



QUIDDITCH
AUSTRALIA

QUAFL 2018: FEEDBACK REPORT



A summary of the feedback provided to Quidditch Australia from the Quidditch
Community
via the QUAFL 2018 Feedback Jotform

Feedback compiled by Ajantha Abey (Media and Expansion Director, 2019)

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Summary

The Original Feedback Form: <https://form.jotform.co/83592024612857>

Total Responses: 109

It is important to be aware that given the response profile detailed in Part 1 of this report, the feedback presented here represents the views of people from the top 8 teams ranking at QUAFL, and from NSW teams, disproportionately to other views. A full breakdown of responses per team is provided below:

Rank	Team	# Responses	Total for 1-8/9-16/17-24
1	Melbourne Manticores	3	42
2	USyd Unspeakables	13	
3	Sydney City Serpents	8	
4	Whomping Willows QC	1	
5	Monash Muggles	3	
6	Newcastle Fireballs	5	
7	ANU Owls	6	
8	Western Sydney Spartans	3	
9	USC Dementors	2	28
10	Melbourne Ravens	0	
11	USyd Unbreakables	10	
12	Macquarie Marauders	3	
13	UNSW Snapes on a Plane	3	
14	UTS Opaleyes	3	
15	QUT Lycans	5	
16	South Melbourne Centaurs	2	
17	Macarthur Weasleys	3	19
18	Brisbane City Bin Chickens	4	
19	Melbourne Unicorns	0	
20	USC Nifflers	1	
21	UQ Dumblebees	0	
22	Wollongong Warriors	5	
23	USyd Unforgivables	4	
24	La Trolls	2	

It is also important to note that no question in the feedback form was compulsory, so states or teams may be underrepresented in the statistics simply because they were not reported. Similarly, not every question will have 109 responses. This said, questions that involved a simple rating typically had higher than 97% response rates, and other questions that merely involved checking options typically had 90-95% response rate. Questions that involved providing prose comments varied substantially, with around 40-60% response rate. 7% of people did not report what state they were from, and 14% did not report their team.

Note on questions:

All ratings given on a 5-point scale, where 1 was worst, and 5 was best.



Several questions asked for prose feedback. These comments reported here with questions are de-identified as much as possible and are included as representative examples of the type of comments left, not as an exhaustive list.

Tabulated Summary of Questions and Ratings:

Question	% Response	Average Rating (Scale of 1-5)
What state?	95	-
What team?	85	-
When did you start playing quidditch?	95	-
What # QUAFL was this for you?	96	-
Rate Sunshine Coast as an overall location	98	3.8
Rate Field Location at USC	96	3.4
Rate Pitch Quality at USC	97	3.6
Rate Amenities / Facilities at USC	97	3.5
Rate Availability of Food at USC	97	2.4
Rate Importance of Pitch Quality	98	4.1
Rate Importance of Amenities/Facilities	98	3.7
Rate Importance of Availability of Food	98	3.6
Rate the Availability of Local Accommodation	95	3.9
Comments on the Location in General	52	-
Rate the Gameplay Format (Seeded Pools + Bracket)	95	4.0
Rate the Quality of Gameplay	95	4.1
Tournament Format had a Positive Impact on Games?	94	3.8
Comments on changing the gameplay format?	61	-
Further comments on gameplay?	36	-
Rate the Quality of HRs	3.8	94
Rate the Quality of ARs	3.2	94
Rate the Quality of Snitches	4.0	93
Comment on Referee/Snitch Quality	45	-
Did you require first aid?	95	-
Experience of First Aid	71	3.7
Thoughts on volunteer first aid runners?	89	-

Did you volunteer?	97	-
If you did not volunteer, why not?	19	-
Did you attend snitch/referee workshops?	95	-
How many HR/Snitch slots did you get?	21	3*
How did you feel about this number of slots?	24	3.0**
Comment on refereeing/snitching/volunteering	33	-
Rate how well QUAFL was organised	95	3.9
Rate how well complications were managed	95	3.6
Rate how easy it was to find people in charge	95	3.7
Rate how well player information was released in advance	95	3.7
Rate the communication of schedule changes	92	3.2
Rate the quality of equipment	95	3.4
Comment on tournament organisation	53	-
Rate the After-Party Venue	79	3.1
Rate the After-Party Food	78	2.3
Rate the After-Party Price	79	2.6
Comment on the After Party	60	-
Comment on filming vs livestreaming	55	-
Rate pre-tournament social media coverage	87	2.9
Thoughts on trading cards?	95	-
Thoughts on merchandise?	84	-
Comment on Media and Merchandise	30	-
Rate the MVP Voting system	91	3.0
Rate your overall experience of QUAFL	95	3.9
Comment on the best parts of QUAFL	57	-
Comment on the worst parts of QUAFL and areas for improvement	56	
Rate the value for money of QUAFL	93	4.7
How much would you be willing to pay for a comparable QUAFL?	90	-
Final Comments	36	-

*here, the mean number rather than a rating is reported.

** here, rating was on a scale of 1=too few, 5=too many.

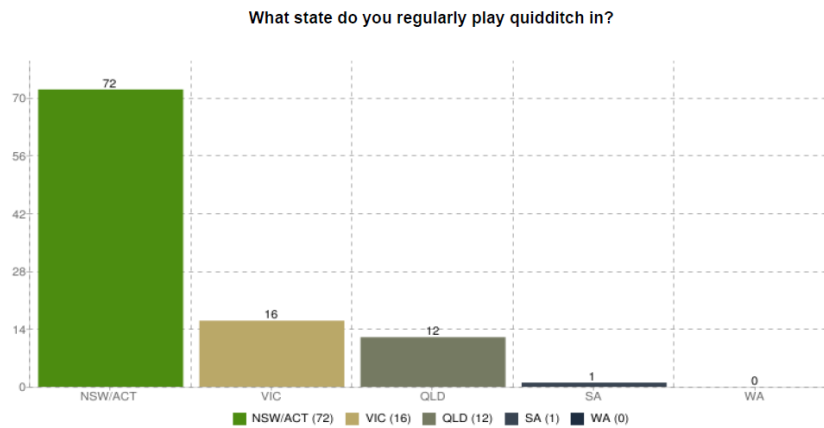
Dot-Point Overview of the Findings of the Report:

- Most people thought that a ‘destination QUAFL’ on the Sunshine Coast was fantastic, though we got lucky with the weather not being too hot
- Many people thought the quality of fields and facilities at USC were good, though pitches 5 and 6 were too far away, leading to lots of logistical, spectator, scheduling, and communication problems, beyond general inconvenience and discontent. These pitches were also of lower quality. It is very important that future venues prioritise not having the tournament be so spread out.
- The lack of food at the venue was a major issue for most people, and it is critical that food is available on site at future QUAFLs.
- With regards to venue, people’s highest priority is the quality of the fields.
- People found the schedule hectic but workable, and liked the separation of pool play and bracket play onto different days. People enjoyed the format and consensus leans towards staying with the status quo.
- It is clear the consolation and friendly games were very important to a lot of people and these should be maintained in the future.
- People think the quality of referees has generally improved since previous years, especially HRs, with few major complaints. Most issues were to do with ARs being unconfident and not calling things loudly or clearly.
- Many people suggested that the online qualification system was not sufficient and face-to-face referee workshops at the state level would be most effective
- The quality of snitching was generally thought to be very high
- There was a seemingly high rate of injury at QUAFL with around a 5% hospitalisation rate, but people were typically happy with the level of First Aid care on site.
- Most people thought QUAFL seemed to be well organised and well run. Most complaints were regarding the delay of the semi-finals due to a long running decision process over a player misconduct violation, as well as the miscommunications regarding cancelling of games to pitches 5 and 6 (and the general schedule confusion) on Sunday afternoon for consolation games. Better systems and preparation in both cases are recommended.
- Hoop failures were identified as a major equipment problem that went beyond inconvenience, to actively interrupt games and cause schedule delays when spare equipment was not readily at hand.

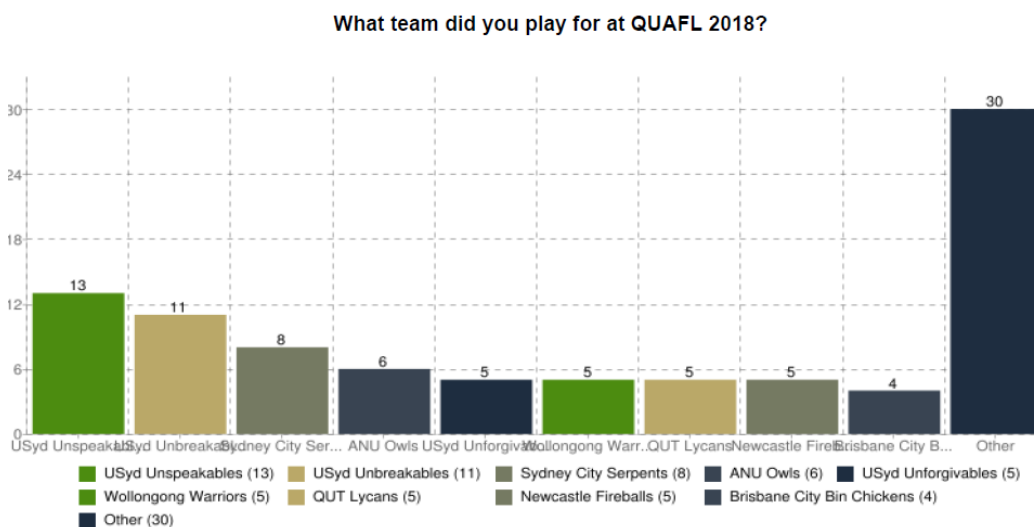
- Most people had no problem finding people in charge, and the existence of HQ assisted immensely in this; pitch managers were sometimes harder to find
- In the lead up to the tournament, information needed to be released earlier and in clearer and more direct mediums than just over Facebook.
- The after party was one of the most negative aspects of QUAFL, with concerns that the venue was too small, too loud/without enough seating, and especially over the mis-advertising of ‘unlimited pizza’, and the event was generally seen as extremely overpriced.
- Most people would be happy with a selection of games being filmed, and do not see live streams as being necessary, and would be happy to pay slightly more for some footage to be shot and released afterwards.
- Media and announcements before and during the tournament need to make more effort to cater to spectators more and could go a long way by promoting merchandise more.
- Interest in trading cards is dwindling among older players, but a large portion of the community remain enthusiastic about them, and were disappointed that they sold out so quickly, and it is likely that sales can increase next year.
- People are happy to support the community by buying merchandise and would like to see a wider variety of items.
- Most people are either in favour of changing the MVP voting system or ambivalent/indifferent to it. Most people would like to see awards such as best and fairest recognised in addition to MVPs. More information on this topic will be released in a separate report and is not discussed further in this report.
- Many people believe that QUAFL 2018 was ridiculously under-priced, and future QUAFLs, assuming an increase in event quality, could easily charge three times as much.
- QUAFL overall was viewed as a great event by the vast majority of the community, and while there are key areas for improvement (mostly relating to food), people thoroughly enjoyed the format, the number of quality games they were able to play, the location itself, and the quality and friendliness of their opponents, especially those interstate. The quality of gameplay and community vibe remain at the core of what makes QUAFL so enjoyable for so many people.

2. Response Demographics

Responses per state and team:



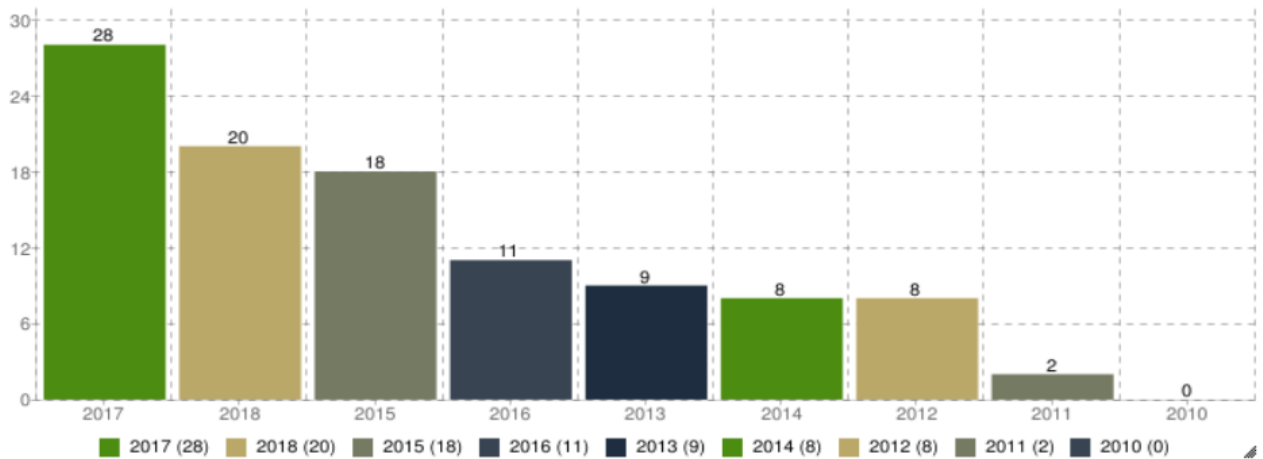
While half of the teams attending QUAFL were from NSW (12/24), people from NSW made up almost $\frac{3}{4}$ of the respondents on the form, with a mere 16 responses from the next largest state, Victoria (8 teams at QUAFL). This disproportionate response may be due to a NSW player being the one exclusively promoting the form. This plays out at the teams level, with University of Sydney Quidditch Club teams all ranking among the top responders. It is worth noting the prevalence of top-ranking NSW teams from the NQL featured at the top of the per team responses. It should also be noted that these (and all) questions were optional. **It is important to note that 41 responses were from teams in the top 8, 27 from teams in the middle 8, and only 20 from teams in the bottom 8 in terms of ranking at QUAFL 2018. This means that responses in this feedback are disproportionately representative of the views of players in the top teams.**



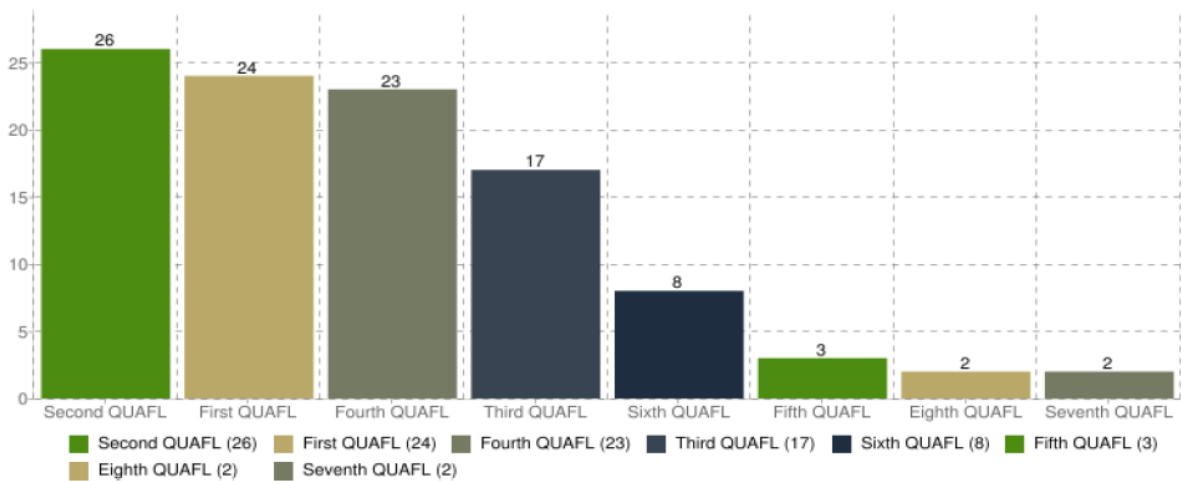
Responses per ‘quidditch age group’:

The majority of responses came from players who had started in the last two years, playing their first or second QUAFL ever. Only 15 people responded who were playing their 5th QUAFL or higher, 28 who had been playing for 5 years or more.

When did you start playing quidditch?



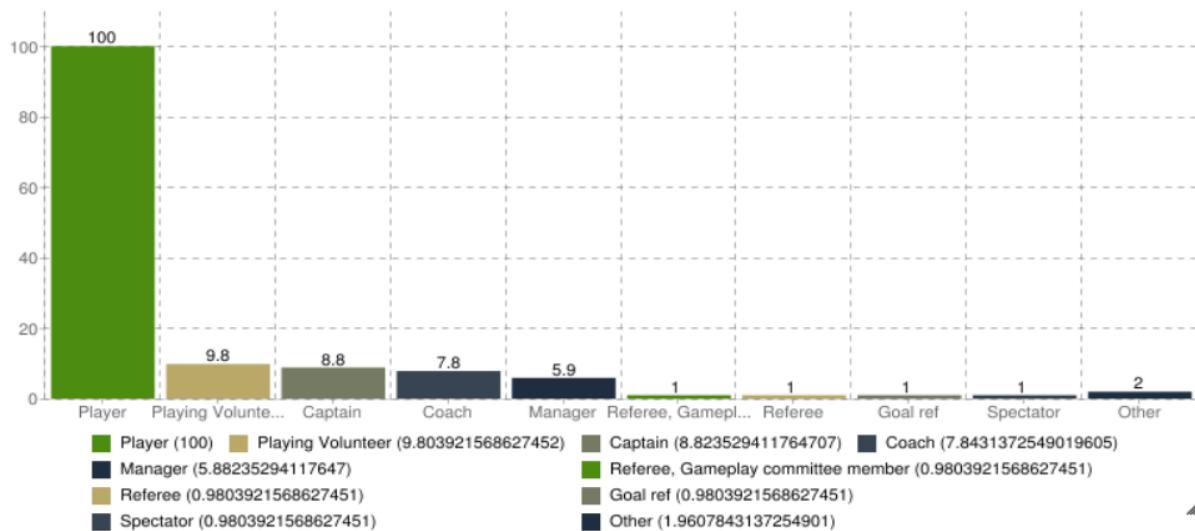
Was this your...



Responder Roles:

This question was mostly in for fun, but also to see if particular roles (such as captains, coaches, volunteers, etc.) who might be expected to be more involved in the sport were overrepresented in the responses. It was also to be able to identify the responses of people who may have had to deal with complaint procedures, and to gain the specific perspective of any playing/ non-playing volunteers.

At QUAFL, I was a....

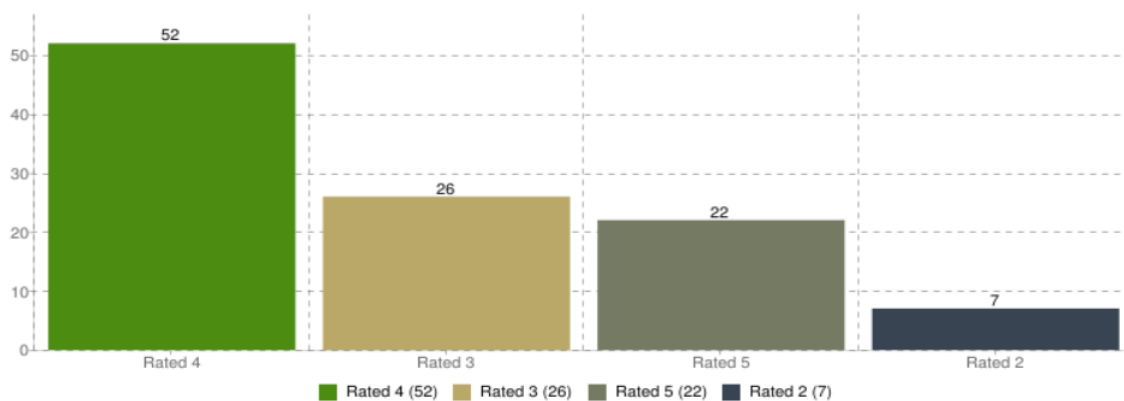


3. Location

The Sunshine Coast as a Location for QUAFL:

QUAFL 2018 was the first national tournament held outside of the two major quidditch hubs in the country, NSW (Sydney/Canberra) and Melbourne. Responses to this question indicates a broadly positive reaction to this, with no one rating it as 1 (“the worst”). Given the majority of respondents were from NSW and Victoria, this suggests people are perfectly happy to travel a bit for QUAFL, and maybe even prefer it with regards to holiday destinations, as it were, such as the Sunshine Coast, where additional travels can easily be planned adjacent to QUAFL. This said, it was noted as an expensive location by three commenters, in some cases prohibitively so.

How would you rate the Sunshine Coast overall as a location for QUAFL?



Sunshine Coast was way better than Canberra because it was much more of a destination. There was the possibility and incentive of staying longer and exploring the area and going to the beach etc. It wasn't convenient to get to for 80% of quidditch players (from Melbourne/NSW) but it was a "holiday" rather than just a tournament - like Mudbash (Melbourne is big, busy and fun! people stay for several days) vs Midwinter (there is nothing in Newcastle?? no one stays beyond the Monday morning at the latest)

SC is far for a lot of people to travel, but it also provides a holiday opportunity and helps support QLD development by making it more accessible for those players.

A very wet and miserable "Sunshine" Coast sadly - but not as cold as a very wet and miserable Canberra.

I prefer the AIS - for proximity, accommodation nearby and the message that it gives about the status of quidditch.

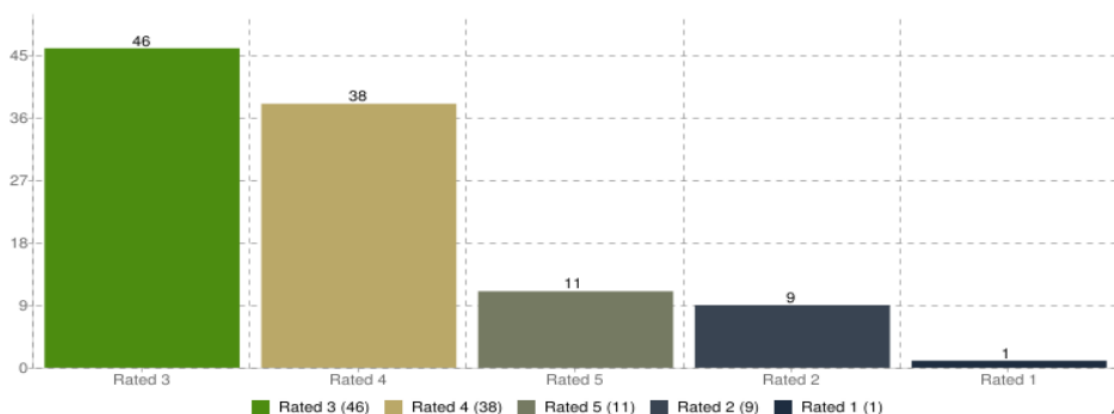
Sunshine coast, poorly named.

I appreciate the value of QUAFL being hosted in different locations for fairness and raising awareness in this area. However, I would like to point out that NSW/ACT is an equidistant location for qld & vic, making road tripping a realistic option for the majority of players & providing ease of transport around the host city

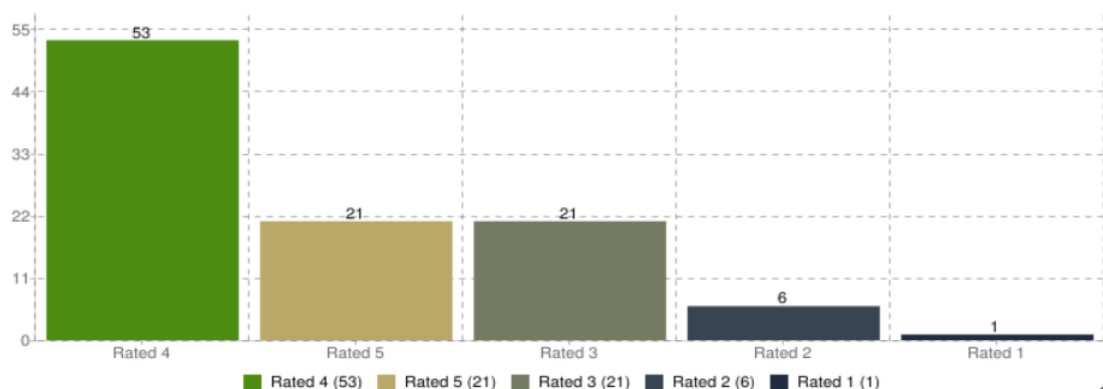
Field Location and Availability of Accommodation:

With regards to the location of the fields themselves at the University of Sunshine Coast, (and how accessible they were), people were generally positive as well. In comments however, a large number of people complained about the lack of public transport or accommodation close to fields that had an easy means of getting there, other than relatively expensive Ubers. It was pointed out that given that most people were flying to QUAFL (unlike when the tournament was held in Canberra, for example), most did not have cars and were forced to rely either on infrequent and unreliable bus services, or taxi/Uber services, which added to the already significant cost. This being said, the availability of accommodation was rated as generally positive by the majority of people, and in a high-tourist area such as the Sunshine Coast, this shouldn't have been too hard. Most complaints were specifically about being able to get between such accommodation and the fields themselves.

**How would you rate the quality of the field location for QUAFL 2018 (USC Playing Fields) overall?
(Easy to get to, field lay out, etc.)**



How would you rate availability of local accommodation?



“Terrible public transport - we had free weekend public transport passes but ended up relying mostly on Uber’s, unfortunately. Due to lack of bus stops in our area and poor timetables.”

Terrible public transport - we had free weekend public transport passes but ended up relying mostly on Uber’s, unfortunately. Due to lack of bus stops in our area and poor timetables.

At least the Sunshine Coast is a hotbed of holiday houses and apartments, so that was nice.

For travel, there are likely much more accessible locations that have more regular and reliable public transport and/or are walking distance from an affordable accommodation. For instance, USYD used ubers to get to and from the fields each day (which worked out costing the same amount as public transport anyways thankfully), but it would be preferable to have more accessible fields, especially for those on a tight budget (especially having also had to pay flight tickets and such) and/or with large team numbers.

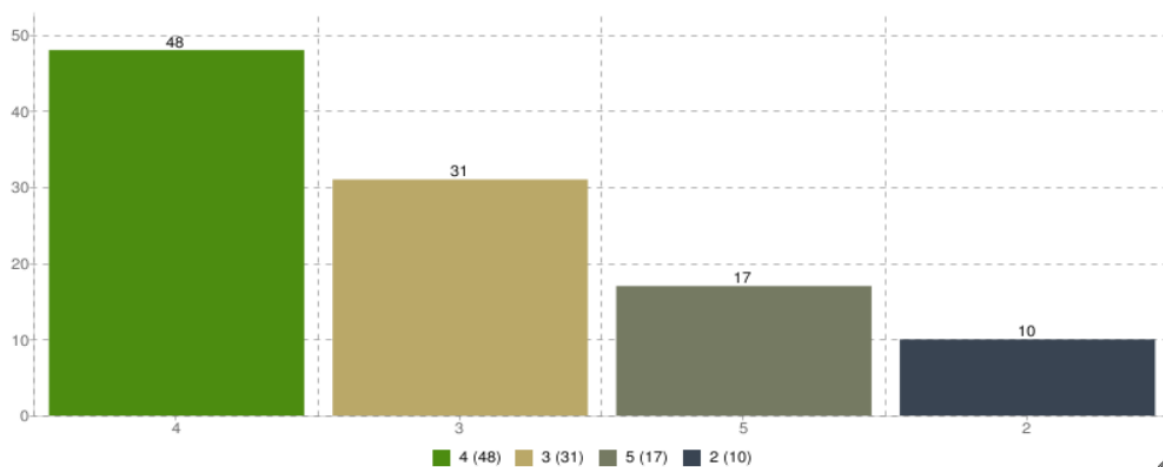
Accommodation was n/a near the USC. I stayed in Mooloolaba and fortunately was able to get a lift to and from - I had planned to bus in but the bus timetable was very infrequent and uber/taxi very expensive for a 20 minute drive. As most people flew and transport options were minimal, please consider this next time.

I think holding QUAFL in smaller cities (like Canberra, like sunshine coast) is perfect. It makes team accommodation and travel so much cheaper, more convenient, and faster.

Quality of the Playing Fields:

Ratings of the quality of pitches at USC were overwhelmingly positive, with no ratings of “1”, and the vast majority either indifferent or highly positive. In comments however, a large number of people complained about the distance between pitches 5/6, and the quality of these pitches in particular, compared to the rest of the pitches. This distance was clearly an important issue for many people, with convenience, keeping to schedule, having to move between refereeing and playing, communication between pitches for non-tournament-staff, and watching games (particularly of other teams in the club) being commonly cited considerations in this regard. It is important that, if possible, future QUAFLs attempt to have all fields in as close a proximity as possible. The ability of the fields to drain the excessive amount of rain effectively was also noted as being very good. There were few complaints about the mishap with pitch marking, and most people seemed to think that it was dealt with well.

How would you rate the quality of the playing fields in particular?



Fields weren't the best quality, though I don't blame USC quidditch for that, but if we're going to leave the awesome AIS fields, I would at least expect fields without patches of dirt and little holes.

The Organising Team did extraordinarily well to work through the line marking issue; that and the long walk between fields 1-4 and 5-6 were the only real problems with the fields.

It was frustrating having one set of fields so far away from the others. But other than that (which could not be helped) it was a great venue.

The field distance apart (fields 5&6) made it more difficult to watch and support other teams, but the fields themselves were good quality (in terms of the grass and flatness and no holes etc.).

There was a big walk between some fields but this is unavoidable, it is very hard to find a suitable venue anywhere that has 6 pitches in the same area and ticks all the other boxes.

Fields were too spread out, lots of walking to and from pitches, made it difficult to spectate some games I was invested in.

The fields had lots of holes and were causing ankle injuries due to the unevenness

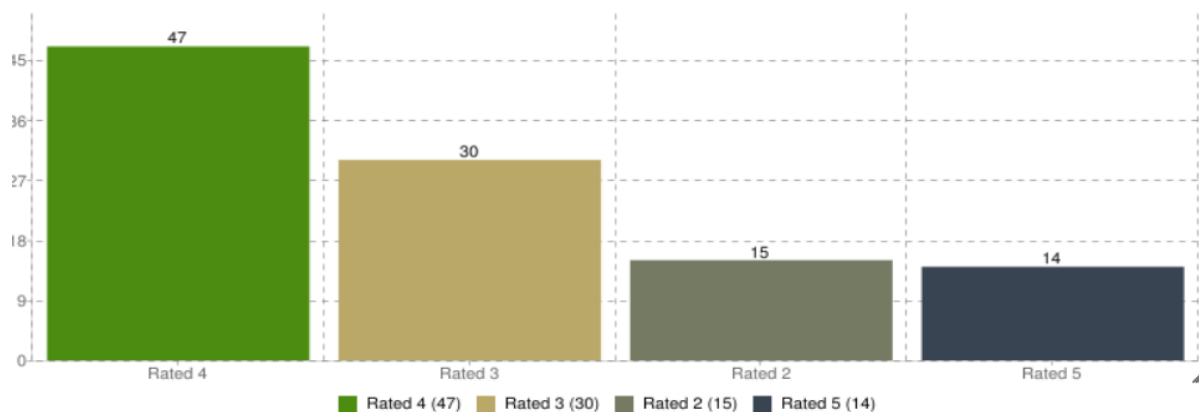
Field quality was fine on the two closest pitches, however pitch 4(?) was actively dangerous to play on

Fields 5 and 6 had serious chunks of field missing and lots of potholes making it rather dangerous for people to play on.

Amenities at USC:

The facilities at USC such as parking, toilets, shelter, stands, and so on, were also generally seen as highly positive. This was notably the first time QUAFL had been held in a location with some kind of stands area. However, many noted the lack of shade, shelter, and storage facilities compared to the AIS, and pointed out that things would have been far more uncomfortable in the expected hot weather. It was clear that while USC was acceptable, having access to facilities such as locker rooms and more undercover space in general, if only to keep bags safe from the weather, would have been a major positive.

How would you rate the amenities / facilities at USC other than the fields themselves? (Parking, toilets, shelter, stands, etc.)



Provision of more shade and rain cover on fields 5 and 6 would have been fantastic considering there was nowhere to store our bags and it rained quite a high proportion of the weekend

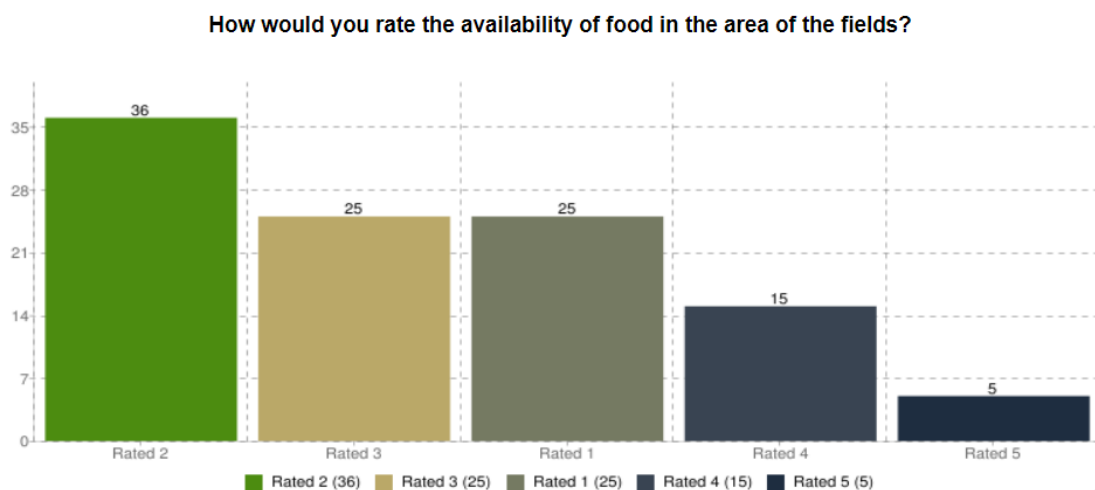
The fields themselves were pretty good except for the lack of shelter.

Last year there was more space for teams to leave their stuff which was better imo, as it was also protected from the rain, more space, etc.

I think we got really lucky with the weather. I know that there were plans in place for if it was hot but there was just enough shade for everyone, barely. Any sunnier it would have been pretty unbearable.

Availability of Food:

This year was also notable as one of the first times that food was not provided on site in some way, which resulted in an overwhelmingly negative reaction. While a few people were happy with the nearby Coles, most did not think this was close enough, especially given the tight schedule and pressure of the need to be at fields for something as important as QUAFL and bemoaned the lack of BBQ or food trucks that have always been such staples of QUAFLs and other tournaments in the past. A majority of venue-related comments highlighted this issue, and it is clear that future events should at least try the employment of food trucks, if not providing food themselves. Having food onsite and thus not having people going off site may also be beneficial for the purposes of keeping to schedule and having officials such as referees always at hand.



Onsite food in the form of BBQ or food trucks would have been excellent.

There needs to have been food available near fields or within 15 minutes walking distance.

There was no food available at the fields, with the increase of scheduled slots per team it was difficult to organize lunch for the team. Basically, we needed to organize 2 people to not ref that could drive so they could get food for the entire team or the team didn't have time to eat.

Food availability was an issue though - especially with a schedule that saw everyone only get one break between games, escaping for lunch was quite difficult.

Food available at the fields would have been nice, especially because the tight schedule didn't really allow leaving the fields. But we were aware and brought food to make sandwiches.

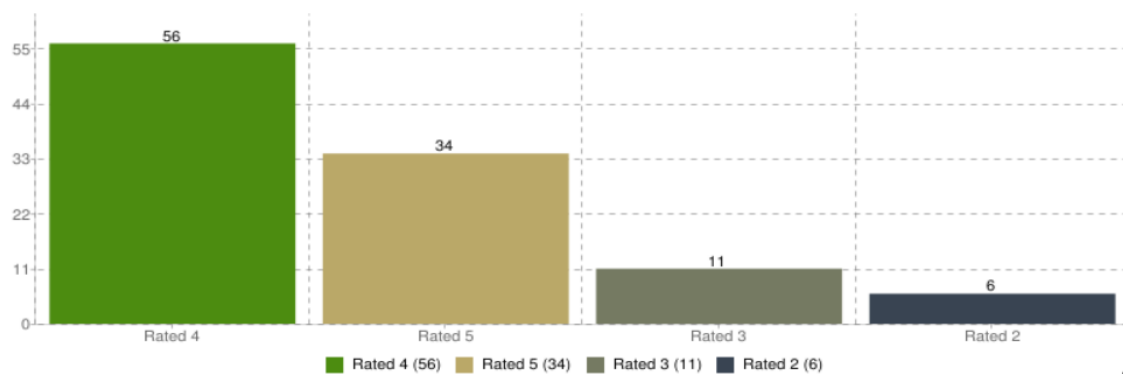
Please put food at the venues (especially barbecues, picnic food etc. provided by the team as opposed to non-quidditch affiliated caterers) into the bid in future.

Qualf needs to have food available at the fields, some teams don't have drivers and cannot drive to the shops to get food. Not supplying food can be dangerous to players.

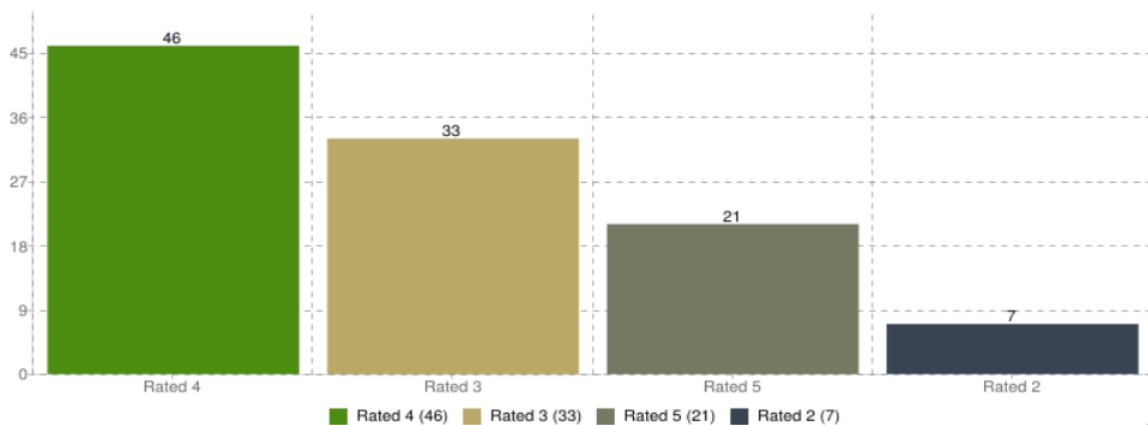
Importance of Field Quality vs Amenities vs Food Availability

Respondents were also asked to rate how important the quality of fields, quality of amenities/facilities, and availability of food were to them in a location. From the responses, it was clear that the quality of the fields was overwhelmingly the most important factor, with around $\frac{3}{4}$ of respondents rating it 4 or 5, followed by amenities, followed by food availability.

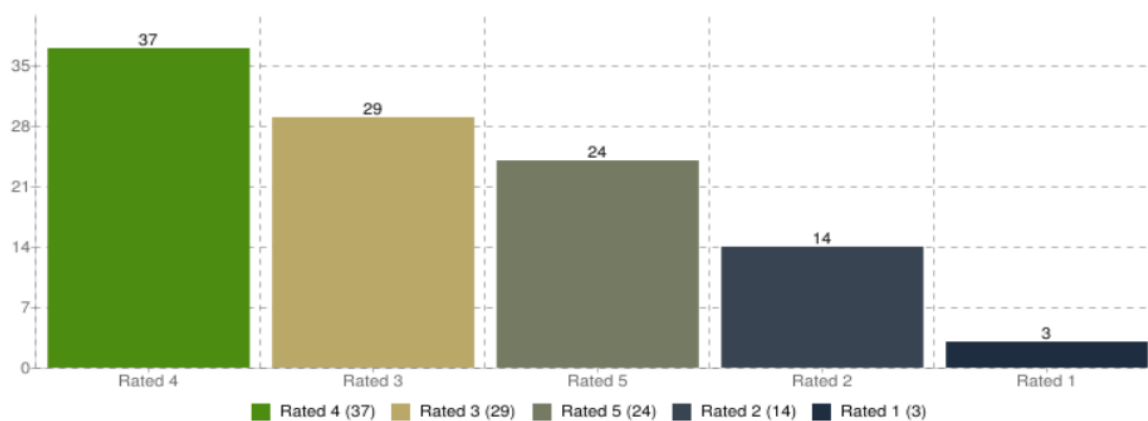
How important is the quality of the fields to you?



How important are these amenities / facilities to you?



How important is nearby availability of food at QUAFL to you?



General Comments on Venue:

I think there will be complaints about the fields but my biggest issue is the extra cost of places that don't have a good reliable public transport network.

There was also a huge issue for shelter.

As I was on one of the bottom ranking teams, we spent most time at feilds 5/6 which had no shelter. No protection from the sun which I believe is quite a big health issue. The field quality themselves was really quiet good despite the weather & the distance between fields really wasn't a huge deal for me personally.

distance between pitch 5/6 and the others was annoying for the most part and lack of food on campus was also a bit of a let down. even a sausage sizzle would have been helpful

The trek to fields 5 and 6 were certainly something, and I would rather we not have to deal with them. It meant that it was always annoying to get to and from, and that the management of those fields felt disconnected from the other 4. Especially on day 2.

The lack of food close by is not a new thing for quafI, but it was still very inconvenient. I'm used to there being a BBQ at Quidditch events, as there is almost always one at NQL. It was disappointing that there wasn't one. The shelter and stands were mostly fine, though a bit Less than ideal for the number of people. Also what the heck happened with painting the fields like that??? seems like a rookie mistake that could have been avoided.

Some fields had holes in them. Not great. Hoops were not solid and would easily fall. Also not great. Would have been nice for food to be provided. Or available on field. Fields 5-6 was a trek, especially with the ref schedule.

The venue wasn't very easily accessible with public transport and had to take ubers most of the time. It was also hard to find reasonable accommodation close to the venue.

The field draining was great - heaps of rain over the weekend and hardly any damage (thank you!). The lighting was a huge plus.

It was a well designed and layed out venue. Very few improvements to suggest. Except perhaps ball pumps kept handy on each field. This seemed to be an issue more than once both when playing and refereeing.

Last year's QUAFL had a van/food stall, it would have been really nice to get some local businesses involved in the day for food and hydration or their own merch. (a lemonade stand between pitches could have seriously made bucket loads of cash from the heat alone - especially at furthest pitches. This could have also gained QAI a bit more cash too if charging a \$10 business showup fee)

I think it's really important to have food at the actual venue (a café on site or a sausage sizzle). I got chunk of my team missed the group photo because we were out grabbing food, and we nearly had a game forfeited for us because we were a bit late coming back from food the first day as our last game ran late but the game after lunch was schedule on the same time.

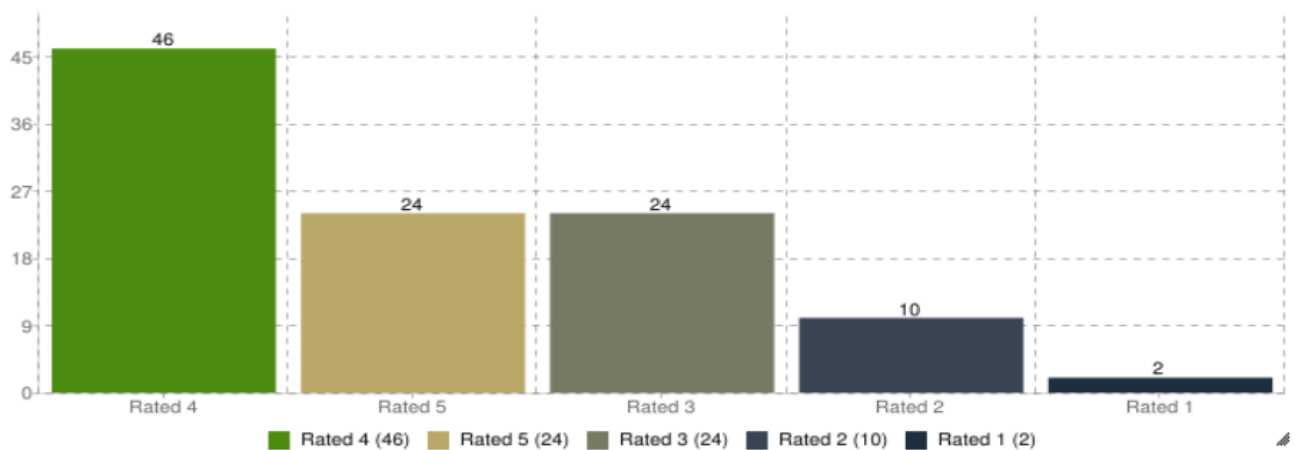
When something is a 5min drive away we still need to account for time to get everyone and walk to the parking lot, parking itself, people ordering and waiting for food, etc.

4. Schedule and Gameplay

What did you think of the schedule for the tournament as the whole? (Balance of playing/refeing, start and finish times, break times, etc)

QUAFL 2018 featured a relatively intense first day, with all teams playing five games and usually taking on two and a half referee slots as well, resulting in few breaks, but allowing for a more relaxed day 2, with more scope for consolation games and breaks between finals rounds. This seemed to be taken as overwhelmingly positive by most people responding, with one comment *'hectic but it worked'* seemingly summing up most people's feelings. Occasional comments suggested the number of games were too many with people getting tired by the end, and some complaints about not being able to watch games as much as people would like, but these were the minority, and people seemed to prefer the intense day 1 to give a more clearly structured Day 2. It's worth mentioning that this also allows plenty of time for calculation of rankings and seedings for day 2, and organising the volunteer schedule overnight, rather than on the day.

What did you think of the schedule for the tournament as the whole? (Balance of playing/refeing, start and finish times, break times, etc)



Gameplay and Tournament Format:

The next questions were designed to investigate feelings regarding the format of QUAFL, and how people felt about the quality of games as a result. It was clear from comments that the majority of respondents hadn't actually thought about this before or were unfamiliar with alternative systems. To explain:

QUAFL has always followed a format of seeded pools, followed by single elimination bracket play – with or without consolation games. This has the advantages of having a clear, easy schedule from the outset for at least the first day of games, making organising and promotion easy, as well as being a widely used and well understood format. It is also a system designed such that the best teams have the best chance of achieving the result they 'should' get; however, it has been criticised for the number of 'blow out' games that it results in, which many suggest are boring and unhelpful to teams at the polar ends of rankings. Alternative systems that have been used in other quidditch tournaments around the world include Stacked Pool format, and Swiss Format.

Stacked Pool, used in European Games 2017, involves a similar pool system on day 1, except rather than pools featuring a first, second, third, etc. seed, the pools are 'stacked' with Pool A consisting of all the top seeded teams (e.g. teams seeded 1-6), Pool B consisting of the next seeded teams (e.g. teams seeded 7-12), Pool C consisting of the next seeded teams (e.g. teams seeded 13-18), etc. This results in highly entertaining, intense, closely matched games on day 1, and teams at all levels play teams that are 'at their level' making it a 'more useful' experience for all teams (i.e. under the assumption that there's no point in the top 8 teams playing the bottom 8 teams). In a sport with teams as wide ranging as quidditch, this may seem appropriate. However, though it can vary between different iterations of stacked pool formats, usually, stacked pool format assumes that all the teams in Pool A automatically get seeded into the top positions in the elimination bracket that follows, and so on, such that the pool play only determines bracket seeding within pool, and the top pool teams are guaranteed a 1-6 position, the second pool teams are guaranteed a 7-12 position etc. In this way, seeding is seen as 'predetermined' and it's often thought that teams can just not play hard on day 1, since those games 'don't matter' for seeding.

Swiss format, used in US Quidditch Cup 2018, involves 'flights' of teams, somewhat analogous to pools, except much larger. Teams are seeded beforehand, and the first game is against a team of roughly equal seeding. Teams who win their first games, are then drawn against each other, while teams who lose are drawn against each other for the second round of games, and this iterative process continues. As such, teams who go 2-0 face each other, teams who go 1-1 face each

other, and teams who go 0-2 face each other. Usually teams play four games and end up with a final result of 4-0, 3-1, 2-2, 1-3, or 0-4 (in terms of win-loss), which determines their seeding for day 2 (sometimes with modifications for things like strength of opposition etc.). This format has the advantage of creating highly entertaining and close match ups on the first day, and teams playing teams who are more at their level, however, it means the schedule cannot be determined beyond the first game, and must be continually updated live, requiring a non-playing team and efficient communication system to keep the tournament running and keep teams informed of whom they're playing or refereeing next.

Obviously, these are only three systems of many, and there are other minor variations on the seeded pool format, including double elimination, and alternations to the seeding system, especially for bracket play.

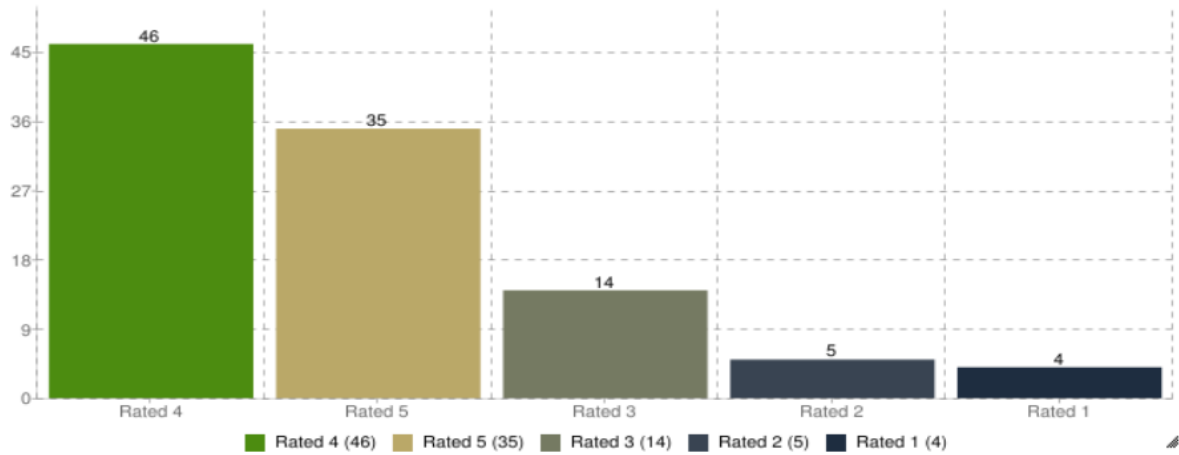
With regards to people's thoughts on QUAFL:

Overwhelmingly, people seem to agree that the current system works fine, though most don't seem to be familiar with the alternatives. There were a certain number of people, entirely from teams in the bottom 8, who complains about how 'unfair' the system felt for lower ranking teams. Interestingly, several UNSW players also provided detailed and informed feedback with regards to potential alternatives. One recurring complaint from across teams was the propensity for the seeded bracket to produce repeat games – indeed, while most people had no problem with the pool format and seeding in general, the main complaint was the seeding of the elimination bracket portion of play. Several people suggested a convention A1 vs B6, A2 vs B5...C1 vs D6, C2 vs D5...etc. to prevent day two rematches. There were several comments from people suggesting that the current system results in too many blow out games, and that the only 'interesting' games came at the end of the tournament, but these were strongly in the minority, as the graphical summaries suggest as well.

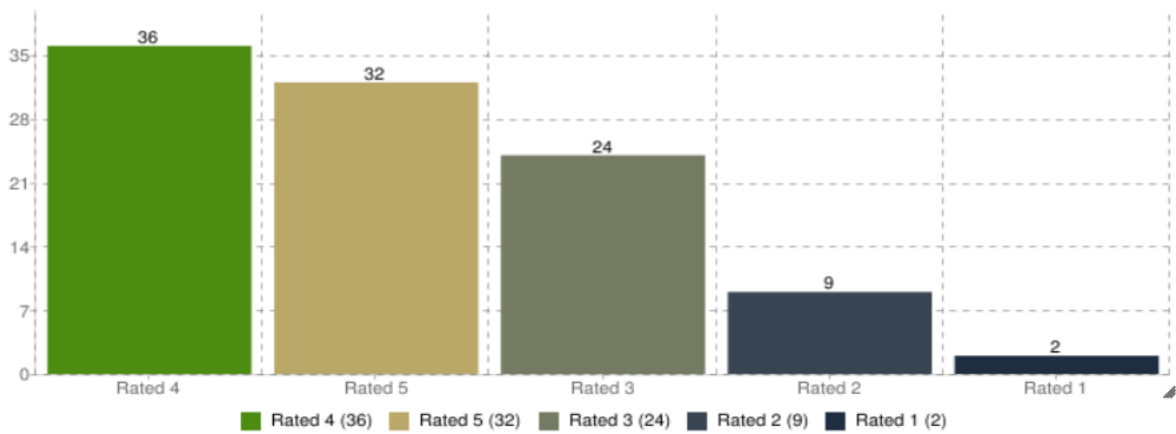
It is worth mentioning that every first seed team found themselves on the same corner of the draw as the second seed team in their pool, resulting in three out of four 1v2 seed rematches at the Quarter Final stage (Newcastle beating Ravens for the QF spot against Serpents), and this is certainly a likely outcome given the nature of the seeding system for the day 2 bracket.

Most people, however, found that the quality of games and gameplay at QUAFL was extremely high.

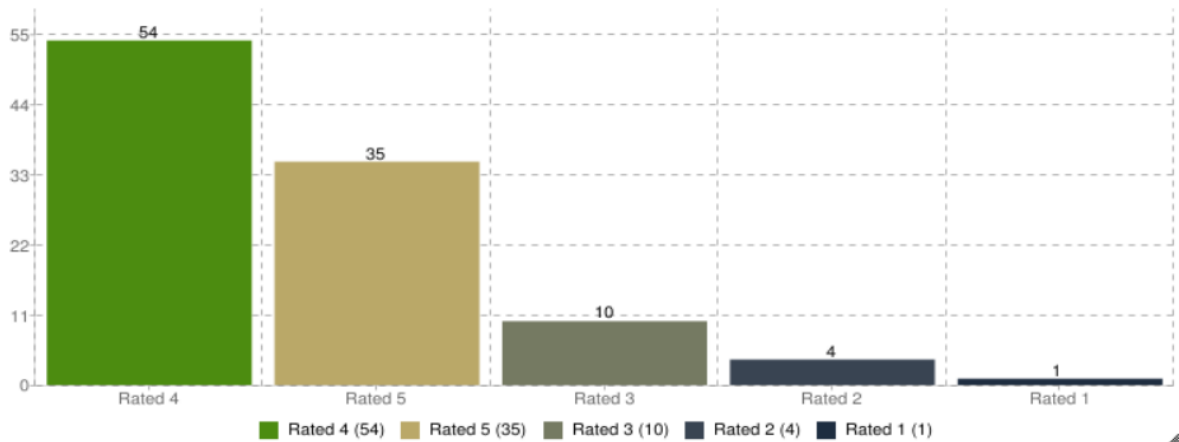
What did you think of the gameplay format for QUAFL 2018? (Seeded pools followed by single elimination bracket with consolation games)



Did you feel like the tournament format had a positive or negative impact on the quality of games?



How did you feel about the quality of gameplay QUAFL 2018?



I don't know enough about other systems to give a comparison, but so far I think seeded pools are working.

Can't talk about other formats, but for the lower ranked teams, this system started them against some pretty tough games early in the days

Seeded is good. It makes sense. It just makes it difficult for higher teams to prep for finals with more competitive games earlier on and for lower teams to learn with similar skilled teams. Overall it is great, because it means the top teams actually get seeded into the top positions.

Seeded pools is fine. Swiss would require a lot of prework and at least two non playing officials to coordinate on the day so I don't think is suitable at the moment.

I'm a big fan of this system and how it pretty much guarantees at least one even game for every team, along with exposure to other teams of varying skill levels and styles.

I enjoyed QUAFL this year and especially the quality of games

I think the seeded pool system is flawed for quidditch because of how often teams and states change. In particular, the middle pots ended up being quite stacked, in some situations where some teams that were placed into pot 4 were stronger teams that were placed into pot 3 because the teams ended up changing so much from year to year.

Everyone I've spoken to reports a similar experience to mine, which is that we were so busy flat out playing and reffing that we got to spectate only one or two actual games aside from the grand final and couldn't watch/support our friends in other teams when they were playing. Understandably though, more break times would drag out the day. Saturday's pool play structure was otherwise fine.

I like how goals conceded is more important than QPD because it means you can still do well in tougher games

Only issue is too many rematches | Current format worked! | No change needed

I really liked this system, especially having all the ranking games on Day 1 and then all the bracket play on Day 2. Really helped to mentally separate the two days.

No, it was very flawed. Far too many of the games were between teams with no chance of a serious match-up. Out of the 58 non-forfeited games on the first day, 6 of them weren't won by the higher-seeded team - once by a team seeded 2 places lower than their opponents, and the other five times by teams seeded one place lower than their opponents. Over the whole weekend, 59 of the 97 non-forfeited matches (61%) were won with a quaffle points difference of 60 or more.

We had quite a stacked schedule (esp with back to back play/ref/play) that meant that when a player was injured they couldn't just take a little time to recover before the next game. However, I did like that the games ran well on time and in an organised way that didn't feel rushed per se, so my complaints probs come down to our team size

I'm personally all for a divisional quaf, as there's really no benefit in the lowest seed team playing the highest. Think it's trialled well in NSW and would make for more competitive quidditch

i liked that each team stayed around their feild for reffing and playing generally

Sunday schedule seemed behind, longer game slots could help to alleviate

Better than World Cup, so well done.

One thing that set this tournament apart from previous tournaments is that most of the consolation/positional games on Day 2 actually happened. The Weasleys played 6 games in 2016 and 2017, but got to play 8 games this year which we were very happy about. Putting all pool play on Day 1 i feel was largely responsible for this, but maybe there were other factors too. The Day 1 schedule was very tight, with some players/teams getting 4 consecutive ref/game/ref/game slots. But it was still manageable and allowed for a much better Day 2.

quidditch in Australia has markedly improved each year since 2015 (when I first saw the game) - congratulations. This is a massive organisational effort, well done.

Our team pretty much accepted that we would be lose any elim games because of the options we would be scheduled against. The friendly games after elimination were a great idea. However I do not think the match ups were good at all. Leading to a lot of forfeits. If the match ups were more even, leading to a possibility of an actually competitive game then more games would have been played and less forfeits would have occurred. It would have been nice to play a few interstate teams of similar calibre for those games to really get a chance to play some competitive quidditch without the increased risk of injury and more interesting as teams don't know each other as well.

The reffing/playing time slots were a little tight. Especially where the commute from field 5 and 6 was needed as they were a fair walking distance from the other fields

Qualf needs to have food available at the fields, some teams don't have drivers and cannot drive to the shops to get food. Not supplying food can be dangerous to players. More quality games need to be scheduled cause this year out only good games came at the end of the weekend.

I feel alternative systems need to be tried, in my opinion with the system this year a team only gets quality games in 2 out of 9 games, all other games are wash outs. The top 8 teams dont need to play the bottom 8 teams, it wastes game shots and doesn't give either team any good experience.

m8 i dunno whats happening i just turn up lol

I want to further elaborate on the game quality section. I don't think the seeding system has any effect on game quality. The overall quality of quidditch in Australia is improving, which leads to more exciting games. So while quaf1 was more exciting, I think it was always destined to be, no matter what draw we used.

*Schedule for consolation games was f***** but consolation games in general were f***** lol. The loser of pitch 5 game A reffed pitch 5 game B, then played the loser of pitch 6 game A (in game C). The loser of that game reffed pitch 5 game D. Which meant that the teams losing games in a row went back to back to back to back play-ref-play-ref. Given the isolation of pitch 5/6, teams didn't have the opportunity to get refs from other teams nearby - there were none.*

one thing my team struggled with was maintaining social games towards the end of the tournament. Maybe some legroom for social games worked in at this point? Maybe mixed games among other teams? A few teams cancelled their final games cause they were too tired.

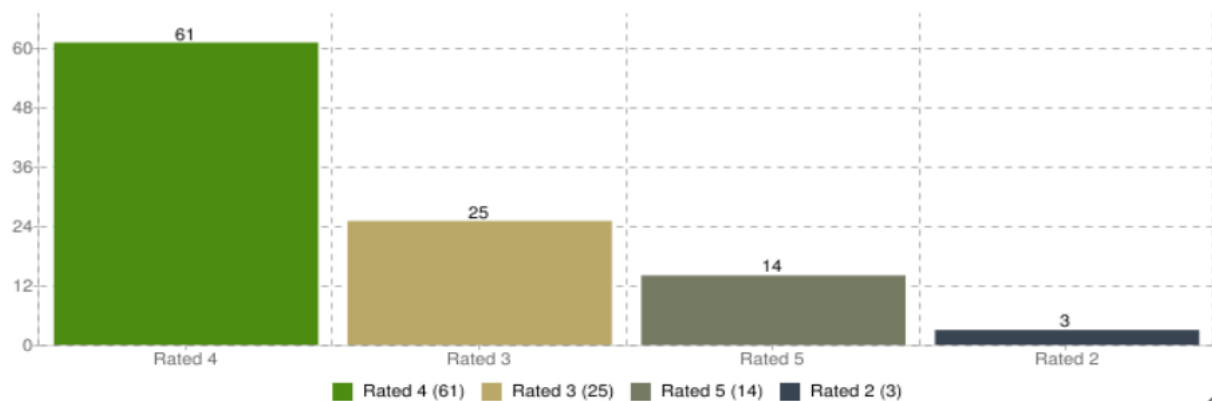
Schedule was hectic but worked. Distinct lack of much slowballing. Nice.

5. Refereeing & Volunteering

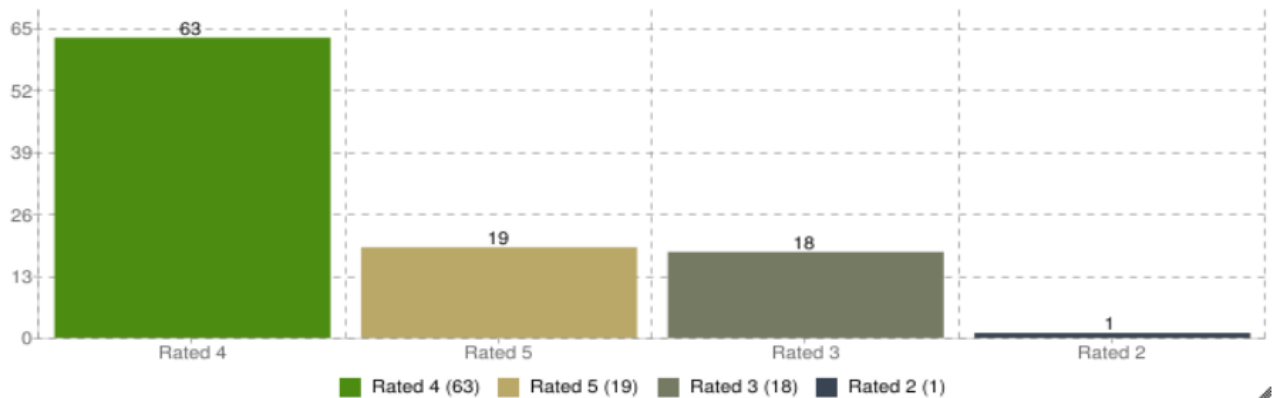
Quality of HRs, ARs, and Snitches:

Rating responses indicated that people's opinions of refereeing and snitching at QUAFL was relatively positive, with average ratings of 3.8, 3.2, and 3.9 respectively. Opinion was of course, most divided over ARs, with soft calls and lack of confidence or rules knowledge the most commonly cited causes of grief. While many commented on the issues of forcing teams to provide HRs to overall quality of refereeing, most people seemed satisfied with the general quality of HRs, with no '1' ratings, though a common complaint was the extensive deliberations and game-delaying indecision apparently occurring in several games. Comments regarding snitching were almost exclusively positive. Many people seemed to think that the referee requirements and webinars were working in that the quality of officials seemed to be improving, but it is clear that there is a way to go yet. It is also worth mentioning that many complaints about referee quality came from lower ranking teams – a systemic, ongoing issue with less experienced referees being assigned to lower ranking games.

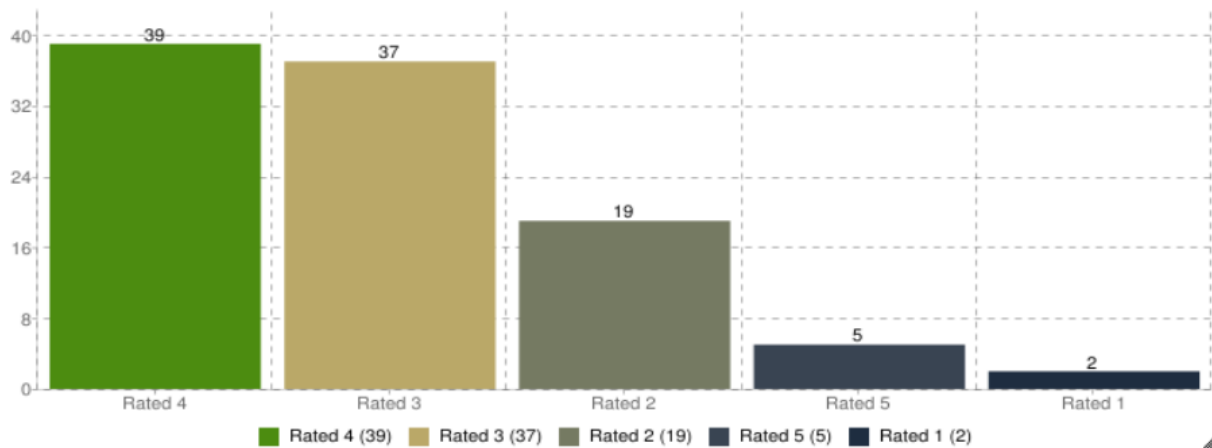
How did you feel about the quality of Head Referees at QUAFL 2018?



How did you feel about the quality of Snitches at QUAFL 2018?



How did you feel about the quality of Assistant Referees at QUAFL 2018?



I think there's been a lot of emphasis on the quality of HR & Snitches over recent years, which is slowly rewarding us with better quality volunteers for these roles. However, especially amongst lower tiered teams, no one really tries to improve assistant referees, leading to some people refereeing without the slightest clue as to what they should be doing

It's ridiculous that about twenty people showed up to the ref workshop out of 24 teams. That's less than a tenth of the attendees if every team has brought just 10 people. Most of the people present also happened to be people who already knew how to ref. Teams (in NSW at least) that had reffed poorly throughout the year and had had complaints were nowhere to be seen, especially teams that were made excuses for throughout the year for being 'new'. (This is in no way QA or the Logan and Nat's fault, btw, I'm just angry at the general lack of accountability in the quidditch community). I know our resources are slim and we are doing that best with what we have, and I myself don't have any ideas right now at the top of my head, but there should at some point but a referee training thing throughout the year and it should be compulsory to all teams.

I think that the efforts of volunteers this year has led to a notable improvement in ARing and snitching this year

The head reffing was great all round I thought. But I would like to say that while I do think having each team have a person pass the head ref test, it's a bad move to make all the people who pass it actually

head ref. If not for some nice people in my club and a good guy from the dumblebees I would have had my first time head reffing be at quaf. And no one wanted that.

Some AR teams where not confident in their calls which effected the HR and then the teams.

Also the lack of quality snitches available for the semi final because they all had consolation games was very disappointing. A fifth or seventh place game should not take precedence over deciding who makes it to the grand final.

i heard from a lot of teams their ARs were not competent or failed to watch aspects of beater play we had some good head refs but the focus is more on ARs and people get frustrated since it affects their game heavily

Some teams really need to train ARs... not by the stupid quizzes that we are forced to do for ARing but with hands on practice sessions and games.

There were a few teams that were quite unconfident with the rules, which meant there was extremely slow decision making and that severely impacted the way certain games were played (e.g. affected subbing and removed game time from some players due to constant extended game stoppages removing exhaustion)

Most teams provided quality ARs and HRs. However, there were several teams that didn't know basic contact and beating rules, for example what defines behind contact and bludger guarding. Additionally these teams tended to deliberate on a decision for far too long, which led to games being late by as much as half an hour.

Some HRs completely stopped the flow of games, extending games for unnecessary amounts of time due to such long brooms downs. There were a few ARs that seemed to lack experience as they were not loud enough/uncertain with their beat calls

Our team had some wonderful HRs and some average HRs, perhaps more practical HR training would be of assistance. ARs were generally good quality, snitches were all excellent

The on-line training, QA expectations of head referees and their experience is really showing - getting to be a depth and breadth of HR - though a few games had a lot of brooms down calls that were also outrageously long due to indecisiveness and problem with ARs.

The ARs vary greatly - a couple of games I watched there were a lot of missed calls and this impacted on the score as well as the down time. Perhaps people/teams who are inexperienced need to be buddied /mentored - mix up the AR team rather than have one team do the AR (as the grand final was mixed)

I think instead of sharing the AR slots, it would be best to have the two assigned ref teams each provide a full AR team and have newer ARs shadow the more experienced ARs from each team.

Refing quality hasn't really changed comparatively with year to year. Overall we need more ref development from states to get better refing

FORCING. TEAMS. TO. PROVIDE. HEAD. REFS. LOWERS. THE. OVERALL. QUALITY!!

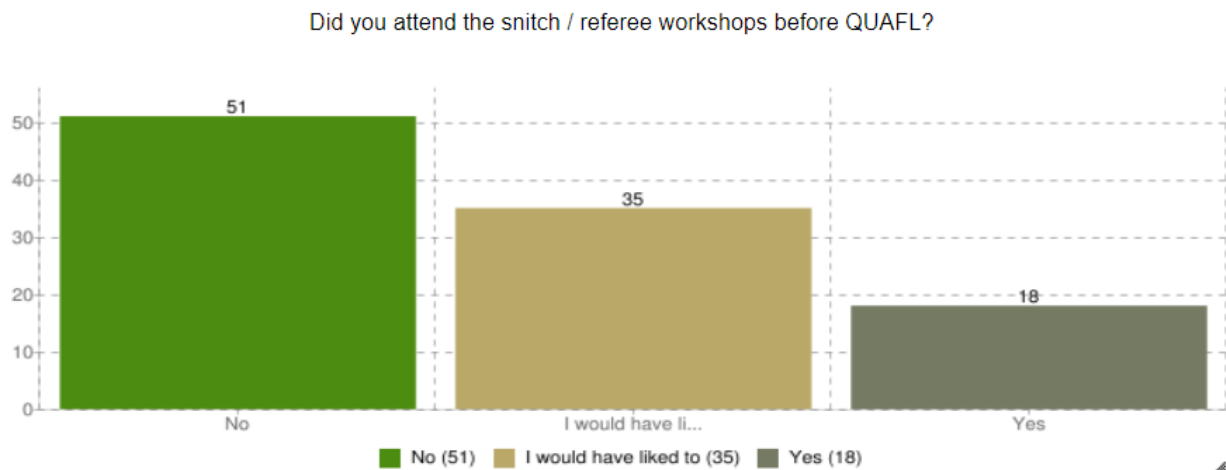
Snitches are dope though. Lots of good ones, very few shit snitches (only me, really)

Reasons for Not Volunteering:

People were asked to comment why they didn't volunteer, if they chose not to. The most commonly cited reasons were wanting to be able to watch games, spend time with team mates bonding and warming up, being worried about exhaustion and wanting a break between games, and feeling overcommitted to quidditch and wanting to step back. Some said that they wish they could have volunteered but didn't realise it was possible or were told they weren't needed.

Referee & Snitching Workshops:

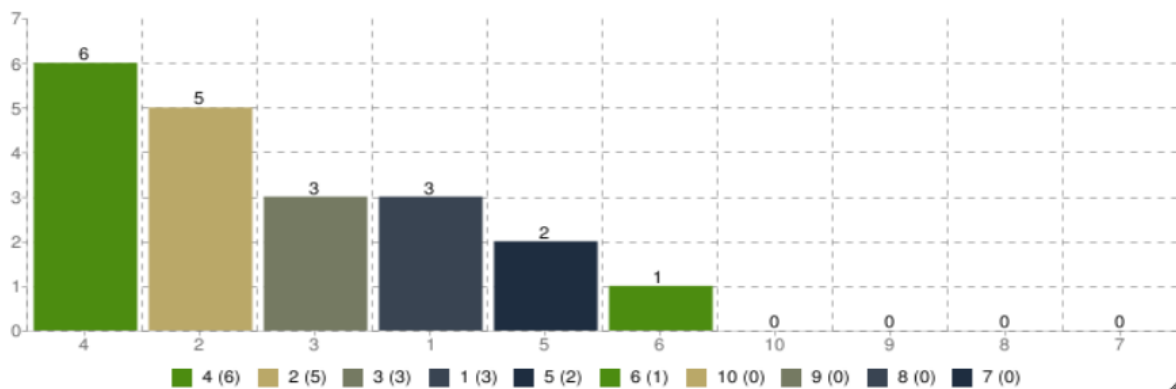
Practical workshops in refereeing and snitching were held on the day before QUAFL, led by Natalie Astalosh, Logan Davis, and Dameon Osborn. Many comments left indicated that these were extremely helpful for those who attended, though turn out appeared to be very low. Many people suggested that while helpful, these kinds of events need to come more from the state level and need to happen much earlier and consistently throughout the year, in order to improve referees and give them experience before QUAFL, rather than at the last minute. Some teams such as Usyd also found that it was easier to run their own referee workshops and revision sessions at accommodation rather than forcing people out of more of their 'holiday time' to travel out to the pitches, which, as discussed above, were relatively difficult to get to via public transport.



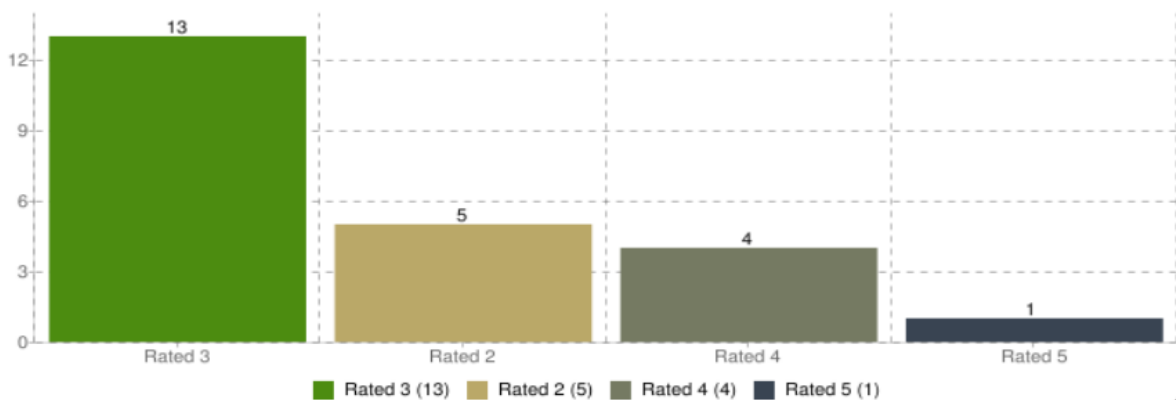
HR and Snitch Slots:

Data was also collected regarding how many slots people undertook as either Head Referees or Snitches, as two of the most involved playing-volunteer positions, and how people felt about this. In this scale, 5 was “way too many” and 1 was “too few”. Most people had four slots or less and seemed to find this acceptable. Most interesting was the pattern that people with typically the most slots (4 or more) tended to give ratings of 3 or below for how they felt about number of slots, and tended to be more experienced players, while the people complaining about having too many slots had comparatively few. This is a very general trend, however, that does not fit all.

If you were a HR or Snitch at QUAFL 2018, how many slots were you allocated over the course of the weekend?



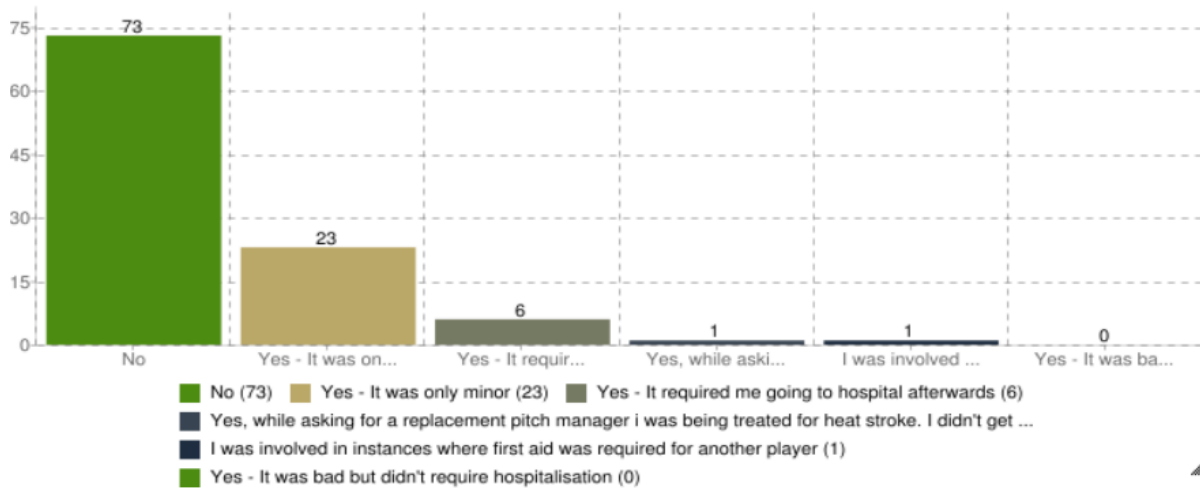
How did you feel about this number of slots?



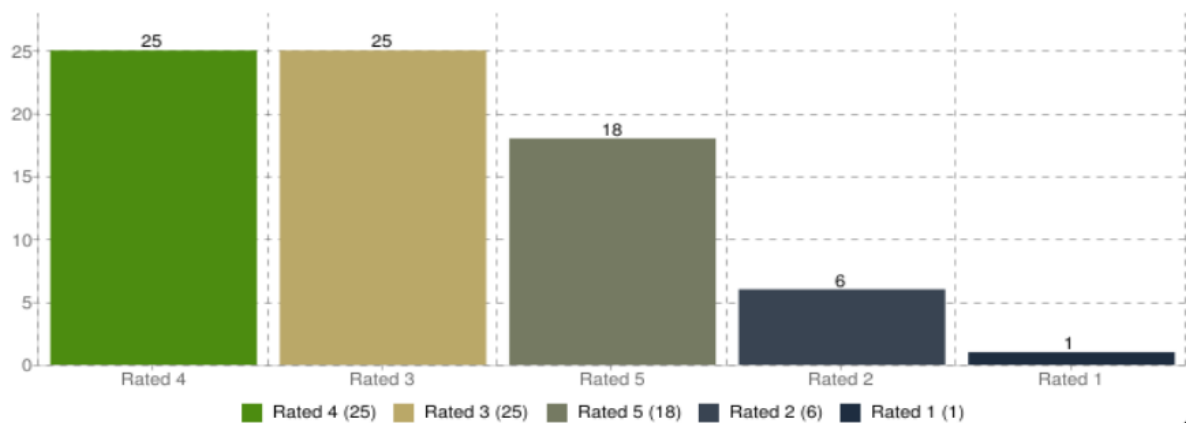
Injuries and First Aid:

As far as I am aware, this is the first time stats have been attempted to be recorded on injury rates in Australia. At around 1 in 4 players requiring some kind of professional medical attention, and 1 in 5 of those requiring hospitalisation (a 5.5% hospitalisation rate among responders overall), this seems concerningly high. While there were some complaints regarding dangerous play and tackling technique by particular players and teams, most people did not comment on this. The vast majority of people also found the first aid service provided at QUAFL to be of high quality and sufficient to do its job without additional pitch-side volunteers, with only one negative comment.

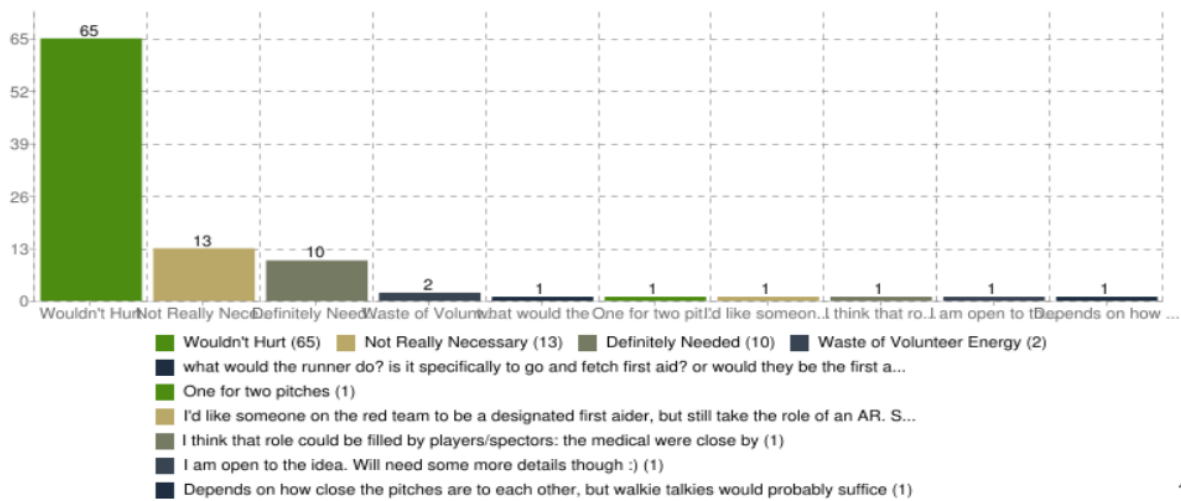
Did you require First Aid / Professional Medical Attention during QUAFL?



How was your experience of the First Aid at QUAFL?



Do you think it would be worth having a volunteer first aid runner assigned to each game (in the same manner as HRs, Snitches, Pitch Managers, etc.)?



Pitch side first aiders are a volunteer position seen in some international tournaments in Europe and many tournaments in the UK. These are volunteers from the quidditch community who have first aid qualifications, and essentially sit pitch-side watching the game, as people who can sprint on instantly in the event of an injury to provide aid within seconds, and some kind of immediate response while centralised professional first aid makes their way on scene of finishes dealing with other injuries. Such first aiders are scheduled to cover games in the same manner as referees and snitches. Responses seem to indicate general indifference to having them in Australia, and possibly the volunteer infrastructure we have at the moment is not ready to be able to schedule an additional volunteer to every game, given that most people do not believe there is a pressing need for this.

Further comments on volunteering, refereeing, and first aid:

I liked that this year there was a serious incentive to volunteer which made it so much easier to put our hands up.

I really liked that the volunteers were materialistically rewarded (thank you!!) but I felt like I did very little at the merch stall because Cameron (not 100% sure that was his name sorry!!) was there the whole weekend and had ownership of it. I wasn't there during any particular rush hours though so that could've effected it.

First Aiders had poor response times to incidents and were not watching the games therefore not witnessing the mechanism of injury. Poor professionalism.

Teams need to make sure they have more then the bare minimum number of adequate ARs, as I ended up needing to fill in for another team when they were down adequate refs.

The first aid at the tournament was particularly poor. For a full contact sport, it was found that pitches 5 and 6 had no first aid member on pitch at times and when they were there they had no idea what they were doing. For example, after coming off pitch due to a severe hit to the head, the first aid staff runner came over and said "if you feel dizzy, find us" and then left. They did no for of assessment to check for a concussion or to ensure no other injury had occurred. Due to the high number of injuries Quidditch produces and severity of these, I think it inappropriate to have untrained and wholly inexperienced first aid staff on site without experienced staff to guide them. As player safety should be first priority, I think this is an area that really needs to be considered more carefully before next quaffl.

Personally i thought snitching was handled pretty well, however looking at the snitching slots on the first day there was a lot of people with disproportionate snitching slots. As some teams had 1 person do one or zero games while other teams had one person do two or 3 games. Its difficult with volunteers as some teams are more eager then others, this is just something that in an ideal world i would desire. I think if more focus was put into requirements before quaffle ie have an statement saying that 2 snitches from each team will come better prepared. A simular arguement should be made for head refs.

I would like to see team's ref accreditation sorted out BEFORE they apply for competing at QUAFL. Ref accreditation should be a constant goal and not just a mad scramble at the end of every year.

In the absence of QuidCamp, would love to see some smaller events that help develop referees and snitches.

The leadership and training provided to referees and snitches has really impacted on the quality and consistency of these roles in the past couple of years. Very exciting to see. Thankyou for making this happen - you know who you are.

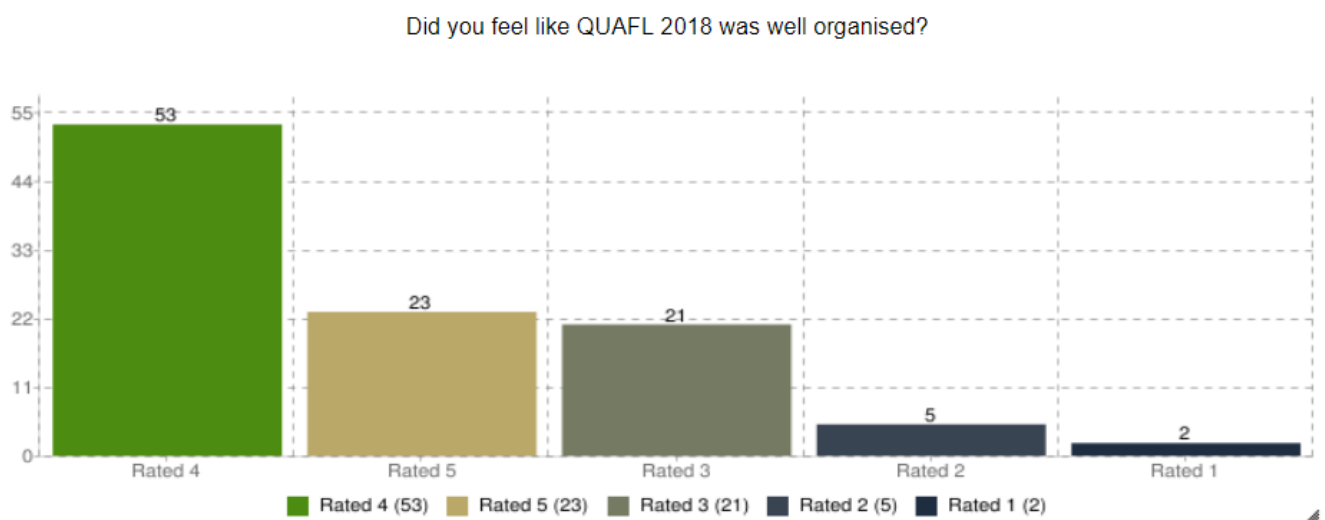
The uni was pretty far away so, while I respect in-person workshops, it may be more accessible and efficient to run an online seminar.

For USYD, instead of spending time and money getting people to the uni of friday we (Unspeakables+) instead watched Nat's 2017 ref vid on ARs altogether and ran a discussion of rules lead by management and HR-experienced players to revise for QUAFL. Implementing a similar system could be helpful.

6. Tournament Organisation

Overall Organisation, Schedule Changes, and Complication Management:

Most people seemed to feel like QUAFL was well organised, with the majority of ratings 4 or 5, and by in large, the tournament, especially on Saturday, seemed to run extremely smoothly. The two main lines of complaints were regarding the delays to semi-finals due to the player misconduct complaint, and the lack of/miscommunications to pitches 5 and 6 regarding consolation games and the re-scheduling and unclear cancellation of games.



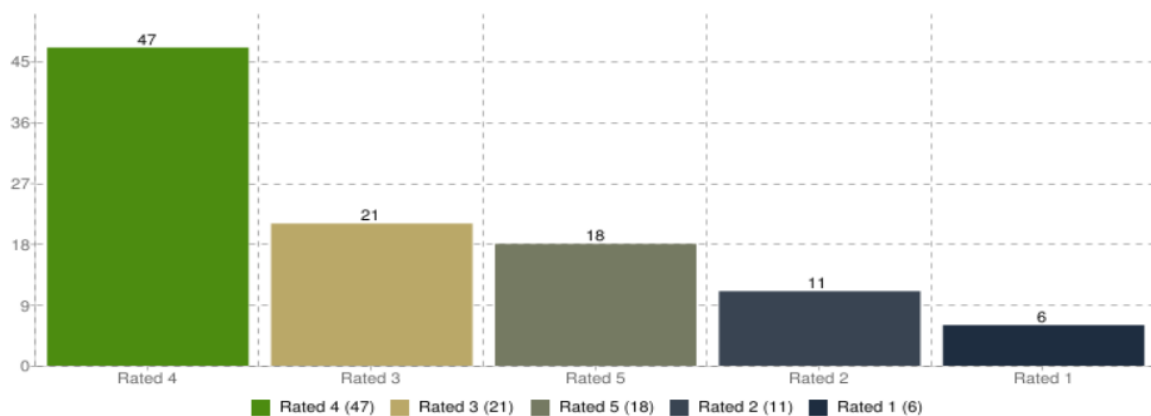
With regards to the semi-final delay, suggestions were made to have secondary grievance councils and clearer plans for contingencies in dealing with complaints in the event of conflicts of interests. One of the main issues with regards to the time taken in making the decision was that key people who needed to be consulted (such as the complaint bearer, the Head Referee(s), and other relevant witnesses) were all involved in games immediately before the semi-finals, so while all measures possible were taken to predict what decisions may be made based on what information came to light, the collection of information was still a major problem with regards to the delay in making a decision, especially once the first decision was appealed, and more opinions and witnesses needed to be consulted to revise the decision. It is unclear how, with the existing processes, it could have happened faster, so in this light, perhaps a review of complaints and appeals procedure during a tournament is required, and clearer and more efficient procedures need to be established.

As for the delays on pitches 5/6 and the miscommunications with games being cancelled or not, part of the issue here appeared to be unprofessional modes of

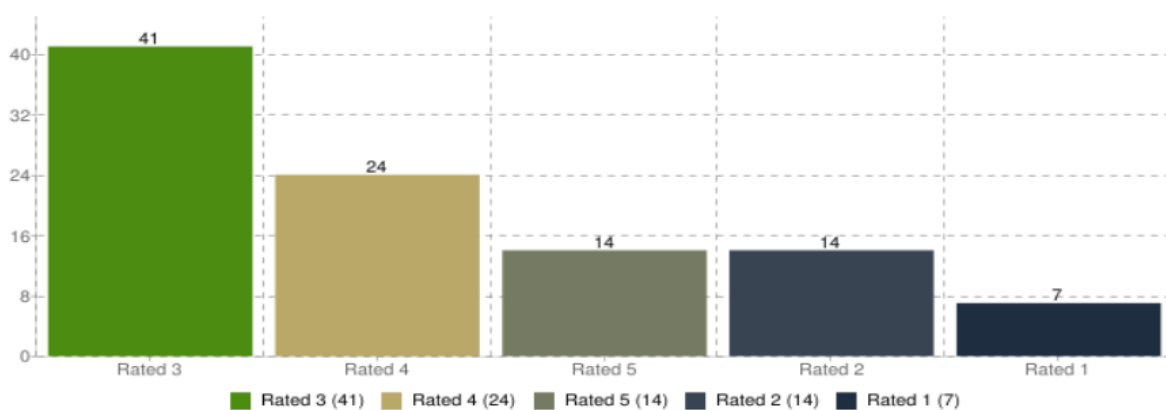
communication employed by the Tournament Director in conveying information, and using different mediums to send different messages at different times to different people, as new decisions were made around HQ, creating the confusion on the far away pitches. The distance to these pitches certainly factored in as well, as well as some lack of preparation in creating as much of the schedule as possible ahead of time, a measure that should be taken in future. Establishing a larger group of non-playing committee members who can manage more situations as they arise and more clearly send consistent communications would be beneficial, as well as having clearer, predetermined/agreed upon modes of communication to pitch managers, teams, and team reps, beyond facebook.

These complaints being made clear in comments, it was also evident from the overall ratings that most people seemed to feel like the tournament ran smoothly and incidents were dealt with, for the most part, in a reasonable manner. However, the communication of schedule changes, while generally positive, was rated significantly lower than other factors.

Did you feel like any complications that arose over the course of the tournament were dealt with efficiently and/or appropriately?



Did you feel like the schedule and any schedule or referee/officials changes were communicated clearly and effectively during the tournament?



On the last day, the time of our last consolation game was changed 3 times and our team wasn't notified of 2 of the changes. We also didn't have any refs show up. I understand that the semi finals were going on and a lot of things were happening at that time but 3 changes of time and no refs was disappointing.

I think that QA needs to have better procedures for dealing with player misconduct

Pitch 5 and 6 were a disaster... Apparently no one told the person who was meant to be pitch managing that they should be on the pitch. Apparently no one even checked with him to see where he was. The first aid person had been told that the rest of the games were cancelled, but none of the teams were told that, and none of the teams wanted that. We all just rocked up to the pitches on time to find that there was no one organising anything.

On the second day especially in the morning in pitch 5-6 there was no real communication with teams.

Some confusion over postponing the Sunday consolation games on Pitches 5 and 6 and reversing that decision, with first aid, AR squads and playing teams being told different start times and ending up at different locations

Most complications that I saw that weren't dealt with efficiently were player complaints.

Due to present conflicts of interests, it might be good to consider setting up a contingency decision-making squad (where if need be, any five members of the squad comprised of many experienced senior players from all different teams can be called upon) in cases where QA Board Members cannot make rulings due to being personally involved/impacted by the decision making.

The consolation matches felt crammed in, and we were very unsure if we were going to play or not

There was a point where we were told games on the far field were being delayed so that people could watch semis, I was head reffing on of the games on the far field, and it turns out those games were then brought forward again except this didn't get communicated around.

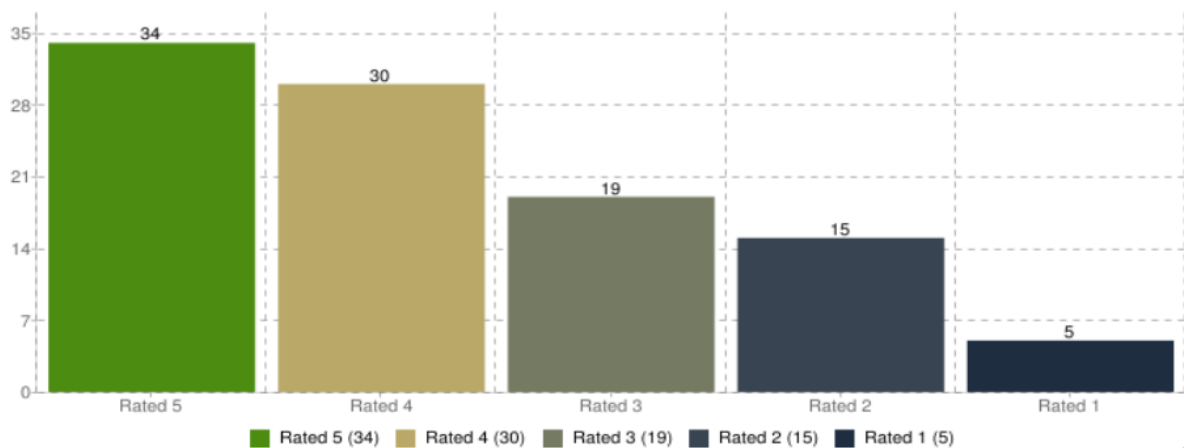
On the second day there was a mix up with refing in the main fields that should not have effected the outside fields but did due to poor ref scheduling, it wasn't as bad as world cup but was worse than any other qualf that I have been to.

The communication between refs and teams was bad - there was a point where my team had a scheduled game on the second day but the refs were told to watch the semi finals and delay our game. We would have rathered no scheduled follow up matches at the same time as semis and finals We had consolation matches on pitches 5 & 6, all teams ready to go, but no first aid or HR's or AR's. With such an emphasis placed on teams being at their designated pitch 10 minutes before game time, we were very disappointed to see that this same emphasis was not placed on HR's, AR's, etc. We were eventually told (through a lot of back-and-forth communication) that our game slot had been moved backwards, which meant we could have watched the semi finals, but as we were already at our pitch ready to go, we missed out.

Identification of People in Charge:

Some people suggested that while having HQ was great and made people easy to find there, some people still had no clue who was in charge or had trouble finding officials, especially with regards to pitch managers. One easy strategy around this could be to provide officials with bright coloured QA shirts or the like to make them more identifiable.

Did you feel like you knew who was in charge, or, if there were a problem, whom you could ask for help?



Tournament and assistant tournament director were easy to find and contact if needed

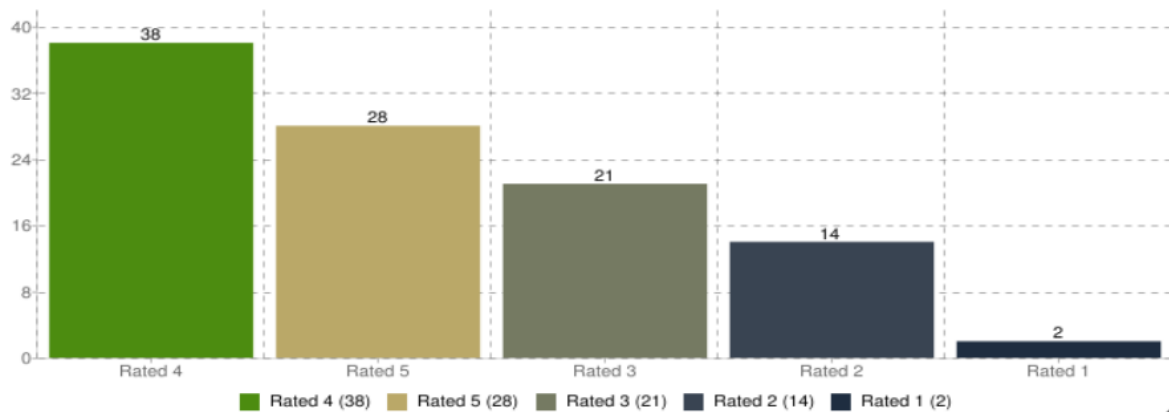
As head ref finding the pitch manager was sometimes difficult

The control centre was great, and there seemed to be always/mostly someone there who could help or contact the right person.

Pre-Tournament Dispersal of Information

With regards to pre-tournament announcements of various details including schedule, maps, gameplay regulations, and so on, several comments suggested that people felt that much of this information came out too late or wasn't well advertised. Some noted that given the enigmatic and capricious nature of Facebook notifications, it was important to make sure that all information was emailed to participants directly, as well as being advertised online and going through team reps. Having information posted on the QA website would be another way to make information more readily accessible, especially to spectators and volunteers not directly affiliated with teams, another issue that was brought up.

In the lead up to QUAFL, did you feel like information (player information, location, maps, schedule, etc.) was released sufficiently in advance and in a clear manner? Were you aware of this information being released?



I would've liked information to be distributed through email not just Facebook a little earlier- the majority of my team did not realise social tickets were for sale until I bought it up about a week later as a reminder because they weren't getting Facebook notifications.

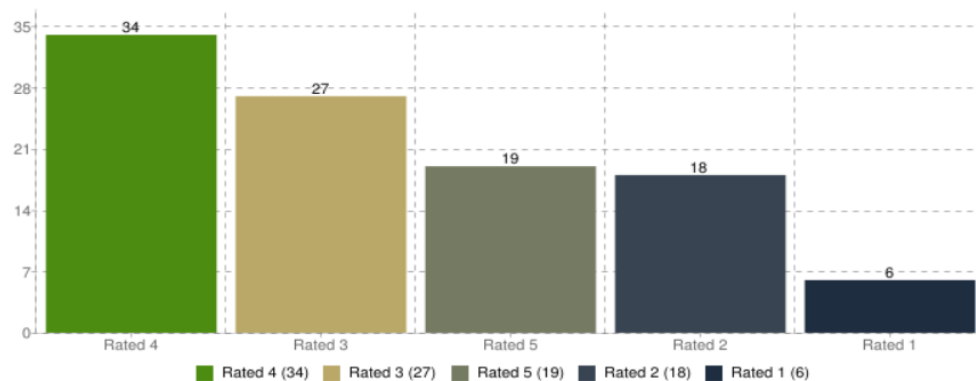
If possible getting the info pack out a little earlier would be useful too, but I understand a lot of info is finalised last minute.

Better use of social media for those of us who aren't players so don't get that information sent to club representatives. Access to the schedule, information about accommodation and transport was very late. Please think about spectators, not only players/volunteers. A logistics and a communications role would have helped.

Equipment:

Equipment wise, most people were perfectly happy with the balls provided, loved USC's brooms, and had few gripes with the pitch marking. However, hoops, as ever, continue to be a primary issue, perhaps more so this year. Multiple games were delayed by hoops needing to be replaced and not having replacements available (especially on fields 5/6), and gameplay was regularly interrupted by hoops falling over in the wind. Far more attention needs to be paid to the design of hoops in the future to account for inclement conditions, and to make sure spare equipment (and things like ball pumps) are available at every pitch, as broken equipment delays not only significantly interrupt games but can have far reaching scheduling consequences, which contributed to the major issues on Sunday. Interestingly, while hoop failures and the lack of immediate back-ups caused consistent problems all weekend, most people's rating of equipment quality wasn't terrible.

How did you feel about the quality of equipment (brooms / balls / hoops) supplied at the tournament?



Multiple games delayed due to equipment both balls and hoops

The hoops weren't great

the broom taping we didnt even know about until we got to our first game i feel that change wasnt highlighted enough even though i read the player guide it should have been posted to the team rep page so it could be communicated to teams well before quaf. important things like that need to be repeated not just on a document ready to be overlooked

I seem to remember a lot of broken bases, which paused several games throughout the weekend. Had to finish setup of field 5 while the pitch manager played with their phone. Hoops were tie wired together, pole was loose and had to be screwed in. One base was completely broken before even starting and was replaced. No replacement balls were available at all for pitch 5 and 6, generally very poor planning and execution.

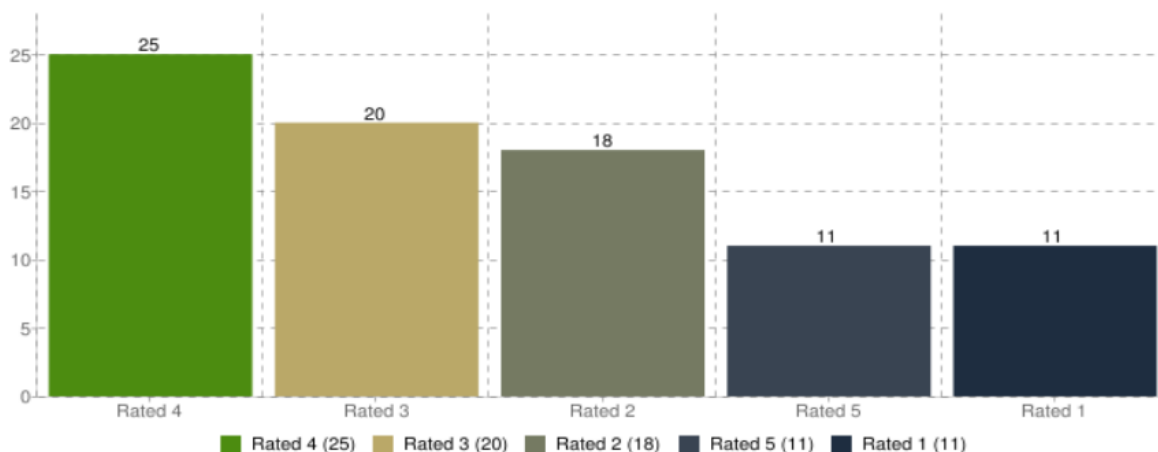
Bases and hoops broke frequently and there were not enough spares kept at pitches 5 and 6 meaning players had to wait on field in a brooms down, mid game, in the rain multiple times whilst awaiting new hoops to be sourced

7. QUAFL After Party

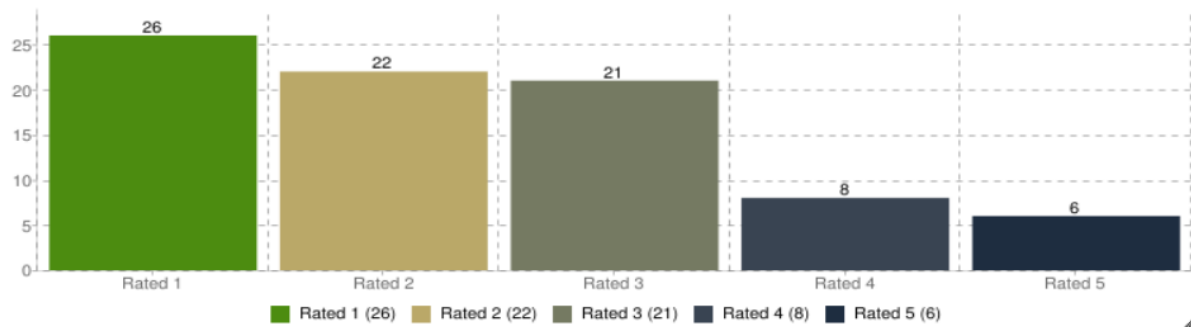
Overall, the QUAFL after party was the aspect of QUAFL that people rated the worst, across all factors measured – venue, food, and cost. While people were more divided over the venue itself, some seeming to think it was good, there were many comments to the effect that the venue was far too small for the amount of people there, among other complaints of expensive drinks. The most common complaint was, unsurprisingly, the lack of pizza contrary to what was advertised. This was an especially problematic issue because of the advertising that unlimited pizza would be provided, leading people to plan their night’s alcohol consumption around the expectation that they would be able to obtain food here. In addition to feedback via the form, QA was also emailed regarding this issue after the event, and this should be treated as a critical aspect of social planning in the future.

Many commenters also pointed to people’s increasing preference to spend time sitting and talking rather than dancing the entire night, so while the inclusion of some space for this was an improvement from previous years, more emphasis on quieter spaces with more seating in future, in addition to the dance/bar space, seems appropriate. Given the lack of food and expensive drinks at the venue, combined with what people felt like was a small space (with apparently a dangerously slippery floor), many people believed that the QUAFL social was much too expensive for what it provided.

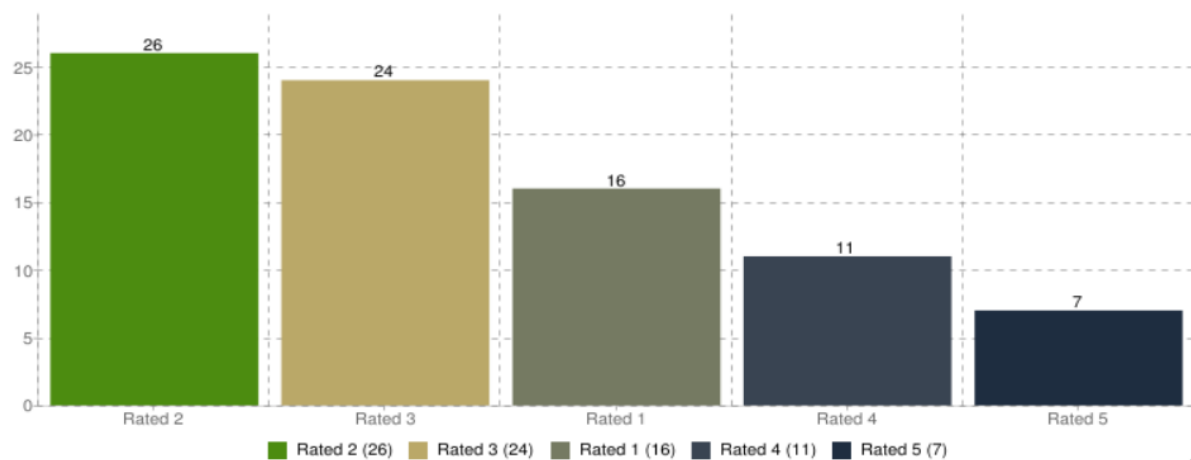
What did you think of the venue for the QUAFL After Party?



What did you think of the food at the QUAFL After Party?



How did you feel about the price of the QUAFL After Party?



"Inclusive of all you can eat buffet" The advertising for this event was severely disappointing. People from my team were lucky to get a slice with a few getting two slices. Very disappointing not to be informed as many then drank on an empty stomach. Be honest next time so people can plan accordingly. It's not fair to offer your members something, get them to pay money for it and then not deliver. Also, if the buffet is only available at a certain time, make that information available

It was a very expensive ticket which I only bought as there would be 'unlimited' pizza. I turned up very hungry so I could eat my tickets worth but there was no pizza to be found. It was coming out so slowly that it was taken before it got through more than 5 people. I got one small piece in the end and was quite cranky about it tbh cos I went home hungry

Venue was really small and didnt cater to the number of people food wise

Noise noise noise! I say this everytime. The venue was poorly laid out and wayyy to noisy, it was crowded too and very cramped. The social is important for people to relax but I also see it as a chance to really catch up with all my quidditch friends across the country. The only place in the whole venue I could reasonably hear someone was outside the venue!

Man i felt i paid too much and i got half price entry wtf. Venue was too small. Not enough food. Tickets too expensive. The venue description in the bid sounded too good to be true. It was.

its far better having a party/loud space as well as a quieter area. a lot of ppl arent into clubbing and just want to chat and wind down after so many games so its definitely better this year.

Would have liked to be told to eat beforehand and not to expect pizza, because there was so little.

Under catered, over crowded, unlikely to be attending again

UnLiMiTeD pizza wasn't a thing, not enough vegan food, way too packed for so many people

I didn't attend due to broke uni student factors

For all you can eat pizza as an advertisement, this was ridiculous. Don't know anyone who got more than 2 slices. DJ was absolutely terrible, wouldn't take requests and would have been better replaced by a phone on Spotify. Bar sold out of one of its quidditch specific drinks within an hour. Think they only had one or two bottles of Malibu in the whole place.

Definitely felt misled about the food available at the social. I had pictured a buffet type experience, however there was very limited food available. With many players banking on that as their dinner, there was no where near enough to go around. With nearby venues also shut, it definitely got in the way of enjoying the night.

I understand that there are limitations, but I am a vegetarian & found it very difficult to locate any food. Even though there were vego options, they very rarely go around to me & I believe I only managed to eat two pieces the entire night.

Paying \$30 for a ticket and getting no food and expensive drinks was pretty terrible, they should have had no free food and made it cheaper and then people would have prepared and eaten beforehand. OR had cheap dominos style pizza where people could actually eat at the venue. Terrible social planning.

The venue was a bit small. Drinks were expensive. The Sunshine Coast fantasy social venue was better

felt a bit cramped and lack of seating cus after a while people like to sit and chat rather than dance all night

8. Media and Merchandise

Filming and Live Streaming:

Respondents were asked to comment on their feelings regarding filming and livestreaming of games at QUAFL, and whether they would be willing to pay (more) for this. Historically, QUAFL has never been livestreamed at any quality higher than Facebook livestreams from mobile phones. In previous years, some attempts to film a number of games and upload later to YouTube at reasonable quality have been made, and this year, only the Finals were filmed by a proper camera for later upload.

The modal response seemed to be that people believed that filming and having video footage was important for recruitment and expansion, which should be a focus of QA, and not only would footage be useful to this end, but people would like to be able to watch back footage of games for learning purposes. Many also commented on audiences at home or overseas from families or the international quidditch community wishing to watch and commenting on how relatively advanced livestreaming is overseas.

However, most people seemed to believe that filming games was much more important than livestreaming, and while many would be willing to pay somewhat of a higher QUAFL fee for filming, most didn't believe a livestream was as feasible or necessary. Most also suggested that only the 'good' games needed to be filmed (e.g. finals, 3rd place play off, semis, and close match ups on day 1), though some players from lower ranking teams also suggested that for this reason, they would rather not pay extra as it would not be their games being filmed.

The consensus from those who responded (55% of people filling out the form) seemed to lean towards making sure at least some games were filmed and uploaded later and paying a small amount extra.

I'd pay an extra \$10 for filming if every team got at least one game filmed.

*Live stream not required. Everyone who would watch is there.
Filming should be included. Would pay maybe 10 bucks.*

I would like to see live streaming, mostly for family members who could not make it to the games but still wanted to watch. In an attempt to keep the price down however, maybe only stream the finals games

I would definitely be willing to pay more to have those.

It would have been nice to have some lower tier games streamed. I'd pay extra.

MORE LIVE STREAMS. We are a top quidditch nation and having overseas friends and comrades asking about a livestream and us saying there is none is appalling. Would gladly pay extra in the quaf l fee.

I think it's important for these services to be available for supporters and watch-backs, especially as our sport and our scene in general become increasingly more prominent.

I think we should stream it or at least have them filmed and uploaded later. Give us something to people who are interested while also help us players improve by seeing how we play in game. If we dedicate money towards it I would be happy.

Not willing to pay extra.

Nice idea, but probably wouldn't pay extra, as it would be unlikely any of the low seed pools would be filmed.

No idea if there was live-streaming/filming. I would be willing to pay extra for good quality footage of games though (don't care about live streaming).

I would be willing to pay extra for live streaming. I think it is one of the best recruitment methods we have, and I think growing this sport should be a main focus for QA.

as a European, I would've loved a stream

If it does happen I feel like it should be down to each playing team's committee to decide and at the club's expense (not players)

I wasn't a fan of the local news filming the workshops, as i disliked being put on the spot and making things difficult for others.

I would pay 5-10 extra to have the games filmed. not sure if other teams would, but i can say it is nice to have video footage of you playing to show other people. Particularly in pool play, it'd be easy to film the close matches in each pool.

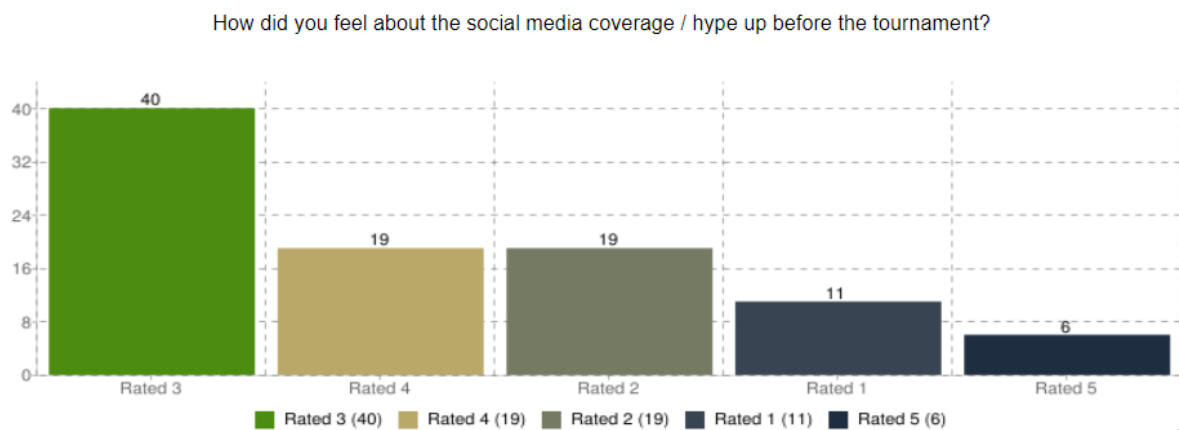
Rather have high quality game footage than livestream.

Didn't even know there was filming or streaming

The grand final should be live-streamed and recorded offline for better quality same for the 3v4 final. Other than that it's not needed with 6 games occurring at once. It's not worth the extra cost

Social Media Coverage:

Few people beyond those directly involved in producing media for QUAFL actually had much to comment on regarding this, and the ratings indicate that a small majority of people appeared indifferent to it. Several people alluded to the lack of use of social media to promote merchandise, trading cards, and the like, and this can certainly be done better in coming years. More steps to professionalise and make media more relevant to all players could also be made.



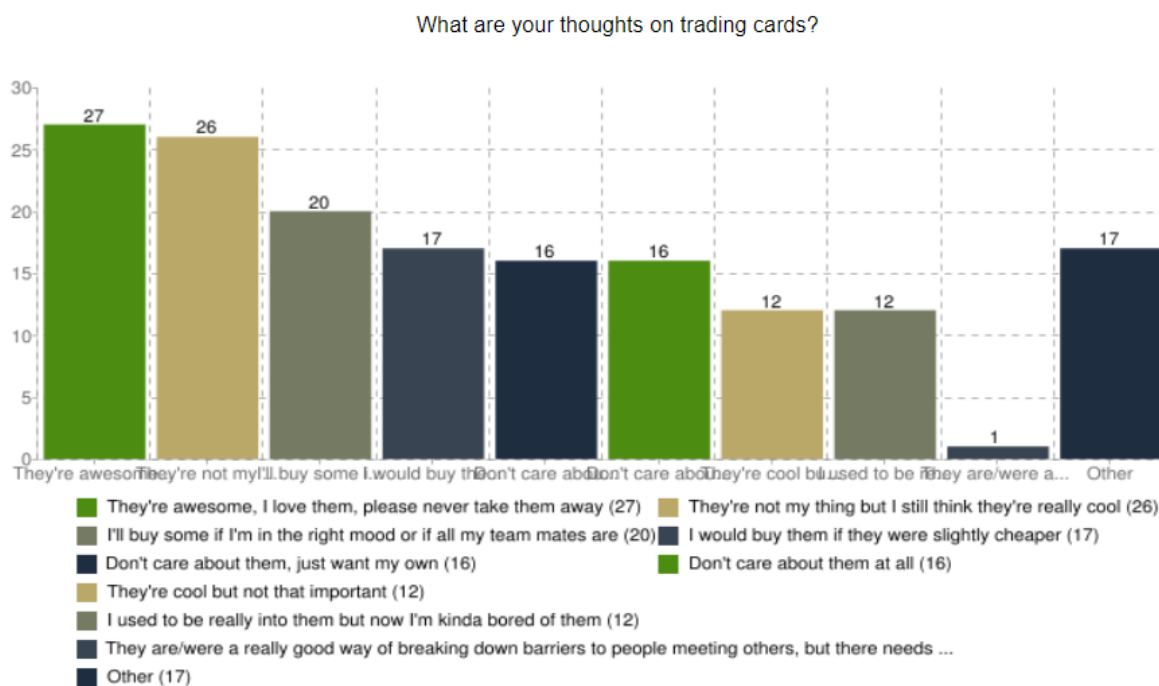
Media wasn't too flash this year, we definitely need to improve on that. Merch especially should have been hyped more.

Social media was lacking, but I understand there were severely limited resources to produce the content. I would however strongly suggest that any articles or posts NOT be uploaded in PDF format, and instead be a link on the QA Website or an extended Facebook Post. I quite liked the format of State Shield's coverage (even if the writing was a bit subpar and oftentimes nonsensical). A more open, explicit callout for media writers/content producers to team reps might have alleviated this (I personally did not see any public requests).

In the future i think having less hype events would be benifital. As it would mean that emergency post made on the page would gain more recognition rather than being dismissed right away.

Trading Cards:

Trading cards have been a regular feature at QUAFL since 2016 and have also featured at State Shield for the past two years. Including the NQL trading cards from 2017, this brings us to a total of at least five runs of trading cards, not including international events such as world cup. Coming into 2018 QUAFL, there was definitely a sense that people were beginning to become worn out by them, and interest was dwindling significantly judging by pre-sales, so few cards were printed (~10 per player).



While sales information from the tournament as a whole has not been taken into account into this analysis (and should be down the track), feedback indicates that trading cards remain more popular than they seem, with the modal response being that the cards were awesome and to never get rid of them. QUAFL 2018 also sold out of trading cards on the day and there were many commenters expressing disappointment at this. Although a number of responses indicated some kind of general indifference or apathy towards them, it should be noted that people could select multiple options for this question, so the weighting of responses towards indifferent answers is somewhat skewed.

While it seems certain that interest has declined, it is clear that many people, especially younger players, remain enthusiastic about them, and believe that trading cards can be a great way to socialise and meet new people at QUAFL in other teams. It is likely that, especially if events featuring trading cards are made less frequent, and especially if pre-sales are promoted more heavily, more stock may be

able to be safely ordered for 2019, even accounting for growth. Many also cited cost as being slightly prohibitive towards buying, as well as the hectic nature of the schedule not allowing much time or attention to be paid towards merchandise such as trading cards, or the necessary socialisation that trading cards involve.

Trading cards are always great to have. Disappointing so few were printed!

I would recommend pushing the trading card forms onto the main QA page and state pages, instead of just the event. You would get more traction and applications that way.

Lil bored, but I commend that they were very limited this year, when I went for a pack they were gone.

It feels like they happen too often, if they were a rarer thing I might be more motivated to come up with good material for them. Maybe see if you can get a person on each team in charge of writing the text and finding/taking pictures, not necessarily all teams or all players but something like that every so often.

I've had a couple of trading cards now, and personally don't feel like collecting any more. I think they are great for new players to the sport, and that a lot of people get really excited by them, which to me is enough to want to keep em around (though maybe limit the runs so we don't burn out?)

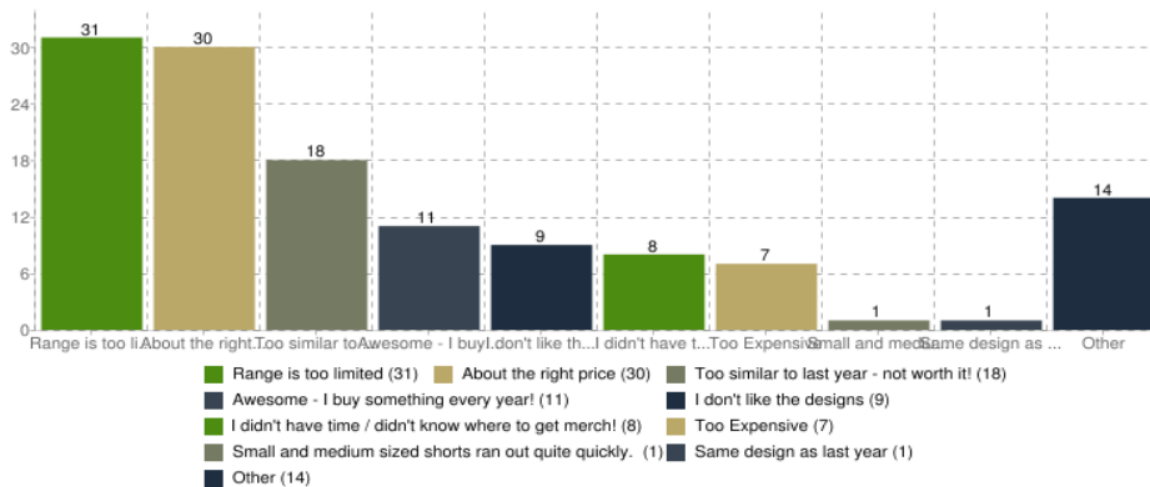
There were not enough of them so many times players missed out on buying a pack

They are/were a really good way of breaking down barriers to people meeting others, but there needs to be time to allow this to happen. I think they could be marketed more effectively in this way, and also that those experienced/top players are encouraged to participate for the benefits it provides in breaking down barriers

I was kinda upset when I found out that trading cards had sold out; need to order more!

General Merchandise:

How did you feel about QUAFL Merchandise in general?



With regards to merchandise more broadly, people again cited that while the merchandise stall was in a reasonable location, with so much going on and the fields so spread out, it was hard to make time to head over to buy something and was not a point of attention. Future QUAFLs could increase sales substantially by making the merchandise stall more visible and accessible, essentially putting it more towards the forefront of people's minds.

Most people seemed to think merchandise was appropriately priced, and several commented that they were happy to buy things in order to support the community, which was really wholesome. Main complaints about the merchandise in particular suggested that the range was too limited and too similar to previous years, and that mixing things up more would encourage more people to buy. Some suggestions are included in comments – long sleeved shirts were probably the modal suggestion.

Given Quaffle is in summer why not offer singlets? Or towels?

Really liked the shirts and trading cards, and will buy them every year in the future if I can

Bought stuff predominantly to support the community

Would love sweaters :) | Long sleeve shirts (like Mudbash)! | Preferable if each year has a unique design. Stickers!

The increased travel time in between games, as well as the days being extremely busy meant that the merch stall fell off the wagon in terms of priority to visit. If QUAFL will be this spread out, I would encourage for the merchandise stall to be somewhere along the way between some fields OR for smaller, lower-stocked supplementary stalls.

Time was the issue for me, between warming up for playing, playing, being on the assistant ref team, eating and resting I didn't have much free time.

Switch to a long sleeve every second year. Have hoodies every 3rd year

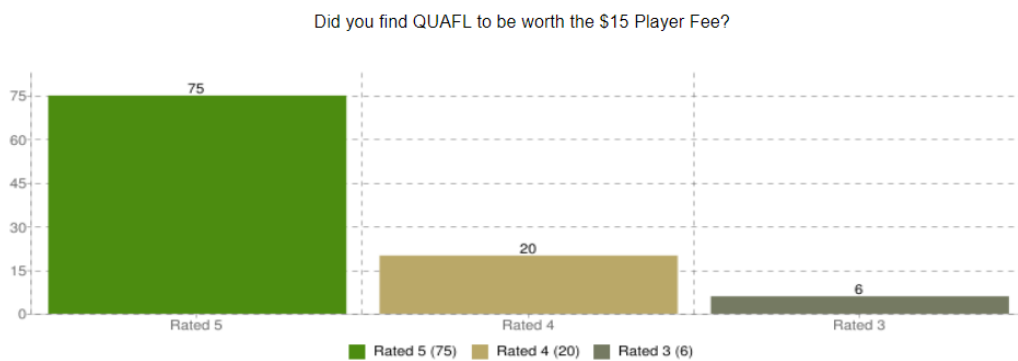
9. MVP Voting & Gender

Respondents were asked for their opinions on the MVP voting system used at QUAFL 2018, given that the result of the process was that the overwhelming majority of MVPs were male. Many mixed responses were received to these questions and will form the contents of a separate report. Deidentified information will also be provided to the Gender Engagement & Initiatives Committee for 2019 in order to see if a new system is necessary, and if so, develop a better one.

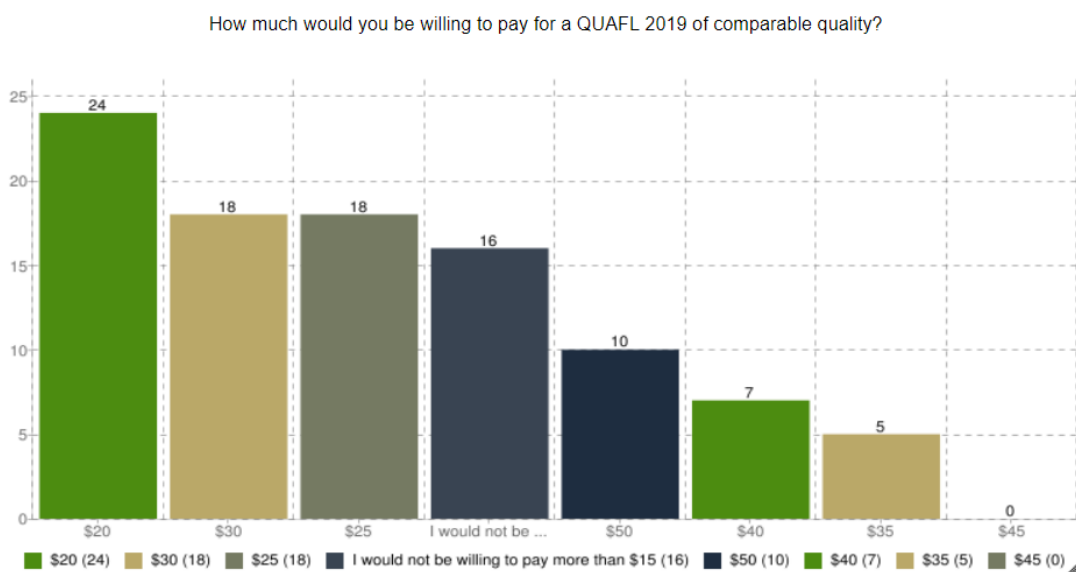
10. Final / Overall Thoughts:

QUAFL Price

By far, the highest scoring rating question was regarding QUAFL 2018's value for money. The player fee for QUAFL was \$15, which overwhelmingly people found to be well worth paying, and indeed, many comments were made to the effect that this was far too cheap for such an event.



Responders were asked how much they would be willing to pay for a similar quality event, and the results here indicate that even for a similar quality event, the price could easily be doubled. Several people also commented that while they wouldn't be willing to pay so much more for a similar event, they would happily pay extra for higher quality events. Interestingly, more people were happy to pay the highest suggested price (\$50) than \$40. In this light, and especially considering the fact that fantasy and other interstate tournaments regularly charge upwards of \$30, a 2019 QUAFL player fee standing around \$40 seems entirely reasonable, assuming a higher quality event, and lower social price.



The Worst Parts of QUAFL – Room for Improvement

Respondents were asked for what they felt like the worst aspects of QUAFL were, and how they would improve things. Food stood out as by far the most common response here, and it is clearly critical that on-site food is a thing in future QUAFLs. Many also pointed out that while the venue was great in the climate we had, we got very ‘lucky’ with the relatively cold and rainy weather, and it would have been a much more uncomfortable experience had we had weather typical of the QLD summer.

Other common answers included assistant referee quality, the distances between pitches, and communication issues with the scheduling on Sunday, and general issues to do with the social, as discussed previously. Interesting to note was several people recording as the worst elements of QUAFL what others had recorded as the best – notably things like the quality of First Aid, player (mis)conduct, and aspects of the venue including shelter, amenities, and field quality. Clearly the quality of these things was somewhat variable, with some finding them excellent and others not, and attempts to make this more consistent would be wise.

Photography and the seeming lack thereof was another thing brought up by some – the hectic schedule not being conducive to many people being able to get out their cameras and shoot many games. There were, however, QA photographers as well on site, though in general, this is a tricky issue to manage, especially with volunteers stretched thin as it is. A final note that was made regularly was the lack of catering towards spectators, which should be more of a focus in future years as well.

Weasley-like food options [would be great]

We didn't really cater to spectators

Everything about fields 5 and 6

Social price | Social

Fields being separated by large distance. When refereeing back to back with playing on different fields... Leads to delays

Please talk to your pitch managers and make sure to brief people for the second day separately at the beginning of it considering how different it ends up being

Winning it would really help me enjoy it more

Social, getting there (but good for qld development), paid snitching brought back (probably with certification)

If the price does go up, I think it should go to the volunteers, because having more people will drastically increase the efficiency and experience of QuafL.

*lack of shelter for teams, first aid need to be more alert and or closer to pitches, lack of food availability
even extra marquees as its summer rain or shine teams in the sub shouldnt be standing in that kind of heat all match and all day*

Lack of food, lack of non male player recognition, lack of consistency between reffing teams.

Possibly have an assigned tournament photographer. Try have one on each pitch maybe

Hands on AR training. Abolish the stupid ref test rule as that does nothing to improve AR quality

Nothing stood out that was noticeably bad

Please provide food or consider more close food options at some capacity, because while preparation is key, mistakes and misadventure do happen (e.g. forgotten food, stolen food, spoilt food, surprise grumpy kestrel takes food, etc.). I found myself having to choose between risking missing games or feeding myself because of misadventure (out of a stupid mistake, I admit, but again, contingency options go a long way)

Considering implementation of more efficient/more rigid decision making processes might simplify things and help faster calls. Even if it's something like you needing to develop flowcharts, or a paper, that will go a long way with helping decision makers in the situation a lot.

Disorganisation on feilds 5/6, lack of breaks on day 2, lack of shelter on some of the feilds & no access to food vendors.

Social food and fields. The social needed better expectation management. The fields needed better communication with the uni about what a quidditch pitch looks like.

The field layout and communication of changes during the tournament

Nothing, I had a great time!

Lack of breaks and ways to rehydrate at far pitches

Dangerous players need to be kept a closer eye on and punished accordingly

The first aid was lacking, several injuries could not be dealt with because there was only one first aid person between two fields and they were busy with another injury. One medic per field is required. Quality of medics varied, would like to have more skilled medics next year.

*Positioning QUAFL for spectators and media interest: ie venue choice, information pitched at spectators in the lead up, media strategy, livestream and commentary.
Keep having it on quality turfed fields.*

More shelter from the rain please - at all fields, and big enough areas for everyone to move comfortably.

\$15 is so cheap. You could reasonably ask for \$50 imo, and with that have some games filmed and pay off QA debt.

Having fields so far apart

I think \$15 is too low for a 2 day tournament. I play other sports and a 2 day tournament would be around \$100 Mark. Understand it's an inclusive sport and alot of the players are uni students but I think 15 is way too low. Players have all year to save for it. Consider fantasy tournaments which are only 1 day and thwg are at least 30.

Constructive criticism- have a better score board thingy; all the paper on the score boards went to shit during all the rain lol

The social. Always improve on the social. Have two areas, quiet discussion and party place. Let us actually be able to talk to someone without shouting and I'm happy.

Better social with adequate quantities of food

Food available at the fields

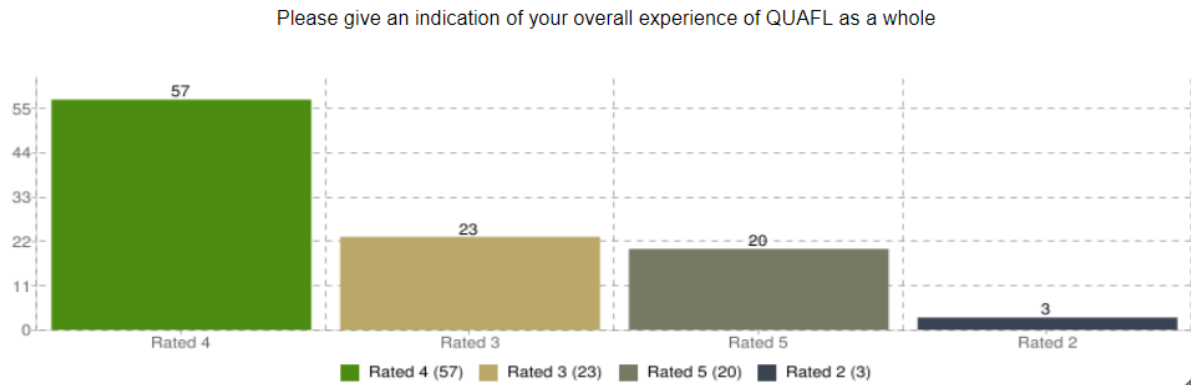
Pitches closer together

Females not recognised in awards

I want to reiterate the comment I made about assigning photographers to games. It was my first QUAFL and I'm kind of sad that have about 3 photos of me playing. I'm sure many would feel the same.

Overall Experience of QUAFL – Extremely Positive

Overall, people rated QUAFL 2018 extremely highly, with no one giving it a ‘1’, and only three people ‘2’. More than 70% of people rated QUAFL as 4 or 5 out of 5, and several people felt like it was their favourite QUAFL yet.



People were also asked for their favourite parts of QUAFL, and here, three main things stood out:

1. Destination location, with high quality fields and facilities. The venue was clearly very important to many people, and USC made for a great one, not just because of the great amenities available, but the ability to have a holiday alongside
2. The tournament format - Many people decided to take this question as the opportunity to praise the format and schedule for the tournament, expressing how much it contributed to the tournament being a great and fun overall experience. Most important here appeared to be the number of games people got to play, the large amount of interstate play that was possible, and the consolation games, which were clearly important to a lot of people, even among a sample population biased towards the higher-ranking teams. It appears to be critical that these elements are kept in future years.
3. The camaraderie and sportspersonship between teams, and sense of community. Of course. It should be no surprise that the general vibe of huge quidditch events and community should be one of the most integral parts of the positive experience of events like QUAFL – it’s almost cliché at this point. The willingness of teams to help out and cooperate, getting to meet people from around the country, and feeling like games were played hard and well were all cited factors, and while QA doesn’t have a direct role in this aspect, it can do all it can to further facilitate one of the core elements of the quidditch experience.

Everyone got a lot of opportunities to play a lot of games which was great. Although my team struggled personally due to low numbers I think it was fantastic for teams with enough subs. I think the time allocated between games was great especially with the field distance and the TD/ATD/pitch managers were very helpful.

The organisation was fantastic, generally speaking.

Pool play organisation and overall schedule plan were excellent

I really liked the format of play itself. | That format was lit.

Teams from different states and lots of games to play

Community spirit, lots of game time. Should continue with seeded and consolation games

Pool play all in day 1. Closeness to accommodation.

Free visit to the water park mid-game was a nice surprise

I liked the games a lot, the structure was mostly good, it was a friendly vibe most of the time and the location was stunning and holiday-friendly. Destination nationals are grand.

The schedule for day one & organisation was done really well. For the most part, the day ran on time.

The feilds were also quite good quality.

Atmosphere and volunteers were lovely

Anything that promoted teams from different states to interact, bond and socialise.

The medics, especially the ones outside the clubhouse, knew their stuff and were happy to help.

Knowing I have access to good preventative and first aid care makes me much more comfortable playing a contact sport. Given the casualty rate in past years, investing in quality medics ranks highly in my priorities.

I thought the structure of the weekend worked really well, we had sufficient breaks and a great number of games.

Team comradere and social interaction with other teams from other states

Day 2 consolation/positional games actually going ahead.

The location as a whole (Sunshine Coast) was beautiful, definitely factors in to the whole experience. The consolation matches were the closest games by far, the standard matches were many times one-sided, the consolation matches were very evenly matched. Definitely include them next year.

The number of games in pool play. 5 guaranteed games was amazing. I was disappointed only to play 2 on the second day.

It has been my favourite quafI to date

AJ's knee reveal was the highlight of my life. More of that in 2019 pls & ty