



International Quidditch Association

RULEBOOK





International Quidditch Association **RULEBOOK**

By Will Hack, Jared Kowalczyk, and the IQA Rules Council
Based on the first edition by Alex Benepe
Based on rules adapted by Xander Manshel
Based on the game created by JK Rowling
(It's been a group effort)



ALICIA RADFORD DESIGN
NEW YORK

Copyright © 2007-2011 by the International Quidditch Association

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means without written permission of the authors except in the case of brief quotations embodied in articles and reviews.

This book has not been written, prepared, approved, or licensed by Warner Bros, J.K. Rowling, or any of her publishers or licensees. It does not imply or claim any rights to her characters or creations, nor are the authors, staff members, www.internationalquidditch.org, or the publisher in any way affiliated with Warner Bros, J.K. Rowling, or any of her publishers or licensees.

Quidditch, quaffle, bludger, snitch, Muggle, and all related terms from the Harry Potter novels are trademarks of Warner Bros.

Picture Credits

Images on pp. viii, 34, 35, 37 © Alex Benepe and Winter Schwaid-Lindner

Image on pg. 2 © Rob Ciano

Image on pg. 8 © Melissa DeVarney

Image on pg. 16 © Jonathan Blakely

Image on pg. 25 © Jim Kiernan

Images on pp. 35, 36, 37 © Ellie Carnley

Pitch diagrams by Kati Polaski

Book design by Alicia Radford

Alicia Radford Design

New York, NY 10029

www.aliciaradford.com

For more information visit <http://www.internationalquidditch.org>

Members of the Rules Council

Will Hack

Gameplay Director and Rules Council President
of Chesterfield, MO

Nicole Eccles
of La Mesa, CA

Jared Kowalczyk
of Keene, NH

Allison Gillette
of Ludlow, VT

Matt Lowe
of Seattle, WA

Shannon Greenlese
of Jericho, VT

Nicholas Murado
of Miramar, FL

David Gutierrez
of College Station, TX

Katie Stack
of Wayland, MA

Cameron Kim
of Tampa, FL

Troy Stanford
of Richmond, VA

Sarah Kneiling
of Baton Rouge, LA

| | |
|---------------|----|
| About the IQA | vi |
| Disclaimers | ix |
| Foreword | x |

RULEBOOK

| | |
|-----------|-----|
| Changelog | xii |
| The Game | 1 |

I. Match Procedures

| | | |
|-----|-----------------------------|---|
| 1.1 | Preliminaries | 3 |
| 1.2 | Starting the Game | 3 |
| 1.3 | Stopping Play | 4 |
| 1.4 | Fouls that Do Not Stop Play | 5 |
| 1.5 | Substitutions | 5 |
| 1.6 | Regulating Match Time | 6 |
| 1.7 | Overtime | 6 |

II. Game Play

| | | |
|-----|-------------------------|----|
| 2.1 | The Mounted Broom | 9 |
| 2.2 | Goal Scoring | 9 |
| 2.3 | Restarting After a Goal | 9 |
| 2.4 | Goaltending | 9 |
| 2.5 | Scoring on Fallen Hoops | 10 |
| 2.6 | The Knockout Effect | 10 |
| 2.7 | The Snitch Snatch | 11 |
| 2.8 | Physical Contact | 11 |
| 2.9 | Fouls and Misconduct | 12 |

III. Players & Positions

| | | |
|-----|---------------|----|
| 3.1 | Players | 17 |
| 3.2 | Chasers | 18 |
| 3.3 | Beaters | 18 |
| 3.4 | The Keeper | 19 |
| 3.5 | The Seeker | 20 |
| 3.6 | Officials | 21 |
| 3.7 | Snitch Runner | 23 |

IV. Match Setup

| | | |
|-----|------------|----|
| 4.1 | The Pitch | 26 |
| 4.2 | Hoops | 29 |
| 4.3 | Game Balls | 29 |
| 4.4 | The Broom | 30 |
| 4.5 | Equipment | 31 |

V. Appendices

| | | |
|-----|---|----|
| 5.1 | Referee Whistle Commands | 33 |
| 5.2 | Referee Signals | 33 |
| 5.3 | Adapting Quidditch for Other Age Groups | 38 |

About the IQA

The International Quidditch Association, Inc, is a magical registered 501c3 nonprofit dedicated to promoting the sport of quidditch and inspiring young people to lead physically active and socially engaged lives. We're serious about fun. We welcome quidditch teams from any part of the world and in any age group – from elementary and middle schools through high school, college, and beyond. Teams don't have to be affiliated with a school or institution. The only prerequisite is a healthy dose of not taking yourself too seriously.

And if you were wondering – the IQA is not affiliated with J.K. Rowling, Time Warner, or Warner Bros.

Quidditch was adapted from the Harry Potter novels in 2005, at Middlebury College in Vermont, by Xander Manshel, a freshman looking to change up his dorm's tradition of Sunday bocce. That first group wore towels for capes and came with an assortment of broom-like implements, including a Swiffer mop and even a lamp. One kid wore his graduation robes. The game was an immediate hit on campus and was played on an intramural level until 2007, when Alex Benepe founded the Intercollegiate Quidditch Association after the first intercollegiate match between Middlebury and Vassar College. Since then the sport has really taken off (figuratively if not literally): students from more than 1,000 colleges and high schools from a dozen countries have contacted the IQA looking to start their own teams, and over 300 are actively playing in the United States, Canada, Australia, New Zealand, France, Britain, and Brazil.

In 2005, the first "Quidditch World Cup" featured ten intramural teams at Middlebury. By 2010, 46 college and high school teams – from such diverse institutions as Harvard, Texas A&M, Michigan State, NYU, and Chestnut Hill College – competed in New York City on four fields with over 15,000 spectators. The 2011 World Cup has over 100 teams pre-registered; that's over 2,000 athletes. The rapid growth of the sport is best summed up by TIME Magazine's coverage of the 2010 World Cup.

Quidditch is a sport striving for legitimacy. It has a rule book, a governing body (the International Quidditch Association, a nonprofit) and its own live streaming webcasts. Its players move with the grace and ferocity of top athletes; the best of them look like lacrosse players and hit like linebackers. All told, 46 teams from the U.S. and Canada vie for the Cup, and hundreds more franchises are just getting started. For a five-year-old sport, it's a remarkable ascension.

Our Three Goals

Our three goals are based on the three essential elements that were necessary for Xander Manshel to conceive and create real-life quidditch. They represent the progression from an idea to a fully-fledged national organization. They can be emulated on any scale and unfold in the following order: creativity, community, and competition.

1. To foster a culture of creativity

Xander Manshel's first steps toward creating real-life quidditch required a creative solution to a seemingly insurmountable challenge – how do you recreate a magic game without magic?

But creating a game requires more than just problem-solving; it requires confidence and the belief in a mandate for change. Quidditch was founded in the spirit of experimenting with new ideas and daring to participate in an unproven and often unpopular activity. We are born into a pre-fabricated world, and innovation along with the courage to share those ideas is essential for inspiring the next generation of leaders. Quidditch demands creative solutions every day to assemble a team and equipment, raise money, design uniforms and iconography, and plan events.

Additionally, the literary roots of real-life quidditch underscore the role that reading plays in our creative development and demonstrates, again, that books have the power to unite and forge new communities and traditions. To make sure others can benefit from the role that one book played in creating this game, the IQA takes strategic steps to promote literacy.

2. To build, connect, and enhance our communities

When Xander had to take the next step from creating a game to debuting it in public, he had to engage and leverage his friends and peers – his community. The IQA continues to expand on Xander's original strategies by serving and engaging two communities:

The quidditch players and fan community

We want to be the one-stop shop for our members, players and fans all over the world to keep up to date on all quidditch news. We work with the media to arrange demonstration matches to showcase the sport to a wider audience and attract new participants and supporters. Our volunteers work with teams all over the world to set up local matches, tournaments, and quidditch conferences with regular season play.

The communities where our teams live

We are strong advocates of the health benefits of quidditch and its potential for positive social change.

Sports participation drops off during puberty, even among formerly active children, and the average teenager spends over seven hours a day in front of screens.¹ We know from hosting clinics at elementary and middle schools around the country that quidditch gets kids excited about exercising, especially those who are uninterested in traditional sports. For that reason we work to bring quidditch to children in the form of sustainable school programs paired with a mentor team at the high school or college level.

Quidditch is also a co-ed sport. Every team is required to have at least two players of a different gender. We believe that if men and women learn to compete equally, they will learn to respect and value each other's abilities regardless of gender. It is well researched² that sports participation improves the lives of women and levels the "playing field" not only in sports but in every aspect of society. Quidditch takes those benefits a step further by promoting a sport that is truly co-ed, rather

than evenly segregated.

Taken together, these two points present an exciting opportunity to make meaningful changes in the lives of young people everywhere by giving them a safe environment to exercise and learn to interact with and respect all types of people.

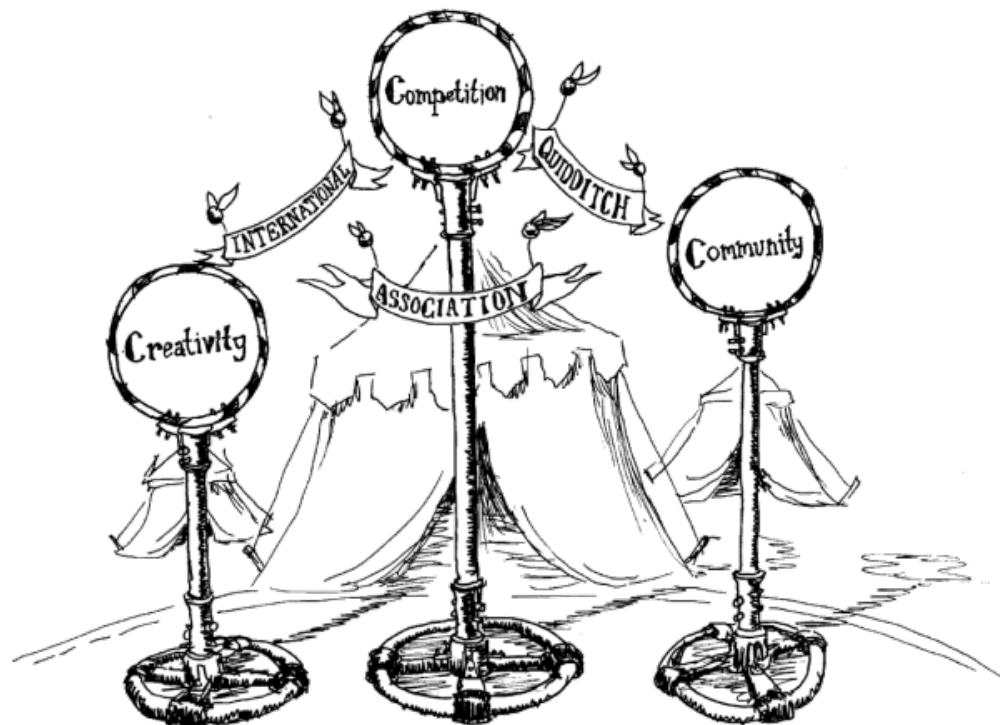
3. To facilitate competition

Xander understood that the dramatic, theatrical elements of competition were the glue that would hold the organization together and keep people coming back, making competition the final, keystone element of the triad.

The IQA continues to follow Xander's dream by providing, facilitating, and promoting as many opportunities for competitive quidditch as possible. These include but are not limited to: the annual World Cup event, sponsored regional tournaments around the country, reporting and tracking global rankings, and setting and developing rules and guidelines for organizing and officiating games.

To learn more about the IQA, visit our website at www.internationalquidditch.org.

1. "Generation M2: Media in the Lives of 8- to 18-Year-Olds," *The Kaiser Family Foundation*. January 20, 2010.
2. "Women's Sports & Fitness Facts and Statistics," *Women's Sports Foundation*. Updated July 15, 2002.



Disclaimers

No team or club of any kind which is part of the IQA may earn a personal profit from their activities. Teams may engage in fundraisers, but all of the money earned must be directed entirely toward supporting and sustaining their team or donated to nonprofit or charitable organizations. Teams that do not comply with these rules are not considered to be part of the IQA and may be subject to litigation for their actions.

Injury Disclaimer and Liability Release

The physical contact rules contained within this book allow for rough play and were originally designed for people ages 18-22. Any individual or group may tailor the rules for local play as they see fit, or depending on the rules and regulations of their town or institution.

All players are responsible for their own actions. They should be aware that even properly performed physical contact (such as a tackle) can result in injury.

The writers of this rulebook and the directors of the association are not responsible for any injury that a player might sustain during play, and players should enter the game with the knowledge that they could be injured. All players should use common sense during games and avoid plays that are particularly dangerous. Players are encouraged to follow physical contact rules strictly, to wear safety gear, and have first aid equipment and people trained in first aid on hand during every game.

Captains, administrators, and directors are encouraged to draft or use sports teams release waivers that all players should sign. Please note that state laws and institutional rules and liability differ from place to place so aspiring captains should inquire with local administrators before preparing waivers.

Foreword

Besides notes scribbled on a few pieces of paper, these rules were not formally recorded until 2007, shortly after the first intercollegiate match between Vassar College and Middlebury College.

The match was publicized by USA Today in an article entitled “Collegiate Quidditch Takes Off” and led dozens of college students around the country to contact Middlebury College and find out how they could get involved. It was at this time that I decided it might be a good time to start writing things down.

Four years and hundreds of new teams later, and the rulebook has come a long way. We have a Gameplay Director and a Rules Council dedicated to studying, testing, improving, and updating the rules.

This simple rulebook is the most important thing that the league has. The agreement to play by (generally) the same set of rules, whether in Texas, Boston, or Bogota, is what unites the league and creates the potential to gather and compete against one another.

But the rules no doubt have a long way to go. Real-life quidditch is a young and rapidly growing sport. With every game, new situations arise and new playing styles are developed. This current version of the rules is not just a product of Xander’s work, or my own, or the Rules Council – it is in fact largely thanks to the questions, critiques, and suggestions of hundreds of players over the past three years.

So enjoy learning and playing the game. If you are a beginner or just starting a team, we recommend you read the guidebook first and start reading the rulebook afterwards. And please, keep the comments and questions coming.

Safe flying,
Alex Benepe
IQA Commissioner

RULEBOOK

Changelog

Welcome to Quidditch Rulebook 5.0! For those of you who are new to the sport of quidditch, I suggest that you learn the basic rules from your friends or teammates before you read this rulebook. Of course, the more ambitious among you are welcome to dive right in!

For those of you already familiar with the rules, you will find that there are many changes for Rulebook 5.0. I suggest that you read through the whole rulebook to discover them all, but I have listed the major changes here for your convenience.

Each rule change is followed by an indicator of where to look in the rulebook to find pertinent information. A rule can be found by looking up its section and subsection (indicated by two numbers separated by a period), heading (simply the name of the heading), and sometimes even a subheading (also indicated by its name). For example, the new rule wording concerning bludgers can be found in 3.3, Beaters, subheading “Using the Bludger.” This would be referred to as (3.3, Using the Bludger).

I hope you find this a helpful guide to navigating the new rulebook!

Will Hack

IQA Rules Council President

Captains – Teams must name a captain before the game begins. (1.1)

Stoppages – There are new rules governing what happens when play must be stopped. (1.3, Procedure)

Advantage – The referee can decide to call advantage and allow a play to continue if stopping it for a foul would benefit the fouling team. (1.3, Procedure)

Delay of Game – All methods of delay are prohibited (1.3, Procedure)

Substitution Location – Substitutions now take place anywhere along the boundary line of the keeper zone. (1.5, Procedure)

Seeker Floor – Games are suggested to have a “seeker floor” of five minutes before seekers begin play. (1.6, Game Length)

Five Minute Overtime – The first overtime now lasts a maximum of five minutes. (1.6, First Overtime)

Chasers After a Goal – Chasers must return to their offensive keeper zone line after their team has scored. (2.3)

Goaltending – It is now illegal for any player other than the keeper to reach through a hoop to block a shot. (2.4)

Beater Taps – Beaters may not “tap” other players with bludgers without releasing them. (2.6, Getting Knocked Out)

Knock Out Dismounting – Players must dismount the broom if they are knocked out. (2.6, Procedure)

Helpless Receivers – It is illegal to tackle a player catching a ball while he is a helpless receiver. (2.8, Tackling)

Fouls and Misconduct – The fouls section has been revised (i.e. overhauled) for comprehensiveness. (2.9)

Penalty Box – The penalty box has been reinstated for certain fouls. (2.9, The Penalty Box)

21 Players – The number of players per team has increased from 20 to 21. (3.1)

Illegal Players – There is a new penalty for having any illegal players in play, in terms of eligibility, gender, or position. (3.1)

Third Bludger – There is new wording on what is considered illegally guarding the third bludger. (3.3, Using the Bludger)

Bludger vs. Quaffle – Beaters may not use a bludger to block the quaffle. (3.3, Using the Bludger)

Scorekeepers – All games should be staffed with a scorekeeper, if at all possible. (3.6, Assistant Referees, Scorekeeper)

Distance Between Hoops – The distance has been increased. (4.2, Specifications)

Additional Equipment – Any equipment that is not recommended by the rulebook must be cleared with the referee before it may be used. (4.5, Additional Equipment)

Special Thanks

This rulebook would not have been possible without the time and help of Chris Beesley, Claire Hack, Thomas Hack, Lawrence Lazewski, and Tim Aubel. Thank you.

The Game

Quidditch is a fast-paced, fully co-ed contact sport with seven athletes on each team playing four different positions and using three different balls. Every player must have a broom between his or her legs at all times. While the game can appear chaotic to the casual observer, once familiar with the basic rules, quidditch is an exciting sport to watch and even more exciting to play. The game has been described as a cross between rugby, dodge ball, and tag, which is a good approximation.

Three players per side are called **chasers**. Their objective is to score goals (worth 10 points each) with a volleyball called a **quaffle**. They advance the ball down the field by running with it, passing it to teammates, or kicking it. Each team has a **keeper**, whose job is to defend the goal hoops from opposing chasers.

Two players per side are called **beaters**. They use dodge balls called **bludgers** to disrupt the flow of the game by “knocking out” other players. Quidditch uses three bludgers, and beaters cannot be in possession of more than one at a time. Knocked out players are temporarily removed from play and must drop any game balls and immediately return and touch their side’s goal hoops before re-entering play. In this way beaters can protect their chasers from opposing chasers or beaters and give their team an edge if they can successfully keep the other team from controlling a majority of the bludgers.

During play, players are forbidden from taking certain actions, or **fouls**. Players who commit fouls face different consequences depending on the severity of their offense. A **back to hoops** foul indicates that a player must stop and return to his hoops, as though he were knocked out. A cautionable foul, or **caution**, indicates that a player has received a yellow card. A **sending off** foul indicates that a player has received a red card, and is barred from the rest of the game.

At the same time, each team has a **seeker** whose job it is to **snatch the snitch**. The snitch is a tennis ball inside a yellow sock tucked into the waistband of the **snitch runner**, much like a flag football. The snitch runner is not on either team, does not use a broom, and can use any means to avoid “capture,” including physical contact like wrestling takedowns or trickery like riding a bicycle, climbing trees or hiding in the audience.

A game of quidditch does not end until the snitch has been cleanly snatched from the shorts of the snitch runner. The team whose seeker catches it gets an extra thirty points. If the score is tied after the snitch snatch, the match proceeds into overtime.



I. Match Procedures

1.1. Preliminaries

Ground Rules - Before a game, the head referee calls together the two teams to go over general rules. Each team must designate a captain to attend this meeting and represent the team over the course of the game. Should the captain ever leave the pitch due to injury, dismissal, or any other reason, the team must name a new captain.

The captains present the referee with team rosters at this time. A coin is tossed and the team who wins the toss decides which set of hoops it must attack for the duration of regular time. In the case of first overtime, the teams change ends and attack the opposite set of hoops.

1.2. Starting the Game

Procedure

In order to begin the game:

- All seven starters must line up on the starting line in any order they choose with their brooms on the ground.
- All balls must be stationary (excluding the snitch) and resting in their respective positions on the pitch. The quaffle must be placed at one of the ball marks closest to the center spot.
- The head referee then shouts to each team, “[TEAM NAME], are you ready?”
- If both teams confirm that they are by shouting, dancing, or otherwise, then the head referee shouts, “Brooms down!”
- All players must have at least one knee on the ground with closed eyes. Any substitutes also must close their eyes. Anyone caught peeking must be cautioned.
- The head referee shouts, “THE SNITCH IS LOOSE!” At this point the snitch runner may run wherever she likes off the pitch while respecting the snitch perimeter established at the beginning of the match (see 3.7, Snitch Runner).
- Once the snitch runner is out of sight (or at least a good distance away if playing on an open pitch), the head referee shouts, “BROOMS UP!” On the first “B” sound of “Brooms up!” all players may immediately begin play. If someone in the audience yells “Brooms up!” too early, the head referee resets the players and announces the cadence again.
- In the case of an overtime period, this procedure must be repeated in the same way.

Infringements and Sanctions

If a player leaves his position or raises his eyes before the first “B” sound of “Brooms up!” the referee warns that player and all players must reset, excluding the snitch. If the referee determines that a player was intentionally “peeking” at the snitch, he must be cautioned. The referee announces the cadence again, but does not repeat, “The snitch is loose.” If a player leaves his position more than once in the same match, that player must be cautioned.

1.3. Stopping Play

Procedure

The head referee stops play in any of the following circumstances by blowing his whistle twice:

- A player commits a foul that directly and negatively affects a scoring opportunity or results in a change of quaffle possession.
- A player commits a foul that results in a card or penalty box time.
- The referee is unsure of a difficult call, and needs to consult with his other referees.
- A player is too injured to continue play, or is down on the pitch with a serious injury.
- External interference occurs, including when a ball from another pitch enters the pitch.
- A ball becomes defective.
- All three hoops on one side fall down or become defective.

Advantage - If a referee determines that stopping play due to a foul would provide an advantage to the fouling team, he may call a delayed penalty. If he chooses to do so, the play will continue until stopping play would no longer benefit the fouling team. If the fouled team scored, then the referee applies the appropriate penalty to the fouling player before restarting play. If the foul would have resulted in penalty box time and the fouling team's penalty box is empty, then the penalty time is nullified by the score. If the advantage of stopping play for the fouling team abates in any other way, then the referee stops play at that point, applies the penalty, and then resumes play.

When the referee blows the whistle twice, all players must stop immediately (except for seekers when the snitch is not on the pitch) and remain exactly where they are when the whistle blows. If the snitch returns to the pitch during a stoppage, seekers are required to stop until play resumes. The penalty for intentionally and repeatedly moving after the whistle is a caution. The head referee adjudicates the situation and then resumes play by blowing his whistle.

Delay of Game - Any player that the head referee determines to be delaying the game, by any method including committing a foul or simply failing to attempt to advance the quaffle, is warned (or cautioned for repeat offenses) in addition to other punishments he may have already incurred.

See 3.6, Officials, Head Referee for more on stopping and resuming play.

Defective Balls

If a game ball becomes defective (deflates, explodes, et cetera) while in play, the head referee must stop play to replace the ball. If the quaffle becomes defective while in the air and proceeds through the hoop, the goal still counts. If a bludger becomes defective while in the air and proceeds to knock out any number of players, the knockout effect still counts. The head referee resumes play once all defective balls are replaced.

If the snitch becomes defective during the snitch snatch (say, the sock breaks in half and the seeker gets half of it), the snatch counts if the seeker cleanly removes the actual ball. Otherwise, it is replaced and play continues.

1.4. Fouls that Do Not Stop Play

If a player commits a foul that does not result in an immediate stoppage of play, a referee informs the player of the infringement and subsequent consequence. Any player that ignores the referee's punishment in this situation is subject to a caution, which thus stops play. If the referee determines that the player could not hear him, he may choose to stop play to correct the situation rather than giving a caution.

1.5. Substitutions

A substitution may be made at any time during a match, as long as the result of the substitution adheres to the rules governing players (see 3.1, Players).

Procedure

To replace a player with a substitute, the following conditions must be observed:

- The substitute enters the pitch along the boundary line of his team's keeper zone.
- The player substituting out is not currently knocked out.
- The substitute enters the pitch after the player substituting out has left the pitch.
- The substitute only enters the pitch after any traded equipment between the substitute and the player substituting out has been securely traded and fastened.

A substitution is complete when a substitute enters the pitch. A player who has substituted out may replace another player as a substitute any time later in the match.

All substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

Note that players switching positions must follow the substitution procedure, including switching at the boundary line of their team's keeper zone and trading necessary equipment.

Infringements and Sanctions

If a substitute enters the pitch or a player substituting out leaves the pitch while violating any part of the substitution procedure:

- The referee stops play.
- The referee commands the substitute and player substituting out to return to an acceptable location for substitution.
- The referee cautions both players (only the player entering play serves penalty box time) and then allows the substitution.

In the event of an overtime period, any number of substitutions may be made without following the substitution procedure before the start of the overtime period. During the overtime period, however, all procedures are the same.

1.6. Regulating Match Time

Game Length

There is no rule strictly defining the length of a match.

Seeker Floor - Games and tournaments are encouraged to use a “seeker floor” of five minutes. This rule, designed to increase the length of games and prevent unfairly short games, requires that seekers remain on the sideline or pitch until five minutes have passed. They may not interact with play in any way, and are treated as though they were serving penalty box time in this regard, except that they may wander the edge of the pitch. The penalty for interacting with play is a caution. When this time expires, the scorekeeper informs the seekers that they are free to pursue the snitch off the pitch.

The recommended seeker floor is five minutes, but tournament directors are allowed to set this time at 0-10 minutes as circumstances warrant. Factors to consider include the amount of space in which the snitch runner has to operate and the experience level of the snitch runner.

The commissioner/tournament director and head referee can use the snitch runner to regulate the length of the match by establishing a time at the beginning of the match for the snitch runner to return to the pitch after being released. See 3.7, Snitch Runner for more information.

Ending the Game

The game ends as soon as the snitch is snatched (unless the score is tied). The team whose seeker snatches the snitch is awarded thirty points.

The snitch is snatched when the seeker has successfully removed the snitch ball from the snitch runner. It cannot be snatched if the snitch runner is ruled to be down or if it is not securely tucked into the shorts of the snitch runner prior to the snatch.

If the snitch is snatched off the pitch, the successful seeker must return to the pitch with the snitch as quickly as possible. If the seeker does not immediately return, the snitch runner must self-report the snatch. The snitch runner should immediately report to the pitch once the snitch has been snatched, regardless.

The opposing seeker is not allowed to hinder that seeker’s return in any way. As soon as the head referee believes that a seeker has legally snatched the snitch, he must stop play and confirm with the snitch runner and snitch referee. If the snatch is confirmed, he must announce the end of regular time.

1.7. Overtime

In a situation in which both teams have scored an equal amount of points after the snitch has been snatched in regular time, the match proceeds into overtime.

First Overtime

Before the first overtime, teams switch ends of the pitch that they are defending. During overtime,

play begins with “Brooms up!” just as in regular time by following the procedure described in 1.2, Starting the Game. In this case, the snitch does not leave the pitch but remains in the center until “Brooms up!” is called. The snitch must remain on the pitch for the duration of the overtime.

The duration of overtime is five minutes or until the snitch has been snatched. After either has occurred, the team with the higher score wins the match.

The procedure for overtime is as follows:

- The head referee grants the teams a five minute rest period between regular time and overtime.
- The referees reset the pitch.
- After five minutes, both teams take their positions at the starting line.
- Overtime play begins the same as regular time with “Brooms up!”
- The snitch does not leave the pitch but remains on the midpoint until the sound of “B” in “Brooms up!”

The team accumulating the greater number of points during the match is the winner. If both teams score an equal amount of points, the match proceeds into sudden death second overtime.

Sudden Death Second Overtime

In a situation in which both teams have scored an equal amount of points after the first overtime, the match proceeds into sudden death second overtime. Teams do not switch ends before the second overtime. During the second overtime, play begins with “Brooms up!” just as in regular time and overtime. As in overtime, the snitch does not leave the pitch but remains in the center until “Brooms up!” is called. The snitch must remain on the pitch for the duration of the second overtime.

The first team to score any points, by quaffle or by snitch, is the winner.



II. Game Play

2.1. The Mounted Broom

If a player dismounts or “falls off” her broom while on the pitch, any plays made by that player while off her broom do not count. The player is considered out of play until she has followed the same procedures as the knockout effect and remounted her broom (see 2.6, The Knockout Effect).

It is the responsibility of the player to abide by this rule. The head referee must caution any player who fails to officiate herself in this manner.

2.2. Goal Scoring

A goal is scored when the whole quaffle passes through one of the hoops, and no infringement of the rules of the game has been committed by the scoring team immediately prior to or during the goal.

Any part or the entirety of the scoring player’s body may pass through the hoop during a legal score.

Goals can be scored through either side of the hoops. Ten points are awarded to the goal scoring team.

2.3. Restarting After a Goal

After scoring, all chasers of the scoring team must immediately return to their offensive keeper zone line and wait to attack until the referee restarts quaffle play. If a chaser from that scoring team is not yet back to his offensive keeper zone line when quaffle play restarts due to a very fast restart, he must still attempt to reach his offensive keeper zone line until the quaffle leaves the keeper zone.

If applicable, one player with the least amount of penalty time remaining is released from the box whenever the opposing team scores a goal.

In addition, after a goal has been scored, the quaffle must be in the possession of the formerly defending team’s keeper before quaffle play can be restarted. Until this time, all of the players and all of the balls except for the quaffle are live and in play.

2.4. Goaltending

A play is considered goaltending, and is scored as if the quaffle had gone through the hoop, if any of the following is true:

- A player other than the keeper reaches through a hoop from behind to block the quaffle, and in doing so touches the quaffle.
- A player other than the keeper arranges her body or any equipment behind the hoop in such a way that it prevents the quaffle from passing entirely through the hoop. For the purposes of this rule, “behind” refers to the area where the quaffle would have exited the hoop if not for

the goaltending.

2.5. Scoring on Fallen or Broken Hoops

If a hoop is broken, displaced, or in any way knocked down, play continues. The goal referee must fix the hoop whenever play around it subsides. No one may score in a hoop that has been dislodged. Intentionally dislodging a hoop results in a caution. If a hoop is upright at the time of a shot and falls after the release of the quaffle, a goal still counts. Failing this, a goal does not count if scored in a broken hoop until that hoop has been entirely fixed.

If all three of a team's hoops are broken, the head referee must stop play until they are fixed.

2.6. The Knockout Effect

Getting Knocked Out

If a player is struck with a live bludger on any part of her body (including the head) or any part of her broom or clothing, that player has been "knocked out." The bludger must leave the hand or foot of the attacking beater before it hits the other player in order to take effect. Any beater that taps another player with a bludger without releasing it, with the intention of deceiving that player into believing she is knocked out, must be cautioned.

A bludger is live after being thrown or kicked until that bludger touches the ground. Every opposing player struck by the bludger before it touches the ground is subject to the knockout effect.

Friendly Fire - If a beater hits a teammate with a bludger, there is no effect. The beater who initially released the bludger cannot be knocked out by her own bludger.

Procedure

After being struck by a bludger, the player must do the following before she is allowed to participate in any part of the match:

- Give up possession of any ball by dropping it. While giving up possession, the player must not pass, toss, roll, or kick the ball.
- Dismount the broom.
- Retreat back to her set of hoops.
- Touch any part of any hoop.
- Get back on the broom.

Knocked out players are out of play and may not interact with any players or balls in any way. They may not sub out of the game.

If a seeker is hit by a bludger before or during a snitch snatch, the snitch snatch does not count.

Infringements and Sanctions

Any play made by a player while she is knocked out is not counted. If a player willfully ignores a bludger hit, she must be cautioned.

If a player fails to dismount or gets back on the broom before touching the hoops, the referee warns that player. If she intentionally or repeatedly ignores this procedure, she must be cautioned.

2.7. The Snitch Snatch

The match lasts an indefinite amount of time until the snitch has been snatched by a seeker. Thirty points are awarded to the team whose seeker snatched the snitch, and regular time is immediately ended.

A snitch snatch occurs when all of the following are true:

- A seeker has snatched and gained sole possession of the snitch.
- The snitch was securely tucked into the shorts of the snitch runner before the snitch snatch.
- The snitch runner was not on the ground or ruled as down during the snitch snatch (see 3.7, Snitch Runner).
- No infringement of the rules of the game had been committed by the seeker immediately prior to or during the snatch.
- All play was not stopped when the snitch was snatched (only applicable if the snitch is on the pitch).

2.8. Physical Contact

Players are allowed to physically interact over the course of play. Contact that is prohibited by the rules results in a penalty. Unintentional illegal physical contact is a back to hoops offense; intentional illegal physical contact results in a caution. These penalties can be increased depending on the circumstances. For example, a player committing illegal contact in a manner that the referee determines to be violent conduct must be sent off.

Making physical contact from behind by pushing or wrapping up a player is illegal. It is always illegal to make physical contact with the head, neck, or groin.

A player who finds himself making illegal physical contact due to the direct actions of an opposing player and acts immediately to correct this is not penalized. For example, if a player in the process of tackling finds himself tackling from behind due to his opponent suddenly spinning around, he is not penalized if he lets go immediately.

Stiff Arm

A player is allowed to create separation from his opponent with his arm. Both attacking and defending players can use this tactic. A player must not push another player to the ground.

This rule does not allow a player to grab another player's broom or clothing, to trip a player, or to slide tackle. These actions are considered illegal physical contact.

Stealing

A player may steal a ball from an opponent by either stripping or poking it loose. A player must not reach over the shoulder or around the neck of an opponent in an attempt to strip the ball. A player must not punch a ball loose. A punch occurs when a player winds up and swings at the ball, or attempts to poke the ball loose and hits the player in possession.

Charging

Players are allowed to charge other players who use the same ball. A charge is a player's attempt to run through an opponent, halting his progress and possibly knocking him to the ground.

All charges must be done without use of elbows and only performed against a player in possession of a ball or moving with the clear intent to gain possession of a ball. A shoulder must not be lowered; however, shoulder-to-shoulder contact is permissible. Players must never charge from behind.

Charging a helpless receiver who is in the process of catching a pass is considered excessive force and results in a red card. Jostling for position or fighting for a ball in the air is, of course, legal.

Tackling

Players (other than seekers) are allowed to legally tackle other players who use the same ball.

The following conditions must be met to accomplish a legal tackle:

- The player being tackled is in possession of a ball.
- The tackle does not occur in the head, neck, or groin area.
- Only one arm is used when wrapping up another player.
- The tackle is within the peripheral view of the person being tackled, and is not made from behind.

Tackling a helpless receiver who is in the process of catching a pass is considered excessive force and results in a red card.

If a player is in the process of tackling an opponent when that opponent releases the ball, the tackler is not penalized for the completion of his tackle due to momentum. Extension of the tackle beyond that is illegal.

Players are encouraged to learn and utilize safe tackling techniques, including ensuring that the tackler's head is firmly on one side of the body, head is up, arm is wrapped, et cetera.

2.9. Fouls and Misconduct

Disciplinary Sanctions

A player who commits a back to hoops, cautionable, or sending off offense, on or off the pitch, directed toward an opponent, a teammate, the head referee, an assistant referee, or any other person, is disciplined according to the nature of the offense committed as determined by the referee.

The **yellow card** is used to communicate that a player or substitute has been cautioned. Play is

stopped for a caution, the player is sent to the penalty box for one minute, and any balls that the cautioned player possessed must be turned over to the opposing team's closest eligible player to the spot of the yellow card before play is resumed.

The **red card** is used to communicate that a player or substitute has been sent off for the remainder of the match. Play is stopped for a sending off, and any balls that the sent off player possessed must be turned over to the opposing team's closest eligible player to the spot of the red card before play is resumed. At this time, the team must substitute a player in for the player that was sent off; this substitute is sent to the penalty box for two minutes. The tournament director, upon discussion with the referees, may choose to bar the sent off player from additional games for particularly egregious offenses.

Judgment of disciplinary sanctions remains at the referee's discretion. The referee has the authority to take disciplinary action from the moment he enters the pitch until he leaves the pitch after the final whistle.

In the case of a minor offense, a referee may decide "no harm, no foul" and may choose to verbally warn players about an infraction he sees is occurring or thinks might occur in the near future, if he believes that such infraction is minor enough that a verbal warning would cease the offending behavior and such behavior has not yet given an advantage, actual or psychological, to any team.

Back to Hoops Offenses

A player is considered knocked and must drop (and not toss or roll, on penalty of a caution) any ball she possesses (or return it to the other team, if she possesses the quaffle) and dismount her broom if she commits any of the following offenses:

- Failing to return to her offensive keeper zone line before defending, after her team has scored.
- Unintentionally committing any illegal physical contact or interaction.
- Not allowing the opposing team to recover the third bludger.
- Pursuing a snitch runner who has been ruled down before she has received her three second head start.
- Dismounting the broom at any time.

Cautionable Offenses

A player is cautioned and shown the yellow card if he commits any of the following offenses:

- Committing any act of unsporting behavior, including but not limited to:
 - A. Attempting to deceive the referee by feigning injury or pretending to have been fouled.
 - B. Intentionally playing a ball illegally.
 - C. Willfully ignoring a bludger hit.
 - D. Intentionally committing any illegal physical contact or interaction.
 - E. Intentionally altering any equipment that is part of the game.
 - F. Playing in a dangerous manner, including intentionally slide-tackling or tripping another player.
- Persistently infringing the rules of the game.
- Intentionally or repeatedly failing to dismount when knocked out.
- False starting a second time in one match.

- Persistently or intentionally leaving the pitch.
- Intentionally throwing a ball off the pitch.
- Illegally entering play.
- Illegally substituting.
- Being the team captain when there is an illegal player or set of players on the pitch, in terms of eligibility, gender, or position.
- Interacting with play as a seeker before the seeker floor has ended.
- Interacting with a seeker before the seeker floor has ended.
- Intentionally and repeatedly moving after the referee has stopped play.
- Repeatedly delaying the game.
- Showing disrespect to an official or persistently questioning the referee's decisions.
- Using the verbal referee commands with intent to deceive other players.
- Using any illegal equipment.

Sending Off Offenses

A player or substitute is sent off if he commits any of the following offenses:

- Receiving a second caution in the same match.
- Attempting to hurt or deliberately hurting another player. This includes but is not limited to:
 - A. Using intentional physical contact to the head, neck, or groin.
 - B. Striking or attempting to strike an opponent.
- Committing serious foul play.
- Exhibiting violent conduct or using excessive force, as defined below.
- Spitting at an opponent.
- Using offensive, insulting, or abusive language and/or gestures.
- Delaying an opposing seeker who has snatched the snitch from returning to the pitch.
- Intentionally interacting with a play while serving penalty box time.

“Using excessive force” is defined as when a player exceeds by far the necessary use of force and is in danger of injuring his opponent. A player who uses excessive force must be sent off.

The Penalty Box

A player or substitute is sent to his team's penalty box for any of the following offenses:

- Receiving a caution.
- Being sent off (his substitute is sent to the box).
- Committing any foul on a player in his offensive keeper zone while that player is taking a shot at an unguarded hoop.
- Committing any foul on a player in possession of the quaffle in his offensive keeper zone as the only defensive player in the vicinity of the offensive player or hoops.
- Committing any foul on a player in possession of the quaffle in his offensive keeper zone from behind when one or fewer other defensive players are in the vicinity of the offensive player and hoops.
- Having an illegal player or set of players on the pitch, in terms of eligibility, gender, or position (the person who replaces the last offending player is sent to the box, the captain is cau-

tioned but not sent to the box, and the offending team also forfeits the quaffle to the opposing team upon resumption for this offense).

Any of these results in one minute in the penalty box for the offending player, except for a sending off, which results in two minutes in the penalty box for the offending player's replacement.

Play is stopped while the player is sent to the box. If the offender is a keeper, he must switch headbands with one of his chasers before he goes to the box. Penalty time begins as soon as the head referee resumes play.

Players in the penalty box are considered in play for the purposes of gender ratio and positions, but are not allowed to participate in play in any way. The penalty for intentionally interacting with any play from the box is a red card.

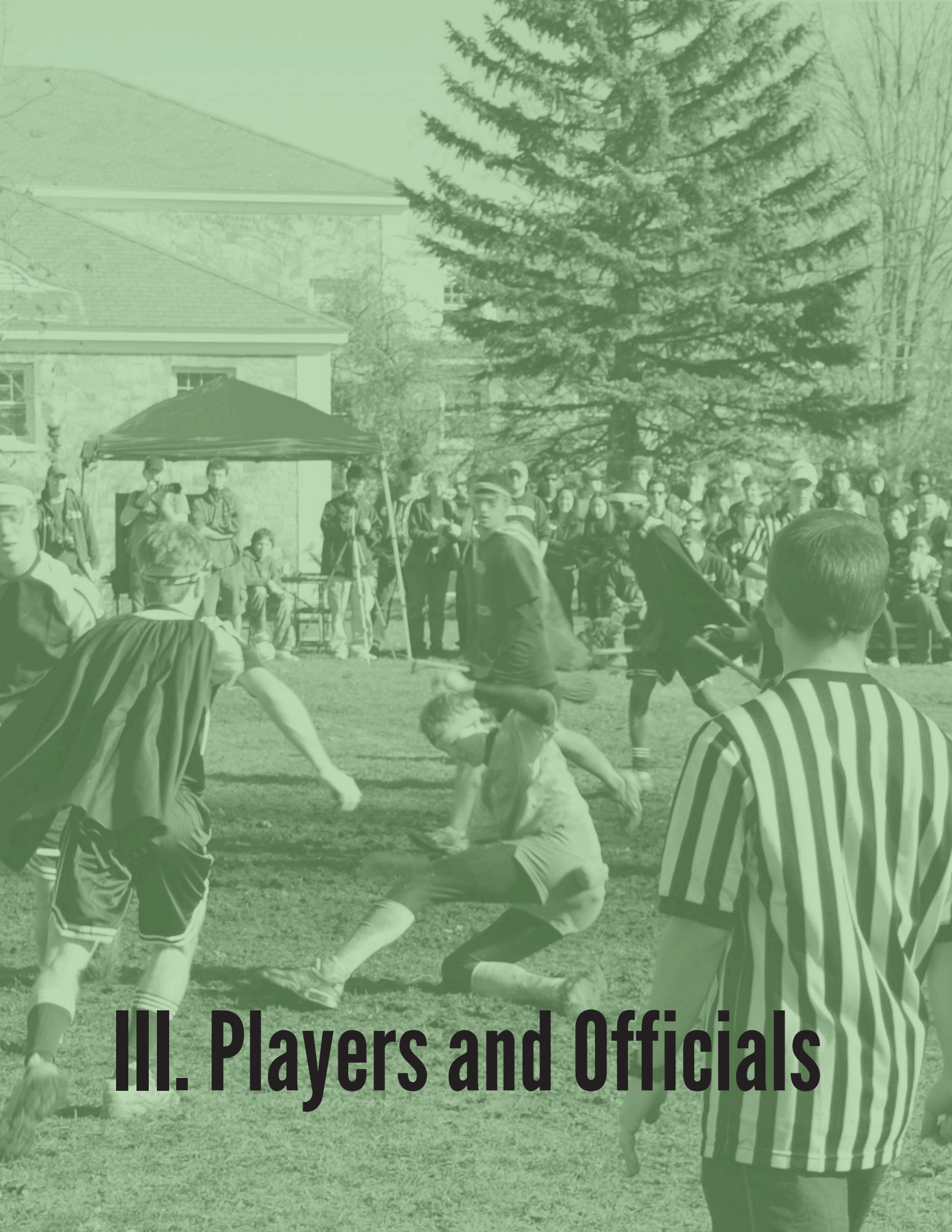
The scorekeeper keeps track of the penalty box time, and any player in the box must return to play as soon as the time expires. Penalty box time continues to run when play is stopped. One player with the least amount of penalty time remaining is released from the box whenever the opposing team scores a goal.

Unusual Penalty Box Situations

If a substitute is ever sent to the penalty box, he is not considered in play. When he is released, he does not enter play but rejoins his team's other substitutes off the field.

If a keeper is sent to the penalty box, but all of her chasers are already in the penalty box, she must trade headbands with any other player on her team who is in play.

One keeper must be in play for each team at all times. In the extremely unlikely event that six or more players are already in the penalty box when a keeper earns penalty time, a new keeper replaces her and she is treated the same as a substitute in the penalty box.



III. Players and Officials

3.1. Players

Each team is made up of at least seven players and no more than 21 players. Only seven players from each team are in play at any time. Three of those players must be chasers, two must be beaters, one must be a keeper and one must be a seeker. One keeper is compulsory on the pitch, even when there are fewer than seven players. It is the duty of the tournament director to govern the rules and limitations of a team's roster for tournament play.

Gender Ratio - Each team must have at least two players that are of a different gender than the other players. The gender that a player identifies with is considered to be that player's gender. Because the seeker may spend the majority of the game off the pitch, seekers do not count toward the number of required gender-specific players. Only in the case of a single-gender team may the commissioner/tournament director consider ruling otherwise.

If there is ever an illegal player or set of players on the pitch, in terms of eligibility, gender, or position, the referee must stop play and the offending team must correct the illegal situation. The resulting penalty is a caution for the team's captain (but she is not sent to the penalty box), one minute in the penalty box for the person who replaces the last offending player, and forfeiture of quaffle possession to the other team. In the event that a team cannot field a full team in terms of gender ratio due to injury or players being sent off, the team may continue to play with fewer players, with the missing player still counting in terms of gender ratio.

Player Interactions

Players of a position are forbidden to physically interact with any other position (see 2.8, Physical Contact for rules on physical contact). Chasers and keepers are the exception to this rule, and may physically interact with one another because they both use the quaffle during play. No player may physically interact with the snitch runner based upon the physical contact rules.

It is illegal for a player to block out or throw a pick against a player of another position (besides chasers and keepers with respect to each other) by positioning his body with the intention of causing the other player to run into him or in any way make physical contact. This is considered an illegal physical interaction.

Players are forbidden to hold possession of, touch, kick, throw, or in any way use the ball of another position. Possession is defined as when a player has complete and sole control of a ball.

Pitch Boundaries - If a player (other than a seeker, after any seeker floor has expired) persistently or intentionally ignores the boundaries of the pitch, she must be cautioned. Players are allowed to leave the pitch and return immediately to retrieve balls, so long as they do not endanger any fans or go onto another pitch.

Intentionally throwing or kicking a ball off the pitch without attempting to score, complete a pass, or knock out an opponent (at the referee's discretion) is a delay of game and results in a caution.

Positions Overview

The entries below are summaries. The following pages contain detailed descriptions.

3 Chasers - These players must move the quaffle down the pitch by running and/or passing, with the aim of throwing or kicking it through the opposing team's hoops to score ten points.

2 Beaters - These players must throw or kick the bludgers at opposing players in order to temporarily knock them out of play.

1 Keeper - These players must defend their team's hoops in order to prevent the other team from scoring.

1 Seeker - These players must chase down the snitch runner and remove the snitch from her, scoring 30 points and ending the game.

3.2. Chasers

Chasers in play, per team: Three

Game ball used: Quaffle

Headband color: White

Objective: Throw, kick, or in any way pass the quaffle through the opposing team's hoops to score ten points.

Using the Quaffle

Running - Chasers may run with the quaffle for an unlimited amount of time.

Passing - Chasers may pass the quaffle to any chaser or keeper on their team. The quaffle may still be played if it hits the ground. It may be passed or bounced along the ground.

Scoring - Chasers must throw, kick, or pass the quaffle through the hoops to score. They can be as close or as far away as they like to make the shot. It is permissible for any part of the chaser's body to accompany the quaffle through the hoops. Holding on to the rim is not recommended. Chasers may score from either side of the hoop.

Stealing - Chasers may attempt to steal the quaffle from opposing players using any legal means necessary.

Kicking - Chasers are allowed to kick the quaffle once. The quaffle must then be picked up before any team member is allowed to kick it again.

Blocking - Chasers may use the quaffle to block incoming bludgers. If they are successful and are not hit anywhere on their body or broom, then the deflection is complete and the bludger has no effect, even if the quaffle is dropping during the deflection.

3.3. Beaters

Beaters in play, per team: Two

Game Ball Used: Bludger

Headband Color: Black

Objective: Throw the bludgers to disrupt the flow of the match by "knocking out" other players.

Using the Bludger

Possession - Beaters may be in possession of only one bludger at a time. A beater may temporarily possess two bludgers if she is in the process of catching a bludger thrown at her by an opponent. In this scenario, she must drop the extra bludger immediately to avoid penalty.

The Third Bludger - Any team in possession of two bludgers may not guard the third bludger and must allow the other team to recover it. A beater is said to be guarding the third bludger when she is near the bludger and making a clear effort to prevent the opposition from recovering the bludger, at the referee's discretion.

Possessing or guarding the third bludger is a back to hoops offense; repeat offenders may be cautioned.

Third Bludger Immunity - A beater recovering the third bludger is immune to the knockout effect until said beater has gained possession.

The Knockout Effect - Beaters may throw or kick a bludger at an opposing player of any type in an attempt to "knock her out" (see 2.6, The Knockout Effect).

Kicking - If the bludger is kicked, it must then be picked up before any team member is allowed to kick it again. A beater may not kick a bludger while in possession of a second bludger.

Catching - Beaters may catch bludgers that are thrown at them by opposing players. If a beater catches a thrown bludger, the knockout effect does not occur for that beater and she may continue play as normal. Any teammates hit by the bludger before it was caught are still knocked out. Note that a caught ball has no effect on the thrower.

Deflecting - Beaters may use a bludger to block incoming bludgers. If a beater is successful and is not hit anywhere on her body, then the deflection is complete and the bludger has no effect, even if a bludger is dropped during the deflection.

Bludger vs. Quaffle - Beaters may not use a bludger they are holding to affect the trajectory of the quaffle. This rule does not prohibit throwing or kicking a bludger at the quaffle.

3.4. The Keeper

Keepers in play, per team: One

Game Ball Used: Quaffle

Headband Color: Green

Objective: Prevent opponents from throwing the quaffle through the hoops.

Outside the Keeper Zone

While outside the keeper zone the keeper is subject to all of the same rules as a chaser, including but not limited to the knockout effect. The keeper may leave the keeper zone and may move as far down the pitch as she likes. The keeper is allowed to score with the quaffle.

Inside the Keeper Zone

A keeper with any part of her body behind or touching the keeper zone line is considered to be in the

keeper zone. While inside the keeper zone, the keeper is subject to all of the same rules as a chaser with the following exceptions:

- The keeper may kick the quaffle any number of times while in her own keeper zone.
- When the keeper is in sole possession of the quaffle while in her keeper zone, opposing players may not attempt to steal it from her. If the keeper attempts to steal the quaffle while in the keeper zone, the keeper must gain sole possession of the quaffle before this rule comes into effect.
- While in the keeper zone, the keeper is immune to the knockout effect. Beaters may continue to throw bludgers at the keeper for the purpose of distraction, but the keeper is not subject to the knockout effect if she is hit.
- The keeper is allowed to block a shot in a way that would be considered goaltending for any other player. See 2.4, Goaltending for more information.

Keepers in particular need to be wary of delaying the game by failing to advance the quaffle for an extended period of time. See 1.3, Stopping Play for more details.

After a goal has been scored, quaffle play is restarted on the referee's whistle as soon as the keeper has possession of the quaffle.

3.5. The Seeker

Seekers in play, per team: One
Game Ball Used: Snitch
Headband Color: Yellow
Objective: Snatch the snitch!

Playing the Seeker Position

The seeker must follow the snitch runner on foot and attempt to gain possession of the snitch by removing it from the back of the snitch runner's shorts. The snitch must be fully removed from the snitch runner, and the snitch runner must not be ruled as down in order for the snatch to be considered successful.

During any seeker floor, seekers are forbidden to interact with play, on penalty of a caution. Instead, they may wander the edge of the pitch until the scorekeeper announces the end of the seeker floor. Similarly, other players are forbidden from interacting with the seeker until this floor has ended, on penalty of a caution.

Seekers are subject to the knockout effect.

Seekers may not use or touch any game ball besides the snitch.

Seekers are subject to the physical contact rules (see 2.8, Physical Contact). Seekers, however, may not tackle or be tackled by opposing players.

3.6. Officials

Head Referee

Authority of the Head Referee - Each match is controlled by one referee who has full authority to enforce and interpret the rules of the game in connection with the match to which he has been appointed.

Powers and Duties

- Enforces the rules of the game.
- Controls the match in cooperation with the assistant referees.
- Performs the duties of any assistant referees that are not present.
- Helps to establish a perimeter for the snitch with the commissioner/tournament director.
- Helps to establish a time for the snitch to return to the pitch with the commissioner/tournament director if chosen to do so.
- Establishes a seeker floor for games that aren't part of a larger tournament.
- Ensures that game balls meet the requirements of 4.3, Game Balls.
- Ensures that the number and combination of players meets the requirement of 2.1, Players.
- Ensures that the game equipment meets the requirements of 4.5, Equipment.
- Communicates rules to the team captains and accepts the team rosters prior to play.
- Informs the audience of the presence of the snitch and seekers among them before the game begins.
- Monitors the snitch runner and ensures the snitch runner is mindful of the seekers' safety.
- Stops the match if, in his opinion, a player is seriously injured and needs to be removed from the pitch. An injured player may only return to the pitch after the match has been resumed.
- Allows play to continue if a player is, in his opinion, only slightly injured.
- Ensures that any player bleeding from a wound leaves the pitch and is replaced by a substitute. The player may only return after receiving permission from the referee, who must be satisfied that the bleeding has stopped.
- Stops, suspends, or abandons a match because of any external interference. This includes stopping play to remove any ball that has entered the pitch from another pitch.
- Ensures that no unauthorized persons enter the pitch.
- Punishes the more serious offense when a player commits more than one offense at the same time.
- Takes disciplinary action against players guilty of back to hoops, cautionable, and sending off offenses.
- Acts on the advice of the assistant referees regarding unseen incidents.
- Indicates the start of a match or overtime period.
- Provides the appropriate authorities with a match report that includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during, or after the match. It also includes the final score, who snatched the snitch, regular time, and overtime time if applicable.

Stopping and Resuming Play

The head referee stops play for any of the situations outlined in 1.3, Stopping the Game). To stop and resume play:

- The referee blows his whistle two times.
- All players on the pitch stop and hold their respective positions. The seekers do not have to hold their positions unless the snitch is on the pitch (and they are near enough to the pitch to notice the stoppage).
- Any players that are paused in an illegal position are adjusted immediately to a legal position; any players that accidentally (and significantly) moved after the whistle are returned to their appropriate positions.
- The referee adjudicates any fouls, including sending players to the penalty box.
- If a change of possession occurs, the ball is given to the nearest eligible player of the appropriate team.
- Any players that are injured or sent off are replaced.
- Any players that have committed back to hoops offenses are informed that they must return to their hoops upon resumption.
- Any external interference is removed.
- Any defective equipment is fixed or replaced.
- The referee blows his whistle once, resuming play.

Decisions of the Head Referee

The decisions of the head referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not resumed/restarted play or terminated the match.

Assistant Referees

Duties - The IQA recommends that the head referee appoint five assistant referees. These assistant referees are bludger referees, snitch referees, goal referees, and scorekeepers. It is highly recommended to have at least two goal referees and a bludger referee to assist the head referee.

If any assistant referee position is not filled, the head referee inherits the responsibilities of that position.

Goal Referees

Two goal referees may be appointed by the head referee. Their duties, subject to the decision of the head referee, are:

- Indicating whether a shot is to be ruled as a goal or a miss.
- Handing a quaffle to the keeper after a goal has been scored if the keeper requests one.
- Retrieving any loose quaffles that are out of play if they are inaccessible to players or need to be returned to a player.

- Fixing any hoops that are broken while play continues, so long as it does not interfere with play.
- Offering advice to both the bludger referees and head referee if requested.
- Assisting the head referee in ensuring that substitutions occur properly, and informing him if they do not.

Bludger Referees

Two bludger referees may be appointed by the head referee. Their duties, subject to the decision of the head referee, are:

- Indicating when a player has been struck by a bludger.
- Warning beaters who are in possession of more than one bludger.
- Warning beaters who may be guarding free bludgers.
- Ensuring that all beaters are meeting the requirements of 3.3, Beaters.
- Offering advice to the head referee when misconduct or any other incident occurs out of his view.

Snitch Referee

A snitch referee may be appointed by the head referee. His duties, subject to the decision of the head referee, are:

- Following both seekers for as long as they are together off the pitch, and returning to the pitch if and when they split up.
- Indicating a snitch snatch when a seeker has successfully accomplished one.
- Indicating when a snitch runner has been ruled down and is unsnatchable.
- Indicating when snitches are free to be snatched after the snitch runner gets back up.
- Ensuring that all seekers are meeting the requirements of 3.5, Seekers.

Scorekeeper

A scorekeeper may be appointed by the head referee. His duties, subject to the decision of the head referee, are:

- Keeping track of the game's score, and blowing a whistle/air horn any time a goal is scored.
- Keeping track of penalty box time.
- Keeping track of overtime time, if necessary.
- Keeping track of the total time that the match has lasted.

3.7. Snitch Runner

The role of the snitch runner is to prevent the snitch - a tennis ball inside a sock hanging from the back of the snitch runner's shorts - from being snatched by either team's seeker. The snitch runner is not a member of either team; she may be conceptualized as an additional assistant referee. The snitch runner should be dressed in all yellow or gold. The snitch runner is not a player and is therefore not

under the jurisdiction of the physical contact rules.

Snitch runners are encouraged to be creative in their evasion tactics. The following restrictions are relatively loose to allow snitch runners to heighten the intensity of a snitch battle for spectators.

Spectacles - Sometimes, a snitch runner brings a heightened level of spectacle into a match (say, by riding a bike or throwing water balloons at players). If the snitch runner intends to do something like this, the head referee must be informed before the game begins.

The commissioner/tournament director and head referee may use the snitch runner to regulate the length of the match by establishing a time at the beginning of the match for the snitch runner to return to the pitch after being released. Such time must not be announced to either team, but must be kept secret by the officials and snitch runner. Snitch runners are generally recommended to return to the pitch after approximately fifteen minutes, although this time should be varied so that seekers cannot anticipate the snitch's return.

Reporting the Snatch - If the snitch is snatched off the pitch and the snitch is not seen by the seeker referee, the snitch runner is responsible for determining if the snatch was good. The snitch runner must self-report a snitch snatch if the successful seeker does not return to the pitch to report the snatch immediately, and the snitch runner should immediately report to the pitch regardless once the snitch has been snatched.

Physical Play

The rules forbidding specific types of fouls do not apply to the snitch runner. She can do whatever it takes (within means) to avoid capture, including pushing players away and wrestling pursuers to the ground.

Safety - The snitch runner is responsible for the safety of seekers and spectators during the chase. She should use common sense to avoid harming seekers, be aware of her surroundings, and avoid collisions with spectators. Any overly aggressive or irresponsible snitch runners must be closely monitored by the referees and the commissioner/tournament director.

The Snitch's Boundaries

The snitch runner and seekers are not bound by the pitch. The commissioner/tournament director and head referee must establish a perimeter for the snitch before a tournament or match. Snitch runners and seekers must adhere to this perimeter.

Ruled As Down

A snitch runner is ruled as down when any part of her body other than her feet unintentionally touches the ground. Snitch runners are not allowed to fall intentionally.

When a snitch runner is down, the snitch is uncatchable. The seekers must allow the snitch runner to rise to her feet, and allow an additional three-second head start before the chase can commence again.



IV. Match Setup

4.1. The Pitch

Pitch Markings

The pitch is an oval and should be marked with either lines or a series of cones. While these lines create the desired shape of the pitch, they do not strictly bind the players to those boundaries.

The two longer curves of the oval are called sidelines. The shorter curves of the oval are called backlines.

The pitch is divided lengthwise into two halves by a midfield line that joins the midpoints of the two sidelines. The center mark is indicated at the midpoint of the midfield line.

The pitch is divided into two halves by an imaginary vertical line that joins the midpoints of the two backlines.

Dimensions

The arc length of the sideline must be greater than the arc length of the backline.

| | |
|----------------------------------|--------------|
| Length (imaginary vertical line) | 48 yd (44 m) |
| Width (midfield line) | 33 yd (30 m) |

The Keeper Zone

Two lines are drawn connecting the sidelines and are parallel to the midfield line. Measuring from the backline, these lines intersect the vertical line.

| | |
|------------------|--------------|
| Keeper Zone Line | 12 yd (11 m) |
|------------------|--------------|

The keeper zone line imaginarily extends infinitely outwards. The area from this line extending infinitely in the direction of the backline is the keeper zone.

A team's own (or defensive) keeper zone is the one containing their hoops. A team's offensive keeper zone is the one containing the hoops that they are trying to score through.

The Penalty Boxes

Each team has a penalty box. The penalty boxes are outside of the pitch boundaries on the same side of the pitch as the scorekeeper. Each penalty box is an irregular figure with the edge of the pitch as one of its sides. The first side is five yards long, parallel to the midfield line and tangent with the edge of the pitch. This side is five yards away from the midfield line. The second side is also five yards long, perpendicular to the midfield line going towards the keeper zone. The third side is parallel to the midfield line, closing the figure with the edge of the pitch as the final side.

A team's own penalty box is the one closest to its side of the pitch. Penalty box size and placement may be adjusted to meet the needs of the scorekeeper.

Ball Marks

Four ball marks are placed on top of the midfield line. The first two ball marks are placed 1.5 ft (46cm) on either side of the center mark. The other two ball marks are placed on either side of the center mark, halfway between the sideline and the center mark.

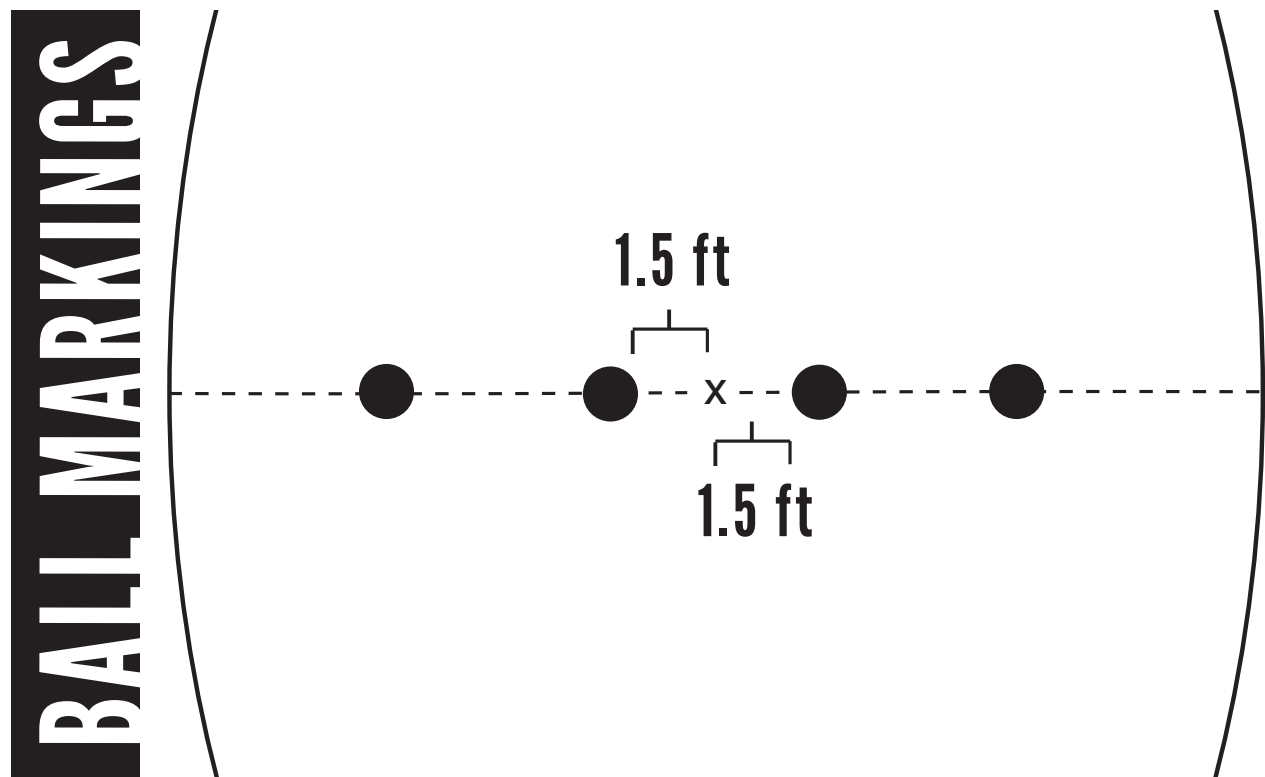
Additional Pitch Lines

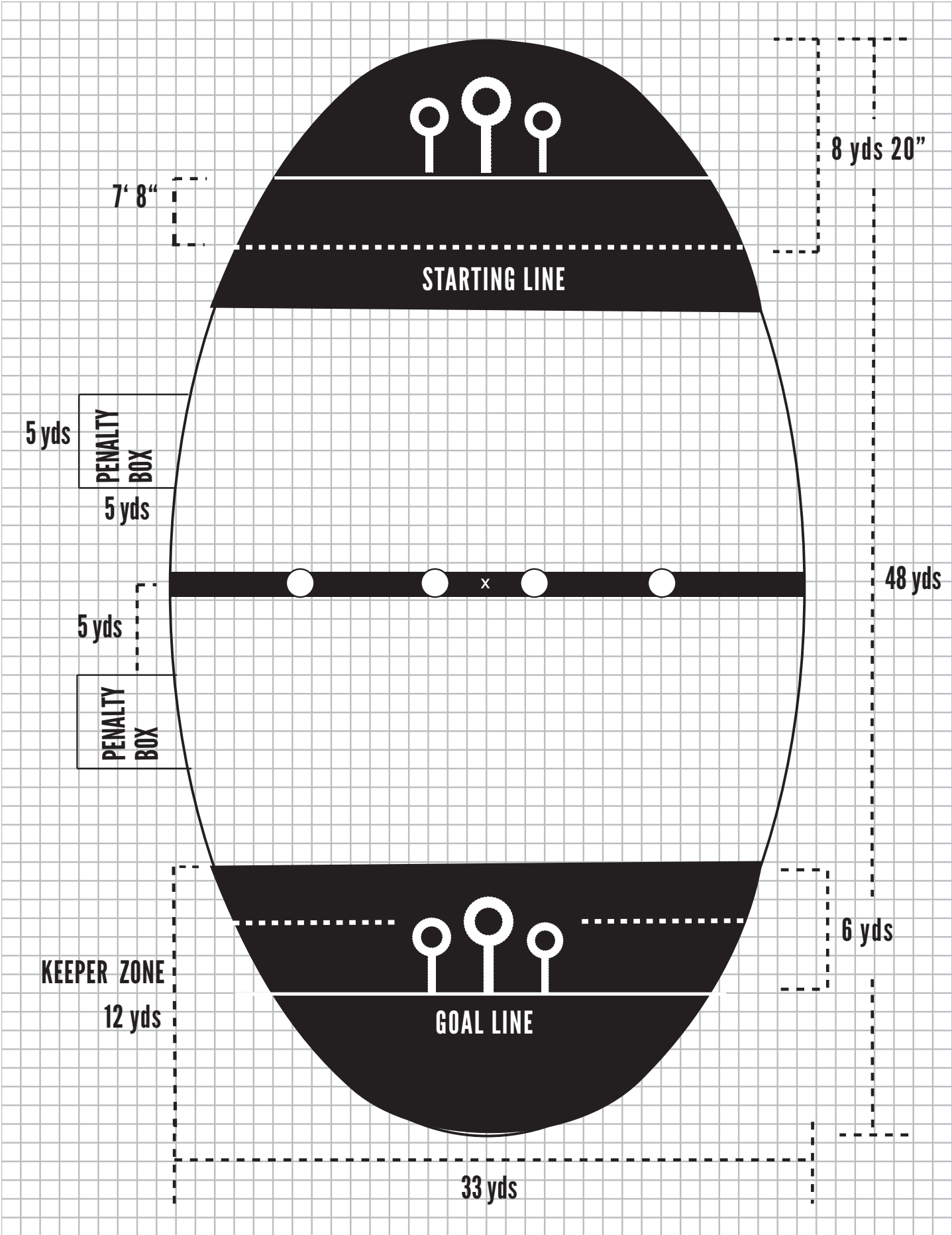
Two lines are drawn connecting the sidelines and are parallel to the midfield line. They are positioned equidistant from the backline and the keeper zone line.

| | |
|-----------|--------------|
| Goal Line | 6 yd (5.5 m) |
|-----------|--------------|

Two lines are drawn connecting the sidelines and are parallel to the midfield line. They are between the goal line and the midfield line, 92 inches (7 ft 8 in, or approximately two broom lengths) in front of the goal line.

| | |
|---------------|--------------------|
| Starting Line | 8 yd 20 in (7.8 m) |
|---------------|--------------------|





4.2. Hoops

Specifications

Three upright and self-supporting hoops that, as a group, are equidistant from both sidelines are positioned on each goal line.

The hoops may be made of any material but must not be dangerous to players. Each hoop must be made up of at least a goal post and some sort of actual hoop attached to the top. For each set of hoops there are three different post heights. These heights must be 3 ft (.9 m), 4.5 ft (1.4 m) and 6 ft (1.8 m). A hoop must be fastened to the top of each goal post. The diameter of each hoop must be between 33" and 40", and all hoops used in a game must be uniform.

The tallest hoop must be placed in the center and the other two hoops are placed 92 inches away (7 ft 8 in, or approximately two broom lengths) on either side. Facing either set of hoops from mid-field, the three-foot hoop must be on the left and the 4.5-foot hoop must be on the right.

Safety

Hoops must be freestanding and able to withstand play. Hoops must be constructed in a way that is not dangerous to play or the players on the pitch.

Construction

See the diagrams in the Guidebook section of IQA Handbook 5.0.

4.3. Game Balls

Quaffle

The quaffle is a volleyball. It is:

- Spherical.
- Made of a flexible, smooth leather or leather-like cover of 12 or more panels with a separate bladder.
- Not less than 65 cm (25.6 in) or more than 67 cm (26.4 in) in circumference.
- Not pumped up all the way, nor flat so that a player could grip a bulk of the leather in one hand. The quaffle must maintain its spherical shape.

All volleyballs used in a match as quaffles must have the same characteristics regarding circumference, weight, color, and inside pressure.

Bludgers

The bludgers are dodge balls. They are:

- Spherical.
- Made of a flexible rubber-like cover.
- 8.5 inches in diameter.
- Not pumped up all the way, nor so flat that a player could grip a bulk of the rubber in one hand. The bludger must maintain its spherical shape.

All dodge balls used in a match as bludgers must have the same characteristics regarding circumference, weight, color, and inside pressure.

Snitch

The snitch is a tennis ball held inside of a sock tucked in the back of a snitch runner's shorts. The ball is:

- Spherical.
- Made of a uniform outer surface consisting of fabric cover.
- 21 cm (8.5 in) in circumference.

The sock is:

- No less than 45 cm (16 in) in length.
- Yellow.

4.4. The Broom

Specifications

Any player on the pitch must be mounted on a broom. A broom consists of a wooden or plastic pole at least 40" long with or without plastic, corn, or wooden bristles attached to the end. The recommended broom length is 46".

In order to be mounted on a broom, a player must have the broom straddled between her legs and it must be held up by the hands or legs. No forms of artificial attachment are allowed.

It is illegal to grab another player's broom. This is considered a form of illegal physical contact.

In order to preserve fairness, all players must be mounted on brooms of equal length and weight in tournament or regular season play.

Broom Safety

All brooms in play must be safe, both for the players using them and for their opponents. Any brooms with splinters or sharp points are not allowed. If any broom breaks during the course of play, it must be replaced before its player may make any play.

The penalty for using any dangerous equipment is a caution.

4.5. Equipment

Safety

A player must not use any equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).

Mandatory Equipment

Each player must be equipped with the following:

- A broom.
- A colored headband distinguishing the player's position while on the pitch.
- A shirt or jersey. These must be of the same color and likeness, for players on the same team. It is highly recommended that each player have a distinct number of some sort on the back of his jersey.

Recommended Equipment

Each player is recommended but is not required to be equipped with the following:

- Mouth guards.
- Goggles.
- Cleats (any type of metal cleats is not allowed).
- Gloves.

Additional Equipment

Any additional equipment must be approved by the head referee before the match. Any equipment that the referee determines to be dangerous or unfair to either team must not be permitted.

Infringements and Sanctions

In the event of any infringement of the rules governing equipment:

- Play is not stopped.
- The player at fault is instructed by the referee to leave the pitch to correct his equipment immediately.
- Any player required to leave the pitch to correct his equipment must not reenter (although he may be substituted for) without the head referee's permission.
- The head referee must check that the player's equipment is correct before allowing him to reenter the pitch.

A player who has been required to leave the pitch because of an equipment infringement and who reenters without the referee's permission must be cautioned.



V. Appendices

5.1. Referee Whistle Commands

Referees must use specific whistle commands in order to communicate with players. Note that the game is started by the command “Brooms Up!” by the head referee. For more information, see the Referee Guidebook.

2 Short Blows – Stop Play

Used when a flagrant foul has been committed or to stop play for any other reason.

1 Short Blow (with downwards arm chop) – Resume Play

Used to resume/restart play after any issues stopping the game (fouls, et cetera) have been resolved.

1 Long Blow or Air Horn Blow – Goal Scored

Used to signify a goal scored so that the head referee or scorekeeper may record the point.

3 Long Blows

Used to signal the end of the game when the snitch is snatched. All game play must stop at this point, and any plays made after the first blow do not count.

5.2. Referee Signals

All of the verbal commands are the jurisdiction of the head referee only, with the following exceptions:

- Any assistant may repeat a head referee’s command if to assist with communication.
- Any bludger referee may use “Beat” or “Back” along with player identifiers (“Blue Keeper,” “Number 18,” et cetera) when a player is knocked out.
- The snitch referee must verbally count to three after a snitch runner has been declared as down.

Any assistant referee may signal nonverbally, but the call is legitimized by the head referee. For instance, a goal referee with a better view may signal a keeper in sole possession of the quaffle within her own zone, but should not shout “Keeper!” until the head referee does so. For more information, see the Referee Guidebook.

Signal Guide

Please see the next page for a comprehensive guide to official IQA signals. Each signal is listed as follows:

Occurrence on the Pitch:

Verbal/Audible Command/Signal

Non-Verbal Signal



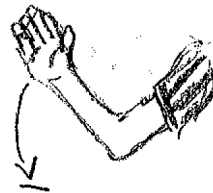
Good Quaffle Goal (Ten Points):
One long whistle blast or air horn
Two arms straight up



Stop Play for Foul or Injury:
Two short, clipped whistle blows
One arm straight up in the air



Missed Quaffle Shot or Pass:
NO VERBAL/AUDIBLE SIGNAL/COMMAND
(do not shout “no good!”)
Two arms out at the sides



Resume Play:
One short, clipped whistle blow
Chopping motion through air with one arm



Snitch Successfully Snatched (Stop Play):
Three long whistle blasts
Wave both arms above head
(snitch referee confirmation is thumbs-up)



Return to Hoops:
“Back!”
Point at offending player with two or more fingers on one hand with arm extended



Caution a Player:

NONE

Yellow card above head in one hand
(not in player's face)



Two Minutes Earned in Penalty Box:

"Two!"

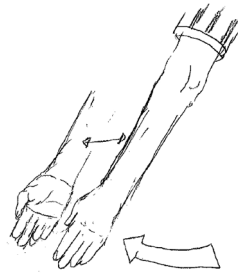
Two fingers to scorekeeper (not in player's face)



Send Off a Player:

NONE

Red card above head in one hand
(not in player's face)



Advantage to Fouled Team:

"Play On!"

Raise both arms up and out
from waist to head height



One Minute Earned in Penalty Box:

"One!"

One index finger to scorekeeper
(not in player's face)



Keeper in Sole Possession of

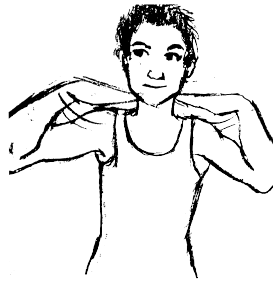
Quaffle in Own Zone:

"Keeper!" (repeat)

Cross forearms in "X" at shoulder
height with fists clenched



Broom Dismounted:
“Broom!”
One fist placed between the legs



Illegal Neck/Head Grab/Tackle:
“Neck!”
Two hands chopping neck with elbows out



Illegal Substitution:
“Subs!”
One hand on top of head



Illegal Use of Elbows:
“Elbows!”
One extended elbow into palm of other hand



Illegal Touching:
“Touch!”
One hand straight in front of body
(half of push signal below)



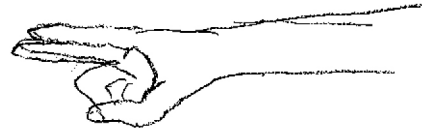
Illegal Tripping:
“Trip!”
One foot extended



Illegal Tackle from Behind:

“Behind!”

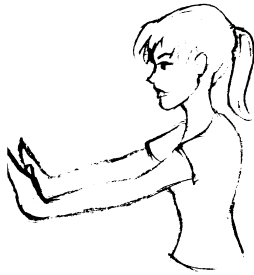
One fist waving over head like a lasso



Hit by an Opposing Team's Live Bludger:

“Beat!”

Point at hit player with two or more fingers on one hand with arm extended



Illegal Push/Stiff Arm:

“Push!”

Both hands extended in front of body in shoving motion



Use of Unnecessary or Excessive Force:

“Rough!”

Moving both hands to hips

5.3. Adapting Quidditch for Other Age Groups

Middle School Rules

For middle school quidditch, the goal is to follow college rules as closely as possible, while making the game safe for younger players. The following are rules for quidditch players ages 10-14. All IQA rules should be followed with the following exceptions:

1.2. Starting the Game

- Players will start on the goal line.

2.8. Physical Contact

- Players may not stiff arm, tackle or charge another player. Players may not contact another player in any way. A player may steal a ball from an opponent, but may not contact that opponent, only the ball.

3.2. Chasers

- Chasers may steal the quaffle from an opposing player, but may only touch the quaffle. They may not contact the other player in any way.
- Chasers may not enter the goal zone of the opposing team.
- Chasers must shoot from outside the goal zone.

3.3. Beaters

- Beaters may steal a bludger from an opposing player, but may only touch the bludger. They may not contact the other player in any way.
- Beaters may not enter the goal zone of the opposing team.
- A beater may not strike another player in the head with the bludger.

3.4. The Keeper

- The keeper may not be struck with the bludger while they are in the keeper zone.
- Keepers may not enter the goal zone of the opposing team.

3.5. The Seeker

- The seeker may not physically contact the snitch runner, only the snitch ball.
- The seeker may not enter the goal zone of the opposing team.

3.7. Snitch Runner

- The snitch runner may not physically contact any player.

4.1. The Pitch

- Field size: 48 feet long by 33 feet wide.
- The keeper zone is 12 feet from the back line.
- The goal zone is a 10 -foot radius around the three goals.

High School Rules – No tackle option

The following are rules for quidditch players ages 15-18. All IQA rules should be followed with the following exceptions:

2.8. Physical Contact

- Players may not tackle another player.

