deflated rubber dodgeballs. Unlike in the books, there are 3 bludgers. When hit by a bludger, you must drop any ball you're holding, dismount your broom, and touch your own hoop before you can regain play. Bludgers are live until they hit the ground - one bludger can hit multiple people. Beaters can only possess one bludger each at any point in time - you can't be holding a bludger while you kick another one.

Each team has 2 **beaters** wearing black headbands. Beaters are the only ones that can use bludgers. If a beater catches a bludger before it hits the ground, or deflects it using a bludger they are already in possession of, they are not out. Because there are only 3 bludgers for 4 beaters, there will always be one team who has two bludgers. If the other team has no bludgers, one beater may claim "third bludger immunity" by raising his/her/their fist in the air and regaining the third bludger. This beater may not be hit by a bludger until they have full possession of the third bludger.

The **snitch** is a tennis ball inside a sock, velcroed to the back of the shorts of the snitch runner. The snitch runner does not have a broom and does not belong to either team. To catch the snitch, the **seeker** (wearing a yellow headband) must get the snitch tail (ball + sock) without grabbing, wrestling, or tackling the snitch runner. Catching the snitch wins 30 points and ends the game.

Quidditch is a **full-contact** sport. Each position may only contact others who play with the same game ball - chasers and keepers can contact each other, beaters can contact other beaters, and seekers may contact other seekers. At this point in your team, it's recommended to play non-contact for the first few practices (no tackling, maybe stiff-arming). It's safer, especially if not everyone in your group is familiar with tackling, and is likely to help you retain more players, as tackling immediately may scare off anyone who has no previous experience in contact sports.

Quidditch is also inclusive to **all genders** (if you're unsure why this says "all genders" rather than "both genders" [here's a quick guide for you](#)). All teams must be made up of multiple genders, as one of the rules that's central to quidditch is the gender rule. This states that in games, there can be no more than four players on the pitch (five after seekers are released) who identify as any one gender. One example of legal gender configurations prior to seeker release is two players who identify as women and four players who identify as male. An example of a legal gender configuration after seeker release is three players who identify as men, three players who identify as female, and a player who identifies as two-spirit or

agender. Your gender is defined however you identify, and quidditch strives to be a safe space for athletes of all gender identities and sexual orientations.

EQUIPMENT

Now that you have an idea of how the sport works, you're going to need equipment to play. You'll need hoops, balls, brooms, and a friend or two to help you - it's hard to organize everything on your own and if you have a buddy who is also passionate about it and knows the rules, things will be way easier. This can be somebody else in your community, a relative, or somebody from a nearby team (contact somebody at Quidditch Canada to find teams near you, or check out our map at quidditchcanada.com/join-a-team).

Your **hoops** can either be constructed on your own, or purchased from [Peterson's](#). If you're constructing them on your own, you'll have to consider your climate: if it's very cold where you are, some of your building materials will be restricted as things like PVC don't survive winters particularly well. Most sets of hoops can be constructed for \$150-\$250. There is a separate document from Quidditch Canada that explains a few different ways to acquire or build hoops.

Quaffles are easy to find cheaply - WalMart usually has volleyballs for \$5. The (more expensive) volleyball that tends to be used at official tournaments is a Baden, but AVPs by Wilson are also widely used.

The dodgeballs for **bludgers** are 8.5" diameter and can generally be bought cheaply off of eBay or Amazon in bulk (which you will want, as they can pop and it's good to have multiple bludgers at practices). When contacting businesses to look for them, we suggest calling them playground balls instead of bludgers or dodgeballs, as you will likely receive better assistance.

As for the **snitch**, one can very easily be made by finding a knee sock, putting a tennis ball into the sock, and knotting off the top. This can then be tucked into the back of the snitch runner's shorts/pants. Official snitch shorts can be purchased from [Peterson's](#).

You will also need **brooms**. You can ask individuals coming to your practices to bring their own (BYOBroom usually works!) but you'll want to have backups in case people forget and/or can't find them. When buying brooms, avoid anything metal. Metal brooms tend to break easily and, once they've broken, are very dangerous. Wooden brooms can be good; there are mini-brooms available at Home Hardware and other similar stores that are corn brooms, but are made smaller than regular brooms. What is often the cheapest and safest option is PVC pipe - $\frac{3}{4}$ " or 1" diameter Schedule 40 PVC is sturdy and is nearly impossible to break. It can be purchased from Home Depot or hardware stores, cut into 36" segments, and then capped on both ends for safety. If you can't afford the purpose-made caps (they're usually in the ballpark of \$0.75-\$1 per cap), a great alternative is 2l pop bottle caps! They've got a 1.1" diameter on

the inside, so they fit really nicely on the end of a 1" PVC pipe and can then be taped on with duct tape. Ask your family members to collect them, and if everyone on the team does this you'll have enough very quickly.

Another alternative for brooms is to do a team order the Alivans wooden brooms. There are discounts if you order enough. However, shipping to Canada is very expensive and while they look nice, other brooms can be bought for much cheaper, closer to home. As well, they are banned from some facilities because of the bristles shedding. If you are interested in having your own Alivans, it will likely be more cost-effective to do a team order once you have a team, and let them purchase their own brooms. Granville Island Broom Company, a Canadian supplier, is another more upscale choice.

Finally, things people may not think about: headbands and pinnies. You'll need **headbands** to identify the positions when people are playing. These can also be purchased cheaply on eBay or Amazon, or you can make them with strips of fabric. Once you have your team, you will probably want to encourage serious players to buy their own headbands (and they'll probably want to--team headbands get gross, no matter how often you wash them).

You will also likely want **pinnies**. They're useful for team scrimmages to identify who's on what team, especially before people know each other. Again, these can be purchased online or sometimes locally. There are varying qualities. If you don't want to buy them, you can ask people to bring a light shirt and a dark shirt to practice - this also works well to identify different scrimmage teams, and will save you some money.

Suggested equipment to start your own team:

6	Hoops
3 or 4	Quaffles
4 to 6	Bludgers
1	Snitch sock and tennis ball
14	Brooms (or bring your own broom policy)
14	Headbands : 2 green, 4 black, 6 white, 2 yellow (MINIMUM. Ideal is 4 green, 6 black, 8 white, 4 yellow which is enough for everyone on the field plus the next substitute)

Fundraising / How Do I Pay For This?

All this equipment has to come from somewhere. You have several options to help with this.

Improvise with what you've got. Hockey or lacrosse sticks and swiffers make adequate brooms (you can institute a BYOBroom policy). Mops tend to be a bit back-heavy. People have played with everything from a floor lamp (not advised) to an umbrella (also not advised) to crutches (they work surprisingly well but are still a bit awkward).

Hula hoops hung from a soccer goal can make pretty good goal hoops, as can hula hoops temporarily attached to the backs of chairs or garbage cans. While the rules say the hoops have to be different heights, that is a rule that can definitely be bent as you're getting a team off the ground. Balls can be found in garages (think foam soccer balls for bludgers; you can probably find a volleyball for a quaffle).

As you evaluate what you have, remember to put safety first. Ensure that any equipment you use won't easily break or harm your athletes.

Team up with another local team. See if you can borrow equipment for your first few practices until you have people paying membership fees, then purchase your own. Advantages to this are that you aren't paying out of pocket; disadvantages are that you're completely reliant on another team and may not be able to have your first choice of practice times if the other team needs equipment at any given time.

Pay for it all out of pocket and get reimbursed. If you have access to funds then you can buy the equipment (or supplies to make essential equipment) and then set membership fees so that you can be reimbursed. The advantage is that you do have equipment and can be entirely self-sufficient, and don't need to have other teams around you. The disadvantage here is that it will be fairly expensive - you can expect to pay at least \$150-200 out of pocket, even with the minimum necessary equipment.

Purchase everything but ask for help. Ask everyone who comes to practice to chip in what they can; ask local businesses if they'd like to sponsor a quidditch team (especially any businesses you have contact with through your employment, schooling, etc.); ask your friends and family if they'd like to sponsor a quidditch team.

BASIC ADMINISTRATION AND FINANCIAL MANAGEMENT

One of the big issues that new teams face is learning how to actually manage an organization. However, learning these basic life and business skills is also one of the best reasons to start a team or club.

Finances 101: Track income and expenses

At the very minimum, you need to keep track of all expenses and all income, and keep all receipts for all money going out. Budget tracking can be done using spreadsheets or using software programs, such as You Need A Budget or Quicken. Receipt tracking can use simple physical file folders or envelopes or a scanner and electronic filing system. Just make sure to actually track everything; don't just shove the receipts in a bag at the back of your closet.

Sample Simple Budget Tracking

Income		
Membership	15 @ \$30	\$450
Donations	2 @ \$50	\$100
	TOTAL INCOME	\$550
Expenses		
Quaffles	2 @ \$15	\$30
Bludgers	6 @ \$5	\$30
Hoops	2 sets @ \$100 each	\$200
Brooms	15 @ \$1 each	\$15
Field Rental	15 practices @ \$10 each	\$150
QuidCan Team Registration	Development @ \$50	\$50
	TOTAL EXPENSES	\$475
	VARIANCE	\$75

Sample Simple Receipt Tracking

Use one sheet for Expenses and one for Income

DATE	VALUE	STORE	CATEGORY	PAID BY	RECEIPT (Y/N)	APPROVED BY
2015/05/30	\$14.83	Wal-Mart	Equipment - Quaffles	Jill	Y	Rebecca
2015/06/04	\$56.73	HomeDepot	Equipment - Hoops	Rebecca	Y	Mykaela
2015/06/04	\$5.53	Wal-Mart	Equipment - Bludgers	Jill	Y	Mykaela

If you build all three of these as separate sheets in a single Spreadsheet, then you can track your running expenses and income throughout the year quickly and easily.

Registering Your Club - University

If you are a quidditch team at a university or college, you will probably want to register your club with your local students union or student society. This is usually free, just taking 20 signatures from students who support the idea of having a quidditch club, a quick constitution (they'll usually be able to provide you a sample to follow), and potentially other paperwork.

Depending on your local situation, registering with your university can give you the ability to put up more posters around campus, give you the ability to book field or gym time, get you access to insurance (especially Director's Liability insurance), or give you swag to sell at tournaments as fundraisers (like free pop). Check with your student union to see what you can get, as well as to determine which type of membership may be right for you (club, sport club, society, or something else).

Registering Your Club - Community

First, if you have university members, even as a community team, you may want to register a branch at your local university for all the same benefits as above (although you should watch for restrictions on percentage of non-university members and other risks).

Your other alternative is registering with the government as a non-profit corporation or, in some cases, a sports society. This can be expensive and difficult, featuring a lot of technical paperwork (NUANS report, application forms, a constitution, etc.). You can generally find the forms by searching for "non-profit society" or "non-profit corporation" and your province's name. There are benefits to this, however, as some sponsors will only support registered non-profits, you can often receive discounts as a registered non-profit that you cannot receive if you are not registered, you may require it to qualify for a bank account, and the administrative requirements are best practices to get into anyway.

Ultimately, whether or not to register, and where to register if you want to do so, is up to you. You'll want to have at least 5 people willing to serve on an Executive before you do it, so wait until you at least have five regular members before you go down that road.

RECRUITING (AND RETAINING) MEMBERS

Recruitment and retention is different, depending on if you're with a school team or a community team.

School Teams

If you're trying to start a school team, make sure you've got support from other people on campus and use the resources you have. Frosh weeks, clubs weeks, the newspaper, social media, and posters are all great ways of advertising.

If you start planning early enough and have a few people who know what they're doing, helping faculties run **frosh week / welcome week** events can be a great way to recruit athletic first years. A typical frosh week event can be run like a first practice (see next section) and you can generally expect 15-20 people including guides. If you're interested in doing this, you should start asking around in July.

Clubs week is another thing to take advantage of. Sign up early for a table (however your clubs council organizes things) and bring a hoop and some balls. Practice your quidditch-in-30-seconds-or-less speech. Making eye contact with passersby encourages them to visit your table. Make sure to know your audience, and gauge if someone will be drawn in by the Harry Potter aspect, the social aspect, the athletic aspect, the tackling aspect, etc. If you have enough people, run a snitch chase around campus between classes - give the snitch and seekers some pamphlets to hand out as well.

A KEY point to tabling is to make sure you **get contact information**. Have a sheet: it can be as simple as a page torn out of a notebook with a line down the middle with names on one side; emails on the other. If you want to highlight the Harry Potter connection, you can include a third column for Hogwarts House, or do something else fun like favourite ice cream flavour. Get all the people who are even remotely interested to give you their contact info. At the end of the day enter all the email addresses and send out a mass email (remember to BCC) thanking them for their interest and giving them a written record of all important upcoming dates.

Get in touch with your **school newspaper** as well. See if you can get somebody to come out to your first practice and report on it and invite people to the next practice.

Posters can be useful, if put up in the right places and well-designed. Make sure it's clear that to bring, as well as the location, date, and if you have a facebook event, include something along the lines of "find us on facebook!" You can also use social media to invite other campus clubs and groups out to practices.

Community Teams

Similarly to school teams, community teams can use local media and posters to advertise. If you can get interviewed on the radio or get an article in the local paper to create hype, people will be aware of what you're doing and will then tell other people. Never underestimate the power of word of mouth - "you'll never guess what I saw in the paper yesterday!" can translate into new quidditchers. Breakfast television is another great media outlet - if you can take a broom, hoop, and quaffle into their studio and get the hosts looking a bit silly, people will remember it, and they're always looking for fun stories.

Posters can also be great, if you put them up in the right places. Try around your workplace, at your friends' workplaces, local community centres... anywhere in your community that people your age would likely see.

The most important thing is to tell EVERYONE you know. Get all your friends to come. Tell them to bring everyone they know. Word of mouth and number of people told are key. The other key with this is to collect peoples' contact information: you have a way to get in touch, send them more details, remind them when things are happening, etc.

Collect contact information and make sure you have practices set up. If you're worried about low attendance, have some friends or a nearby quidditch team come out so you can have some bodies to teach your new recruits.

Social Media

Social media gets its own section for being ridiculously useful. You can use social media for any sort of team, and keep it going once teams are formed to garner support and fans, as well as continually recruit.

When you want to start your team, set up a **Facebook page or group**. Spread it around; encourage your friends to like it, and every time you see it pop up, like it again. If more people like it, it'll show up in more newsfeeds in your friends' networks as well as your own. Use that page/group to create an event for the first practice and invite everyone you know. Even if your aunt herself isn't interested, maybe one of her friend's kids is - let people know what you're doing! In universities, share the facebook event everywhere. Faculty groups, frosh groups, free stuff groups, other club groups... again, you want to let people know what you're doing.

Twitter and **Instagram** can also be useful, as it allows you to engage directly with community members. You can tweet at people in the community and on campus (the mayor, student council, prominent local businesses, etc) as well as at news outlets. Instagram can attract

people in your area to quidditch. We have an excellent guide to using twitter effectively for quidditch teams on our Members site.

It is not possible to emphasize enough the importance of sharing and liking things. The more you can get people seeing your posts, the more awareness you'll have, and awareness translates into people coming out to your events.

YOUR FIRST PRACTICE

This section has a suggested plan for your first practice. You can pick and choose which elements you would like to use, or use all of this as written! There are also suggested times for a 2 hour practice; no matter what you decide on, have your plan and stick to it.¹

The golden rules for the first practice are to make sure everyone has fun, be welcoming, and be encouraging. You should also remind people ahead of time to bring a water bottle and dress for sport - it's incredible how many people show up in jeans assuming quidditch will be some sort of Harry Potter fan club.

For a location, **choose a park or field that will be free** for you (most public parks are fine for this), and preferably near public transit routes and with parking nearby so that it's easy for everyone to get to. Make sure it's big enough for a quidditch pitch plus some space so you have enough room for drills and scrimmages. You'll want to make sure the ground is level (you don't want sprained ankles your first practice) and, if you have to improvise hoops, that you have the space/materials to do so.

One other consideration for your first practice (and every subsequent practice) is first aid. It's unlikely you'll need to use it at any of your first practices, but when you need it, you need it. Make sure you've got somebody who is confident in handling medical emergencies up to and including injuries that need to be taken to the hospital (Emergency or Standard First Aid are highly useful). Things you will commonly see are scrapes, rolled ankles, and bruises.

¹ Stick to your plan unless it isn't safe to do so. Weather, equipment problems, field conditions or other factors may require you to modify your plan on the spot. Be prepared with a few back-ups, including being prepared to cancel if it's not safe to play quidditch or continue playing quidditch.

Your first aid kit should have, at minimum: some bandaids, a couple of tensor bandages, and at least one snap-and-shake ice pack. You will also want to know the address of where you are and directions from the nearest major intersection, in case you do need to call an ambulance. This is not to scare you away from the sport, but if anything bad happens you want to be prepared, especially as the organizer.

SAMPLE PRACTICE

1. Introduction/Explanation - 15 minutes

Goal: Go over rules and get people knowing each other's names.

1. Sit everyone down, go over the basic rules (balls, positions, points; they won't remember anything else at this point). Tell them a bit about yourself and how you found quidditch; introduce a little bit about the history of the sport and other teams near you.
2. Stand everyone up and play a name game. Recommended games: toss a quaffle, and either call your name or the name of the person you're tossing it to; say your name and one interesting thing that's not "I now play quidditch"; find a partner and find 2-3 interesting things about them and introduce them to the group.

2. Warm Up - 15 minutes

*Goal: Get people moving; ensure people aren't injured. **You always run a warmup. Always.***

1. **Cardio warmup (2-3 mins).** run 2-3 laps of the pitch at a jog. Do this as a group; the slow people might have to run a bit faster and the fast people might have to run a bit slower but it's more fun together.
2. **Dynamic warmup (5 mins).** You can do whatever dynamic warmup exercises you'd like, but a suggested pattern: skip hoops-hoops doing arm circles forwards; skip hoops-hoops doing arm circles backwards; skip hoops-hoops doing bear hugs (arms across chest); skip hoops-hoops swinging your arms up and back; do walking lunges to midfield and jog the rest of the way; do sumo squats to midfield and jog the rest of the way; frankensteins hoops to hoops; butt kicks hoops-hoops; high knees hoops-hoops. Make sure to wait for everyone before you start the next exercise. Keep an eye on technique especially for the lunges - knees should not be going further than toes.
3. **Dynamic warmup (II) (2-3 mins).** Give people a few minutes to do any other warmups they feel they need; grab water, take a quick break.
4. **Sprints (2-3 mins).** Run lengths of the pitch at half-speed, $\frac{3}{4}$ speed, and full speed. Jog back lightly between them all.

3. Drills - 20 minutes each

(5-7 minutes of moving/setup/explanation and 12-15 minutes of drill)

Goal: Introduce people to each position and give them a basic rundown of the rules around each position.

1. **Beater battles.** Intro to beating. Put two people approximately 15 paces apart, each with a bludger beside them. They start kneeling as they would at the start of the game. On "Brooms up!" they run to the bludger opposite them, pick it up, and attempt to beat the other beater before they themselves are beat. This is a good opportunity to remind beaters that they can catch a bludger with no consequence, that they can dodge away from a throw, and how to run on a broom.
2. **Weave.** Intro to chasing/keeping. This drill is good as it is a drill taken from basketball/soccer/hockey so most people will know it. Start with 3 lines. The person in the middle will start with the quaffle, pass to the outside, and follow the pass. The person who received the ball runs to the middle, passes to the other side, and again, follows the pass. This is good to get people used to catching and throwing the ball while on a broom. Google "3 man weave" for video demonstrations of this in a variety of sports.
3. **Seeking.** Cones are set up to make 2 boxes about 4m square that share one side. Seeker A starts at one corner, Seeker B starts at the opposite corner. Each seeker tries to catch the snitch when the snitch is in their square (i.e. in square A, seeker A tries to catch it; in square B, seeker A defends). This is to get people used to seeking and give everyone a chance to try it.

4. Scrimmage - 25-30 minutes

Goal: Game experience and reminders about rules. NON-CONTACT.

Divide people into 2 teams, let people know that everyone has to try every position at least once, give out headbands, and play.

1. **Position and ball review is useful.** While people are waiting for Brooms Up, have somebody call out positions and ask them to raise their hands, so they can see who's playing in what position. Remind everyone which balls each position uses.
2. **Referees** are optional in a scrimmage, but it's good to have at least one person with a whistle to act as Head Ref and give rules reminders (no penalties) and stop play if necessary. If there is an injury, stop play immediately.
3. **Non-contact** for your first scrimmage. Because everyone is new to the sport, run the first contact as a non-contact practice. Once you can teach everyone how to do contact safely, then you can introduce it to your scrimmages.

While the suggested time is 30 minutes, people will often want to play for longer and you can encourage that.

5. Wrap up - 5 minutes

Goal: Have everyone come back.

Remind people of the next practice time, ask for questions, highlight in front of the group what people did well (e.g., Alyssa had a great goal, Louis made a phenomenal pass to Alex for a goal, Sam did a great job marking their person on defense, etc).

1. **Stretch it out.** Spend time at the end stretching. This is probably more physical activity than people are used to and if you can help them be less sore, they'll be happy about that and will want to come back! (They may not realize that they're less sore, but if they can't move the next morning they may reconsider their participation in quidditch.)

Invite everyone for drinks and/or food after! Social events will help people get to know each other better, and if they're friends, they'll want to come back to spend more time with their friends.

NEXT STEPS

Congratulations! Once you've done everything above, you'll have run your first quidditch practice, will probably have some equipment, and will hopefully have a bunch of people interested in coming out for more.

Here's some of the next things you'll want to consider:

Run lots of **social events!** If you can get people hanging out with each other outside of quidditch, they'll be more likely to come to practices. These can be anything from a movie night to going to the bar/Timmy's/a coffee shop after practice to booking a study room on campus for communal homework times.

You'll also want to have **more practices** and, y'know, play quidditch! Initially, set times that you know work for you - Saturday or Sunday afternoons often work well. Once you have a fairly dedicated group of people, you can poll them and see if practice times need to change. If you do want to add in more practices, make sure not to burn people out. If you push too hard too quickly, you may scare people off or create injuries. 1-3 practices/week is an ideal place to start.

Your team will also need a membership and leadership structure. Many teams ask for a **membership fee** to be paid after individuals have attended 3 practices. You will need to

decide this for yourself, as well as how much the membership fee is, but this fee will be indispensable for things like equipment and field space (if necessary).

The **leadership structure** is equally important; you need to decide if you will be the coach/captain, if somebody else is better suited for that position, who will do the administrative things (There are a lot more than you think! Teams need to organize to get to tournaments, collect fees, deal with school/community administration, etc), and how you'll divide tasks. A division of labour is recommended - it makes the workload lighter for each person, and also means you'll have better longevity for the team. If one person is doing everything and then leaves, that leaves a large gap and nobody knows quite what was going on.

Don't get discouraged! Quidditch teams aren't built in a day. It may take you a long time to recruit enough people, or to feel like you can compete against other high-level teams. Be patient, ask for help, work hard, and have fun.

Finally, you'll want to look into **Quidditch Canada membership**. This gets you benefits like general liability insurance (essential to booking many fields) and access to the referee and snitch development and certification processes. To see the various levels of membership, see www.quidditchcanada.com/membership.