



US Quidditch

RULEBOOK

Eighth Edition



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Eighth Edition, Second Version

By Clay Dockery and the USQ rules team

Edited by Kym Couch, Eric Andres, and Alicia Radford

Based on rules adapted by Xander Manshel

Previous editions by Alex Benepe, Jared Kowalczyk, and Will Hack

Impressed

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To learn more about USQ, visit www.usquidditch.org

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About US Quidditch

US Quidditch is a 501(c)3 nonprofit dedicated to governing the sport of quidditch and inspiring young people to lead physically active and socially engaged lives.

Quidditch was adapted in 2005 at Middlebury College in Vermont. Now over 170 registered teams and 3,700 players compete in USQ's league. USQ hosts or sanctions over a dozen events annually, including regional and national championships and QuidCon. USQ is a member of the International Quidditch Association, which was founded in July 2014. Learn more at www.usquidditch.org.

USQ's core values

- We establish the foundation for long-term sustainability through innovation, regulations, and expansion.
- We provide competitive opportunities for every level of athlete.
- We build a safe, inclusive, and respectful community.
- We strive to be a leader in gender inclusivity for all age groups.
- We create meaningful community partnerships.
- We develop and empower future leaders.

The Three C's

USQ fulfills our mission through a holistic policy called “The Three C's.” These represent the three pillars of USQ's work: competition, community, and creativity.

USQ organizes and facilitates **competition** through regional and national championships and other tournaments; comprehensive referee and snitch training programs; maintaining leaguwide standings; and developing the USQ rules.

USQ ensures that quidditch has an inclusive and welcoming **community** through policies like the four maximum gender rule; teaching quidditch to children; community service events and partnerships; QuidCon; and the mentor and penpal programs.

Although it sounds somewhat abstract compared to competition and community, **creativity** is an important force in our organization. Starting and maintaining a quidditch team requires creativity, entrepreneurship, and dedication, and USQ aims to always have a culture that fosters creativity.

The “four maximum” gender rule

A quidditch game allows each team to have a maximum of four players, not including the seeker, who identify as the same gender in active play on the field at the same time. The gender that a player identifies with is considered to be that player's gender, which may or may not be the same as that person's sex. This is commonly referred to as the “four maximum” rule.

USQ accepts those who don't identify within the binary gender system and acknowledges that not all of our players identify as male or female. USQ welcomes people of all identities and genders into our league.

Introduction

The sport of quidditch continues to grow in popularity and mature as a dynamic and competitive game involving intense physicality, complex strategy, and immense skill.

As the sport expands and evolves, it is the responsibility of the rulebook to keep up by addressing challenges, issues, and new methods of play. The rulebook must be proactive and able to address the safety and gameplay concerns of a sport that continues to evolve at a rapid and unpredictable pace.

Quidditch is no longer merely a backyard sport: it can be played in an open field or before an audience of thousands. Whatever the conditions of play, the rulebook needs to have a consistent answer for how the game must work.

The eighth edition of the rulebook attempts to address the most significant changes in the development of quidditch and provide greater clarity and consistency than ever before. The rules will never be perfect, but the goal of this rulebook is to provide the most consistent and easily replicable set of rules and regulations yet.

For those of you who are new to the sport of quidditch, we suggest that you learn the basic rules from your friends, teammates, and the overview in “Section 1” before you read straight through this rulebook. Of course, the more ambitious among you are welcome to dive right in!



1. Basics of the Game

1.1. QUIDDITCH: AN OVERVIEW

Quidditch is a co-ed contact sport with a unique mix of elements from rugby, dodgeball, wrestling, flag football, and other sports. A quidditch team is made up of seven athletes who play with brooms between their 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.

1.2. Positions overview

Each team has three chasers, two beaters, and one keeper in play at all times. Each team sends one seeker into the game at the end of the seeker floor.

1.2.1. Chaser overview

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 10 points.

1.2.2. Keeper overview

Keepers in play per team: One

Game ball used: Quaffle

Headband color: Green

Objective: Prevent opponents from throwing, kicking or otherwise propelling the quaffle through their team's hoops.

1.2.3. Beater overview

Beaters in play per team: Two

Game ball used: Bludger

Headband color: Black

Objective: Throw, kick, or in any way propel the bludgers to disrupt the flow of the game by “knocking out” other players.

1.2.4. Seeker overview

Seekers in play per team: One

Game ball used: Snitch

Headband color: Yellow

Objective: Remove the snitch ball from the snitch runner to score 30 points and end the game.

1.3. GAMEPLAY OVERVIEW

1.3.1. Quaffle players

- A. The chasers and keeper attempt to score goals worth 10 points each with a ball called the quaffle and attempt to prevent the other team from scoring points with the quaffle.
- B. Quaffle players advance the ball down the field by running with it, passing it to teammates, or kicking it.
- C. Quaffle players defend by positioning or by initiating various forms of legal physical contact with other quaffle players.
- D. While in the team's own keeper zone, the keeper is immune to the knockout effect and has several other specialized

powers. Otherwise, the keeper position is the same as the chaser position.

1.3.2. Bludger players

- A. The beaters use balls called bludgers to disrupt the flow of the game by “knocking out” any player from the opposing team who does not have knockout immunity (See 7.4.3. Knockout Immunity).
- B. Any player hit by a bludger propelled by an opponent is out of play until they touch their own hoops unless they have knockout immunity (See 7.4.3. Knockout Immunity).

1.3.3. Snitch players

- A. The seekers try to catch a ball called the snitch.
- B. The snitch is a ball attached to the waistband of the snitch runner, a neutral athlete and official dressed in yellow, whose job it is to avoid capture.
- C. Catching the snitch is worth 30 points and its capture ends the period. Periods are “regulation time,” “overtime,” and “second overtime.” If the score is tied after any snitch catch, the game proceeds into the next period.

1.4. FOULS OVERVIEW

From the time that players enter the player area for a game until after the game has ended, players are forbidden from taking certain actions called fouls. Players who commit a foul face different consequences depending on the severity of the offense.

1.4.1. Back to hoops—A back to hoops foul indicates that a player must cease active play and return to their hoops as if knocked out.

1.4.2. Technical foul—A technical foul indicates that a player must spend one minute in the penalty box, but the team does not play down a player. A technical foul is indicated by a blue card.

1.4.3. Yellow card—A yellow card indicates that a player must spend one minute of game time in the penalty area and that player's team must play a player down for this minute. If the opposing team scores before the minute expires, the player may be released early and re-enter play.

1.4.4. Red card—A red card indicates that a player is barred from the rest of the game and the team must play down a player for two full minutes of game time.

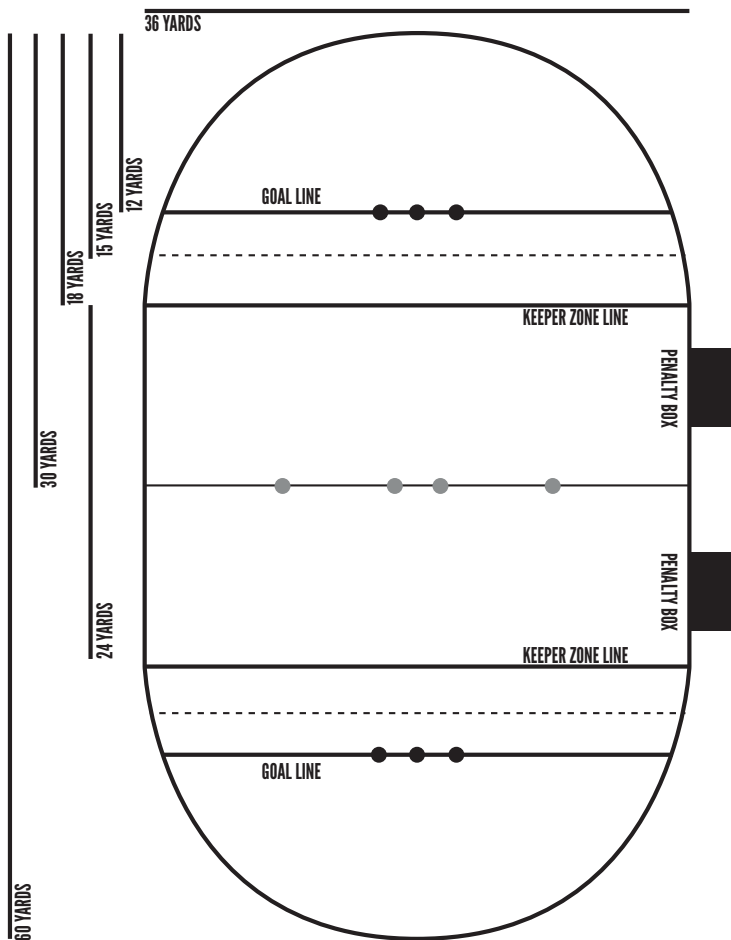
1.5. THE FOUR MAXIMUM GENDER RULE

A quidditch game allows each team to have a maximum of four players, not including the seeker, who identify as the same gender in active play on the field at the same time. The gender that a player identifies with is considered to be that player's gender, which may or may not be the same as that person's sex. This is commonly referred to as the "four maximum" rule.

USQ accepts those who don't identify within the binary gender system and acknowledges that not all of our players identify as male or female. USQ welcomes people of all identities and genders into our league.

2. Equipment and Dimensions

2.1 THE PITCH





2.1.1. Pitch Shape

2.1.1.1. Pitch shape—The pitch is composed of three parts: a rectangle and two semicircles capping the the width of the rectangle. With the semicircles capping the rectangle, the entire pitch is pill-shaped. While these boundaries create the desired shape of the pitch, they do not strictly bind the players to this area.

- A. Sidelines and keeper zone lines**—The rectangle forms the main body of the pitch. The vertical straight edges of the rectangle are the sidelines. The horizontal edges of the rectangle are the keeper zone lines.
- B. Backlines and backpoints**—Backlines are semicircles extending from the keeper zone lines with the curves of the semicircles forming the backlines of the pitch. The midpoint of each backline is the backpoint.
- C. Midfield line**—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.

2.1.2. Pitch Dimensions

2.1.2.1. Dimensions—The dimensions of the pitch shape (See 2.1.1. Pitch shape).

- A. Sideline dimensions:**
 - i. Rectangle vertical length, or sidelines (the distance from keeper zone to keeper zone): 24 yards (22 m).
 - ii. Rectangle horizontal width (the width of the midfield line and both keeper zone lines): 36 yards (33 m).
- B. Backline dimensions:**
 - i. Semicircle diameter (the width of the keeper zone lines): 36 yards (33 m).

- ii. Semicircle radius (from the keeper zone line to the backpoint): 18 yards (16.5 m).
- C. Additional dimensions:
- i. Pitch vertical length from backpoint to backpoint: 60 yards (55 m).
 - ii. Pitch vertical length from hoops to hoops: 36 yards (33 m).

2.1.3. The Keeper Zone

2.1.3.1. Keeper zone lines—Two lines, which must be marked, connecting the sidelines and parallel to the midfield line. Measuring from the backpoints, these lines are 18 yards (16.5 m) inside the pitch. These lines are 12 yards (11 m) from the midfield line.

2.1.3.2. Extent of the keeper zone—While unmarked off pitch, the keeper zone line extends all the way to the borders of the player area on each side. Each keeper zone extends in the direction of the backpoint on that side of the pitch (away from the midfield line) ending at the boundary of the player area.

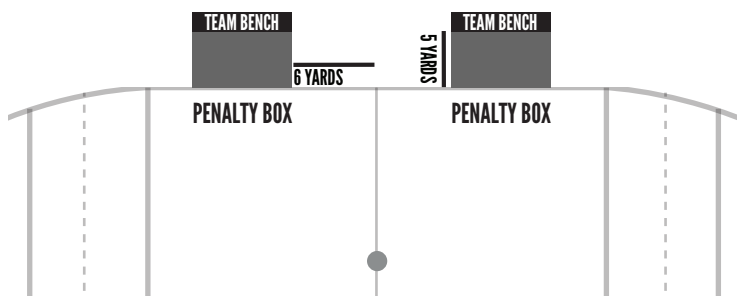
2.1.3.3. Own vs. opponents' keeper zone—A team's own keeper zone is the one containing their hoops. A team's opponents' keeper zone is the one containing the hoops that they are trying to score through.

2.1.4. The Penalty Areas

2.1.4.1. Penalty areas—A penalty area must be established for each team. Each penalty area must:

- A. Be on the same side of the pitch as the scorekeeper.
- B. Be on the same side of the midfield line as the team's bench.
- C. Begin within 6 yards (5.5 m) of the midfield line and extend 5 yards (4.5 m) toward the team's bench.

See diagram for one example of how penalty areas may be created.

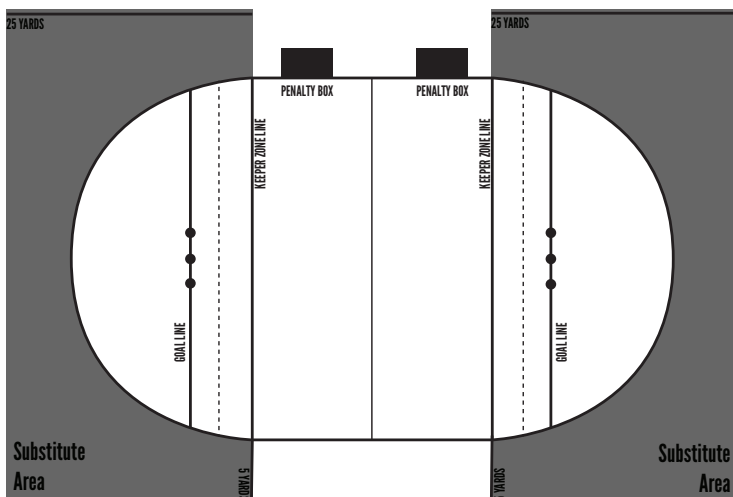


2.1.4.2. Penalty area size and placement may be adjusted to meet the needs of the scorekeeper.

2.1.5. Substitute Areas

2.1.5.1. Substitute areas—A substitute area must be established for each team. Each substitute area is an irregular figure with the edge of the pitch box as one of its sides.

- A. The substitute areas should be part of the player area outside of the pitch boundaries.
- B. The following are the boundaries of each substitute area:
 - i. The backline of the pitch, within the keeper zone.
 - ii. Two line segments of 5 yards (4.5 m) extending off of the pitch along the keeper zone line, intersecting the pitch, and parallel to the midfield line.
 - iii. Two line segments of 25 yards (23 m), each intersecting the ends of the line segments in (ii) above (off of the pitch) and extending perpendicular to and away from the midfield line.
 - iv. One line segment connecting the ends of the line segments in (iii) above which are furthest away from the midfield line.



2.1.5.2. Team benches—While substitutions may occur along the edge of the pitch within the entire substitution area, each team’s bench, including substitutes who are not about to enter play, team staff, and any supplies or extra equipment, should remain near the outer edge of the player area on the same side of the pitch as the scorekeeper.

2.1.6. Ball Positions

2.1.6.1. Ball positions—Four ball positions should be indicated directly on the midfield line.

- A. The first two ball positions are 1.5 yards (1 m) on either side of the center mark.
- B. The other two ball positions are 9 yards (8 m) on either side of the center mark, halfway between the sideline and the center mark.
- C. These positions may be marked by four small lines that intersect the midfield line called “ball marks.”

2.1.7. Additional Pitch Lines

2.1.7.1. Goal lines—Two lines, which may be marked, that intersect the backlines, parallel to the midfield line.

- A. The goal lines are positioned 18 yards (16.5 m) from the midfield line and 12 yards (11 m) from the backpoints, and inside the pitch.
- B. The hoops are positioned along the goal lines and must be marked in some manner. These markings must not interfere with the stability of the hoops (See 2.2.1.3. Hoop positioning).

2.1.7.2. Starting lines—Two lines, which may be marked, parallel to the midfield line, that intersect the sidelines. Each is 3 yards (3 m) between a goal line and the closest keeper zone line.

2.1.8. The Player and Spectator Areas

2.1.8.1. The player area is a rectangle enclosing the pitch, with the pitch at its center.

- A. This rectangle should be:
 - i. 48 yards (44 m) wide and 84 yards (77 m) long.
 - ii. The midpoint of the pitch is at the center of this area. The midpoint is 24 yards (22 m) and 42 yards (38.5 m) from the sides of the player area rectangle.
- B. To the best ability of the tournament staff, the player area should be clear of obstacles and dangerous terrain. The pitch itself must be totally clear of obstructions and dangerous terrain.
- C. The player area is reserved for players, coaches, and officials assigned to a game currently in play. During game play, tournament staff may be given access to the player area

(at their own risk) at the discretion of the head referee or tournament director.

D. No spectators may enter the player area.

2.1.8.2. The spectator area—Any area outside the player area is the spectator area. Players may never enter the spectator area during a game except in the following circumstances (See 7.2.6. The spectator area):

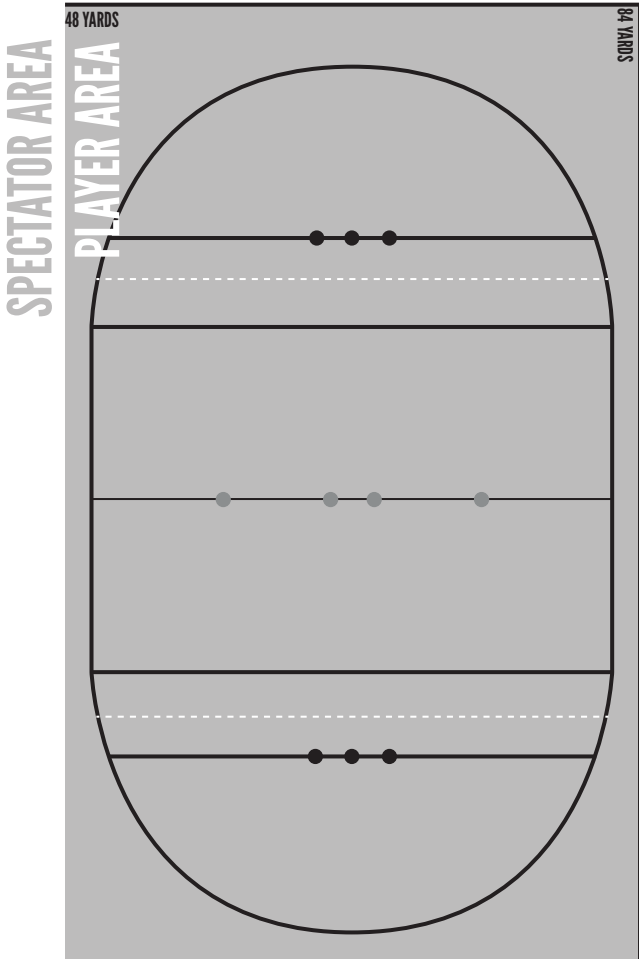
- A. Players given explicit permission by any referee to retrieve a game ball.
- B. Players given explicit permission by the head referee to leave the player area for any other purpose.
- C. Players who are in need of medical attention.
- D. Players who are assisting another player in need of medical attention.

2.1.9. Field Markings

2.1.9.1. Field markings—Various parts of the pitch and surrounding area should be marked in a clear manner. These markings are usually made with cones or lines.

- A. The following **MUST** be marked in some way:
 - 1. The player area as described in 2.1.8.1.
 - 2. The pitch shape as described in 2.1.1.1.
 - 3. The keeper zone lines as described in 2.1.3.1.
 - 4. The points at which the hoops should be placed as described in 2.2.1.3.
 - 5. The midfield line as described in 2.2.1.3.
 - 6. The backpoints as described in 2.2.1.3.
- B. The following markings are optional, though recommended:
 - 1. The goal line (See 2.1.7.1. Goal lines).

2. The starting line (See 2.1.7.2. Starting lines).
3. The penalty areas (See 2.1.4.1. Penalty areas).
4. The ball marks (See 2.1.6.1. Ball positions).
5. The center mark (See 2.1.1.C.).
6. The substitute areas (See 2.1.5.1. Substitute areas).



2.2. HOOPS

2.2.1. Specifications—The quidditch hoop is the upright and self supporting structure through which the quaffle must pass to score a goal.

2.2.1.1. Hoop composition and construction

- A. Each hoop must be made up of a post and a circular loop attached to the top. These parts of the hoops may be made of any material but must not be dangerous to players.
- B. A hoop may include a base to keep the hoop upright.
 - i. This base should not affect the hoop height.
 - ii. If the base is made of hard metal or concrete, all such material must be covered at all points from open air by at least 6 inches (15 cm) of soft padding.
- C. Hoops must be freestanding and able to withstand play.
- D. Referees must disallow any hoops that they believe are dangerous to the players.

2.2.1.2. Hoop shape

- A. Each set of hoops must have posts of three different heights.
 - i. These heights must be 3 feet (.91 m), 4.5 feet (1.37m) and 6 feet (1.83 m).
- B. A loop must be fastened to the top of each goal post.
 - i. The inner diameter of each loop must be between 32 inches and 34 inches (81 cm and 86 cm).
 - ii. The attachment of the loop must not make the height of the post exceed the measurements in 2.2.1.2.A.i.

2.2.1.3. Hoop positioning

- A. Three hoops are positioned on each goal line.
 - i. The 6 foot (1.83 m) hoop must be placed at the center point between the two sidelines parallel with the mid-point on the midfield line.
 - ii. The other two hoops are placed 92 inches (7 feet 8 inches, 234 cm) away from the 6 foot (1.83 m) hoop on either side.
 - iii. Facing either set of hoops from midfield, the 3 foot (.91 m) hoop must be on the left and the 4.5 foot (1.37 m) hoop must be on the right.

2.3. GAME BALLS

2.3.1. The Quaffle (see 1.2.1. Quaffle overview)

2.3.1.1. Quaffle regulations—The quaffle must be:

- A. A spherical ball made of a flexible, smooth leather or leather-like cover of 12 or more panels with a separate bladder (such as a volleyball).
- B. Not less than 25.6 inches (65 cm) or more than 26.4 inches (67 cm) in circumference.
- C. The quaffle must maintain its spherical shape and must be neither inflated all the way nor so flat that a player could grip a bulk of the leather in one hand.
- D. All quaffles used in a game must have the same characteristics regarding circumference, weight, and inside pressure.
- E. Any ball specifically approved for play as a quaffle by USQ is allowed. Approved quaffles must meet size and inflation guidelines.

2.3.2. Bludgers (see 1.2.2 Bludger overview)

2.3.2.1. Bludger regulations—The three bludgers must be:

- A. Spherical balls made of flexible rubber or rubber-like covers (such as dodgeballs).
- B. 8.5 inches (21.6 cm) in diameter, 26.7 inches (67.8 cm) in circumference.
- C. Each bludger must maintain its spherical shape and must be neither inflated all the way nor so flat that a player could grip a bulk of the rubber in one hand.
- D. All bludgers used in a game must have the same characteristics regarding circumference, weight, and inside pressure.
- E. Any ball specifically approved for play by USQ for use as a bludger is allowed. Approved bludgers must meet size and inflation guidelines.

2.3.3. The Snitch (see 1.2.3 Snitch overview)

2.3.3.1. Snitch regulations—The snitch must be:

- A. A spherical ball made of a uniform surface consisting of a fabric cover (such as a tennis ball).
- B. 8.5 inches (21 cm) in circumference.
- C. Held within a sock.
 - i. The sock must have a visible and unobstructed length of 10-14 inches (25-35 cm).
 - ii. The sock may be tied in a knot or knots, but not to the point that the exposed length is less than 10 inches (25 cm).
- D. The sock containing the snitch must be tucked in or attached to the shorts of the snitch runner in a manner that is secure and allows for the removal of the sock by the seeker.

2.4. BROOMS

2.4.1. Broom Regulations—The broom:

- A. Must consist of a wooden or plastic pole between 32 and 48 inches (81–122 cm).
- B. May have plastic, corn, or wooden bristles attached to the end.
 - i. The wooden pole must be at least 32 inches (81cm) excluding bristle length.
 - ii. The total length, including bristles, must not exceed 48 inches (122 cm).
- C. Must not have splinters or sharp points.
- D. Must not be attached to the body, clothing, or other equipment of the player.
- E. Any broom specifically approved for play by USQ is allowed. Approved brooms must meet length and safety guidelines.

2.4.2. Broken brooms—If any broom breaks during the course of play, it must be replaced before its player may make any play.

2.4.3. Providing brooms—The team or tournament official hosting a game is responsible for offering safe brooms of equal length and weight to both teams. Teams may elect to provide their own brooms unless this is disallowed in tournament policy as determined in advance by the tournament director.

2.5. PLAYER EQUIPMENT

2.5.1. Safety—A player must not use any equipment or wear anything that is dangerous to himself or another player including, but not limited to any kind of jewelry.

2.5.2. Mandatory equipment—While in play, each player must be equipped with the following:

- A. A broom.
- B. A colored cloth or headband, which must be worn on the forehead, distinguishing the player's position. The color of the headband must be distinct enough to unambiguously identify the player's position.
- C. A shirt or jersey.
 - i. Jerseys for players on the same team must be readily identifiable and distinguishable from the opposing team.
 - ii. Each player must have one of the following distinct numbers, letters or symbols on the back of the player's jersey:
 - a. A unique integer between 0 and 999 (a team may have either a 7, a 07, or a 007, but not all three or two of the three).
 - b. The symbol for Pi (π), Infinity (∞), or Number (#) (this symbol is also known as pound or hashtag).
 - c. One of the following single capital letters: A G H J K M N P R T W X Y
 - d. Letters and symbols may not be mixed or combined with integers.
 - iii. The primary jersey color may not be yellow or gold.
- D. Some sort of bottom (such as shorts, pants, or a skirt).
- E. Shoes or cleats (athletic shoes with studs on the bottom).
 - i. Spikes or studs must not be sharp.
 - ii. Spikes or studs must not be completely made of metal or affixed with metal caps.

2.5.3. Recommended equipment—Each player is recommended, but is not required, to be equipped with the following:

- A. Mouth guard.
- B. Goggles. Metal goggles such as lacrosse “cage” goggles are not allowed.
- C. Gloves.

2.5.4. Additional equipment

- A. **Padding**—All padding must meet the following standards:
 - i. It must be one inch or less in thickness.
 - ii. When a referee raps on it with a knuckle, it should not make a knocking sound.
 - iii. It must bend easily when a minimal amount of force is applied to it.
 - iv. A referee may not need to perform these tests on all padding and with prior knowledge of the equipment may allow/disallow it as appropriate. (Note—Rugby “scrum helmets” or other similar headgear are considered padding.)
- B. **Braces**—Athletic braces are allowed but must generally meet the standards of padding above.
 - i. A brace may include a hard element; however, any hard plastic or metal in a brace must be covered at all times during a game.
 - ii. If any hard plastic or metal becomes exposed, the player must leave the pitch and fix the problem per section 2.5.5. Accidental infringement of equipment rules.
 - iii. Referees reserve the right to refuse any brace that they believe presents a danger to players.
- C. **Athletic supporters**—Athletic supporters (cups) which are used used to protect the groin are allowed.
- D. **Glasses and eyewear**—Players may wear glasses or other

eyewear but no eyewear actually made of glass will be allowed unless it is worn underneath goggles so the glass is not exposed.

- E. Special equipment for those with disabilities**—Individuals with disabilities may require other specific equipment. Such equipment must be approved by USQ via USQ's waiver policy prior to its use in any official game.
- F. Any additional equipment** must be approved by the head referee before the game. Any equipment that the referee determines to be dangerous or unfair to either team must not be permitted.

🟡 *Yellow*—A player who is found to be using illegal equipment after the game has started must receive a yellow card. This does not include equipment that breaks or is otherwise altered due to the course of play.

🔴 *Red*—A player who is found to be using illegal equipment that was specifically barred by the referee or tournament director before the game began, during ground rules, or at any point during the game must receive a red card.

2.5.5. Accidental infringement of equipment rules—In the event of any accidental infringement of the equipment rules (including broken brooms):

- A. Play is not stopped unless the referee determines the infringement presents a danger to players.
- B. The player at fault must leave the pitch to correct the equipment immediately and may be replaced with a substitute.
- C. Any player required to leave the pitch to correct equipment must not re-enter until the equipment has been replaced or repaired.

- D. If there is no replacement for mandatory equipment available, the referee must stop play until the equipment is provided.

🚩 *Penalty: Yellow*—A player who has been required to leave the pitch because of an equipment infringement and who re-enters without correcting the infringement must receive a yellow card.

2.5.6. Intentionally altering equipment—It is illegal to intentionally alter any game equipment, including the game balls and hoops, so that it does not match the regulations in the rules.

🚩 *Penalty: Red*—A player who intentionally alters any equipment in order to gain an advantage must receive a red card.

2.5.7. Headband lost mid-play—Any player who loses a headband may remain in play until they are either knocked out, there is a stoppage in play, or a goal is scored, but the player must replace the headband as soon as possible. Seekers do not have to replace their headband when a goal is scored, but the other two requirements apply.

🚩 *Penalty: Back to Hoops*—A player who does not replace a headband at a stoppage of play must be sent back to hoops and must replace the headband before reentering play.



3. Game Procedures

3.1. PRELIMINARIES

3.1.1. Pregame Meeting—Before any game, the head referee calls together the two teams to go over general rules.

- A. Each team must designate one person to serve as team coach to represent the team during the game. All official team coaches and captains may attend the pregame meeting.
- B. At this time, the head referee and snitch runner should ensure that each team is clear on the following:
 - i. Any ground rules specific to the pitch.
 - ii. The seeker floor.
 - iii. The snitch perimeter.
 - iv. Any and all planned snitch spectacles.
 - v. Any special considerations for a team's players that the referee should know regarding the four maximum rule (see 7.1.3).
 - vi. Any other concerns from the attending parties that are specific to the game.

3.1.2. Coin Toss—Teams may elect to have a coin tossed to determine which team will attack which set of hoops.

- A. If either team requests a coin toss, the head referee and opposing team must accommodate the request.

- B. The toss shall be called while the coin is in the air by:
 - i. The team with the lower USQ ranking.
 - ii. If the ranking is inapplicable or unknown, the team which has traveled farthest from its point of origin shall call the toss.
- C. The team that wins the coin toss selects which set of hoops it will attack for the duration of regulation time (for overtime procedures see 3.5.2.A).

3.2. STARTING THE GAME

3.2.1. Pre-game lineup and procedure—In order to begin the game:

- A. The six starters on each team must line up on the pitch behind the starting line.
 - i. Players may line up in any order.
 - ii. Players may change position until the head referee shouts “Brooms Down!”
- B. All balls (excluding the snitch) must be resting on their respective ball marks.
 - i. The quaffle must be placed at one of the two ball marks closest to the midpoint.
 - ii. Any ball (excluding the snitch) which moves, for any reason, must be reset before the head referee calls “Brooms Up!”
- C. The head referee must confirm that both teams are ready.
- D. The head referee shouts “Brooms Down!”
- E. Once “Brooms Down!” has been called:
 - i. All players must remain stationary behind the starting line.
 - ii. No part of a player’s body may contact the ground in front of the starting line.

- iii. Each player must have a broom in hand, which is otherwise flat on the ground.
- F. The head referee shouts “The snitch is loose!” or “The snitch is released!”
 - i. The snitch runner must leave the player area.
 - ii. The snitch runner may entertain the crowd or interact with the seekers from the spectator area.
 - iii. The snitch runner must return to the scorekeeper by the 17 minute mark of game time to be prepared for the seeker release at the 18 minute mark (see 3.4.1.2. The seeker floor).
- G. The head referee shouts, “Ready!”
- H. A few seconds after the head referee shouts “Ready!” the referee then shouts “Brooms Up!”
 - i. On the first “B” sound of “Brooms Up!” all players must immediately mount their brooms and begin play.
 - ii. If there is a false call of “Brooms Up!” the head referee resets the players and repeats the procedure of 3.2.1, except for 3.2.1.E.
 - iii. In the event of any penalty prior to “Brooms Up!”, the referee adjudicates the penalty and then resets the players and repeats the procedure of 3.2.1, except for 3.2.1.E.

🚩 *Yellow*—A player that changes position on the starting line after the referee has called “Brooms Down!” must receive a yellow card.

🚩 *Warning/Yellow*—If a player passes the starting line before the first “B” sound of “Brooms Up!” that player must receive a warning and all players must reset. If a player passes the starting line early more than once in the same game, that player must receive a yellow card.

3.3. STOPPING PLAY


3.3.1. Stopping play procedure—To stop play:

- A. The referee blows a whistle in paired short blasts.
- B. The timekeeper stops the game time.
- C. All players currently in play must stop, drop their brooms, and hold their respective positions.
 - i. The players maintain any balls they possessed and may not pick up any balls during the stoppage.
 - ii. Any players who are paused in an illegal position are adjusted immediately to a legal position.
 - iii. Any players who accidentally (and significantly) moved after the whistle are returned to their location at the time the whistle was blown.
- D. The head referee consults with other referees as necessary concerning:
 - i. The adjudication of fouls.
 - ii. The legality of any snitch catch. If a legal snitch catch occurred, the game ends or proceeds to an overtime period as appropriate (See 3.4.2. Ending the game).
 - iii. Any other relevant concerns.
- E. The referee adjudicates any fouls and communicates the type of foul to the players, scorekeeper, and spectators:
 - i. Any players who have committed back to hoops offenses are informed that they must return to their hoops upon resumption of play (See 6.4.1.1. Fouls that do not stop play).
 - ii. Any players who have committed technical fouls are sent back to the penalty box and replaced by a substitute, if the player had possession of a ball that ball is turned over to the closest eligible player on the oppos-

- ing team (See 6.4.1.2. Technical fouls).
 - iii. Any players who committed their first yellow card offense are sent to the penalty box (See 6.4.1.3. Yellow card offenses).
 - iv. Any players who have committed a red card offense are sent off and their substitutes are sent to the penalty box (See 6.4.1.4. Red card offenses).
- F. If a change of possession occurs:
- i. If the change of possession is in the quaffle game, the quaffle is given to the chaser or keeper from the appropriate team who is nearest the quaffle at the time of the foul.
 - ii. If the change of possession is in the bludger game:
 - a. If the team to receive possession has no bludgers or only one bludger, the bludger is given to the beater from that team who was nearest the bludger in question at the time of the foul.
 - b. If the team which would receive possession has two bludgers, the bludger must be placed on the pitch at the point of the foul as indicated by the referee.
- G. Any players who are injured are replaced.
- H. Any external interference is removed.
- I. Any defective equipment is fixed, replaced, or removed (if the equipment was not mandatory).
- J. The referee indicates to the players that play is about to resume by calling for the players to “Remount!”
- i. Players must remount their brooms at the same location where the brooms were left when play was stopped.
 - ii. Players may stand at the call to remount.
- K. The referee blows one short whistle blast. Following this

whistle blast:

- i. Play resumes.
- ii. The timekeeper resumes the game time, and all other time clocks, on the referee's whistle.

 *Penalty: Yellow*—Any players who continues to move intentionally or refuses a referee's instructions to return to their positions at the time of a stoppage must receive a yellow card.

3.3.2. Head referee stopping play—The head referee stops play using the procedure described in 3.2.1 in any of the following circumstances:

- A. A player commits a foul that results in a change of quaffle possession.
- B. A player commits a foul that results in a technical foul, yellow card, or red card.
- C. The referee is unsure of a call and needs to consult with the other referees.
- D. A player is too injured to continue play or is down with a serious injury.
- E. An external interference occurs, including when a ball or player from another pitch enters the pitch.
- F. A ball becomes defective (See 3.3.7. Defective balls mid-play).
- G. A hoop is broken in a way that:
 - i. Presents a danger to players.
 - ii. Cannot be easily fixed and:
 - a. Is not near active gameplay.
 - b. By virtue of and stopping play, the team with the quaffle would not be put to a disadvantage (See 4.2. Broken or fallen hoops).
- H. All three hoops on one side fall down or become defective

(See 4.2. Broken or fallen hoops).

- I. Quaffle play moves too close to dangerous terrain or spectators (See 7.2.7. Spectators and dangerous terrain).
- J. A player commits a foul that otherwise would not stop play but does not respond to the referee's call.
- K. An assistant referee sees a foul against or committed by the quaffle carrier, which the head referee is unlikely to have seen, and the stoppage of play would not create an advantage for the fouling team. Stopping play in this circumstance is up to the discretion of the head referee.

3.3.3. Snitch referee stopping play—The snitch referee stops play using the procedure in 3.3.1 in any of the following circumstances.

- A. The snitch referee believes that a snitch catch is good.
- B. The snitch runner is injured or needs to be replaced.
- C. The snitch ball or snitch shorts become defective and needs to be replaced.

3.3.4. Advantage—If the head referee determines that stopping play due to a foul would provide an advantage to the fouling team, the referee may call advantage by raising one hand straight into the air. If the referee calls advantage the following procedure applies:

- A. The referee throws a marker indicating the location of the quaffle at the time of the foul.
- B. Play continues until the fouled team loses possession of the quaffle, the fouled team scores, the fouled team commits a separate foul, or the fouling team would no longer benefit from play being stopped.
 - i. If the fouled team scored, the referee applies the appropriate penalty to the fouling player before resuming play.

- a. If the foul results in a technical, then the standard procedure for technicals is applied.
 - b. If the foul results in a yellow card and the fouling team's penalty box is empty, the penalty time is nullified by the score.
 - c. If the foul results in a yellow card and the fouling team's penalty box is not empty, the player with the least remaining penalty time is released and the fouling player is sent to the box for 1 minute.
 - d. If the foul results in a red card, the fouling player's substitute is sent to the box for 2 minutes.
- ii. If the advantage of stopping play for the fouling team abates in any way other than a goal then the referee stops play immediately and at that point the referee applies the appropriate penalty for all fouls (see 6.4.2. The penalty box).
- a. If a player on the fouled team commits a foul during an advantage call this foul ends the advantage and is adjudicated in the same manner as a foul in any other circumstance.
 - b. If a player on the fouling team, other than the original fouling player, commits a foul during an advantage call, the referee may decide to stop play or continue advantage as appropriate.
 - c. If the player who committed the original foul commits a second foul during an advantage call the referee may decide to stop play or continue advantage as appropriate.
1. If the referee believes that the fouling player intentionally committed the second foul, a second penalty must be given.

2. If the referee believes the fouling player did not intentionally commit the second foul, the penalty for the more egregious of the two fouls is given.
- C. Restart procedure if the advantage was called due to a foul in the quaffle game or by a seeker and the fouled team did not score:
- i. If the quaffle-carrier at the time of the foul did not commit a foul during the advantage, this player (or their substitute) is returned to the location of the quaffle before play is resumed.
 - ii. The quaffle is returned to this player at the location of the quaffle.
 - iii. If they are knocked out, they are returned to the spot of the foul as an eligible player even if they have not completed the back to hoops procedure.
 - iv. All other players remain where they were at the time of the stoppage and, if knocked out before the stoppage, continue to be knocked out and must follow the knockout procedure as outlined in Section 5.3.1. Knockout procedure.
 - v. Any other plays made by beaters or changes in bludger possession for either team during the advantage are valid.
 - vi. Any snitch catch by the fouling team during the advantage is called no-good. Any snitch catch by the fouled team that meets the criteria for a good catch is called good.
- D. Restart procedure if the head referee called advantage due to a foul in the bludger game and the fouled team did not score:

- i. Quaffle play is reset as outlined in 3.3.4.C.i.-iii.
 - ii. If the fouling team retained possession of two bludgers during the advantage, the bludger possessed by the beater who committed the foul is given to the nearest eligible opposing beater at the time of the stoppage.
 - iii. Any other plays made by beaters or changes in bludger possession for either team during the advantage are valid.
 - iv. Any snatch catch by the fouling team during the advantage is called “no good.” Any snatch catch by the fouled team that meets the criteria for a good catch is called good.
- E. Play is resumed by the head referee.

3.3.5. Delayed Penalties

If a beater, chaser, or keeper who does not possess the quaffle commits a foul and an assistant or snatch referee makes the call, the referee raises their hand and play continues as a delayed penalty.

- A. The assistant referee immediately puts a hand in the air and verbally signals to the head referee that a foul has occurred and which team committed the foul.
 - i. The assistant referee sends the fouling player back to hoops immediately.
 - ii. If the head referee determines that it is appropriate to immediately stop play, the head referee may do so.
- B. The head referee stops play when advantage abates for either team or if the foul continues or escalates in any way.
 - i. If the fouling team scored, the goal is discounted, whether or not the foul directly affected the goal. The defending keeper should receive possession of the

- quaffle in that team's keeper zone.
- ii. If the fouling team does not score, but retains possession when play is stopped, the quaffle is turned over to the closest eligible player of the fouled team, whether or not the foul directly affected possession.
 - iii. If the fouled team scores, it plays out just like a normal advantage situation. The goal is counted as good, a penalty is assessed and no box time is awarded due to the goal unless the delayed penalty resulted in a red card.
 - iv. If the fouled team does not score and the fouling team takes possession, the last player on the fouled team to possess the quaffle before losing it has the quaffle returned to them at their position at the time of the stoppage. If they were knocked out, they become an eligible player at their position at the time of the stoppage without having to complete the knockout procedure.
 - v. If another foul is committed during a delayed penalty by either team, the head referee should stop play and adjudicate both fouls immediately.
 - a. If both teams have committed fouls and the situation would leave possession of a ball undetermined, the team that was initially fouled is awarded possession.
- C. Seeker-only fouls are a delayed penalty as well for the sake of not interrupting the quaffle game, even though they do not affect possession or scoring in the quaffle game.
- i. If the seeker for the fouling team catches the snitch during a delay after a foul in the seeker game, the catch is ruled "no good," the snitch ref stops play, the penalty is administered, and the snitch is reset.

3.3.6. Delay of game—Delay of game in quidditch refers specifically to an attempt to stop or significantly impede the quaffle game from continuing. The exact determination of what constitutes delay of game is at the discretion of the referee, within the following guidelines:

- A. The following scenarios, and any that can reasonably be considered fitting in the same categories, should **not** be considered delay of game:
 - i. After moving forward to attack, the offense passes backwards, including resetting the quaffle to the keeper zone. Though not technically “advancing” the quaffle, the play allows the offense to set up strategically and gameplay is not affected.
 - ii. The quaffle carrier is forced by the defense to stop, or is on the ground and unable to continue moving.
 - iii. The quaffle carrier moves slowly up the pitch with the ball. In this case, as long as the quaffle is being advanced, it is the responsibility of the defense to engage the offense.
 - iv. A beater or beaters are guarding the quaffle that is still on the ground and their team’s quaffle players are making a reasonable effort to gain possession and restart quaffle play.
- B. The following scenarios, and others that can be reasonably considered fitting in these same categories, **should** be considered delay of game in most circumstances:
 - i. The offense moves forward with the ball and stops moving completely, without being forced to do so by the defense, including, but not limited to, any situation in which the quaffle carrier stands stationary behind a beater in possession of a bludger.

- ii. A beater or beaters are guarding the quaffle that is still on the ground but their team's quaffle players are not making a reasonable effort to gain possession of the quaffle and restart quaffle play.
- C. Keeper delay:
- i. A keeper in possession of a quaffle within their own keeper zone must directly and immediately advance the quaffle out of the keeper zone, attempt to complete a pass, or drop it.
 - ii. Once the offensive team possesses the quaffle outside the keeper zone:
 - a. The keeper loses all special keeper powers that they usually have within the keeper zone including knockout immunity, protection of sole possession of the quaffle, and unlimited kicks to the quaffle.
 - b. The powers listed in 3.3.6.C.ii.a. are regained once the opposing team gains possession of the quaffle.

🚩 *Warning*—The head referee should issue a warning when the referee determines that the team is beginning to delay the game. Teams must respond immediately to this warning or incur further penalty.

🚩 *Technical*—A player who the head referee determines to be delaying the game after the team has been warned must receive a technical foul and the quaffle must be turned over to the closest eligible player of the opposing team.

3.3.7. Defective balls mid-play—If a game ball becomes defective (deflates, etc.) while in play, the head referee must stop play to replace the ball. The following conditions apply:

- A. The head referee must stop play immediately when any

ball becomes defective.

- i. There is no advantage for either team when a ball becomes defective and where the ball is located on the pitch is irrelevant.
 - ii. All assistant referees should immediately inform the head referee of a defective ball.
- B. If a ball was in midair when it became defective, the replaced or repaired ball is returned to the player who last held possession, except the quaffle after a good goal.
- C. No goals or knockouts may happen with a defective ball.
- D. If the quaffle becomes defective while hitting a hoop, no goal is scored unless the quaffle had already passed entirely through the hoop.
- E. If a bludger becomes defective while hitting a player, the knockout counts. However, when a beater is struck, that beater may still catch the defective bludger to negate the knockout.
- F. If a player throws a bludger that breaks by sticking on the end of an opponent's broom, the knockout effect applies rather than a catch.
- G. If the snitch ball becomes defective during the snitch catch (eg. the sock breaks in half and the seeker gets half of it), the catch counts if the seeker cleanly removes the actual ball. If the snitch ball becomes defective before a catch, the catch is no good. The replaced or repaired snitch ball must be refastened to the snitch runner and play continues.

3.4. REGULATING GAME TIME

3.4.1. Game Length

3.4.1.1. **Game time**—Game time is measured in real time

beginning from the first “B” sound in the head referee’s call of “Brooms Up!”

- A. The game time, and any time associated with it, must be paused for all complete stoppages of play and resumed when play is resumed.
 - i. All clocks should be paused at any time a referee’s whistle is blown in short paired blasts.
 - ii. All clocks should be restarted on the head referee’s short whistle blast to resume play.
- B. There may be no rule or regulation strictly defining the length of a game.

3.4.1.2. Seeker floor—The seeker floor is a period of game time during which the snitch may not be caught.

- A. All games and tournaments are required to use a seeker floor during regulation time of 18 minutes.
- B. The seeker floor is measured in game time.
- C. During the seeker floor, until the 17 minute mark, there are no seekers in play.
- D. A seeker from each team must report to the scorekeeper at or before the 17 minute mark of game time.
 - i. It is the responsibility of each seeker to be close enough to the scorekeeper to know when the seeker floor has ended.
 - ii. Seekers are not eligible to interact with play in any way until they are released by the scorekeeper.
- E. At the 18 minute mark of game time, the scorekeeper releases the seekers into the player area to pursue the snitch runner (See 7.5. The seeker).

3.4.1.3. Regulating game length—In order to run tournaments in a timely manner, it may be necessary to implement regulations

that will effectively limit the length of a given game.

- A. All games at a tournament should be subject to the same regulations and all teams must be informed of the regulations in place before games begin.
- B. The snitch runner must be released onto the pitch at 18 minutes of game time in every game. The snitch runner may not leave the player area after this release.
- C. After the snitch has been released onto the pitch, if a match's game time is running long enough to be detrimental to the tournament structure, in game time, the following modifications may be implemented (These modifications are commonly referred to as "Snitch handicaps"):
 - i. The snitch runner may be required to stay between the two keeper zone lines.
 - ii. The snitch runner may be required to use only one arm.
 - iii. The snitch runner may be required not to use any arms.
 - iv. The snitch runner may be required to remain within a few feet on either side of the midfield line.

3.4.2. Ending the Game

3.4.2.1. Ending regulation time

- A. The head referee or snitch referee shall stop play by blowing a whistle in paired short blasts when either believes a good snitch catch may have occurred (See section 4.5. The snitch catch).
 - i. After play is stopped, the head referee should check verbally or visually with all assistant referees to ensure there are no legitimate challenges to the validity of the catch.
 - ii. If the snitch catch was not clean the snitch must be reset and play restarted.

- iii. If the snitch has been caught cleanly in regulation time, the head referee shall blow three long whistle blasts to indicate the end of the period.
- B. If the game is not tied, the game ends and the team with the most total points is declared the winner.
- C. If the game is tied, the game proceeds to overtime (See 3.5.2. First overtime).

3.4.2.2. Ending overtime—There are two ways that an overtime period may end:

- A. If the entire five minutes of game time passes without a clean snitch catch, the head referee shall blow their whistle three times, indicating the end of the period.
 - i. If the game is not tied, the game ends and the team with the most total points is declared the winner.
 - ii. If the game is tied, the game proceeds to sudden death second overtime (See 3.5.3. Sudden death second overtime).
- B. If the snitch has been caught cleanly in overtime, the head referee shall blow three long whistle blasts to indicate the end of the period.
 - i. If the game is not tied, the game ends and the team with the most total points is declared the winner.
 - ii. If the game is tied, the game proceeds to sudden death second overtime (See 3.5.3. Sudden death second overtime).

3.4.2.3. Ending sudden death second overtime—Second overtime ends immediately following any scoring by either team.

- A. If the snitch has been caught cleanly in second overtime, the head referee shall blow three long whistle blasts to indicate the end of the period and game.

- B. Upon confirming a good goal by either team in second overtime, the head referee shall blow three long whistle blasts to indicate the end of the period and game.

3.5. OVERTIME

3.5.1. Going to overtime—In a situation where both teams have scored an equal amount of points after the snitch has been caught in regulation time, the game proceeds into overtime.

3.5.2. First overtime—The following procedure is observed for the first overtime period:

- A. The two teams switch ends of the pitch that they are defending.
- B. The referees reset the pitch.
- C. The head referee may grant the teams a maximum of five minutes and a minimum of three minutes as a rest period between regulation time and overtime.
- D. At the call of the referee, both teams take their positions at the starting line.
- E. The referee begins play by following the procedure in 3.2. Starting the Game.
- F. The snitch must remain in the player area for the duration of overtime.
- G. A 30-second seeker floor applies before seekers may pursue the snitch.
 - i. The seekers must move directly from the starting line to midfield line near the scorekeeper on the first “B” sound of “Brooms Up!”
 - ii. At the end of the 30 seconds the seekers are released to pursue the snitch.
- H. The overtime lasts five minutes of game time or until the

snitch has been legally caught. After either has occurred, the team with the higher score is declared the winner.

- i. The scorekeeper must announce each minute time has passed in overtime.
 - ii. If a referee makes an advantage call during overtime, the scorekeeper must stop the overtime clock as soon as their arm is raised. The overtime clock must remain stopped until the foul is resolved. This way, a team may not attempt to run out the overtime clock by intentionally fouling.
- I. If both teams score an equal amount of points, the game proceeds into sudden death second overtime.

3.5.3. Sudden death second overtime—In a situation where both teams have scored an equal amount of points after the first overtime, the game proceeds into sudden death second overtime. The following procedure is observed for the second overtime period:

- A. Teams do **not** switch ends before the second overtime.
- B. The referees reset the pitch and players immediately.
- C. During the second overtime, play begins with “Brooms Up!” just as in overtime.
- D. The snitch must remain on the midfield line until “Brooms Up!” is called.
- E. The snitch must remain in the player area for the duration of the second overtime.
- F. There is no seeker floor in second overtime.
- G. The first team to score any points, by quaffle or by snitch, is declared the winner.



4. Scoring

4.1. GOAL SCORING

4.1.1. Good goal—A team scores 10 points when the the quaffle passes through the hoop and the goal is confirmed as good.

- A. The head referee must confirm that a goal is good.
 - i. The head referee confirms that the goal is good by a long whistle blast and raising both arms.
 - ii. Until the head referee confirms that a goal is good, the quaffle should still be considered live.
- B. The quaffle becomes dead as soon as a good goal has been scored. If a goal is confirmed as good, then play should proceed as described in section 4.4.
- C. The following must all be true for a goal to be counted as good:
 - i. The whole quaffle passes through one of the hoops.
 - a. Any part (or the entirety) of the scoring player's body may pass through the hoop.
 - b. Goals may be scored through either side of the hoops.
 - ii. The scoring player (the player who propels the quaffle before it enters the hoops) is not knocked out while in contact with a live quaffle (See. 5.2.3. Natural motion).
 - iii. The scoring player has not committed a rules infraction immediately before receiving the quaffle or while

in contact with a live quaffle.

- iv. There is no delayed penalty, technical foul, yellow card offense, or red card offense committed by the scoring team in the bludger or quaffle game (See 3.3.5. Delayed penalties).
 - a. Penalties between the seekers or between a seeker and a snitch runner do not negate a goal.
- v. The hoop is not dislodged or otherwise unplayable (See 4.2. Broken or fallen hoops).

4.1.2. Own Goal—Any time a live quaffle passes through a hoop, and the above conditions are met, a goal is scored. Therefore, it is possible for a player to score an “own goal” by passing the quaffle through a hoop in the player’s own keeper zone and scoring 10 points for the opposing team.

4.2. BROKEN OR FALLEN HOOPS

4.2.1. Scoring through a broken hoop—No one may score in a hoop that has become dislodged. A dislodged hoop is defined as being broken, displaced, in any way knocked down, or unplayable.

- A. If a hoop is in the process of becoming dislodged (such as a hoop in the process of falling) when the quaffle travels through it, the goal still counts.
- B. A hoop must be entirely fixed and returned to its correct position before a goal may again be scored on that hoop.
- C. Hoops that are no longer along the same plane as the hoop line (i.e. turned so that they are no longer facing the midfield line) are not considered dislodged and may be scored upon, but they should be returned to the proper position by the corresponding goal judge once active play leaves the area.

4.2.2. Dislodged hoop procedure

- A. If a hoop is broken, displaced, or in any way knocked down or unplayable and the attacking team has not yet crossed the midfield line, the attacking team may request that play be stopped and the hoop corrected. Otherwise play continues unless the hoop is broken in a way that presents a danger to players or cannot be easily fixed and is not near active gameplay.
- B. The goal judge must repair or replace the hoop whenever play around it subsides.
- C. If all three of a team's hoops are broken, the head referee must stop play until they are fixed.
- D. No players should play recklessly or in a manner that would dislodge the hoops outside of regular gameplay. This does not apply to balls dislodging hoops, or hoops that come down in the process of a score or attempt to block a score.
- E. A player may not intentionally dislodge a hoop.

🚩 *Penalty: Yellow*—A player who recklessly or repeatedly unintentionally dislodges a hoop must receive a yellow card.

🚩 *Penalty: Red*—A player who intentionally dislodges a hoop must receive a red card.

4.3. GOALTENDING

4.3.1. 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. A player other than the keeper reaches through a hoop from the opposite side of the hoop from where the quaffle would enter the hoop, and in doing so touches the quaffle.

- B. A player from the defending team to the player who propelled the quaffle, other than the keeper, blocks the quaffle from passing entirely through the hoop by positioning themselves or their equipment on the opposite side of the hoop from where the quaffle would enter the hoop.

4.4. RESTARTING AFTER A GOAL

4.4.1. Penalty box release—If there are players in the penalty box when the opposing team scores a goal, one player from the team scored upon with the least amount of penalty time remaining for a yellow card offense is released from the box. Players serving time in the penalty box for red card offenses are not released after a goal. (See 6.4.2. The penalty box).

4.4.2. Dead Quaffle—During the time after a goal is confirmed as good by the head referee, but before quaffle play is restarted, all of the players and all of the balls except for the quaffle are live and in play. However, the quaffle is dead, and no one may score with the quaffle until quaffle play is restarted. The following conditions apply to quaffle while it is dead:

- A. Any player on the formerly defending keeper's team may carry or pass the quaffle to the keeper in that keeper's own keeper zone, but may not otherwise interact with the dead quaffle.
- B. Any player on the team that just scored may carry or pass the quaffle to the formerly defending keeper in that keeper's own keeper zone, but may not otherwise interact with the dead quaffle.
- C. The formerly defending keeper may request that a referee deliver the quaffle, but the referee may only deliver the quaffle in the team's own keeper zone.

🚩 *Penalty: Yellow*—A player who intentionally illegally interacts with a dead quaffle must receive a yellow card.

4.4.3 Keeper restart—After a goal has been scored, quaffle play is restarted when the quaffle is in the possession of the formerly defending team’s keeper on that keeper’s team’s own half of the pitch. The head referee must blow one short whistle blast after quaffle play is restarted by the keeper’s possession.

4.5. THE SNITCH CATCH

4.5.1. The snitch catch—When a snitch catch is confirmed, thirty points are awarded to the team whose seeker caught the snitch, and the period of play is immediately ended.

A good snitch catch is confirmed when all of the following are true:

- A. A seeker has detached the snitch ball from the snitch runner and holds sole possession of the snitch ball during the instant that it is separated from the snitch runner.
- B. The snitch ball was securely attached to the shorts of the snitch runner before the snitch catch.
- C. The snitch runner was not on the ground or ruled as down during the snitch catch. (See 8.3.9. Ruled as down).
- D. No infringement of the rules of the game had been committed by the catching team in the seeker game (including no fouls by the seeker, against the opposing team’s seeker, or fouls or intentional impediments against the snitch runner) immediately prior to or during the catch.
- E. The seeker was not knocked out or off of their broom at the time of the catch.
- F. The seekers did not simultaneously remove the snitch sock from the snitch runner.

G. Play was not stopped when the snitch was caught.

4.5.2. Snitch catch procedure

- A. If there is a snitch catch that the snitch referee believes may be good, the snitch referee should immediately blow the whistle in paired short blasts to stop play.
 - i. All plays made before this stoppage are valid and must be counted.
- B. The head referee, snitch referee, snitch runner, and any other relevant officials should confer to determine if the catch is good.
- C. If the catch is confirmed the head referee blows the whistle three times, 30 points are awarded to the successful team, and the period of play ends immediately.

5. The Knockout Effect

5.1. THE MOUNTED BROOM

5.1.1. Mounting the broom—All players must be mounted according to the following procedure to participate in play:

- A. To mount the broom the player must have the broom straddled between the player's legs, touching some part of the player's body.
- B. The player remains mounted until one of the following occurs:
 - i. The broom (or arm that is holding the broom) no longer crosses a plane between the player's legs.
 - ii. The player no longer contacts the broom while in the air.
 - iii. The broom lays flat on the ground without being held by the player.
- C. No forms of artificial attachment are allowed; these are considered illegal equipment (See 2.4.1.D. Brooms).

5.1.2. Dismounting—If a player intentionally or unintentionally dismounts while in play, any plays made by that player while dismounted do not count.

- A. Once dismounted, the player is considered out of play until the player has followed the knockout effect procedure and remounted the broom (See 5.3. Knockout effect procedure).
- B. If a player is dismounted by the illegal actions of an oppo-

ment, the player must immediately remount and continue play. If the player does not immediately remount, then the player must follow the procedures for the knockout effect (See 6.1.1.1.A. and 5.3. Knockout effect procedure).

🚩 *Penalty: Back to Hoops*—A player who dismounts while in play must be sent back to hoops.

🚩 *Penalty: Yellow*—A player who does not follow the proper procedures after dismounting must receive a yellow card.

5.2. THE KNOCKOUT EFFECT

5.2.1. Incurring the knockout effect—If a player is struck with a live bludger, that player is “knocked out” and must follow the knockout effect procedure as outlined in 5.3. Knockout effect procedure.

- A. A player is knocked out if that player is struck by a live bludger in the following places:
 - i. On any part of the player’s body, including the player’s hair.
 - ii. On any part of the player’s equipment (including the broom), except for a held ball.
 - iii. On any part of the player’s clothing.
- B. A player is knocked out if that player is hit by a live bludger at the same time that the bludger is deadened by hitting the ground or caught by any other eligible player.

5.2.2. Live bludger—In order to incur the knockout effect a bludger must be live.

- A. To be live, a bludger:
 - i. Must be thrown, kicked, or otherwise intentionally

- propelled by a beater.
- ii. Must not have touched the ground, traveled outside of the player area, or been caught.
 - 1. In these cases, the bludger is live until the action indicated has occurred.
- iii. Must not have been stripped by an opponent's body, another bludger, or the quaffle.
- B. Any bludger that is not live is considered "dead."
- C. Every opposing player struck by a live bludger is subject to the knockout effect.
 - i. Chasers, seekers, and keepers outside of their own keeper zone are immediately knocked out and must complete the knockout procedure (See 5.3. Knockout effect procedure).
 - ii. Beaters have the opportunity to catch the bludger until it becomes dead by another means (See 5.2.4. Catching bludgers). If the beater does not catch the bludger before it becomes dead by other means, the beater must complete the knockout procedure (See 5.3. Knockout effect procedure).

5.2.3. Bludger taps

- A. A held bludger is not live and does not incur the knockout effect.
- B. A beater may not intentionally contact an opposing player with a held bludger.
- C. A beater may contact another beater with a held bludger in the course of play, but may not tap an opposing beater with the held bludger to deceive the opposing beater into believing the knockout effect has been incurred..

🚩 *Penalty: Back to Hoops*—A beater who intentionally taps an opposing player with a held bludger must be sent back to hoops.

5.2.4 Catching bludgers—Beaters may catch bludgers that are thrown at them by opposing players.

- A. A beater is not considered knocked out until the bludger that hit the beater in question becomes dead.
- B. A beater must immediately drop any bludger that is held when they are hit by a bludger made live by an opponent.
 - i. This dropped bludger is not live and cannot incur the knockout effect.
 - ii. The beater must not attempt to throw, pass, or otherwise propel this bludger.
- C. If the beater catches the bludger, then the beater is no longer subject to the knockout effect, the bludger becomes dead, and the beater may continue play as normal.
- D. The following guidelines apply to this attempt to catch the bludger:
 - i. After the initial hit, a beater may not intentionally attempt to change the direction of a bludger in any manner other than to attempt to catch it.
 - ii. A beater is allowed to propel a bludger further into the air in the process of attempting a catch.

🚩 *Penalty: Yellow*—A beater who intentionally changes, or attempts to intentionally change, the direction of a bludger after the initial hit must receive a yellow card.

5.2.5. Blocking bludgers—A player in possession of a ball may attempt to block an incoming live bludger with the ball in their possession:

- A. A quaffle or bludger may be used in an attempt to block.

- B. To be a successful block, the incoming bludger must not hit the player on any part of the body (including their hands), equipment, or clothing before or after hitting the ball being used to attempt to the block.
- C. The ball used in an attempt to block may be used to bat, swat, or otherwise propel the incoming bludger away from the intended target.
 - i. A quaffle may not be used to interact with a dead bludger, including a bludger that is still in the hand of a beater.

5.2.6. Swatting bludgers—Any attempt to bat away, swat, or otherwise intentionally redirect a live bludger as it is initially hitting a player is considered a bludger swat.

- A. Beaters may make any attempt to alter the course of a live bludger provided:
 - i. The swat does not cause the bludger to exit the player area.
 - ii. The beater does not attempt to swat the bludger after the initial contact is made, such as during the time the beater is attempting to negate the knockout by catching the bludger.
- B. Chasers and keepers may not swat bludgers at any time unless they are doing so with quaffle in the process of a block as noted in 5.2.5.C.
- C. Seekers may not swat bludgers at any time.

🚩 *Penalty: Yellow*—A beater who swats a bludger out of the player area or who swats a bludger after initial contact must receive a yellow card. A chaser, seeker, or keeper who swats a bludger at any time must receive a yellow card.


5.2.7. Friendly fire—When a bludger is made live by one team, no player on that player’s team may be knocked out by that bludger until it becomes dead and is made live again by the opposing team. Once a player dismounts after being hit by a bludger that player must follow the knockout procedure due to the dismount even if the player was hit due to friendly fire.

5.2.8. Knockout immunity—In certain situations, beaters may become immune to the knockout effect by raising a closed fist (See 7.4.3 Knockout immunity).

5.3. KNOCKOUT EFFECT PROCEDURE

5.3.1. Knockout procedure—After being struck by a bludger resulting in the knockout effect, a player must do the following before becoming eligible to participate in the game:

- A. Give up possession of any ball by dropping it.
 - i. The player must not pass, toss, roll, or kick the ball, unless completing a natural motion already begun (See 5.3.3. Natural motion).
- B. Dismount from their broom.
- C. Retreat back to the player’s own hoops and touch part of any hoop.
 - i. The player must touch the hoop loop or pole, not the hoop base.
 - ii. The player must touch the hoop with some part of the player’s body, not with the broom.
- D. Remount the broom immediately, before leaving the vicinity of the hoops.

 **Penalty: Repeat**—A player who fails to dismount or gets back on the broom before touching the hoops during knockout pro-

cedure must repeat the procedure properly. If the player interacts with play, the player must receive a yellow card.

🚩 *Penalty: Yellow*—A player who intentionally or repeatedly ignores any part of this procedure, or who interacts with play without having properly completed the procedure, must receive a yellow card.


5.3.2. Knocked out players—Knocked out players are out of play and subject to the following restrictions; a knocked out player must:

- A. Not make any play. Any play made by a player while that player is knocked out is not counted.
- B. Not begin a pass, shot, or any other action related to the play at hand.
- C. Drop any balls that are currently possessed.
- D. Attempt to avoid interacting with players or balls in any way.
- E. Not substitute out of the game.
- F. Not complete a snitch catch. If a seeker is hit by a bludger before the snitch ball is fully separated from the snitch runner's shorts, the snitch catch does not count.
- G. Notice and comply with the referee's call that the player is knocked out.

5.3.3. Unnoticed knockout—If a player unintentionally continues play after being hit by a live bludger:

- A. The referee should verbally and visually inform the player that the player has been knocked out.
- B. The referee may stop play in order to inform a player that the player has been knocked out. If the referee must stop play due to an unnoticed knockout:

- i. Any ball held by the player, or which had been in possession of the player at the time of the knockout, should be turned over to the eligible player of the opposing team closest to the spot of the ball when it was released.
- ii. The player should be sent back to hoops.

 *Penalty: Yellow*—A player who willfully ignores being knocked out must receive a yellow card.

5.3.4. Natural motion—When a player is knocked out, that player may finish one singular natural motion that the player had already started, if that motion cannot be reasonably stopped. The following conditions apply:

- A. The player must release any possessed ball as part of the singular natural motion begun before being knocked out. Any motion begun after the bludger has hit the player does not qualify as a natural motion.
- B. If a player has begun the forward movement of a pass when knocked out, the player may release the ball and play continues normally.
- C. If a player is in the process of a shot when the player is knocked out but is still touching the quaffle the player may release the ball:
 - i. A shot continued in this manner does not result in a goal, even if the quaffle goes entirely through the hoop.
 - a. A referee should immediately send the knocked out player back to hoops and call the goal “no good.”
 - b. The head referee should not blow the whistle or confirm the goal in any way.
 - c. The quaffle remains live and all players should continue play normally.

- ii. If the player was no longer touching the quaffle at the time of the being knocked out, the goal should be counted as good.
 - iii. A shot released in this manner that bounces off a teammate, opposing player, or referee before going through the hoop should be counted as good.
- D. If the player was no longer touching the quaffle when they were knocked out, the goal should be counted as good.
- E. A beater who is in the process of releasing a bludger may finish the natural motion, but this bludger is not considered live and cannot incur a knockout until it is made live another way.

🚩 *Penalty: Yellow*—Any player who completes any action with a ball or interaction with an opposing player after being informed of a knockout by a referee that they have been knocked out should receive a yellow card.



6. Player Conduct and Interactions

6.1. GENERAL PLAYER CONDUCT

6.1.1. Rules and Regulations

6.1.1.1. Authority of rules—Players shall abide by all rules and regulations in force for a particular game or tournament.

- A. Any player who is in violation a rule as a direct result of the illegal actions of an opponent must immediately correct the violation once the opponent's action is completed in order to avoid penalty.

🚩 *Penalty*—Any player who violates a rule or regulation in force for a specific game or tournament shall be subject to the appropriate penalty as established in this rulebook.

6.1.1.2. Authority of referees—Players must abide by the directives of the referees assigned to a particular game.

🚩 *Penalty: Yellow*—A player who refuses to comply with a referee's directive must receive a yellow card.

6.1.2. Interactions with opponents, spectators, referees, and event staff

- A. Players must not direct foul language or gestures toward referees, players, spectators, or event staff.
- B. Players must not taunt or engage in physical altercations with referees, players, spectators, or event staff.

🚩 *Penalty: Yellow*—A player who violates 6.1.2.A. must receive a yellow card.

🚩 *Penalty: Red*—A player who violates 6.1.2.B. must receive a red card.

6.2. SUBSTITUTIONS

6.2.1. Substitution Guidelines

- A. Jurisdiction over substitutes—All substitutes and team staff (such as coaches) are subject to the authority and jurisdiction of the referees.
- B. Time of substitution—A substitution may be made at any time during a game, provided a referee has not stopped play.
- C. All substitutions must result in the substituting team adhering to all rules governing the number of players allowed at each position (See 7.1.1.A.i.) and the four maximum rule (See 7.1.3. Four maximum rule).
- D. No player may substitute or change positions while in the penalty box, with the following exceptions:
 - i. A keeper sent to the penalty box must change positions with a chaser before entering the penalty box.
 - ii. A player who has been given a red card must immediately leave the substitute area and the vicinity of the pitch and a substitute must proceed to the box. This substitute must serve penalty time as the same position as the offending player and the team, including the player in the box, must continue to abide by the four maximum rule.
 - iii. When a substitute commits a foul the team captain may choose any player to remove from the pitch while

the substitute is in the penalty box.

- iv. A captain sent to the box for a team penalty must:
 - a. If in play—The captain may not change positions and must report immediately to the box.
 - b. If not in play—The captain must designate a player to leave the pitch and must serve the penalty time at the position of that player.

6.2.2. Substitution procedure—To replace a player with a substitute, the following conditions must be observed:

- A. The player substituting out is not knocked out or dismounted.
- B. The player substituting out must not carry any balls off pitch.
- C. The player substituting out exits the pitch boundary within the team's substitute area (See 2.1.5.1.) and dismounts.
 - i. The player must not dismount before crossing the pitch boundary.
 - ii. The player substituting out is no longer eligible to be knocked out once the player has dismounted.
- D. If any equipment must be traded (including headbands) this must occur off the pitch.
- E. The substitute enters the pitch along the boundary of the team's substitute area.
- F. A substitution is complete when the substitute crosses the boundary of the team's substitute area back onto the pitch.
 - i. The player is then immediately eligible to engage in gameplay and is subject to the knockout effect.
- G. Unlimited substitution—By following the same procedures, a player who has substituted out may replace another player, of any position, at any time later in the game.

🚩 *Penalty: Special*—If a team attempting a substitution violates any part of the substitution procedure:

- A. *Repeat*—The referee must clearly alert the player who has come onto the pitch due to an illegal substitution and the two players must repeat the full substitution procedure, except in the following case:
 - i. If the player exiting the pitch was dismounted, or had been knocked out, that player must complete the knockout procedure and then repeat the full substitution procedure (See 5.3. Knockout effect procedure).
- B. *Yellow*—If a player who has entered the pitch as a result of an illegal substitution disregards the referee's command to repeat the substitution or interacts with a ball or opponent then the head referee must stop play and that player must receive a yellow card.

6.2.3. Position change

- A. Players may change positions by exchanging headbands.
- B. If two players who are in play change positions, they must follow the full procedure for substitutions with the following exception:
 - i. A keeper being sent to the penalty box must immediately exchange headbands with a chaser. This may be done on the pitch (See 6.4.2.6.B. Unusual penalty box situations).


🚩 *Penalty: Double Technical*—If players change positions without completing the substitution procedure both players must receive a technical foul.

🚩 *Penalty: Yellow*—If a player interacts with play after an illegal

position change that player must receive a yellow card.

6.2.4. Substitutions due to injury


- A. If a player is injured and play is not stopped, the substitution must follow all of the substitution procedure as outlined in 6.2.2. Substitution procedure.
- B. A player may not feign an injury for any reason.
- C. If a player is injured and play is stopped:
 - i. Game time, seeker floor time, and penalty time must all be stopped.
 - ii. The injured player's broom is dropped at the spot the player occupied at the time of the stoppage.
 - iii. The injured player leaves the pitch.
 - a. If play is stopped for an injury, the player must leave the pitch and must follow the substitution procedure to return to the pitch.
 - b. The player may be assisted in leaving the pitch by any necessary means.
 - iv. A player who must leave the pitch due to injury must be replaced by an eligible substitute.
 - a. While play is stopped, the substitute puts on all necessary equipment and goes to the spot on the pitch indicated by the injured player's broom, replacing the player.
 - b. If there is no eligible substitute for an injured player, a team may continue playing a player down.

 *Penalty: Yellow*—A player who feigns an injury must receive a yellow card.

6.2.5. Substitute area—Substitutes must remain within the substitute area, as defined in 2.1.5.1. Substitute area, when play


is not stopped. The following exception applies:

- A. A single team coach who has been designated before the game, or that person's replacement, may leave this area to communicate with referees, tournament staff, or players on the team.
- B. Any players in need of medical attention may leave the substitute area to receive medical attention.
 - i. If necessary, a team coach or another player designated by the team coach may leave the substitute area to attend to the injured player.
 - ii. All players who leave the substitute area in this way remain eligible to return to the game, if they are medically cleared.
- C. Any player who receives a red card must leave the player area and the vicinity of the pitch (See 6.4.1.4. Red card).

 *Penalty: Technical*—A substitute who intentionally leaves the substitute area without permission of the referee must receive a technical foul.

6.2.6. Substitutes interfering with play—A substitute may not interfere with play in any way. The following guidelines apply:

- A. A substitute may not intentionally interact with a player or ball during play, including any play that occurs outside of the pitch boundaries.
- B. If play moves towards a substitute, that substitute must make every reasonable effort to get out of the way.
- C. No substitutes may be mounted on their brooms unless they are in the process of completing a substitution.

 *Penalty: Technical*—A substitute who is mounted on a broom while not completing a substitution must receive a technical foul.

🚩 *Penalty: Yellow*—A substitute who does not make every reasonable effort to move out of the way of play must receive a yellow card.

🚩 *Penalty: Red*—A substitute who intentionally interacts with play must receive a red card.

6.2.7. Substitutions between periods—Teams may make any number of substitutions during the time between periods without following substitution procedure. Once a period has begun, however, all procedures must be followed.

🚩 *Penalty: Red*—Any player who intentionally breaks the substitution rules in order to affect gameplay is guilty of serious foul play and must receive a red card.

6.3. PHYSICAL CONTACT

6.3.1. General Contact

6.3.1.1. Types of contact

- A. Legal contact—Players are allowed to physically interact over the course of play. Bumping, grappling, and incidental contact between players of the same position, and chaser and keepers in regards to one another, is legal in most circumstances. Other particular forms of contact are legal in some circumstances and illegal in others (See 6.3.2. Specific contact - 6.3.2.8. Tackling).
- B. Illegal contact—Illegal contact includes any form of contact prohibited by the rules. Illegal contact may be intentional or unintentional. In some cases, unintentional illegal physical contact may be adjusted to avoid penalty. In order to be considered “unintentional,” the offending player must

act immediately to correct the illegal contact.

6.3.1.2. Illegal physical contact—The following forms of physical contact are always illegal:

- A. Intentionally contacting a player of another position, except for chasers and keepers in regard to one another.
- B. Intentionally contacting the snatch runner, except for seekers.
- C. Kicking an opponent.
- D. Kneeing an opponent.
- E. Head-butting an opponent.
- F. Elbowing an opponent.
- G. Making contact with an opponent's head, neck, or groin.
- H. Initiating contact at or below the knees of an opponent.
- I. Tripping an opponent.
- J. Sliding into an opponent.
- K. Jumping or leaping onto any player.
 - i. This constitutes attaching a body to another player so that the player who initiates the contact is being carried by the opposing player.
- L. Intentionally carrying any player, either an opponent or player from the same team.
- M. Contacting an opposing keeper who is in sole possession of the quaffle in their keeper zone while that keeper is immune to contact. (See 7.5.3. Inside the keeper zone).
- N. As a substitute, intentionally contacting any person who is in play (See 6.2.6. Substitutes interfering with play).

🚩 *Penalty: Yellow*—A player who commits illegal physical contact must receive a yellow card.

🚩 *Penalty: Yellow/Special*—A player, other than the seeker, who

intentionally contacts a snitch runner must receive a yellow card, and any snitch catch by that player's team before play is stopped and the offending player is sent to the penalty box, must be called "no good."

🚩 *Penalty: Red*—A player committing illegal contact in a manner that the referee determines to be violent conduct must receive a red card.

6.3.1.3. Interaction guidelines—Players may interact with each other in various ways that do not necessarily result in contact, but the following guidelines apply. A player may not:

- A. Slide directly towards an opponent in a way that forces their opponent to change their movement to get out of the way of the slide.
- B. Position their body with the intention of causing an opponent of a different position to run into the player or in any way make physical contact, except for chasers and keepers in relation to each other.
- C. As a seeker, interact with play before the seeker floor has ended.
- D. As a substitute, intentionally interact with play.

🚩 *Penalty: Back to Hoops*—A player who commits unintentional illegal physical interaction and immediately adjusts to correct the interaction may be sent back to hoops at the discretion of the referee based on whether or not the physical interaction affected gameplay.

🚩 *Penalty: Yellow*—A player who commits illegal physical interaction that is either intentional or not immediately adjusted must receive a yellow card.

🚩 *Penalty: Red*—A player committing illegal interaction in a

manner that the referee determines to be violent conduct must receive a red card.

6.3.1.4. Egregious contact—Particularly egregious illegal contact is prohibited, and the following guidelines apply. A player may not:

- A. Make contact using excessive force. “Using excessive force” is defined as when a player exceeds by far the necessary use of force to complete the action initiated and as a result is in danger of injuring an opponent.
- B. Attempt to injure or deliberately injure any person.
- C. Strike or attempt to strike an opponent.
- D. Intentionally physically contact an opponent’s head, neck, or groin.
- E. Intentionally physically contact a referee other than the snitch runner.
- F. Charge a helpless receiver (See 6.3.2.5.C. Charging a helpless receiver).
- G. Tackle a helpless receiver (See 6.3.2.8.C. Tackling a helpless receiver).
- H. Intentionally spit at or on an opponent, referee, or spectator.

🚩 *Penalty: Red*—A player using egregiously illegal physical contact must receive a red card.

6.3.1.5. Initial point of contact—There are several types of physical contact, including pushing, charging, grabbing, wrapping, and tackling in which a player must not make initial contact with an opponent from behind.

- A. The contact must be initiated from the front of the opponent’s torso:
 - i. The front of the torso is defined by a 180 degree

straight plane bisecting the player at the middle of both shoulders.

- ii. To be considered to the front of the opponent and to be eligible to make contact, the navel of the player initiating contact must be in front of this 180 degree line when contact is initiated.
 - iii. As long as the body of the contacting player is positioned in this manner the actual point of contact may occur at any legal part of the opponent's torso, arms, or legs above the knee.
- B. Once contact has been legally established, a player may continue contact even when it results in contact from behind.

6.3.1.5.B. Example: If a player being tackled spins so that the tackler is hanging on from behind, it is legal to complete this tackle.

- C. If the referee determines that a player leads with their back and spins or turns prior to contact in order to try to draw a foul for initiating contact from behind, the contact may continue and there is no foul.
- D. If a player outruns the player attempting to initiate contact and the contact is initiated from behind, this is still a foul. This could be when two players are running for the same ball, or when a defender is facing an offensive player, is passed, and initiates contact from behind after they are passed.
- E. It is always illegal to play dangerously, including holding up an opponent from behind.

🚩 *Penalty: Yellow*—A player who makes initial contact from outside of the 180° plane described in 6.3.1.5.A. while performing a wrap, tackle, charge, or grab must receive a yellow card.

6.3.1.6. Limited contact from behind—For types of contact not listed in 6.3.1.5, a player may make minimal contact from behind, so long as the player does not break any other rules.

- A. Limited contact from behind is legal while grappling or engaging in incidental contact with an opponent and during an attempt to steal.

Example: A player is on the ground, covering a ball with their body. It is legal for a player to attempt to steal the ball from this player even if initial contact is from behind.

- B. In order to complete any of the physical interactions listed in 6.3.1.5, contact must be discontinued and reinitiated from the front.

6.3.1.7. Adjusting illegal contact

- A. A player who initiates contact legally but is forced to make illegal contact to the head, neck or groin of an opposing player due to the direct actions of the opposing player must act immediately to readjust the contact to a legal position or discontinue the contact.

6.3.1.7.A. Example: A player in the process of tackling finds an arm around the opponent's neck due to that opponent suddenly ducking. The player is not penalized if the player lets go immediately or if the player adjusts the arm to a legal position.

- B. A player who initiates contact legally but is forced to continue contact below the knees due to the direct actions of an opponent must discontinue the contact.
- C. A player who initiates contact legally but is forced to continue contact from behind due to the direct actions of an opponent may continue the contact.

🚩 *Penalty: Yellow*—A player who does not readjust or discontinue contact after being forced into an illegal position by an opponent must receive a yellow card.

6.3.2. Specific Contact


6.3.2.1. Incidental contact/grappling—Also referred to as touching, this contact consists of placing a hand or hands on an opponent to jostle for position on the field.

- A. When to grapple: A player may grapple with any opponent of the same position, and keepers and chasers in relation to each other, at any point during the game.
 - i. One or two arms may be used while grappling.
 - ii. While grappling, a player may make initial contact with the opposing player outside of the area generally proscribed under 6.3.1.5. A. This contact, however, does not entitle the player to wrap or tackle the opponent without releasing and re-establishing contact in accordance with 6.3.1.5.A.
- B. Illegal grappling:
 - i. A player must not grapple with an opponent at the head, neck or groin.
 - ii. A player may not grapple with an opponent below the knees.
 - iii. A player may not proceed from a grapple to a push, wrap, charge, or tackle against a player who is not in possession of a ball, or if contact was initiated from behind.

🚩 *Penalty: Yellow*—A player who grapples illegally must receive a yellow card.

6.3.2.2. Stealing—A steal consists of a player's attempt to extract a ball from an opponent by either stripping or poking it loose.

- A. When to steal—A player may attempt a steal against any opponent of the same position, and keepers and chasers in regard to one another, who is in possession of a ball.
- i. A player may use one or two hands on the ball in an attempt to steal as long as neither arm is reaching around the player with the ball.
 - ii. Only one arm may be used in an attempt to steal when reaching around a player.
 - iii. In an attempt to steal, a player may make initial contact with the player in possession outside of the area generally proscribed under 6.3.1.5. This contact, however, does not entitle the player to wrap or tackle the opponent without releasing and re-establishing contact in accordance with 6.3.1.5.A.
- B. Illegal stealing:
- i. A player must not reach over the shoulder or around the neck of an opponent in an attempt to steal the ball.
 - ii. A player must not wind up or swing at the ball in an attempt to punch it loose.
 - iii. A player must not hit the player in possession while attempting to poke the ball loose.
 - iv. A player must not wrap both arms around the player in possession during an attempt to steal. This includes reaching around the player with one arm in an attempt to steal while the other arm is being used to wrap the player in possession.

 *Penalty: Yellow*—A player who steals, or attempts to steal, illegally must receive a yellow card.


6.3.2.3. Body blocking—A body block consists of initiating force upon an opponent using body parts other than arms/hands (such as shoulders, chest, or hips). Body blocking is contact that does not constitute the entire force of the attacking player; it has to be done after contact has been established without the full momentum of the attacking player, such as when two players are running in the same direction and one bumps into the other.

A. When to body block:

- i. A player may body block any opponent of the same position, and keepers and chasers in regard to one another, at any point during the game.
- ii. Hips, shoulders, chest, or any part of a player's torso except the arms may be used in a body block.
- iii. A body block must be not be initiated from behind (See 6.3.1.5. Initial point of contact).
- iv. A player may body block another player running in the same direction as them to gain space or knock the other player off the path.


B. Illegal body blocking:

- i. A body block becomes is illegal if the full momentum of the player initiating the contact is directed at the player being blocked such as if the body block meets the criteria of a charge. Unless the charge would be legal, in which case it is actually a charge and is, thus, legal.
- ii. It is illegal to body block using arms, head, legs, or feet.
- iii. It is illegal to body block an opponent in the head, neck, or groin; from behind; or below the knees.

 *Penalty: Yellow*—A player who body blocks illegally must receive a yellow card.

6.3.2.4. Pushing—A push consists of initiating force upon an opponent with an extended arm, be it extended during or before initiation of contact.

- A. When to push—A player may push any opponent of the same position, and keepers and chasers in regard to one another, at any point during the game.
 - i. Only one arm may be used to push.
 - ii. A push must not be initiated from behind (See 6.3.1.5. Initial point of contact).
- B. Illegal pushing:
 - i. A push becomes illegal when it becomes a charge directed at an opponent who is not in possession of a ball, unless the player initiating the push is in possession of a ball (See 6.3.2.5. Charging).
 - ii. It is illegal to push using the head, elbow, or feet.
 - iii. It is illegal to push with two arms or hands.
 - iv. It is illegal to push an opponent in the head, neck, groin, from behind, or below the knees.

 *Penalty: Yellow*—A player who pushes illegally must receive a yellow card.

6.3.2.5. Charging—A charge consists of turning or launching your body directly at an opponent and forcefully bumping into them so as to halt their progress, knock them off balance, or knock them to the ground.

- A. When to charge:
 - i. A player without a ball may charge any opponent of the same position, and keepers and chasers in regard to one another, who is in complete and sole possession of a ball.
 - ii. A player with possession of a ball may charge any opponent.

- iii. A charge must not be initiated from behind (See 6.3.1.5. Initial point of contact).
- B. Illegal charging:
 - i. It is illegal to charge an opponent who is not in complete and sole possession of a ball unless the player charging has possession of a ball.
 - ii. It is illegal to lead with a lowered shoulder or to initiate contact during a charge so that one single point of the charging player's body initiates the contact of the charge; however, side to side houlder-to-shoulder contact, however, is permissible.
 - iii. It is illegal for a charging player's feet to leave the ground during a charge.
 - iv. It is illegal to charge an opponent in the head, neck, groin, from behind, or below the knees.
- C. Charging a helpless receiver—It is illegal to charge a receiver who is in the process of catching a ball that is in the air. The receiver does not have to leave the ground in order to be considered a helpless receiver.
 - i. A receiver must have gained sole and compete possession of the ball and must have re-established footing before being eligible to be charged.
 - ii. Jostling for position or fighting for a ball in the air is legal.

🚩 *Penalty: Yellow*—A player who charges illegally must receive a yellow card.

🚩 *Penalty: Red*—A player who charges a helpless receiver must receive a red card.

6.3.2.6. Grabbing—A grab consists of holding an opponent or any part of an opponent with a closed hand.

- A. When to grab:
 - i. A player may grab any opponent of the same position, and keepers and chasers in regard to one another, with possession of a ball.
 - ii. Only one hand may be used to grab.
- B. Illegal grabbing:
 - i. It is illegal to grab an opponent who is not in possession of a ball.
 - ii. It is illegal to grab an opponent's broom or clothing.
 - iii. It is illegal to grab an opponent's head, neck, or groin.
 - iv. It is illegal to grab an opponent below the knee.
 - v. It is illegal to pull or yank an opponent during a grab.

🚩 *Penalty: Yellow*—A player who grabs illegally must receive a yellow card.

6.3.2.7. Wrapping—A wrap consists of encircling an opponent's torso or any body part with an arm or arms.

- A. When to wrap:
 - i. A player may wrap any opponent of the same position, and keepers and chasers in regard to one another, with possession of a ball.
 - ii. Only one arm may be used to wrap an opponent.
 - iii. A wrap must not be initiated from behind (See 6.3.1.5. Initial point of contact).
- B. Illegal wrapping:
 - i. It is illegal to wrap an opponent who is not in possession of a ball.
 - ii. It is illegal to wrap an opponent using both arms.
 - iii. It is illegal to wrap an opponent around the neck, head, or groin.

🚩 *Penalty: Yellow*—A player who wraps illegally must receive a yellow card.

6.3.2.8. Tackling—The act of wrapping a player and bringing the player to the ground.

A. When to tackle:

- i. A player may tackle any opponent of the same position, and keepers and chasers in regard to one another, with possession of a ball.
- ii. The wrap must not be initiated from behind (See 6.3.1.5. Initial point of contact).
- iii. Only one arm may be used to tackle an opponent.

B. Illegal tackling:

- i. It is illegal to tackle an opponent who is not in possession of a ball.
- ii. It is illegal to tackle an opponent using both arms.
- iii. It is illegal for a player to leave the ground during a tackle in an attempt to spear or otherwise propel the player's body into an opponent.
- iv. It is illegal to complete a tackle that was initiated from behind; or by contacting an opponent's head, neck, or groin; or by contacting an opponent below the knee.

C. Tackling a helpless receiver: It is illegal to tackle a receiver who is in the process of catching a ball that is in the air. The receiver does not have to leave the ground in order to be considered a helpless receiver.

- i. A receiver must have gained sole and complete possession of the ball and must have reestablished footing before being eligible to be tackled.
- ii. Jostling for position or fighting for a ball in the air is legal.

- D. Completing a tackle: Once a tackle has been initiated legally the tackler may continue the already initiated motion of the tackle due to momentum even if the player being tackled releases the ball. Extension of the tackle beyond that is illegal contact.
- E. Safe tackling: Players are encouraged and expected 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, etc.

🚩 *Penalty: Yellow*—A player who tackles illegally must receive a yellow card.

🚩 *Penalty: Red*—A player who tackles a helpless receiver must receive a red card.

6.4. FOULS AND MISCONDUCT

6.4.1. Disciplinary Sanctions

6.4.1.1. Fouls that do not stop play—If a player commits a foul that does not result in an immediate stoppage of play:

- A. A referee informs the player of the infringement and subsequent consequence.
- B. If the player does not immediately comply, the referee shall repeat the directive to ensure that the player heard the instruction.
- C. If the player still does not comply, the head referee must stop play and issue a yellow card to the offending player.

🚩 *Penalty: Yellow*—A player who ignores the referee's punishment after committing an offense that would not have otherwise stopped play must receive a yellow card.

6.4.1.2. Technical fouls—Technical fouls are rules violations by individual players that result in penalty time for that player, and result in possession being turned over to the opposing team if the player who commits the foul has possession of a ball, but do not result in a team playing down a player and do not multiply to become yellow or red cards.

The following procedure occurs when a player receives a technical foul:

- A. Play is stopped.
- B. The referee signals that there was a technical foul by showing a blue card and communicates the nature of the foul.
- C. The player who committed the foul is sent to the penalty box for one minute. This player is released back to the team's bench at the end of one minute. The player is not released for a score.
- D. If the fouling player had possession or was the last person to touch a ball, the possession of that ball is turned over to the closest eligible player on the opposing team at the spot of the foul.
- E. If the fouling player had possession, or was the last person to touch the quaffle possession is turned over to the closest eligible player on the opposing team to the spot of the foul.
- F. Play is resumed.
- G. The one minute of penalty time begins.
- H. In cases in which the same player repeatedly commits technical fouls the referee may use the discretion granted under rule 6.4.1.5. to increase the disciplinary sanction for a given technical foul to a yellow card.

6.4.1.3. Yellow card—The yellow card is used to communicate that a player or substitute has committed a serious foul. The

following procedure occurs when a player receives a yellow card:

- A. Play is stopped.
- B. The referee signals that there was a yellow card by showing a yellow card and communicates the nature of the foul.
- C. The player who committed the foul is sent to the penalty box for one minute of game time or until the opposing team scores, whichever occurs first.
 - i. If the player is receiving a second yellow card in the same game, the player must receive a red card after being shown the yellow card and all red card procedures apply (See 6.4.1.4. Red card).
- D. Any balls that the player possessed, including balls possessed at the time the foul was committed, must be turned over to the opposing team's closest eligible player to the spot of the yellow card before play is resumed. This includes any balls that a fouled team was prevented from possessing by the foul.
- E. If there was an advantage call or delayed penalty, players should be reset to the proper positions as indicated in 3.3.4. Advantage or 3.3.5. Delayed penalties.
- F. Play is resumed.
- G. The one minute of penalty time begins.

6.4.1.4. Red card—The red card is used to communicate that a player or substitute has been ejected from the remainder of the game. The following procedure occurs when a player receives a red card:

- A. Play is stopped.
- B. The referee signals that there was a red card by showing a red card and communicates the nature of the foul.
- C. The ejected player must leave the vicinity of the pitch for

the remainder of the game.

- i. An assistant referee or tournament official may escort the player to an appropriate location away from the field of play.
 - ii. If the player refuses to leave the pitch:
 - a. The team must assist in escorting the player away from the field of play.
 - b. If the player persists in refusing to leave, or becomes a danger other players or spectators, the head referee may end the game resulting in a forfeit against the fouling player's team.
- D. Any balls that the ejected player possessed, including balls possessed at the time the foul was committed, must be turned over to the opposing team's closest eligible player to the spot of the red card before play is resumed. This includes any balls that a fouled team was prevented from possessing by the foul.
- E. The team must substitute a player in for the player that received a red card and was ejected from the game:
- i. The substitute for the ejected player is sent to the penalty box for two full minutes of game time
 - a. If the fouling player had time remaining in the box from a previous penalty the remaining time from that penalty is waived.
 - ii. The substitute serving time for the fouling player is not released on a score.
- F. Play is resumed.
- G. The two minutes of penalty time begin.

6.4.1.5. Referee's discretion—Judgment of disciplinary sanctions remains at the referee's discretion. The referee has the authority

to take disciplinary action from the moment the referee enters the player area until the referee leaves the player area after the final whistle.

6.4.1.6. Plays after a foul—Any goal, knockout, or snatch catch performed by a player immediately after committing a foul does not count, and such plays made by that player do not count until the referee has issued a call. (A referee's call may include sending the fouling player back to hoops, stopping play to issue a foul or card, or calling advantage.)

6.4.1.7. Fouls prior to the game—If a player is assessed a foul before Brooms Up that would result in penalty time, that foul is enforced at the beginning of the game.

- A. The offending team begins the game with the offending player (or the player's replacement, in the case of a red card) in the penalty box, and the team begins with fewer than six players for "Brooms Up!"
- B. The player's penalty time officially begins when the head referee begins the game time.

6.4.1.8. Fouls after the game ends—If a player is assessed a foul after the game ends:

- A. The penalty must be noted normally on the scorecard for the game.
- B. A penalty may extend into future games if the player committed a particularly egregious red card offense, at the discretion of the tournament director after consultation with the Head Referee of the game and the team captains.

6.4.1.9. No harm, no foul—In the case of a minor offense that has not gifted either team an advantage, a referee may decide "no

harm, no foul” and may choose to verbally warn players about a potential infraction rather than calling a foul.

6.4.1.10. Warnings—A referee may issue warnings about potential rules violations as necessary.

6.4.1.11. Faking a foul—It is illegal to pretend to be fouled in an attempt to deceive the referee or referees.

🚩 *Penalty: Yellow*—A player who pretends to be fouled must receive a yellow card.

6.4.1.12. Simultaneous penalty—If a player commits two fouls simultaneously, the referee adjudicates the penalty for the more egregious foul.

List of fouls—Former sections, 6.4.2. through 6.4.6. list the various fouls of quidditch and what category they fall under. All of these sections have been moved to the Appendices.

6.4.2. The Penalty Box

6.4.2.1. Penalty box conditions—A player or substitute is sent to a team’s penalty box for any of the following offenses:

- A. Receiving a technical foul.
- B. Receiving a yellow card.
- C. Receiving a red card (player’s substitute is sent to the box).

6.4.2.2. Time of penalty


- A. A technical foul results in one full minute of game time in the penalty box for the offending player. A player in the penalty box for a technical foul may not be released due to a score prior to the penalty time expiration. The team is allowed to replace this player with a substitute while

the player serves their penalty time.

- B. A yellow card results in one minute of game time in the penalty box for the offending player, unless the opposing team scores during that minute.
 - i. When the opposing team scores by any method, the player with the least amount of penalty time remaining from a yellow card is released from the penalty box.
- C. A red card results in two full minutes of game time in the penalty box for the offending player's replacement. A player in the penalty box for a red card may not be released due to a score prior to the penalty time expiration.

6.4.2.3. Proceeding to the penalty box—Play is stopped while the fouling player or appropriate substitute is sent to the box.

- A. If the fouling player being sent to the box for a yellow or red card is in the game as a keeper, the player must switch positions with one of the chasers on their team who is in play, by switching headbands, before the player goes to the box.
 - i. This switch may be made anywhere on the pitch.
 - ii. This switch must be made as quickly as possible.
- B. The person going to the penalty box must proceed immediately to the box without delay and remain there until the penalty expires. Penalty time begins as soon as the head referee resumes play.
- C. A player sent to the box for a technical foul must be replaced on the pitch by a player, ensuring the team adheres to all rules governing the number of players allowed at each position (See 7.1.1.A.i.) and the four maximum rule (See 7.1.3. Four maximum rule).

 *Penalty: Yellow*—A player who delays the game by not pro-

ceeding to the penalty box immediately when sent to the box shall receive a yellow card in addition to any other penalty.

6.4.2.4. Penalty box interaction

- A. Players in the penalty box for a yellow or red card are considered in play for the purposes of the four maximum rule and positions.
- B. Players in the penalty box for technical fouls must not be mounted on a broom and are not considered in play for the purposes of the four maximum rule and positions.
- C. Players in the penalty box are not allowed to participate in play in any way.

🚩 *Penalty: Red*—A player who interacts with play in any way while serving penalty time must receive a red card.

6.4.2.5. Tracking penalty time—The scorekeeper keeps track of the penalty time.

- A. Penalty time begins when the referee blows the whistle to restart play.
- B. As soon as a player's penalty time expires the scorekeeper must release the player from the penalty box.
 - i. Any player in the box for a technical foul must return to the team's bench and is eligible to substitute into play as normal, following the substitution procedure outlined in 6.2.1. Substitution guidelines.
 - ii. Any player serving time in the box for a yellow card may return to play as soon as the time expires or the opposing team scores by any method.
 - iii. Penalty time carries over to any overtime sessions as appropriate.

6.4.2.6. Unusual penalty box situations

- A. Substitute in the box—If a team has a substitute sent to the box for a yellow or red card, that team must play a player down.
 - i. If a substitute is sent to the penalty box, the team coach must designate one of the players from the substitute's team that is in play to leave the pitch, while ensuring that the team still obeys the four maximum rule.
- B. Keeper sent to box, no chasers in play—One keeper must be in play for each team at all times. If a keeper is sent to the penalty box, but all of that keeper's team's chasers are already in the penalty box, the keeper must trade headbands with any other player on the team who is in play, ensuring that the team still has a keeper in play.
- C. Keeper sent to box, no teammates in play—In the unlikely event that all other eligible players are already in the penalty box when a keeper earns penalty time, the keeper is replaced by a substitute.
 - i. In this circumstance the first player who is released from the penalty box after play has been restarted returns to the sideline, rather than joining play.
- D. If there are no eligible substitutes to enter the game when the keeper is sent to the box with no teammates in play, the fouling team must forfeit.

7. Players

7.1. TEAM COMPOSITION

7.1.1. Rosters and players

- A. Each team is made up of at least seven players and no more than 21 players.
 - i. Prior to the seeker floor ending, a maximum of one keeper, two beaters, and three chasers (a total of six players) from each team may be in play. After the seeker floor ends, a maximum of one keeper, two beaters, three chasers, and one seeker (a total of seven players) from each team may be in play.
 - ii. A team must have seven eligible players to begin a game.
 - a. If, over the course of a game, the team no longer has seven eligible players, the game may continue with fewer than seven players.
 - b. One keeper is compulsory in play, even when there are fewer than seven players.
- B. Team rosters must abide by all USQ regulations regarding rosters.

7.1.2. Coaches

7.1.2.1. Mandatory coach—Each team must designate one individual to serve as the coach for a game.

- A. Only the coach has the power to speak for the team when

conversing with officials.

- B. The coach may speak with the referees at any time unless the head referee asks the coach to stop.
- C. The coach may step onto the pitch to talk to a referee, but may not interfere with play in any way.
- D. Each team must select an alternate coach to serve as the coach if the team's coach is unable to continue the duties of the position for any reason.

🚩 *Penalty: Yellow*—If a coach ever interferes with play or continues conversing with a referee after the referee has asked him to stop, the coach must receive a yellow card.

🚩 *Penalty: Red*—If the coach engages in any action that would result in a red card for a player, including receiving a second yellow card, the coach shall receive a red card.

7.1.2.2. Coach eligibility

- A. Each team may designate a person from the roster of eligible players to serve as a coach or may designate one individual who is not on the player roster to serve as non-player coach.
- B. If the coach is not on the player roster, the coach must never enter the game as a player.
- C. A team's coach is not required to be the person who has undergone USQ coach certification.
- D. Only one person may serve as a team's designated coach at any given time.

7.1.2.3. If the team's coach receives a penalty:

- A. If the coach receives a back to hoops or technical foul, standard procedure must be followed, even if the coach

is a non-player.

- B. If the coach receives a yellow card:
 - i. If the coach is on the pitch playing at the time of the penalty, the normal yellow card procedure shall be followed.
 - ii. If the coach is a substitute or a non-playing coach, the coach must select a player currently in active gameplay to serve the penalty time and the coach and that player must both report to the penalty box.
- C. If the coach receives a red card:
 - i. The coach is ejected from the game and must leave the player area and the alternate coach must take over as the coach for the team.
 - ii. If the ejected coach was not in the game, the alternate coach selects a player currently in the game to serve the two minutes of penalty time.
 - iii. If the ejected coach was in the game, the alternate coach selects a substitute to serve the two minutes of penalty time at the position of the ejected coach.

7.1.3. "Four maximum" rule

7.1.3.1. Four maximum rule—A quidditch game allows each team to have a maximum of four players, not including the seeker, who identify as the same gender in active play on the field at the same time.

- A. Excluding the seeker, a team may not have more than four players who identify as the same gender in play.
- B. The gender that a player identifies with is considered to be that player's gender.
- C. In the event that a team cannot field a full team as fielding a full team would cause that team to exceed the gender

maximum due to injury or players receiving red cards, the team may continue to play with fewer than 6 (or 7 if after the seeker floor has ended) players, with the missing player(s) not counting toward the gender maximum.

Penalty: *Special/Yellow*—If there is ever an illegal player or set of players in play, in terms of eligibility, gender, number of players, or position, the referee must stop play and the offending team must correct the illegal situation. The team's coach must receive a yellow card and quaffle possession is forfeited.

7.2. GENERAL PLAYER RULES

7.2.1. General principle—A player may take any action that does not violate the rules.

7.2.2. Using the balls

7.2.2.1. Players may possess touch, kick, throw, or otherwise use the ball associated with their own position. Possession is defined as when a player has complete and sole control of a ball. The following guidelines apply:

- A. Players may only possess, touch, kick, throw, or otherwise use one ball associated with their position at any given time that they are in active gameplay.
- B. Players may not use the ball associated with their position to mimic the actions of the ball of a different position.

7.2.2.1.B. Example: A chaser may not intentionally throw the quaffle at an opponent as if it were a bludger. A beater may not throw the bludger through the hoops as if it were a quaffle, unless the beater is throwing the bludger through the hoop in order to attempt to make a knockout or to hit the quaffle.

- C. Players shall not use the ball of their position to intentionally interact with the snitch runner.

🚩 *Penalty: Yellow*—A player who possesses more than one ball associated with their position at the same time, uses a possessed ball to mimic the actions of another position, or uses a possessed ball to intentionally interact with the snitch runner must receive a yellow card.

7.2.2.2. Players are forbidden from possessing, touching, kicking, throwing, or in any way using the ball of another position. Possession is defined as when a player has complete and sole control of a ball. The following guidelines apply:

- A. A chaser, keeper, or seeker may use any part of their body to get in the way of a bludger, but may not swat it or otherwise propel it. This rule does not prohibit a chaser or keeper from throwing or propelling a quaffle at a bludger.
- B. A beater or seeker may not intentionally position themselves to block the quaffle, but if the quaffle hits the player while they are otherwise fielding their position, there is no penalty. This rule does not prohibit a beater throwing or propelling a bludger at the quaffle or an opponent.

🚩 *Penalty: Yellow*—A player who intentionally interacts with the ball of another position must receive a yellow card.

🚩 *Penalty: Red*—A player who illegally and intentionally blocks the quaffle from scoring must receive a red card, except in cases of goaltending as described in section 4.3.

7.2.2.3.—A substitute must make a reasonable effort, at the referee's discretion, not to interact with any ball.

7.2.2.4.—A knocked out player must make a reasonable effort, at the referee's discretion, not to interact with any ball.

🚩 *Penalty: Yellow*—A substitute or knocked out player who does not make an effort to avoid interacting with a ball in play, at the discretion of the referee, must receive a yellow card.

7.2.4. Boundaries and players

7.2.4.1. All play must occur within the player area.

🚩 *Penalty: Yellow*—A player who leaves the player area to make a play must receive a yellow card.

7.2.4.2. Play confined to the pitch—A player who leaves the pitch area must return to it, except under the following conditions:

- A. Once the seekers have entered the game, a seeker may leave the pitch in pursuit of the snitch runner or to block the opposing seeker.
 - i. Neither the snitch runner nor the seekers may leave the player area.
- B. Any player may leave the pitch boundary to directly pursue a ball that the player is eligible to possess that is beyond the boundary.
 - i. If a ball exits the player area, the proper eligible player may retrieve the ball when allowed to do so by the referee.
- C. Any player may leave the pitch boundary to defend against an opponent in possession of a ball outside of the pitch boundary.
- D. Any player physically forced beyond the pitch boundary is not subject to penalty.
 - i. The player should return to the pitch as directly and

immediately as possible.

- ii. A player who has forced another player outside of the pitch boundary may not start any new momentum after crossing the pitch boundary.
- E. A beater in possession of a bludger may leave the pitch boundary in order to pursue any opponent eligible to be knocked out who is off of the pitch.

🚩 *Penalty: Back to Hoops*—A player who illegally and intentionally leaves the pitch or remains off of the pitch must be sent back to hoops.

7.2.5. Boundaries and balls

7.2.5.1. A player may not intentionally propel a ball out of the player area.


7.2.5.2. A player may not intentionally distance a ball from the pitch except under the following circumstances:

- A. A beater may carry a bludger off pitch while pursuing an opponent who is off the pitch.
- B. A player may distance a ball from the pitch if the player does so while attempting to score, complete a pass to a player on the pitch, or knock out an opponent (at referee's discretion).
- C. A beater may propel a bludger which was already off pitch further off pitch in an attempt to knock out an opponent.

🚩 *Penalty: Back to Hoops*—A player who illegally and intentionally carries a ball off or away from the pitch must be sent back to hoops.

🚩 *Penalty: Technical*—A player who intentionally propels a ball

off the pitch, laterally from the pitch, or further away from the pitch while off the pitch must receive a technical foul, unless the ball goes across the boundary into the spectator area.

 *Penalty: Yellow*—A player who carries a ball out of the player area or intentionally propels a ball out of the player area must receive a yellow card.

7.2.6. The spectator area

7.2.6.1. All area outside of the player area boundary for a given game is considered the spectator area and no play may occur in the spectator area.

7.2.6.2. Players may not enter the spectator area unless allowed to do so by a referee under one or more of the following conditions:

A. If the quaffle enters the spectator area:

- i. If by the discretion of the referee, the quaffle has gone too far from the player area, retrieval may unnecessarily delay the game, retrieval may be dangerous for players or spectators, a keeper made a save in that keeper's team's keeper zone, or the quaffle would go to a player within an opponent's keeper zone, play must be stopped.
 - a. The quaffle shall be given to the nearest eligible player on the team that did NOT last touch the quaffle at a location approximately two feet inside where it left the player area, unless the quaffle was knocked out of play by a keeper in that keeper's own keeper zone or the quaffle would be given to a player in that player's opponent's keeper zone.
- b. If a keeper knocks a quaffle into the spectator area

- while the keeper is in that keeper's team's own keeper zone the quaffle is given to that keeper at a location two feet inside where it left the player area.
- c. If the nearest eligible player on the team that did NOT last touch the quaffle would be given the quaffle within the opponent's keeper zone, it is instead given to that player at a location along the keeper zone line approximately two feet inside the player area on the side of the pitch that the quaffle went into the player area.
 - ii. If in the discretion of the referee, none of the conditions of 7.2.6.2.A.i. are present, the referee shall allow the nearest eligible player on the the team that did NOT last touch the quaffle to exit the player area to retrieve the quaffle.
 - a. The referee shall not stop play.
 - b. The player retrieving the quaffle shall bring it back directly and immediately crossing, if possible, the spot where it went out of the player area.
 - c. The defending team must allow the player to return to the player area before moving to defend the spot where the player shall return.
- B. If a bludger enters the spectator area play continues.
- i. The nearest eligible beater, from either team, may leave the pitch boundary to retrieve the bludger, unless stopped by a referee.
 - ii. If there are beaters from both teams pursuing the bludger, the referee must indicate the appropriate player to retrieve the bludger and the other player must abandon pursuit of the bludger and must allow

the opposing beater to clearly return to the player area before beginning any interaction.

- iii. If there are no players in pursuit of the bludger, the bludger must be retrieved and set by a referee at a location approximately two feet inside the spot where it left the player area. The bludger may then be retrieved by any eligible beater on either team.

🚩 *Penalty: Yellow*—A player who disregards referee instruction regarding entering the spectator area must receive a yellow card.

7.2.7. Spectators and dangerous terrain

7.2.7.1. Play must be stopped whenever players are at risk of contacting spectators or dangerous terrain within approximately 5 feet (1.5 m).

- A. If play must be stopped for one of these reasons, any player with a ball resumes where they were when play was stopped.
- B. Any other players must move back to the pitch boundary, at the closest point to where they were when play was stopped. Once play is restarted they may leave the pitch boundary to pursue the player with the ball.

🚩 *Penalty: Yellow*—A player who recklessly endangers a spectator must receive a yellow card.

7.2.8. Playing dangerously—It is illegal for a player to play in a dangerous manner at any time. This includes playing recklessly with complete disregard for danger to opponents or to spectators.

🚩 *Penalty: Yellow*—A player who plays dangerously at any time, at the discretion of the referee, must receive a yellow card.

🚩 *Penalty: Red*—A player who participates in particularly egregious dangerous play must receive a red card.

7.2.9. Language—It is illegal to use explicit, vulgar, extreme, or abusive language or gestures at any time.

🚩 *Penalty: Warning*—A player who uses undirected explicit, vulgar, extreme, or abusive language or gestures must be warned.

🚩 *Penalty: Technical*—A player who uses undirected explicit language after being warned must receive a technical foul.

🚩 *Penalty: Yellow*—A player who uses explicit language or gestures directed toward another player, spectator, or official must receive a yellow card.

🚩 *Penalty: Red*—A player who directs extreme or abusive language towards any person must receive a red card.

7.2.10. Serious foul play—It is illegal to commit serious foul play, including egregious conduct and flagrant cheating.

🚩 *Penalty: Red*—A player who commits serious foul play must receive a red card.

🚩 *Penalty: Special*—If a team commits foul play that cannot be attributed to a specific eligible player, the coach must receive a red card.

7.3. QUAFFLE PLAYER RULES

7.3.1. The quaffle players are the chasers and keepers on each team.

7.3.1.1. Chaser overview—See 1.2.1. Chaser overview.

7.3.1.2. Keeper overview—See 1.2.2. Keeper overview.

7.3.2. Using the quaffle—Chasers and keepers may touch, carry, pass, kick, and take shots at the goal with the quaffle.

7.3.2.1. Scoring with the quaffle

- A. Quaffle players may throw, kick, pass or in any legal way make the quaffle travel through a hoop to score a goal.
- B. Quaffle players may take shots at the goals from anywhere within the player area.
- C. Any part of the quaffle player's body may accompany the quaffle through the hoops.
- D. Quaffle players may score from either side of the hoop.

7.3.2.2. Kicking the quaffle

- A. Quaffle players, except for keepers in their own keeper zone, are only allowed to kick the quaffle once.
- B. After the quaffle has been kicked by a player, except for a keeper in their own keeper zone, it must then be picked up before that player is allowed to kick it again.

7.3.2.3. Deflecting/Blocking the quaffle

- A. Quaffle players may use the quaffle, and only the quaffle, to block incoming bludgers.
- B. If they are successful and are not hit anywhere on their bodies or brooms, including the hand holding the quaffle, then the deflection is complete and the bludger has no effect, even if the quaffle is dropped during the deflection.
- C. A quaffle player may use the quaffle to bat, swat, or otherwise propel a live bludger away with the quaffle in an attempt to block a knockout.
 - i. A quaffle player without a quaffle may not bat, swat,

or otherwise propel a live bludger.

- D. Using a held quaffle to intentionally interact with a dead bludger, or one that is still in the possession of an opponent, is an illegal interaction.
- i. A quaffle player without a quaffle may not interact with a dead bludger, or one in the possession of an opponent.

🚩 *Penalty: Yellow*—A quaffle player who uses the quaffle illegally must receive a yellow card.

🚩 *Penalty: Yellow*—A quaffle player who interacts with a bludger illegally must receive a yellow card.

7.3.3. Keeper specific rules

7.3.3.1. 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.

7.3.3.2. Keeper specific powers

- A. A keeper with any part of their body behind or touching the keeper zone line is considered to be in the keeper zone.
- B. While a keeper is inside that keeper's team's own keeper zone, the keeper is subject to all of the same rules as a chaser with the following exceptions:
 - i. The keeper may kick the quaffle any number of times while in the keeper's own keeper zone. If a keeper has kicked the quaffle while in the keeper zone the keeper may not kick the quaffle again outside the keeper zone unless the quaffle has been picked up or kicked by another player.
 - ii. Once the keeper has established sole possession of the quaffle, opposing players may not contact, interact

- with, or attempt to steal the quaffle from the keeper. (Note: Sole possession of the quaffle must be established before this immunity from contact goes into effect.)
- iii. The keeper is immune to the knockout effect. (Note: There is no penalty for beaters throwing bludgers at immune players.)
 - iv. The keeper is allowed to block a shot in a way that would be considered goaltending for any other player (See 4.3. Goaltending).
 - v. If the keeper makes a save and the quaffle goes into the spectator area, the keeper is granted possession rather than the other team (See 7.2.6.2.A.i).
- C. When a keeper leaves the keeper's teams' own keeper zone, the keeper loses all keeper specific powers until the opposing team gains possession of the quaffle, even if the keeper returns to the team's own keeper zone. (See 3.3.6. Delay of game)
- D. Keeper restart—After a goal has been scored, the quaffle is dead until quaffle play is restarted as soon as the keeper has possession of the quaffle subject to all regulations in sections 4.4.2. Dead quaffle and 4.4.3. Keeper restart.

7.4. BEATER RULES

7.4.1. Beater overview—See 1.2.3. Beater overview.

7.4.2. Using the bludger—Beaters may touch, pass, carry, kick, or throw any bludger but may only be in contact with one bludger at any given time.

7.4.2.1. The knockout effect—Beaters may throw, kick, or in any way propel the bludgers to disrupt the flow of the game by

“knocking out” other players (See 5. The knockout effect).

7.4.2.2. Kicking a bludger

- A. Beaters are allowed to kick a bludger once.
- B. After a bludger has been kicked by a player, it must then be picked up before they are allowed to kick it again.
- C. A beater may not kick a bludger while in possession of a second bludger.

7.4.2.3. Catching a bludger

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

See 5.2.4. Catching bludgers for additional regulations regarding attempting to catch bludgers to negate the knockout effect.

7.4.2.4. Deflecting a bludger

- A. Beaters may use a bludger to block incoming bludgers.
- B. If a beater is successful and is not hit anywhere on the beater’s body, including the hand holding the bludger, then the deflection is complete and the bludger has no effect, even if a bludger is dropped during the deflection.

7.4.2.5. Possession of bludgers

- A. A player is considered to have possession of a bludger when that player has sole and complete control of a bludger.
 - i. For the purposes of all rules regarding bludger possession, possession is not forfeited for a live bludger

until that bludger becomes dead (ie. any bludger that is eligible to make a knockout on behalf of a player is considered to be in that player's possession).

- B. Except in the circumstance described in 7.4.2.5.C, a beater may only be in possession of one bludger at a time.
- C. A beater may temporarily possess two bludgers if the beater is in the process of catching a live bludger propelled by an opponent.
 - i. In this scenario, the beater must drop one of the two bludgers immediately to avoid penalty. Possession is defined as when a player has complete and sole control of a ball.

🚩 *Penalty: Yellow*—A beater who uses a bludger illegally must receive a yellow card.

🚩 *Penalty: Yellow*—A beater who interacts with a quaffle illegally must receive a yellow card.

🚩 *Penalty: Yellow*—A beater who touches two bludgers at one time while not trying to catch a bludger or who does not drop one bludger immediately after possessing two during a catch must receive a yellow card.

7.4.2.6. Guarding bludgers—Guarding a bludger is defined as taking any action that would prevent or significantly delay the opposing team from gaining possession of a bludger.

- A. A team in possession of one bludger may guard a second bludger.
- B. A team in possession of two bludgers may not guard the remaining bludger, even if the opposing team does not request immunity.


- C. It is considered guarding if either of the beaters on a team with two bludgers:
- i. Throws one of the bludgers that had been in the team's possession in any direction other than toward the opposing team's hoops without attempting to knock out an opposing player and then takes possession of the bludger that was free beforehand.
 - ii. Continually or intentionally moves into the path of the opponent attempting to gain possession of the free bludger so as to delay or hinder the ability of the opponent to reach the ball.
 - iii. Relinquishes control of the bludger in hand by releasing it directly to the ground and then takes control of the free bludger.
 - iv. Makes a clear effort to prevent the opposition from recovering the bludger, at the referee's discretion.
- D. It is not considered guarding if either of the beaters on a team with two bludgers:
- i. Throws a possessed bludger at an opponent in an attempt to knock an opponent out of the game and then takes control of the free bludger.
 - ii. Relinquishes control of a bludger to the opposing team by throwing the bludger in the direction of the opposing team's hoops.

🚩 *Penalty: Back to Hoops*—A player who, at the discretion of the referee, is guarding the free bludger while the player's team in possession of two bludgers must be sent back to hoops.

7.4.3. Knockout immunity—A beater may become immune from the knockout effect in certain circumstances by following certain procedures.

7.4.3.1 When a team has possession of two bludgers and the opposing team does not have possession of a bludger:

- A. A beater on the team with no bludgers may raise a hand, fist closed, to gain immunity from the knockout effect and attempt to retrieve the free bludger. The following guidelines apply:
- i. The free bludger must become dead before a beater may begin to raise a fist to signal for immunity.
 - ii. If an opponent begins natural motion on an attempted knockout before the beater attempting to gain immunity raises a fist, then the knockout still takes effect if the bludger hits.
 - iii. The player must directly and immediately proceed to gain possession of the free bludger.
 - iv. The player may take no other actions until the free bludger is recovered or otherwise moved.
 - v. If the opposing team loses possession of one of the two bludgers they had possessed or moves the free bludger in a legal manner then the beater with immunity immediately loses the immunity to the knockout effect and must lower their hand.
 - vi. If immunity is lost but there is still a free dead bludger, the beater may raise the fist again to reestablish immunity.

 *Penalty: Yellow*—A player who raises a hand with a closed fist and takes any action other than attempting to recover a bludger following the specified guidelines must receive a yellow card.

7.4.4. Bludger vs. quaffle

7.4.4.1. Beaters may not use a bludger they are holding to affect

the trajectory of the quaffle.

7.4.4.2. Beaters may throw or kick a bludger at the quaffle.

🚩 *Penalty: Yellow*—A player who uses a held bludger to affect the trajectory of the quaffle must receive a yellow card.

7.5. SEEKER RULES

7.5.1. Seeker overview—See 1.2.4. Seeker overview.

7.5.2. Catching the snitch

7.5.2.1. The seeker follows the snitch runner on foot and attempts to gain possession of the snitch by removing it from the back of the snitch runner's shorts.

7.5.2.2. For a snitch catch to be successful all circumstances of section 4.5, The Snitch Catch must be met and sole possession of the snitch must be clear and confirmed.

7.5.3. Seeker interactions

7.5.3.1. Seeker interactions with other positions

- A. Seekers are subject to the knockout effect and may be knocked out at any time once they are released.
- B. Seekers may not interact with or physically contact players of other positions except for incidental contact in the course of attempting to catch the snitch.
- C. Seekers may not use or touch any game ball besides the snitch.

7.5.3.2. Seeker to seeker interactions


- A. Seekers are subject to all physical contact rules and appropriate penalties. (See 6.3. Physical Contact).

- B. Note that seekers are never in possession of a ball while a period is in session.

7.5.4. Seeker contact with the snitch runner

7.5.4.1. A seeker may have limited physical contact with the snitch runner. The following guidelines apply:

- A. A seeker may grapple with the snitch runner by pushing the snitch runner's arms and other forms of incidental contact but this interaction must not limit the snitch runner's mobility.
- B. A seeker may not push, grab, hold, charge, wrap, or tackle a snitch runner.
- C. A seeker who grabs the snitch runner's clothing must let go immediately to avoid penalty.
 - i. Any snitch catch accomplished by, or immediately after, grabbing clothing is invalidated.
 - ii. If the snitch runner's shorts need to be adjusted or the snitch runner's other clothing obscures the snitch sock or impedes the snitch, the snitch runner must be ruled as down until the clothing has been adjusted.
 - a. If this occurs the snitch shall be considered ruled as down and be given a three second start after adjusting the clothing.

 *Penalty: Yellow*—A seeker who pushes, grabs, holds, charges, wraps, or tackles the snitch runner, or who does not immediately let go after grabbing the snitch runner's clothing must receive a yellow card.

7.5.5. Seekers during stoppages—Seekers are subject to all stoppages and must stop play immediately when a referee blows the whistle in paired short blasts.

8. Game Officials

8.1. HEAD REFEREE

8.1.1. Authority of the head referee—Each game is controlled by one referee who has full authority to enforce and interpret the rules of the game in connection with the game to which that referee has been appointed. Additional officials may be designated and players must follow all directives from those officials as well as the head referee.

🚩 *Penalty: Yellow*—A player who disregards the directives of any referee must receive a yellow card.

🚩 *Penalty: Yellow*—A player who shows disrespect to an official or persistently questions referees' decisions during the game must receive a yellow card.

8.1.2. Powers and duties of the head referee

- A. Enforces the rules of the game.
- B. Controls the game in cooperation with all other officials.
- C. Performs all duties of the head referee listed throughout the rulebook.
- D. Performs the duties of any officials that are not present.
- E. Approves or rejects any snitch spectacles with the snitch before the game and makes sure that the snitch referee and team coaches are aware of the spectacles.
- F. Replaces a snitch runner who is injured or in violation

of the rules governing the snitch runner (See 8.3. The snitch runner).

- G. Replaces any official who is injured or, in the opinion of the head referee, needs to be dismissed.
- H. Stops play immediately if there is a possibility that a player is seriously injured. An injured player may only return to the pitch after the game has been resumed.
- I. Allows play to continue if a player is down but only slightly injured and there is no gameplay taking place in the area.
- J. Ensures that, when play must be stopped for an injury, the injured player is removed from the pitch.
- K. Ensures that any player who is openly bleeding leaves the pitch immediately 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.
- L. Stops, suspends, or abandons a game because of any external interference.
- M. Penalizes the more serious foul when a player commits more than one foul at the same time.
- N. Receives advice from all other officials and makes appropriate judgements on how to proceed.
- O. Indicates the start and end of each period of the game.
- P. Reviews and authorizes official game documents.
- Q. Has knowledge of the game score at all times and ensures that it is properly communicated to players, fans, and other officials, specifically the scorekeeper.
- R. Uses verbal commands and visual signals to communicate with players, other officials, and spectators.

🚩 *Penalty: Yellow*—A player who uses the verbal or visual referee commands during a game must receive a yellow card.

8.1.3. Decisions of the head referee

8.1.3.1. All decisions of the head referee regarding facts connected with play are final. This includes

- A. Determining whether a goal should be counted as good.
- B. Issuing any fouls or disciplinary action.
- C. Confirming a snitch catch is scored and the results of the game are final.

8.1.3.2. Any change in a referee's decision must be made prior to restarting the game.

- A. If the referee has not restarted play the referee may change a decision upon realizing that the decision was incorrect, or on the advice of another official.
- B. Players may not request changes to any decision of a referee.

8.2. ASSISTANT REFEREES AND OTHER OFFICIALS

8.2.1. Appointment of assistant referees and other officials

8.2.1.1. The head referee or tournament officials may appoint assistant referees (bludger and quaffle player referees), a snitch referee, and other officials (goal judges, scorekeepers, and the snitch runner) for each game.

8.2.1.2. A snitch runner must be appointed for each game.

8.2.1.3. It is highly recommended that at least two goal judges and at least two bludger referees are appointed for each game.

- A. If any of these positions is not filled, the head referee inherits the responsibilities of that position.

8.2.2. Assistant referees

8.2.2.1. Bludger referees—Up to four bludger referees may be appointed. The duties of the bludger referees, subject to the discretion of the head referee, are:

- A. Indicating when a player is subject to the knockout effect.
- B. Sending any fouling player back to hoops, then alerting the head referee if a card needs to be issued.
- C. Warning beaters who may be guarding a free bludger if the team has possession of two bludgers.
- D. Advising the head referee when misconduct or any other incident occurs involving beaters.
- E. Allowing the appropriate beater to retrieve a bludger that has gone into the spectator area or retrieving the bludger and placing it on the edge of the pitch if no eligible beater is available (See 7.2.6. The Spectator Area).

8.2.2.2. Quaffle player referee—One quaffle player referee may be appointed. The duties of the quaffle player referee, subject to the discretion of the head referee, are:

- A. Watching off-ball quaffle players and ensuring that they are following all rules and regulations.
- B. Sending any fouling player back to hoops, then alerting the head referee if a card needs to be issued.
- C. Advising the head referee when misconduct or any other incident occurs involving off-ball quaffle players.
- D. Assisting the head referee with monitoring quaffle play as necessary.

8.2.3. Snitch referee—A snitch referee may be appointed. Alternatively, an assistant referee may be given the duties of the snitch referee, beginning at the 17 minute mark when the seekers and

snitch report to the scorekeeper. The duties of the snitch referee, subject to the discretion of the head referee, are:

- A. Stopping play by blowing a whistle in paired short blasts to indicate a stoppage of play on a snitch catch that may have been successful.
- B. Indicating when a snitch runner has been ruled down and is uncatchable (See 8.3.9. Ruled as down).
- C. Counting down from three seconds to indicate when the snitch runner is free to be pursued after having been ruled as down (See 8.3.9. Ruled as down).
- D. Monitoring all interactions between the seekers and the snitch runner and sending any fouling player back to hoops then alerting the head referee if a card needs to be issued.
- E. Ensuring that the snitch runner follows all regulations in section 8.3 The snitch runner.
- F. Indicating when a player involved in the snitch game (including beaters in the general vicinity of the snitch runner and seekers) is subject to the knockout effect.

8.2.4. Goal judge—Two goal judges may be appointed. Their duties, subject to the discretion of the head referee, are:

- A. Indicating whether a quaffle passing near the hoops is to be ruled as a goal or a miss.
- B. Fixing any hoops that are broken or dislodged while play continues, so long as it does not interfere with play.
- C. Retrieving a dead quaffle (after a goal is scored) if it is out of play, inaccessible to players, or needs to be returned to the keeper.
- D. If requested, advising other officials of player fouls, misconduct, or any other incident.

8.2.5. Scorekeeper—One or two scorekeepers may be appointed. The scorekeeper's duties, subject to the discretion of the head referee, are:

- A. Keeping written track of the game's score.
- B. Updating the game's scoreboard.
- C. Stopping the game clock when the head referee stops play (indicated by paired short whistle blasts), and resuming the game clock when the referee has resumed play (indicated by one short whistle blast).
- D. Keeping track of penalty time and releasing players from the penalty area after their penalty time is served.
- E. Keeping track of the total time that the game has lasted, including overtime time, if necessary.
- F. Reporting the seekers and snitch runner into the game and releasing them onto the pitch at the appropriate time.
- G. In any overtime period:
 - i. Indicating clearly that the period is about to end.
 - ii. Stopping the game clock immediately upon the referee's signal of advantage.

8.2.6. The snitch runner as an official

- A. The snitch runner may make calls regarding the knockout effect and the legality of the snitch catch if there is no referee present or able to make a call.
- B. The snitch runner may offer advice to the snitch referee and the head referee regarding the possible validity of a snitch catch.

8.3. THE SNITCH RUNNER

8.3.1. Role of the snitch runner—The role of the snitch runner is to prevent the snitch ball (a tennis ball inside a sock hanging

from the back of the snitch runner's shorts) from being caught by either team's seeker for as long as possible. The snitch runner should be dressed in all yellow or gold.

8.3.2. Snitch runner as an official—See section 8.2.6. The snitch runner as an official.

8.3.3. The snitch's boundaries

8.3.3.1. After release at Brooms Up, the snitch runner is released until the 17 minute mark of game time. During this time:

- A. The snitch ball may not be caught by either team.
- B. The snitch runner is not bound to the player area.
- C. The snitch runner may not interfere with play in any manner.

8.3.3.2. At the 17 minute mark of game time, the snitch runner must report to the scorekeeper and will be released into the player area prior to the release of the seekers at the 18 minute mark of game time.

8.3.3.3. Once the snitch runner has been released onto the pitch, the snitch runner may not leave the player area until the snitch has been successfully caught.

8.3.3.4. The snitch runner cannot be caught until after the 18 minute mark of game time when the snitch runner and both seekers have been released onto the pitch.

8.3.4. Spectacles—Snitch runners may choose to be creative in their evasion tactics with spectacles, all spectacles are subject to the following restrictions:

8.3.4.1. If a snitch runner intends to use any prop, disguise, or

other external equipment (e.g. riding a bike or throwing water balloons at players) the head referee must approve the spectacle and team captains must be informed before the game.

8.3.4.2. Snitch runners must ensure that any spectacles do not hinder play outside of the seeker game.

8.3.4.3. Spectacles performed by the snitch runner must not significantly delay the start of the game.

8.3.4.4. Spectacles must not be unfair or biased toward one team and must not detract from the role of the snitch runner as stated in 8.3.1. Role of the snitch runner.

8.3.5. Return to the pitch—Snitch runners must report to the scorekeeper at the 17 minute mark of game time and then the scorekeeper will release the snitch runner into the player area prior to the 18 minute mark of game time when the seekers are released.

8.3.6. Confirming the catch

8.3.6.1. If a snitch referee is present, the snitch referee must blow a whistle in paired short blasts to stop play immediately when the referee believes the snitch may have been caught successfully.

8.3.6.2. If there is no snitch referee present, the snitch runner must immediately report the catch to the head referee who must immediately stop play with paired short whistle blasts.

8.3.6.3. Any score made before the whistle is blown to stop play shall be counted as good unless the snitch runner or another referee has clear knowledge that the successful snitch catch was made prior to the score.

8.3.7. Snitch requirements and code of conduct—Snitch runners must abide by the following requirements and recommendations, in order to ensure the fairness of the game and the safety of the players and spectators. A snitch runner must not:

- A. Intentionally injure anyone.
- B. Play recklessly or dangerously.
- C. Climb buildings or trees.
- D. Play with a bias to one team.
- E. Stay near one team's side of the pitch for an extended period of time.
- F. Move a hoop (unless to fix a dislodged hoop that is not near active gameplay), or cause any hoop to become dislodged.
- G. Intentionally touch any ball, including holding or shielding the snitch ball itself.
- H. Rearrange or remove players' headbands before the game begins.
- I. Disobey a directive from the head referee.
- J. Interact with any players other than the seekers.
- K. Intentionally go to the ground, so as to be ruled "down," unless injured, unable to play, avoiding a dangerous situation, adjusting equipment, or asked to do so by a referee.
- L. Intentionally pull a seeker's clothing or equipment other than the broom or headband.

8.3.7.1. Breach of standards by the snitch runner

- A. A referee must warn the snitch runner of violations or breaches of these standards.
 - i. Major violations may warrant removal of the snitch runner without a previous warning.
- B. The head referee may remove any snitch runner due to injury, breach of the standards listed in 8.3.7 Snitch re-

quirements and code of conduct or being overly aggressive or irresponsible.

- C. If the snitch runner commits a major violation against one seeker play should be stopped immediately and any snitch catch by the opposing team before play is stopped should be waived off.

8.3.8. Physical play and safety—The snitch runner is responsible for the safety of seekers, other players, officials, and spectators.

8.3.8.1. The rules forbidding specific types of physical contact do not apply to the snitch runner except for the following:

- A. The snitch runner must not make contact with a seeker's head, neck, or groin.

Exception: The snitch runner may make incidental contact with the seeker's head or neck while in the process of another move or in a playful manner (Such as mussing a seeker's hair).

- B. The snitch runner may not make contact with a seeker's legs below the knee unless contact with the seeker has already been established in another manner.

- C. The snitch runner must never play recklessly or dangerously.

8.3.8.2. The snitch runner must follow the snitch code of conduct as outlined above.

8.3.8.3. The snitch runner may intentionally take a knee in case of injury, inability to play, avoiding a dangerous situation, adjusting equipment, or being asked to do so by a referee.

8.3.8.4. The snitch runner should use common sense to avoid harming seekers, be aware of their surroundings, and avoid collisions with spectators.

8.3.9. Ruled as down

8.3.9.1. A snitch runner is ruled as down when any part of the snitch runner's body other than the snitch runner's hands or feet touches the ground.

- A. When the snitch runner is down, the snitch is uncatchable, regardless of whether the snitch went down intentionally or unintentionally.
- B. If the snitch runner's knee hits the ground at the exact same time the snitch is caught the snitch runner must be ruled as down.

8.3.9.2. After a snitch runner has gone down the seekers must:

- A. Release all parts of the snitch runner's body/clothing and the snitch ball.
- B. Allow the snitch runner to rise to feet, release all parts of the snitch runner's body/clothing as well as the snitch ball
- C. Allow the snitch runner to rise and adjust all clothing and equipment
- D. Allow an additional three-second head start as counted off by the snitch referee before they can directly pursue the snitch again.

🚩 *Penalty: Back to Hoops*—A player who pursues the snitch as a seeker before the three-second head start has been counted off must be sent back to hoops.



Appendix A: Definitions

A-1. Beaters—Two players on each team who must wear black headbands and throw, kick, or in any way propel the bludgers to disrupt the flow of the game by “knocking out” other players (See 7.4. Beater rules).

A-2. Bludgers—Three 8.5 inch diameter inflated rubber balls which may only be used by the beaters and are used to temporarily knock opponents out of play (See 2.3.2. Bludgers).

A-3. Body blocking—A form of contact consisting of initiating force upon an opponent using body parts other than arms/hands (such as shoulders, chest, or hips) (6.3.2.3 Body blocking).

A-4. Brooms Up—The starting words for a period of quidditch. On the “B” sound of the call of Brooms Up, all players must mount their brooms and become subject to all the rules of regular gameplay (See 3.2. Starting the game).

A-5. Charge—A form of physical contact between players consisting of forcefully bumping into an opponent so as to halt the opponent’s progress, knock the opponent off balance, or knock the opponent to the ground (See 6.3.2.5 Charging).

A-6. Chasers—Three players on each team who must wear white headbands and throw, kick, or in any way pass the quaffle through the opposing team’s hoops to score 10 points and attempt to stop the other team from doing so. Chasers are quaffle players (See

7.3. Quaffle player rules).

A-7. Coach—An individual from each team who must serve as the official team representative in discussions with referees, on documents related to the game, and for penalties assessed to the team (See 7.1.2 Coaches).

A-8. Dead bludger—A bludger which cannot inflict the knock-out effect due to not having been propelled by an eligible beater, having hit the ground since it was last made live, traveling beyond the spectator boundary, or being in the hand of a beater (See 5.2.2. Live bludger).

A-9. Dead quaffle—A quaffle that cannot be used to score. A quaffle is dead from the moment that A) a goal is scored until keeper possession within her half of the pitch, B) it becomes defective, or C) play is stopped by the head or snitch referee (See 4.4.2. Dead quaffle).

A-10. Delay of game—An attempt to stop or significantly impede the continuation of the quaffle game (See 3.3.6. Delay of game).

A-11. Four maximum rule—The rule which allows each team to have a maximum of four players, not including the seeker, who identify as the same gender in active play on the field at the same time. (See 7.1.3. Four maximum rule).

A-12. Free bludger—A bludger that is not in the possession of a beater on either team. If one team controls two bludgers the remaining free bludger may not be guarded and the opposing team may request immunity in an attempt to retrieve the free bludger (See 7.4.2.6 Guarding bludgers and 7.4.3. Knockout immunity).

A-13. Game—A singular competition between two teams for the purpose of declaring a winner. A game must follow all rules in this rulebook as well as any USQ regulations to be considered official.

A-14. Game time—Game time—The official time of any given game, measured from the first “B” sound of brooms up until the end of the final period of the game but paused for stoppages in play and between periods (See 3.4. Regulating game time).

A-15. Goal—The action when the whole quaffle passes through one of the hoops, no infringement of the rules of the game has been committed by the scoring team immediately prior to or during the goal, and the scoring chaser did not release the quaffle after being knocked out (See 5.2.4. Natural motion), resulting in ten points being awarded to the scoring team.

A-16. Goaltending—Certain illegal actions which prevent the quaffle passing through a hoop which result in 10 points for the attacking team, as if a goal had been scored (See 4.3. Goaltending).

A-17. Grab—A form of physical contact between players consisting of holding an opponent or any part of an opponent with a closed hand (See 6.3.2.6. Grabbing).

A-18. Grappling—(See A-20. Incidental Contact/Grappling)

A-19. Guarding a bludger—When a beater or beaters are near a free bludger and making a clear effort to prevent the opposition from recovering the bludger, at the referee’s discretion. It is illegal for a team possessing two bludgers to guard the remaining free bludger (See 7.4.2.6. Guarding bludgers).

A-20. Helpless receiver—A player attempting to receive a ball out of the air is considered a helpless receiver until they securely gain footing on the ground. Securely gaining footing means landing, if in the air, and having the ability to defend oneself from someone charging or tackling. The receiver does not have to leave the ground in order to be considered a helpless receiver. It is illegal to charge or tackle a helpless receiver (6.3.2.5.C. Charging a helpless receiver and 6.3.2.8.C. Tackling a helpless receiver).

A-21. Hoops—The three structures, including a hoop or loop a pole and a base, on either side of the pitch. Hoops are interacted with in two ways: projecting the quaffle through the loop results in a goal and after a player is subjected to the knockout effect, that player must touch anywhere on the hoop, including the pole but not the base, before returning to play (2.2. Hoops).

A-22. Incidental contact/grabbing—A form of physical contact between players, also referred to as grappling or touching, consisting of placing a hand or hands on an opponent to jostle for position on the field (See 6.3.2.1. Incidental contact/grappling).

A-23. Intentional—An action performed with a specific purpose in mind. Many actions are illegal when performed intentionally.

A-24. Keeper—The player on each team who must wear a green headband and is a quaffle player but has special additional rules related to preventing opponents from scoring with the quaffle (See 7.3.3. Keeper specific rules).

A-25. Kick—To strike with the foot or feet. At the time of a kick the player striking the ball is said to have possession of that ball. A player may kick a ball they are able to play once, but it must be picked up before they may kick it again. It is illegal to

kick an opponent.

A-26. Knockout immunity—A player with knockout immunity is not affected by the knockout effect. The keeper is immune in that keeper's own keeper zone until the quaffle leaves the zone. An eligible beater gains knockout immunity by raising a hand in a fist. (See 7.4.3. Knockout immunity).

A-27. Live bludger—A bludger that has been thrown, kicked, or otherwise intentionally propelled by a beater who is in play and not knocked out which can inflict the knockout effect upon opponents (See 5.2.2. Live bludger).

A-28. Live quaffle—A quaffle that is eligible to score goals the quaffle is made life by the head referee on the first sound of "B" in "Booms Up!" by the head referee with one short whistle blast after a stoppage of play, and by the keeper with gaining sole possession after a goal was scored in their own keeper zone.

A-29. Natural motion—A player's continued movement in making a play, one singular natural motion that the player had already started, if that motion cannot be stopped (See 5.3.4. Natural motion).

A-30. Opponents' keeper zone—The keeper zone containing the hoops that a team is trying to score through.

A-31. Opponents' half of the pitch—The half of the pitch containing the hoops that a team is trying to score through.

A-32. Overtime—Overtime is an extra period in a game that occurs when a snitch catch in regular time causes a game to be tied. Overtime lasts five minutes or until the snitch is caught again (See 3.5. Overtime).

A-33. Own keeper zone—The keeper zone is the one containing the hoops that a team is trying to defend. A team lines up at the beginning of a game in their own keeper zone. The keeper is subject to special rules while in the keeper's own keeper zone.

A-34. Own half of the pitch—The half of the pitch containing the hoops that a team is trying to defend.

A-35. Penalty area/box—An area where players must remain for a certain amount of time after committing a foul. Players in the penalty box may not interact with play, but are considered in play for purposes of the four maximum rule and positions (See 6.4.2. The penalty box).

A-36. Penalty time—The time a player must spend in the penalty box due to a foul. Penalty time is measured in game time and therefore does not run during a stoppage of play (See 6.4.2.5. Tracking penalty time).

A-37. Period—A segment of a quidditch game. There may be up to three periods in any given game: regulation time, which occurs in all games; overtime, which occurs when the teams are tied at the end of regulation time; and sudden death second overtime, which occurs when teams are tied at the end of overtime.

A-38. Pick—A passive attempt to create a unmoving barrier with a player's body with the intent of forcing the defending player to circumvent the block.

A-39. Pitch boundary—The pill-shaped boundary marked by parallel straight sidelines and curved backlines into which play is generally restricted (2.1. The pitch).

A-40. Player area—The 84 x 48 yard (77 x 44 meter) rectangular

area which includes and surrounds the pitch. All play is confined within the player area. Anything outside the player area is the spectator area (2.1.8 The player and spectator areas).

A-41. Possession—Complete and sole control of a ball. A player who is intentionally kicking a ball is considered to have possession of that ball while they are the sole person in contact with the ball. Beaters are also considered to be in possession of a bludger from the time they make it live to the time that it becomes dead (7.4.2.5.A.i).

A-42. Push—A form of physical contact between players consisting of pressing upon or against an opponent with force in order to move that opponent (See 6.3.2.4. Pushing).

A-43. Quaffle—The ball used by chasers and keepers to score goals (See 2.3.1. The quaffle).

A-44. Regulation time—The initial period of a game from the call of “Brooms Up!” until the first good snitch catch. Regulation time excludes any overtimes.

A-45. Seeker—The player on each team who must wear a yellow headband and who attempts to remove the snitch ball from the snitch runner to score 30 points and end the game (See 7.5. Seeker rules).

A-46. Seeker floor—The time during a period in which the snitch is ineligible to be caught. In regulation time the seeker floor is 18 minutes. In overtime the seeker floor is 30 seconds (See 3.4.1.2. Seeker floor and 3.5.2. First overtime).

A-47. Snitch—The snitch consists of a snitch runner and snitch ball. Seekers attempt to catch the snitch by removing the snitch

ball from the snitch runner, thus earning 30 points and ending the game (See 2.3.3. The snitch).

A-48. Snitch ball—A ball which consists of a ball and a sock and must be attached to the back of the snitch runner's shorts. Seekers attempt to remove the snitch ball to earn 30 points and end the game (2.3.3. The snitch).

A-49. Snitch runner—An assistant referee who is tasked with protecting the snitch ball from being caught (See 8.3. The snitch runner).

A-50. Spectator area—The area outside of the 84 x 48 yard (77 x 44 meter) player area where spectators may be seated. Players may never enter the spectator area, unless allowed to do so by a referee (See 7.2.6. The spectator area).

A-51. Steal—A player's attempt to extract a ball from an opponent by either stripping or poking it loose (See 6.3.2.2. Stealing).

A-52. Substitute area—A designated zone existing outside of the pitch boundary, beginning at each keeper zone line and extending to the nearest end line, where all substitutes must remain for the duration of a game (See 2.1.5 Substitute areas and 6.2.5. Substitute area).

A-53. Sudden death second overtime—The second overtime period is instituted if overtime ends in a tie and the first team to score by any method is pronounced the winner (See 3.5.3. Sudden death second overtime).

A-54. Tackle—A form of physical contact between players consisting of wrapping a player and bringing that player to the ground (See 6.3.2.8. Tackling).

A-55. Technical Foul—Rules violations by individual players that result in penalty time for that player, but do not result in a team playing down a player and do not multiply to become yellow or red cards (See 6.4.1.2. Technical fouls).

A-56. Third bludger—See A-11. Free bludger.

A-57. Tripping—Any attempt to knock a player off the player's feet through contact below the knees. Tripping is always illegal physical contact (6.3.1.I.).

A-58. Wrap—A wrap consists of encircling an opponent's torso or any body part with an arm or arms (See 6.3.2.7. Wrapping).

Appendix B: List of Fouls by Type

B-1. Warning offenses—A referee may issue a warning to players for actions that the referee considers “no harm, no foul” (6.4.1.9. No harm, no foul) and may warn players at any time in an attempt to prevent illegal actions from occurring (6.4.1.10. Warnings). The following are specific warning offenses:

1. False starting once (3.2.1. Pregame lineup and procedure).
2. At the discretion of the referee, a team is beginning to delay the game (3.3.6. Delay of game).
3. Using undirected explicit or vulgar language (7.2.9. Language).

B-2. Repeat offenses—The following are offenses for which the offending player must repeat the action properly before continuing with play:

1. Failing to follow the proper knockout procedure, but not yet having interacted with play (5.3. Knockout effect procedure).
2. Failing to follow the proper substitution procedure, but not yet having interacted with play (6.2.2. Substitution procedure).

B-3. Back to hoops offenses—A referee must send any player who commits any of the following offenses back to that player’s hoops with the player completing all of the knockout procedure as described in section 5.3. The following are back to hoops offenses:

1. Not replacing a dislodged headband at a stoppage in play

- (2.5.7. Headband lost mid-play).
2. Dismounting the broom (5.1.2. Dismounting).
 3. Intentionally tapping an opposing player with a held bludger (5.2.3. Bludger taps).
 4. Unintentional illegal physical interaction that is not immediately adjusted (6.3.1.3. Interaction guidelines).
 5. Illegally and intentionally leaving the pitch or remaining off the pitch (7.2.4.2. Play confined to the pitch).
 6. Illegally and intentionally carrying a ball off or away from the pitch (7.2.5. Boundaries and balls).
 7. Guarding the free bludger while the player's team is in possession of two bludgers (7.4.2.6. Guarding bludgers).
 8. Not allowing the snitch runner a three second head start after the snitch runner has been ruled as down (8.3.9. Ruled as down).

B-4. Technical fouls—The following are technical fouls:

1. After being warned, a player continues to delay the game (3.3.6. Delay of game).
2. Changing positions without following the position change procedure, both players receive a technical (6.2.3. Position change).
3. As a substitute, intentionally leaving the substitute area without the permission of a referee (6.2.5. Substitute area).
4. As a substitute, being mounted on a broom while not in the process of entering the game (6.2.6.C).
5. Propelling a ball off the pitch, laterally from the pitch, or further away from the pitch while off the pitch, unless the ball goes across the boundary into the spectator area (7.2.5.2.).
6. Using undirected explicit or vulgar language after a warning (7.2.9. Language).

B-5. Yellow card offenses—The following are yellow card offenses:

1. Using illegal equipment after the game has started (2.5.4.).
2. Returning to the pitch after being asked to leave due to an equipment infringement without correcting the infringement (2.5.5.).
3. Changing position on the starting line after the head referee has called “Brooms Down!” (3.2.1.A.ii).
4. False starting more than once in the same game (3.2.1. Pregame lineup and procedure).
5. Continuing to move after a stoppage or refusing to follow referee instruction to return to the position at the time of a stoppage (3.3.1.C.).
6. Recklessly or repeatedly unintentionally dislodging a hoop (4.2.2.E)
7. Intentionally illegally interacting with a dead quaffle (4.4.2. Dead quaffle).
8. Not following the proper procedures after dismounting (5.1.2. Dismounting).
9. A beater intentionally changing or attempting to intentionally change the direction of a bludger after the initial hit. (5.2.4. Catching bludgers).
10. A chaser keeper or seeker swatting a bludger, or a beater swatting a bludger out of the player area (5.2.6. Swatting bludgers).
11. Intentionally or repeatedly ignoring any part of the knockout procedure, or interacting with play without having properly completed the knockout procedure (5.3. Knockout effect procedure).
12. Willfully ignoring a knockout (5.3.3. Unnoticed knockout).
13. Completing an action with a ball or a physical interaction

- with an opposing player after being informed by a referee of having been subjected to the knockout effect (5.3.4. Natural motion).
14. Failing to abide by the directive of a referee (6.1.1.2. Authority of referees).
 15. Directing foul language or gestures toward referees, any member of the opposing team, spectators, or event staff (6.1.2.A.).
 16. Substituting into the game illegally and disregarding the command of a referee to repeat the substitution or interacting with play (6.2.2. Substitution procedure).
 17. Interacting with play after an illegal position change (6.2.3. Position change).
 18. Feigning an injury (6.2.4.B.)
 19. As a substitute, failing to make a reasonable effort to avoid active play (6.2.6.B.).
 20. Committing illegal physical contact of a type that is always illegal (6.3.1.2. Illegal physical contact).
 21. A player, other than the seeker, intentionally physically contacting the snitch runner (6.3.1.2.B.).
 22. Committing illegal physical interaction that is either intentional or not immediately adjusted (6.3.1.3. Interaction guidelines).
 23. Making initial contact for a wrap, tackle, charge, or grab outside of the 180 degree plane as described in 6.3.1.5.A. (6.3.1.5. Initial point of contact).
 24. Failing to readjust or discontinue contact after being forced into an illegal position (6.3.1.7. Adjusting illegal contact).
 25. Grappling in an illegal manner (6.3.2.1. Incidental contact/grappling).
 26. Stealing, or attempting to steal, in an illegal manner

- (6.3.2.2.B).
27. Body blocking in an illegal manner (6.3.2.3.B).
 28. Pushing in an illegal manner (6.3.2.4.B).
 29. Charging in an illegal manner (6.3.2.5.B).
 30. Grabbing in an illegal manner (6.3.2.6.B).
 31. Wrapping in an illegal manner (6.3.2.7.B).
 32. Tackling in an illegal manner (6.3.2.8.B).
 33. Ignoring the referee's punishment after committing an offense that would not otherwise stop play (6.4.1.1.C.).
 34. Faking a foul (6.4.1.11.).
 35. Not proceeding directly to the box when directed to do so (6.4.2.3. Proceeding to the penalty box).
 36. A coach interfering with play or conversing with a referee after being asked to stop (7.1.2. Coaches).
 37. Having an illegal player or set of players in play in terms of eligibility, gender, number of players, or position (7.1.3. Four maximum rule).
 38. Possessing more than one ball associated with the player's position at the same time, using a possessed ball to mimic the actions of another position, or using a possessed ball to intentionally interact with the snitch runner (7.2.2.1.).
 39. Intentionally interacting with a ball of another position (7.2.2.2.).
 40. A substitute or knocked out player not making an effort to avoid interacting with a ball in play (7.2.2.3. and 7.2.2.4.).
 41. Leaving the player area to make a play (7.2.4.1.).
 42. Intentionally propelling a ball out of the player area (7.2.5.1.).
 43. Disregarding referee instruction regarding entering the player area (7.2.6.2.).
 44. Recklessly endangering a spectator (7.2.7. Spectators and

dangerous terrain).

45. Playing dangerously at any time at the discretion of the referee (7.2.8. Playing dangerously).
46. Using a quaffle illegally or interacting with a bludger as a quaffle player (7.3.2. Using the quaffle).
47. Using a bludger illegally or interacting with a quaffle as a beater (7.4.2. Using the bludger).
48. A beater touching two bludgers at one time while not trying to catch a bludger, not dropping one bludger immediate after possessing two during a catch (7.4.2.5. Possession of bludgers).
49. A beater raising a hand with a closed fist and takes any action other than attempting to recover a bludger following the specified guidelines (7.4.3.1.).
50. Using a held bludger to affect the trajectory of a quaffle (7.4.4.1.).
51. A seeker pushing, grabbing, holding, charging, wrapping, tackling, the snitch runner or not immediately letting go after grabbing the snitch runner's clothing (7.5.4. Seeker contact with the snitch runner).
52. Disrespecting an official or persistently questioning a referee's decisions (8.1.1. Authority of the head referee).
53. Using the verbal or visual referee commands during a game (8.1.2.R.).

B-6. Red card offenses—The following are red card offenses:

1. Using illegal equipment that was specifically barred by the referee or tournament director before the game began or at any point during the game (2.5.4.).
2. Intentionally altering any equipment so as to gain an advantage (2.5.6. Intentionally altering equipment).

3. Intentionally dislodging a hoop (4.2.2.E)
4. Taunting or engaging in physical altercations with any referees, any member of the opposing team, spectators, or event staff (6.1.2.B).
5. Intentionally interacting with play as a substitute (6.2.6. Substitutes interacting with play).
6. Intentionally breaking the substitution rules to affect gameplay (6.2.2. Substitution procedure).
7. Committing illegal physical contact in a manner that the referee deems to be violent conduct (6.3.1.2. Illegal physical contact).
8. Committing illegal physical interaction in manner that the referee deems to be violent conduct (6.3.1.3. Interaction guidelines).
9. Committing egregiously illegal physical contact (6.3.1.4. Egregious contact).
10. Charging a helpless receiver (6.3.2.5.C. Charging a helpless receiver).
11. Tackling a helpless receiver (6.3.2.8.C. Tackling a helpless receiver).
12. Interacting with play in any way while serving penalty time (6.4.2.4.C.).
13. A coach engaging in any action that would result in a red card for a player (7.1.2.1.).
14. Participating in particularly egregious dangerous play (7.2.8. Playing dangerously).
15. Directing extreme or abusive language toward any person (7.2.9. Language).
16. Committing an act of serious foul play (7.2.10. Serious foul play).



Appendix C: Referee Signals



Goal

One long whistle blast.
Two arms raised straight up.



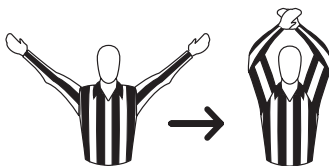
No goal or bad snitch catch

Two arms out at the sides.



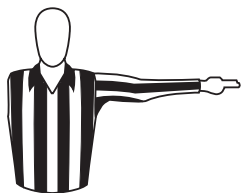
Own zone keeper possession

Yell “keeper.” Arms crossed at
shoulder level, fists clenched.



Good snitch catch

Three long whistle blasts.
Wave both arms above head
once per whistle.



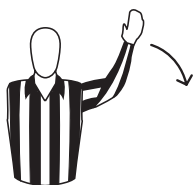
Knocked out

Yell “beat,” player’s jersey
color, and number. Point at
player’s own hoops with two
fingers.



Stop play

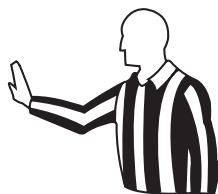
Paired whistle blasts.
One arm raised straight up.

**Resume/restart play**

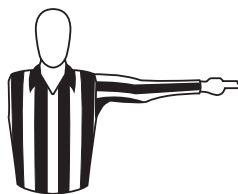
One short whistle blast.
One-armed chopping motion.

**Advantage to fouled team**

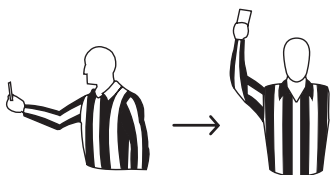
One arm raised straight up. Drop marker at location of the quaffle, if quaffle advantage. Stop play after advantage.

**Warning**

Hold one arm, palm outward, to offending player.

**Back to hoops**

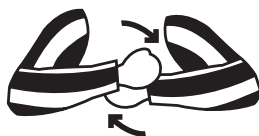
Yell "back."

**Yellow or red card or technical**

Extend arm, point at player with two fingers. State foul. Show card to player, then scorekeeper. Hold up one finger (yellow card or technical foul) or two fingers (red card) for penalty time.

**General illegal contact**

Fist chopping arm above head.

**Illegal procedure**

Roll arms in front of body.

**Illegal interaction**

Make a T with arms, one fist directly under other forearm.

**Unsportsmanlike conduct**

Hands at hips.

Illegal physical action

Mime action.

Delay of game

Tap wrist.

Substitute/bench foul

Point to offending bench with both arms.

Illegal contact to body part

Chop fouled body part with arm.

Illegal contact using body part

Point to own body part.

Becoming a Certified Referee or Snitch

USQ offers training and certification for referees and snitches. A certified head referee earns \$20 per game and is required in order for any game to count as USQ official. Being a certified snitch is not a requirement, but certified snitches are given preference at tournaments.

To learn more, visit usquidditch.org/get-involved/officials/



Appendix D: Rules Adaptations

The following are adaptations of this rulebook for different age groups.

HIGH SCHOOL

High school quidditch (players approximately 14–18 years old) is played with rules almost identical to the standard USQ rules outlined in this rulebook. The key difference is the elimination of tackling for this age group. Tackling as described in section 6.3.2.8. (the act of wrapping a player and bringing them to the ground) is not permitted for high school teams, and any tackling is illegal in high school play. All other rules and regulations outlined in section 6. General player conduct and interactions must be followed.

MIDDLE SCHOOL

Middle school quidditch (players approximately 10–13 years old) is played very similarly to the standard USQ rules outlined in this rulebook. We suggest two key adaptations regarding contact rules and pitch size.

In this adaptation, there should be no physical contact of any kind. Players (chasers, beaters, and keepers) may attempt to steal a ball (quaffle or bludger) from another player, but they may

only touch the ball they are attempting to steal, not the player carrying the ball. Seekers and snitch runners should also avoid physical contact, including grappling that is permitted in the full rules. Physical contact as described in section 6.3 of this rulebook should not be permitted for this age group: middle school players may not contact another player using incidental contact/grappling, body blocking, pushing, charging, grabbing, wrapping, or tackling.

Depending on the teams' preference, players may play with a full-sized pitch, or a three-quarters sized pitch. Dimensions of a three-quarters sized pitch are as follows:

- A. Sidelines (keeper zone to keeper zone): 18 yards (16.5 m)
- B. Horizontal rectangle line (sideline to sideline): 27 yards (25 m)
- C. Hoops to hoops: 27 yards (25 m)
- D. Semi-circle radius: 9.5 yards (9 m)
- E. Back line to back line: 45 yards (41 m)

All other rules should be followed as described in this rulebook.

ELEMENTARY SCHOOL

Elementary school quidditch (players approximately 5-12 years old) should be played identically to the above section as outlined for middle school players.

Additional Resources

For more recommendations on incorporating different age groups into quidditch, contact info@usquidditch.org.

Appendix E: Starting a Team

So you want to start a quidditch team? Great! There have never been more resources available or a larger player community to help you out. While the process of successfully starting a team is outside the scope of this rulebook, here are a few pointers. Visit usquidditch.org/resources/ for more comprehensive information.

Get your friends on board—While your friends might not ultimately become your team’s World Cup tournament roster, they’re a great place to start. Convince them to come to your first practices and help you find and make equipment.

Find equipment—There are a few options for a new team regarding purchasing or procuring equipment. Your first set of equipment doesn’t need to look good; it just needs to get the job done. All you need is 14 lengths of PVC pipe or lobby brooms (you can even get away with “BYOB” for awhile), a volleyball, three dodgeballs, a tennis ball, a sock (for the snitch runner), and three hula hoops attached to just about anything for starting hoops. It’s useful to have two sets of pinnies to distinguish between scrimmage teams and headbands to distinguish between positions, but they aren’t necessary right away. When you’re ready to upgrade, there are resources on the USQ website to help.

Promote your team—Create a team email address and Facebook page. Invite everyone you know and update it often. If you’re

looking to start a college team, post flyers all over campus and hold practices in high-traffic areas. Find out how to become a student organization or sport club on campus; this will bring much more visibility and often funding. Once you are a school organization, don't miss club fairs and especially new student orientation. Incoming freshmen are looking for extracurricular activities and many are looking to play intramural or club sports in college.

Reach out to other teams—Are there other quidditch teams near you? If so, email or Facebook them! Ask if you can attend their practices or if they'll play a best out of three series with you. If you don't know if there are teams near you, contact your USQ regional director through the USQ website.

Don't do it alone—Once you've got people regularly showing up to practices, identify anyone with leadership potential. Put together an executive board to help run your team. Many e-boards consist of a president, vice president, secretary, treasurer, and team captain, but these roles can be adapted and more can be added as your team grows.

Fundraise—We call this “using other people's money to buy brooms.” Everyone loves clever t-shirts, so quidditch shirt fundraisers are usually a big success. Bake sales, communal garage sales, and car washes are also tried and true options. Many quidditch teams host very successful “Yule Balls” open to the whole community, and the teams traveling to World Cup VI collectively raised over \$77,000 on the crowdfunding website Indiegogo.

Use those funds to start attending and hosting tournaments—Attending tournaments is one of the best ways to get your team

to bond. There's nothing quite like the atmosphere of a quidditch tournament. You'll meet tons of other players who will become instant friends and possible mentors for your team, and you'll get the competition experience that will motivate your team to keep practicing and training.

Join USQ—USQ offers two types of membership: team memberships for university, secondary school, or community team registration, and individual membership for players and non-playing coaches. Players who plan on competing on an official tournament team will need an individual membership as well. USQ also offers a special fan membership for the ultimate quidditch fan experience.

Team benefits include:

- Ranking on the USQ website and a team page.
- Discounted or free registration to sanctioned events.
- Ability to apply for USQ grants.
- Eligibility to compete at regionals and World Cup.
- Priority support from USQ staff.

Individual membership benefits include:

- Accident insurance coverage.
- Eligibility to compete in sanctioned events.
- Free registration to regionals.
- Player ID card.
- Membership patch.
- Access to team and player resources.
- Merchandise discounts.

Visit www.usquidditch.org/get-involved/membership/ for more information or to register.

Appendix F: Changelog

Note—In an attempt to increase clarity and address issues with the rulebook, there have been considerable changes to the wording and structure of many of the rules. This change log only takes into account major changes to rules that directly affect the meaning and adjudication of the rule. Please be sure to read the full rulebook to avoid missing other, more minor, changes.

Section 1—The definitions have been moved to Appendix A. Section 1 is now a new section of “The basics of the game.”

Section 2

2.1.3.2. Extent of the keeper zone. The Keeper zone is redefined to fit the boundaries of the player area.

2.1.4.1. Penalty areas. The penalty area descriptions have been adjusted slightly to allow for greater flexibility.

2.1.5.2 Team benches. The area for substitutes who are not about to enter play, team staff, and supplies has been loosely defined.

2.1.9. Field markings. These have been clarified with a specific list of what must be marked in some manner, see the section for details.

2.2.1.2.B.i. Hoop diameter. The allowable inner diameter of the hoops has been reduced to between 32 and 34” (81 and 86 cm).

2.3.3.1.C. The snitch sock must have a visible and unobstructed length of 10"-14" (25-35 cm).

2.4.1. Broom regulations. Brooms must be at least 32" (81 cm) excluding bristle length and cannot be longer than 48" (122 cm) including bristle length.

2.4.3. The requirement to have brooms of equal weight is dropped unless the tournament is providing brooms, in which case they must offer both teams brooms of the same specifications.

2.5.2.C. Jersey numbers have been restricted. Please see 2.5.2.C. for details.

2.5.4. Additional equipment. Clarifications of additional allowable equipment, such as padding, have been added see the section for details.

Section 3

3.2.1. Seeker related starting rules have been removed. These include: the seeker no longer being a position until the 17 minute mark, eyes no longer needed to be closed prior to the game's start, and no more waiting for the snitch runner to get out of sight.

3.3.1. All players currently participating in the game must stop immediately when the referee blows the whistle in paired short blasts.

3.3.4. Advantage has been entirely updated and rewritten.

3.3.5. Delayed penalties. This is an entirely new section. Any calls that would be made by assistant referees should be considered delayed penalties.

3.3.6.A.-B. Delay of game has been expanded per rulebook 7's FAQ.

3.3.6.C. Keeper delay of game specified and keepers now lose immunity and sole possession powers once leaving the keeper zone until the other team possesses the quaffle.

3.4.1.2.A. The seeker floor must be 18 minutes and the snitch may not be caught until after the 18 minutes have expired.

3.4.1.3. Snitch handicaps must follow these specific regulations.

3.5.2.I.ii. Scorekeeper must stop the game clock in overtime at the moment the head referee signals advantage.

Section 4

4.1.1.C.iv. Delayed penalties, technical fouls, yellow cards, or red cards by the scoring team in the quaffle or bludger game negate goals. Penalties between the seekers or between the seeker and the snitch runner do not negate goals.

4.2.2.A. If the attacking team has not passed the mid-field line and a hoop or hoops they are attacking have become dislodged, the team may request the hoops be fixed before continuing play.

Former section 4.4.1 deleted. Chaser restart has been removed. Chasers do not have to retreat from the opposing team's keeper zone after a score.

4.4.2. The team that just scored may only deliver the quaffle to the keeper in that keeper's own keeper zone.

4.5. The snitch catch. All off pitch snitch catch rules have been removed.

4.5.1.D. Any penalty by the team that caught the snitch in the seeking game results in the catch being called “no good.”

Section 5

5.1. The mounted broom. Moved from section 6.1. to 5.1. The manner in which a player must be mounted has been clarified and expanded.

5.1.2.B. If a player is dismounted by the illegal actions of an opponent, that player may remount immediately without penalty.

5.2.1.B. A player is knocked out if that player is hit by a live bludger at the same time that the bludger is deadened by hitting the ground or caught by any other eligible player.

5.2.3 Bludger taps, 5.2.4 Catching bludgers, 5.2.5. Blocking bludgers, and 5.2.6. Swatting bludgers have been expanded and include significant clarification on the situations in which those actions are legal or illegal.

5.3.3. Unnoticed knockout. The referee must make a second attempt to get the attention of a knocked out player, but if the player continues to ignore the knockout, play must be stopped and a yellow card must be issued.

Section 6

Section 6 in particular has undergone significant modification to improve clarity and to address specific concerns. It is recommended that all players refamiliarize themselves with the section as a whole.

6.1. Former section 6.1. The mounted broom. Moved from sec-

tion 6.1. to 5.1. The manner in which a player must be mounted has been clarified and expanded.

6.1 General Player conduct has been created. This section includes the penalties for players disregarding referee instruction (yellow) and interacting in extreme and negative ways with officials, opponents, spectators, or event staff (red).

6.2.1. New rule that covers, in detail, the guidelines for substitutions.

6.2.2. The penalty for illegal substitution procedure has been modified. When a referee notices an infraction the referee must tell the players involved to repeat the substitution from the point of the infraction. If the players do not follow this directive or if the player entering play illegally interacts with play the player who entered play must receive a yellow card.

6.2.3. Specific guidelines for changing positions have been added. The penalty for violation of position change procedure is a double technical unless the player subbing in interferes with play in which case it is a yellow card.

6.2.5. The penalty for a player leaving the substitute area has been changed to a technical foul.

6.3.1.1. The general provision that unintentional illegal physical contact is a yellow card has been removed. Players must immediately adjust illegal physical contact or receive a yellow card, unless otherwise noted.

6.3.1.3.A. Players may not slide directly towards an opponent, in a way that forces their opponent to change their movement to get out of the way of the slide.

Former section 6.3.1.5. Denying a scoring opportunity has been removed and the rules subsumed under other regulations.

6.3.1.5. Initial point of contact. The requirements for initial point of contact have been changed. Contact must be initiated in the 180 degree plain between shoulders of the player being contacted.

6.3.2.1. Incidental contact/grappling has been defined as a form of physical contact between players, also referred to as grappling or touching, consisting of placing a hand or hands on an opponent to jostle for position on the field.

6.3.2.3. Body blocking. A new form of contact that has been defined with the limitations listed in this rule.

6.3.2.4. Pushing has been limited in the following way: players may only use one hand to push. Players may push any player of the same position, and keepers and chasers in regard to one another, at any time during the game regardless of possession

6.3.2.5. Charging has been limited so that only a player with possession of a ball or a player charging a player with possession of a ball is allowed.

Former section 6.3.9. “List of Fouls” has been moved to Appendix B.

6.4.1.2. A new type of foul, the “technical foul” has been created.

Former sections 6.4.2. through 6.4.6 which listed the various fouls of quidditch and what category they fall under have been moved to Appendix B.

Section 7

7.1.1. Rosters and players. Teams must have seven players or more to begin a game but there is no seeker in play until the end of the seeker floor.

7.1.2. Coaches. The term coach has been expanded to include either a non-playing coach or a playing coach. All teams must now name a coach and an alternate coach prior to each game. All penalties have been updated to reflect whether the coach is playing or non-playing at the time of a foul.

7.1.3. The two-minimum rule has been corrected to state that, excluding the seeker, a team may not have more than four people who identify as the same gender in play. It has thus been renamed to the “four maximum rule”.

7.2.2.1.B & C. Players may not use the ball associated with their position to mimic the actions of the ball of a different position or to intentionally interact with the snitch runner.

7.2.6.2. The rules for retrieval of balls that have exited the player area have been adjusted. Unless it would be dangerous or the quaffle would be given to a player in their opponent’s keeper zone play does not need to be stopped and the referee may allow the proper eligible player to retrieve the ball.

7.2.6.2.B. For bludgers the proper eligible player for a ball that exits the player area has been changed to the player nearest the ball when it crosses out of the player area.

7.3.3.2.C. When a keeper leaves that keeper’s own keeper zone while that keeper’s team has possession of the quaffle the keeper loses all keeper zone specific powers until the other team gains

possession of the quaffle.

7.4.2.6. Guarding bludgers. Several clarifications have been added regarding actions that are and are not to be considered guarding a bludger.

Former 7.4.3.B. Immunity while recovering a bludger from the spectator area has been eliminated.

7.5.4.1.A. Legal contact between seekers and snitch runners has been expanded to include incidental contact and pushing the snitch runner's arms.

7.5.4.1.C.ii. If a snitch runner must adjust clothing then the snitch is uncatchable until the snitch runner has completed this adjustment and is given a 3 second start.

7.5.5. Seekers are now subject to all stoppages and must stop play immediately when the referee blows a whistle in paired short blasts.

Section 8

8.1.2.Q. The head referee is ultimately responsible for knowledge and communication of the game score.

8.2.2.2. Quaffle player referee. An assistant referee position dedicated to monitoring quaffle play has been created and may or may not be instituted in a game.

8.2.5.F. The scorekeeper is responsible for reporting the seekers and snitch runner into the game and releasing them onto the pitch at the appropriate time.

8.2.5.G. The scorekeeper must give clear signals regarding the

time remaining in overtime and must stop the game clock on any signal of advantage from the head referee.

8.3.3.1. After being released at brooms up the snitch runner may not be caught until after the 18 minute mark of game time.

8.3.3.3. Once the snitch runner has been released onto the pitch at the 18 minute mark of game time the snitch runner may not leave the player area.

8.3.4.1. Spectacles must be approved prior to the game by the head referee, must not be biased toward either team, must not delay the game, and must not interfere with players other than the seekers.

8.3.8.1. The snitch runner must not make contact with a seeker's head, neck, or groin, must not make contact with a seeker's legs below the knee, and must never play recklessly or dangerously. Exception: A snitch runner may receive certification from the USQ officials team to perform certain actions which require head contact, neck contact, or contact below the knee. Any snitch runner with such certification must inform the head referee and team coaches at the pregame meeting.

