



International Quidditch Association

# Rulebook

Version 4.0

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

To Joanne Rowling, for creating the  
game that captured our imaginations.

To Xander Manshel, for first making  
Muggle Quidditch a reality, and

to all the participants and supporters of the IQA:  
without your enthusiasm and dedication,  
this handbook would not have been possible.

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# About the IQA

The International Quidditch Association (IQA) is an academic- and physical health-oriented nonprofit organization dedicated to promoting and governing a real-life version of the sport of Quidditch from J.K. Rowling's *Harry Potter* novels, and utilizing the game to inspire youth to lead more physically active and socially engaged lives.

Quidditch was adapted from the *Harry Potter* novels in 2005 at Middlebury College in Vermont by Xander Manshel. It was played on an intramural level until 2007, when Alex Benepe founded the Intercollegiate Quidditch Association following the first intercollegiate match between Middlebury and Vassar College on November 11th. Since then students from more than 1,000 colleges and high schools from thirteen countries have contacted the IQA seeking to start their own team. To reflect the international and youth-driven growth of the sport, the IQA changed its name to the International Quidditch Association in 2010, when it also incorporated as a nonprofit organization.

In September 2010 the IQA unveiled its Official Membership program, which is for teams that are established and recognized by their institution or community. Official IQA teams are part of an extensive network of players and fans, and have access to a base of IQA volunteers ready to assist them. Membership in the IQA results in more opportunities for competitive play as well as leadership training opportunities at our yearly membership meeting. Member teams also have the ability to vote annually on rulebook changes, therefore having a direct influence on the game's trajectory.

For starting teams we provide as much logistical advice and promotional support as possible. We welcome teams and players of all ages from all countries. For more information, please see our website at [www.internationalquidditch.org](http://www.internationalquidditch.org) or find us on facebook (Intercollegiate Quidditch Association) and on twitter (@MuggleQuidditch).

The IQA is an independent, non-profit entity that is not affiliated with J.K. Rowling, Time Warner, or Warner Brothers.

# Disclaimers

This book is based on rules adapted from the game invented by J.K. Rowling in *Harry Potter*, converted to real-life by Alexander Manshel in 2005, and developed and recorded by Alexander Benepe from 2007 - 2008.

The Guidebook was written with academic and particularly college settings in mind. Some of the advice contained within it will not necessarily apply to community or club teams.

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

## Injury Disclaimer

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

## Liability Release

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

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

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

# Foreword

The International Quidditch Association Rulebook is based upon the real-life or “Muggle” Quidditch rules adapted from Joanne Rowling’s *Harry Potter* books by Xander Manshel, a Middlebury College student, in 2005.

Besides notes scribbled on a few pieces of paper, these rules were not formally recorded until 2007, shortly after the first intercollegiate match between Vassar College and Middlebury College on November the 11<sup>th</sup> of that year.

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

Three years and hundreds of new teams later, and the rulebook has come a long way. We have a dedicated Gameplay Director by the name of Mr. Jared Kowaczyk, and a Rules Council of equally passionate members devoted to studying, testing, improving, and updating the rules.

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

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

I don’t think you will be able to do anything other than enjoy learning and playing the game. If you are a beginner or just starting a team, it is recommended that you read the Guidebook first and start reading the Rulebook afterwards. And please, keep the comments and questions coming.

Happy flying,

Alex Benepe

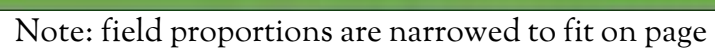
IQA Commissioner

# The Rulebook

– *Section I* –

# The Field of Play





# Field Markings

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

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

The field is divided into two halves by a midfield line, which joins the midpoints of the two sidelines. The center mark is indicated at the midpoint of the midfield line.

The field is divided into two halves by an imaginary vertical line, which joins the midpoints of the two backlines.

## Dimensions

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

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

## Ball Marks

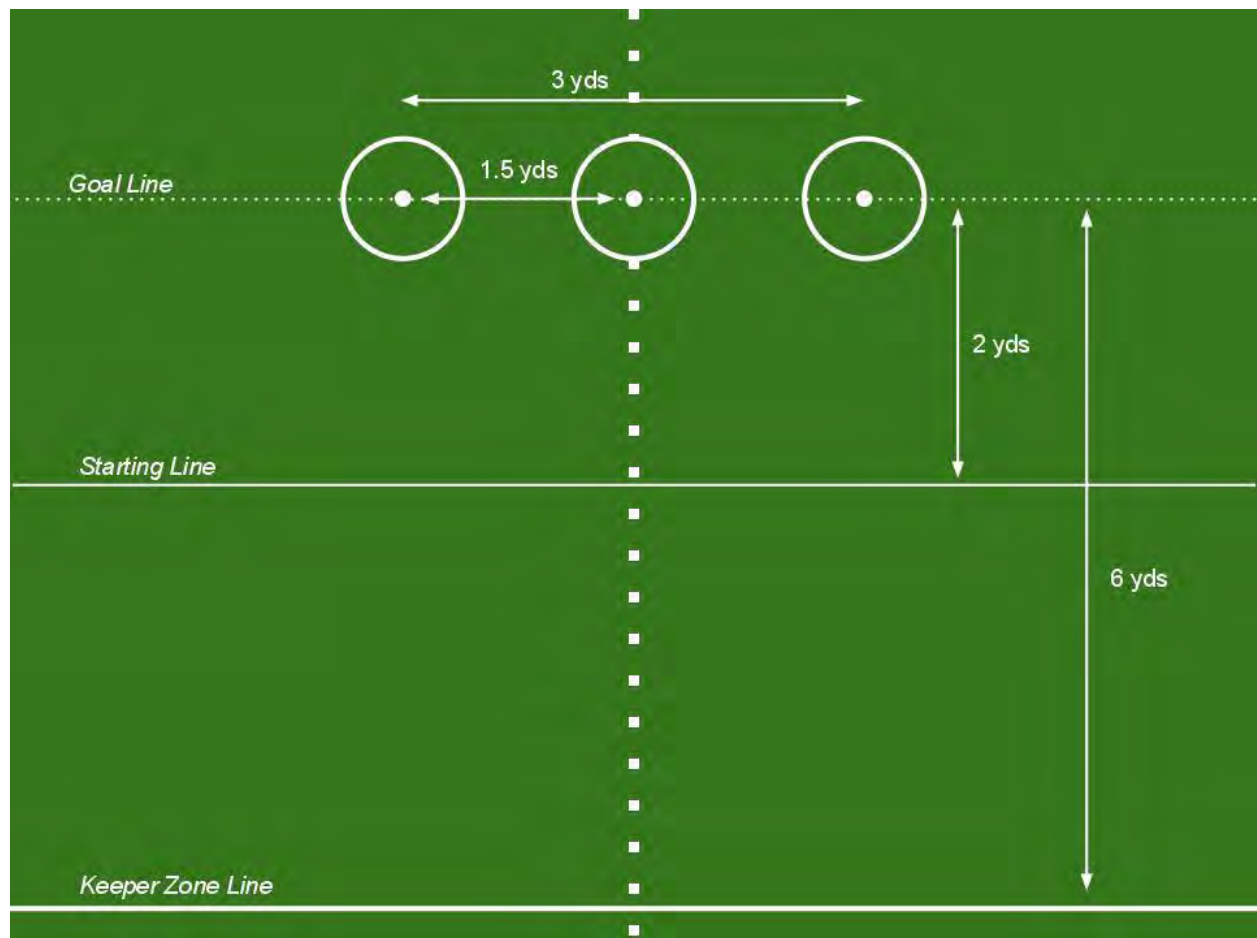
Four ball marks are placed on top of the midfield lines. The first two ball marks are placed 1.5 ft (46cm) on either side of the center mark. The other two ball marks are placed on either side of the center mark, halfway between the sideline and the center mark.

# The Keeper Zone

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

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

The Keeper Zone line imaginarily extends infinitely outwards. The area from this line infinitely back towards the backline is the Keeper Zone.



Detail of Hoop Goal placement, Starting Line, and Keeper Zone Line.

– *Section 2* –

# Goal Hoops



A set of goal hoops must be placed at either end of the field of play.

A set of goal hoops consists of three, upright and self-standing goal hoops that as a group are equidistant from both sidelines. They are positioned equidistant from the backline and the Keeper Zone line.

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

The tallest hoop must be placed in the center, while the other two hoops are placed on either side parallel to the vertical line. The goal hoops must be placed in an order that mirrors the opposite side's set of goal hoops.

## Safety

Goals must be free standing and be able to withstand play. Goals must be constructed in a way that is not dangerous to the play and players on the field.

## Construction

See the diagrams in the Guidebook section.

– *Section 3* –

# Match Procedures



# Preliminaries

A coin is tossed and the team who wins the toss decides which set of hoops it will attack for the duration of the match. In the case of first overtime, the teams change ends and attack the opposite set of hoops.

## Starting the Game

The procedure is as follows:

- All seven starters must line up on the goal line in any order they choose with their brooms on the ground.
- All balls must be stationary (excluding the Snitch) and resting in their respective positions on the field. See Section 1, the Field of Play, for field markings.
- The Commissioner or head referee must then yell to each team, "<TEAM NAME>, are you ready?"
- If both teams confirm that they are, either by shouting, dancing, or otherwise, then the Commissioner will shout, "Brooms down!"
- All players must have at least one knee on the ground and eyes either closed or facing straight down.
- The Commissioner or head referee will shout, "THE SNITCH IS LOOSE!" At this point the Snitch Runner may run wherever she likes off the field while respecting the Snitch perimeter established at the beginning of the match (see section 6E, the Snitch Runner)
- Once she is out of sight (or a good distance away if you are playing on an open field), the Commissioner yells, "BROOMS UP!" On the first "b" sound of "brooms up!" all players may immediately begin play (generally players move to gain possession of their respective game balls).
- In the case of an overtime period, this procedure must be repeated in the same way.

## Infringements and Sanctions

If a player leaves his position or raises his eyes before the first "b" sound of "brooms up!" the referee warns that player and all players must reset, excluding the Snitch. The referee will announce the cadence again, but will not need to repeat, "The snitch is loose."

If a player leaves his or her position a second time in the same match, that player will be cautioned. If the same player commits a third false start, he will be dismissed from the match.

# Restarting Play

If a foul, turnover, or any play requiring stoppage of play and change of possession is needed, the head referee can stop play, correct the play, apply any necessary penalties and then restart play. See Section 4, Head Referee, for the procedure to stop and restart play.

# Goal Scoring

A goal is scored when:

- The whole Quaffle passes through one of the hoops
- No infringement of the rules of the game has been committed immediately prior to or during the score

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

After a goal has been scored, the defending team's keeper must gain possession of the Quaffle before his team can attack.

The scoring team must retreat to the midfield line before being allowed to defend the Quaffle.

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

# The Snitch Pull

The match will last an indefinite amount of time until the Snitch has been caught by a Seeker, unless otherwise agreed between the referee and the two teams. Any agreed duration of play must be made before the start of play and must comply with competition rules.

In order to roughly regulate playing time (especially for tournaments), it is recommended that the Snitch, if not yet caught, return to the pitch after a predetermined time, set by the referee, commissioner, and Snitch, but not known beforehand by players or spectators

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

- A Seeker has grabbed and gained sole possession of the Snitch.
- The Snitch was securely tucked into the shorts of the Snitch Runner before the Snitch grab.
- The Snitch Runner was not on the ground during the Snitch grab (see section 6E, the Snitch Runner).
- No infringement of the rules of the game had been committed by the seeker immediately prior to or during the catch
- The field referee has not halted play (only applicable if the Seeker is on the field).

Thirty points are awarded to the team whose seeker caught the Snitch, and the match is immediately ended.

# Winning Team

The team accumulating the greater number of points during the match is the winner. If both teams score an equal amount of points, the match proceeds into overtime (see Section 8 for overtime procedures).

– *Section 4* –

# Head Referee



# Authority of the Head Referee

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

## Powers and Duties

- Enforces the rules of the game.
- Controls the match in cooperation with the assistant referees.
- Helps to establish a perimeter for the Snitch with the Commissioner/tournament director.
- Helps to establish a time for the Snitch to return to the field of play with the Commissioner/tournament director if chosen to do so.
- Ensures that game balls used meet the requirements of Section 9, Game Balls.
- Ensures that the correct number and combinations of players meets the requirement of Section 6, Players and Positions.
- Ensures the players' equipment meets the requirements of Section 11, Equipment.
- Acts as timekeeper of the overtime rules.
- Stops the match if, in their opinion, a player is seriously injured and needs to be removed from the field of play. An injured player may only return to the field of play after the match has been restarted.
- Allows play to continue if a player is, in his opinion, only slightly injured.
- Ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped.
- Punishes the more serious offense when a player commits more than one offense at the same time.
- Takes disciplinary action against players guilty of cautionable and sending-off offenses. Acts on the advice of the assistant referees regarding incidents unseen.
- Ensures that no unauthorized persons enter the field of play.
- Indicates the start of a match or overtime period.
- Provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team official and any other incidents that occurred before, during or after the match.
- Monitors the Snitch Runner and ensures the Snitch Runner is mindful of the Seekers' safety.

# Stop and Restart of Play

In the case of questionable or difficult calls, in which the head referee may need to consult with the assistant referees, the head referee may stop and then restart play. To stop and restart play:

- The referee must blow her whistle two times.
- Every player on the field must stop and hold their respective positions, including Seekers unless the Seekers are not within the boundaries of the pitch.
- The referee must grant possession of the Quaffle to the winning team's Keeper if the ruling is in his Keeper Zone.
- Play is restarted when the referee blows her whistle once.

# Decisions of the Head Referee

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

The referee may only change a decision on realizing that it is incorrect or, at her discretion, on the advice of an assistant referee or the fourth official, provided that she has not restarted play or terminated the match.

# Whistle Commands

These are the whistle commands that referees must use to communicate with players. Note that the game is started by the command "Brooms Up!" by the Commissioner, or the referee or tournament director if the Commissioner is not present.

## 2 Short Blows – Stop Play

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

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

Used to resume play after any issues stopping the game (fouls, etc.) have been resolved.

## 1 Long Blow or Airhorn Blow (for Goal Refs) – Goal Scored

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

## 3 Long Blows

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

– Section 5 –

# Assistant Referees



# Duties

Five assistant referees are recommended by the IQA to be appointed by the head referee. These assistant referees can be Bludger referees, Snitch referees, and goal referees. It is not required to appoint these referees for an IQA sanctioned event.

## Goal Referees

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

- Indicate whether a shot is to be ruled as a goal or a miss.
- Hand a Quaffle to the Keeper after a goal has been scored if the Keeper requests one.
- Retrieve any loose Quaffles that are out of play if they are inaccessible by players or if there are no members of the opposing team in the keeper zone.
- Offer advice to both the Bludger referees and field referee if requested by those referees. A goal referee may not call penalties, Bludger strikes or Snitch pulls.

## Bludger Referees

Two Bludger referees may be appointed by the head referee whose duties, subject to the decision of the head referee, are to:

- Indicate when a player has been struck by a Bludger.
- Warn Beaters who are in possession of more than one Bludger.
- Warn Beaters who may be guarding non-possessed Bludgers.
- Ensure that all Beaters are meeting the requirements of section 6B, the Beaters.
- Offer advice to field referee when misconduct or any other incident occurs out of the view of the referee.

## Snitch Referee

A Snitch referee may be appointed by the head referee whose duties, subject to the decision of the referee, are to:

- Indicate a Snitch grab when a Seeker has successfully accomplished a Snitch pull.
- Indicate when a Snitch has been ruled as fallen down and is uncatchable.
- Indicate when Snitches are free to be caught after being ruled as down.
- Ensure that all Seekers are meeting the requirements of Section 6D, the Seekers.

– Section 6 –

# Players and Positions



Each team is made up of at least seven players and only seven players are in play at any time. Three of those players must be Chasers, two must be Beaters, one must be a Keeper and one must be a Seeker. It is the duty of the tournament director to govern the rules and limitations of a team's roster.

Each team must have at least two players of a different gender from the other players. Because the Seeker may spend the majority of the game off the field, Seekers do not count toward the number of required gender-specific players. Only in the case of a single-gender (intramural) team may the Commissioner/tournament director rule otherwise.

Players are forbidden to hold possession of, touch, kick, grab, pass, throw, or in any way use the ball of another position. See Sections 6A, 6B, 6C, 6D and 6E for more information on which positions may handle which balls.

Possession is defined by when a player has complete and sole control of the ball.

Players who use different balls during play are forbidden to physically interact with any other position (see Section 12 for rules on physical contact). Chasers and Keepers may physically interact with one another because they both use the Quaffle during play.

No player may physically interact with the Snitch Runner based upon the physical rules in Section 6E.

## Positions

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

### 3 Chasers

These players must move the Quaffle down the field by running and/or passing, with the aim of throwing or kicking it through the opposing team's goal hoops to score.

### 2 Beaters

These players must throw the Bludgers at opposing players in order to temporarily knock them out of play.

### 1 Keeper

This player is responsible for defending his team's hoops and preventing the other team from scoring the Quaffle through them.

### 1 Seeker

This player's job is to chase down the Snitch Runner and remove the Snitch from him/her. Once the Snitch is caught, the game ends and points are tallied up. The team that caught the Snitch gets an extra thirty points.



# Chasers

Chasers in play, per team: 3

Game ball used: Quaffle

Headband color: White

Objective:

Throw, kick, or in any way pass the Quaffle through the opposing team's goal hoops to score 10 points.

# Using the Quaffle

Running – Chasers may run with the Quaffle for an unlimited amount of time. If a player is persistently and/or intentionally going out of bounds will be cautioned (see Section 1, Field of Play).

Passing – Chasers may pass the Quaffle to any Chaser or Keeper on their team. The Quaffle may still be played if it hits the ground. It may be passed or bounced along the ground.

Shooting – A goal is scored when the whole of the Quaffle passes through one of the three goals. Chasers must throw, kick, or pass the Quaffle through the goal hoops to score. They can be as close or as far away as they like to make the shot. It is permissible for any part of the Chaser's body to accompany the Quaffle through the hoops. Holding on to the rim is not recommended. Chasers may score from either side of the hoop.

After Scoring – After scoring, all Chasers of the scoring team must return to the midfield line before attacking again. Keepers of the opposing team must gain possession of the Quaffle in the Keeper Zone before counterattacking (see section 6C, The Keepers and section 1, the Field of Play).

Broken Goal – If a hoop goal is broken, displaced, or in any way knocked down, play should continue if the attacking team is in possession of the Quaffle and in or behind the Keeper Zone. If they are not, or if the defending team gains possession of the Quaffle, then play should be stopped until the hoop is fixed. No one may score in a hoop that has been knocked down. Intentionally dislodging a hoop goal will result in a Caution (see section 13, Fouls).

Stealing – Chasers may attempt to steal the Quaffle from opposing players, using any legal means necessary (see Section 12, Physical Contact).

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

Deflecting – Chasers may use the Quaffle to block incoming Bludgers. If they are successful and they are not hit anywhere on his body, then the deflection is complete and the Bludger has no effect, even if the Quaffle is dropping during the deflection.



# Beaters

Beaters in play, per team: 2

Game Ball Used: Bludger

Headband Color: Black

Objective:

Throw the Bludgers to disrupt the flow of the match by “knocking out” other players.

# Using the Bludger

Possession – Beaters may hold a Bludger and run with it for an unlimited amount of time. Beaters may be in possession of only one Bludger at a time.

Any team in possession of two Bludgers must allow the other team to recover the third Bludger. A Beater recovering the third Bludger will be immune to the Knockout Effect until said Beater has gained possession.

Passing – Beaters may pass any Bludger to a friendly Beater

Throwing and Kicking – Beaters may throw or kick a Bludger at an opposing player of any type in an attempt to “knock them out.” (See section 6B, Knockout Effect) The Beater must gain possession of the Bludger before the same Beater can kick it again. A Beater may not kick a Bludger while in possession of a second Bludger.

A player struck by a thrown or kicked Bludger has been “knocked out.”

Beaters are allowed to kick Bludgers once. The beater must gain possession of the Bludger before the same Beater can kick it again.

Catching – Beaters may catch a Bludger that is thrown at them by an opposing player. If a beater catches a thrown Bludger, the Knockout Effect does not occur and the player may continue play as normal.

Note that a caught ball has no effect on the thrower either.

Deflecting – A Beater may use the Bludger to block an incoming Bludger thrown by opposing players.

# The Knockout Effect

Being Struck – If any player is struck with a Bludger on any part of her body (including the head) or any part of her broom, that player has been “knocked out.” It is necessary that the Bludger be thrown or kicked with enough force to ensure that the player struck is aware of the impact. The Bludger must leave the hand or foot of the attacking Beater before it hits the other player to take effect.

A Bludger is live after being thrown or kicked until that Bludger touches the ground. Every opposing player struck by the Bludger before it touches the ground is subject to the Knockout Effect.

Friendly Fire – If a Beater hits a teammate with a Bludger, there is no effect. The Beater who initially released the Bludger cannot be struck his own Bludger.

## Procedure

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

- Give up possession of any ball by dropping it. While giving up possession, players must not pass, toss, roll, or kick the ball.
- Retreat back to his set of hoops.
- Touch any part of any hoop.

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

Any play made during or after a player has been struck by a Bludger is not counted. If a player willfully ignores a Bludger hit, that player is subject to a penalty (see Section 13, Fouls).

If a Seeker is hit by a Bludger before or during a Snitch grab, the Snitch grab does not count.



# The Keeper

Keepers in play, per Team: 1

Game Ball Used: Quaffle

Headband Color: Green

Objective:

Prevent opponents from throwing the Quaffle through the goal hoops.

# Outside the Keeper Zone

While outside the Keeper Zone (see Section 1, the Field of Play), the Keeper is subject to all of the same rules as a Chaser, including but not limited to the Knockout Effect. The Keeper may leave the Keeper Zone and may move as far down the field as he likes. The Keeper is allowed to score with the Quaffle.

# Inside the Keeper Zone

Any Keeper with any part of the body behind or touching the Keeper Zone line is considered to be in Keeper Zone. While inside the Keeper Zone, the Keeper is subject to all of the same rules as a Chaser with the following exceptions:

**Kicking** – The Keeper may kick the Quaffle any number of times while in her own Keeper Zone.

**Possession** – When the Keeper is in sole possession of the Quaffle while in the Keeper Zone, opposing players must not attempt to steal it from her. If the Keeper attempts to steal the Quaffle while in the Keeper Zone, the keeper must gain sole possession of the Quaffle before she is granted immunity.

**Knockout Effect Immunity** – While in the Keeper Zone, the Keeper is immune to the Knockout Effect. Beaters may continue to throw Bludgers at the keeper for the purposes of distraction, but the Keeper is not subject to any effects if she is hit.

**Delay of Game** - Once a Keeper has sole possession of the Quaffle, the keeper must make an effort to advance the ball, and cannot hold on to it indefinitely in the Keeper Zone. Furthermore, a Chaser is not allowed to pass the Quaffle back to the Keeper in an attempt to delay the game. Anyone the referee determines guilty of delaying the game will be warned, or cautioned for repeated offenses (see Section 13, Fouls).

# Restarting Play

After a goal has been scored, the Quaffle must be in the possession of the defending goal's keeper before play can be restarted. See Section 3, Match Procedures, for more information.



# The Seeker

Seekers in play, per team: 1  
Game Ball Used: The Snitch  
Headband Color: Yellow

Objective:  
Snatch the Snitch!

# Playing the Seeker Position

The Seeker must follow the Snitch Runner on foot and attempt to gain possession of the Snitch by pulling it from the back of the Snitch Runner's shorts. The Snitch must be fully removed from the Snitch Runner, and the Snitch Runner must not be ruled as down to count as a successful grab (see section 6E, the Snitch Runner).

Seekers are subject to the Knockout Effect.

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

Seekers are subject to the physical contact rules (see Section 12, Physical Contact).

Seekers, however, are forbidden to tackle opposing players or be tackled by opposing players.

# Ending the Game

The game ends as soon as the Snitch is caught. The team whose Seeker catches the Snitch is awarded thirty points.

The Snitch is caught when the Seeker has successfully caught the Snitch from the Snitch Runner. It cannot be caught if the Snitch Runner is ruled to be down or if it is not securely tucked into the shorts of the Snitch Runner.

If the Snitch is caught off the field, the victorious Seeker must return to the field as quickly as possible with the Snitch. The opposing Seeker is not allowed to hinder that Seeker's return in any way. As soon as the head referee sees that the Snitch has been caught, he must announce the end of the match.



# The Snitch Runner

Snitches in play, per match: 1

Game Ball Used: The Snitch

Objective:  
Evade the Seekers

The Snitch Runner is not a member of either team. With the loose end of the sock of the Snitch tucked into the back of his shorts, the Snitch Runner evades both Seekers at all costs, doing everything he can do to prevent the Snitch from being caught.

The Snitch Runner must be dressed in all yellow or gold.

The Snitch Runner is not a player and is therefore not under the jurisdiction of the physical contact rules.

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

## Physical Play

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

The Snitch is responsible for the safety of Seekers and spectators during the chase. She should use common sense to avoid seriously harming Seekers, to be aware of her surroundings, to be aware of the terrain she is on and to avoid collisions with spectators.

Any overly aggressive or irresponsible Snitches will be closely monitored by the referees and the Commissioner/tournament director. See Section 4, the Head Referee.

## The Snitch's Boundaries

The Snitch Runner and Seekers are allowed to leave the field of play. The Commissioner/tournament director and head referee must establish a perimeter for the Snitch before a tournament or match. Snitches and Seekers must adhere to this perimeter.

## Ruled As Down

A Snitch Runner is ruled as down when any part of the Snitch Runner's body other than his feet unintentionally touches the ground.

When a Snitch Runner is down, the Snitch is uncatchable. The Seekers must allow the Snitch Runner to rise to his feet, and an additional three-second head start before the chase can commence again.

# Regulating Match Time

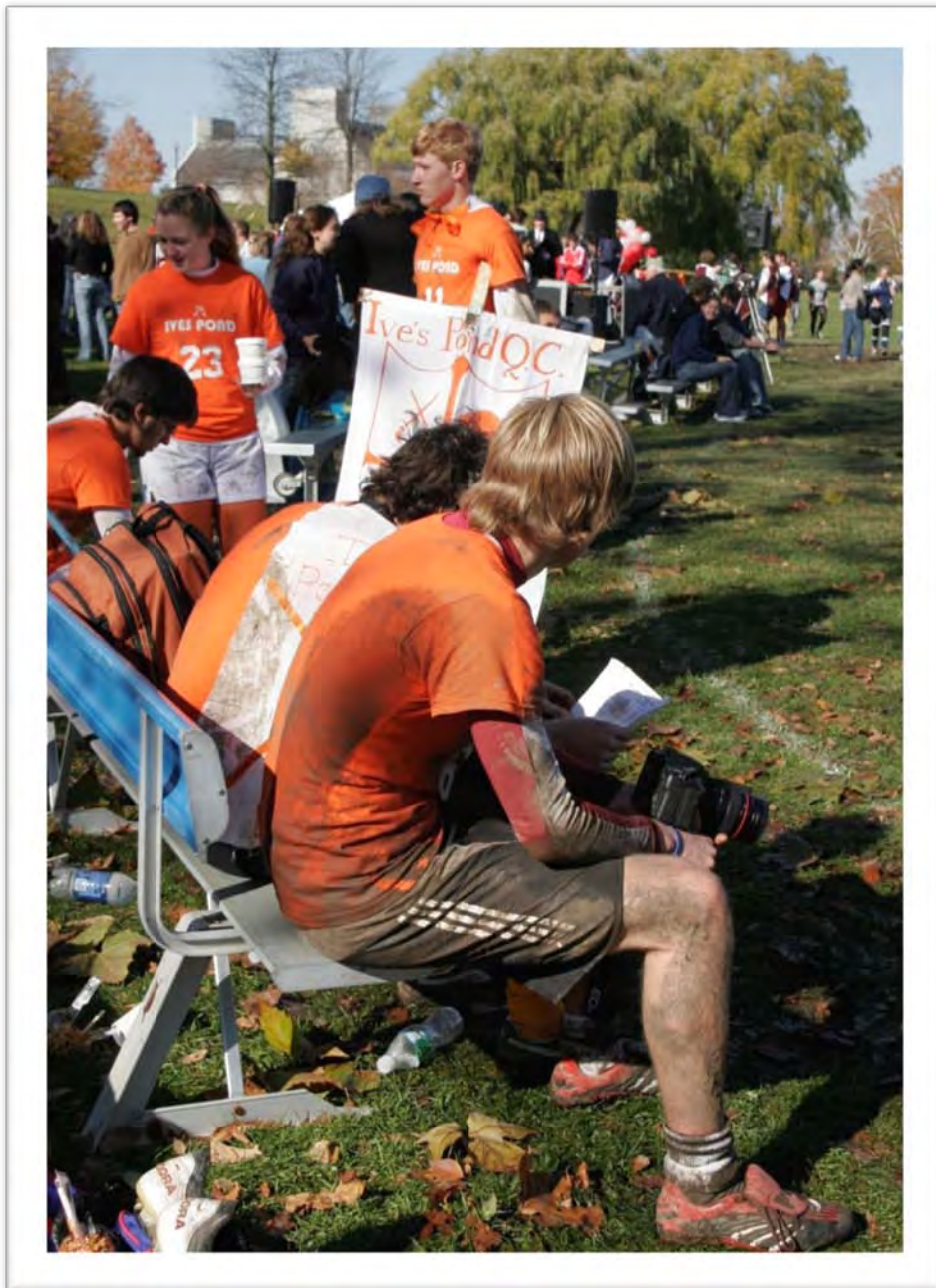
There is no rule defining the length of a match.

The Commissioner/tournament director and head referee, however, can use the Snitch Runner to regulate the length of the match by establishing a time at the beginning of the match for the Snitch Runner to return to the field of play after being released.

See Section 3, Match Procedures, for more information.

– Section 7 –

# Substitutions



A substitution may be made at any time during a match, as long as the result of the substitution adheres to the Players rules (see Section 6, Players and Positions).

## Substitution Procedure

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

- The substitute only enters the field at the Keeper Zone line of the substitute's Keeper.
- The substitute enters the field after the substituted player has left the field at the Keeper Zone line of the substituted player's Keeper.
- The substitute only enters the field of play after any traded equipment between the substitute and the substituted player has been securely handled and fastened.
- A substitution is complete when a substitute enters the field of play.
- A substituted player may replace another player as a substitute any time later in the match.
- All substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

## Infringements and Sanctions

If a substitute or substituted player enters the field of play while violating any part of the substitution procedure:

- The referee will command the substituted player to return to the Keeper Zone line with the substitute.
- The referee will caution both players, and then allow the substitution.

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

– *Section 8* –

# Overtime



# Extra Time

In a situation in which both teams have scored an equal amount of points after the Snitch has been caught in regular time, the match will proceed into extra time.

During extra time, play will begin with brooms up, just as in regular time by following the brooms up procedure described in Section 3, Match Procedures. In this case, the Snitch will not leave the field of play but will remain in the center of the field of play until “brooms-up” is called.

The duration of extra time will be three minutes or until the Snitch has been caught. After either has occurred, the team with the higher score wins the match.

Procedure:

- The field referee will grant teams a five minute rest period between regular time and extra time.
- The referees will reset the field.
- After five minutes, both teams will take their positions at the starting line.
- Extra time play will begin the same as regular time with brooms-up.
- The Snitch does not leave the pitch but remains on the midpoint until the sound of “b” in “brooms up!”

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

# Sudden Death Overtime

In a situation in both teams have scored an equal amount of points after the Snitch has been caught in extra time, the match will proceed into sudden death overtime.

During sudden death overtime, play will begin with brooms up, just as in regular and extra time. As in extra time, the Snitch will not leave the field of play but will remain in the center until “brooms-up” is called.

The first team to score any number of points is the winner.

– *Section 9* –

# Game Balls



# Quaffle

The Quaffle is a volleyball. It is:

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

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

A goal is scored when the Quaffle passes through one of the goal hoops. Only a Chaser or Keeper may handle the Quaffle.

# Bludger

The Bludger is a dodge ball. It is:

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

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

The Bludger can only be handled or interfered with by the Beaters.

# Snitch

The Snitch is a tennis ball held inside of a sock carried by a snitch runner. The ball is:

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

The sock is:

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

– Section 10 –

# The Broom



# Mounted Broom

Any player on the field of play must be mounted on a broom. A broom consists of:

- A wooden or plastic pole at least 40” long. Standard World Cup size is 42”
- with or without plastic, corn, or wooden bristles attached to the end.

In order to be mounted on a broom, a player must have the broom straddled between her legs and must be held up by the hands or legs.

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

## Infringements and Sanctions

If a player dismounts or “falls off” his broom while on the field of play, any plays made by that player while off his broom do not count. The player is considered out of play until he has remounted his broom and followed the same procedures as the Knockout Effect (see Section 6B, the Beaters).

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

– *Section II* –

# Equipment



# Safety

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

## Mandatory Equipment

Each player must be equipped with the following:

- A broom, as defined by Section 10, the Broom.
- A colored headband distinguishing the player's position while on the field of play.
- Players on the same team must wear shirts or jerseys of the same color and likeness.

## Recommended Equipment

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

- Mouth guards
- Goggles
- Shin guards – are covered by socks, made of rubber, plastic or similar material
- Cleats – any kind of metal cleats are not allowed
- Gloves
- Capes

## Infringements and Sanctions

In the event of any infringement of mandatory equipment:

- Play will not be stopped.
- The player at fault is instructed by the referee to leave the field of play to correct her equipment immediately.
- Any player required to leave the field of play to correct her equipment must not re-enter without the referee's permission.
- The referee checks that the player's equipment is correct before allowing her to re-enter the field of play.

A player who has been required to leave the field of play because of an equipment infringement and who re-enters without the referee's permission must be cautioned.

– *Section 12* –

# Physical Contact



In order to counter another team's attack, players of the defending team are allowed to physically interact with their opponents.

## Stiff Arm

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

## Stealing

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

## Tackling

Players (besides Seekers) are allowed to legally tackle other players who use the same ball. The following conditions must be met to accomplish a legal tackle:

- The player being tackled must be in possession of a ball.
- Only one arm may be used when wrapping up another player.
- The contact must be made below the upper chest.
- The tackle must be made within the peripheral view of the person being tackled.  
Players are encouraged to learn and utilize safe tackling techniques, including ensuring that the tackler's head is firmly on one side of the body, head is up, arm is wrapped, etc.
- Tackling in the head, neck or groin area is strictly prohibited.

## Charging

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

All charges must be done without use of elbows and only performed against a player in possession of a ball or moving with the clear intent to gain possession of a ball.

A shoulder must not be lowered; however, shoulder-to-shoulder is permissible

– *Section 13* –

# Fouls and Misconduct



The following methods of physical interaction will not be tolerated during a match and will be dealt with as follows:

## Careless, Reckless, or Using Excessive Force

“Careless” is defined as a player who shows a lack of attention or consideration when making a challenge. A player will be warned if a foul is judged to be careless.

“Reckless” is defined as a player who has acted with complete disregard to the danger to, or consequences for, his opponent. A player who plays in a reckless manner must be cautioned.

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

## Playing in a Dangerous Manner

If, while trying to play a ball, a player threatens injury to someone, that player is playing in a dangerous manner. This foul can be committed when an opponent is nearby and does not make a play on the ball for fear of injury. Playing in a dangerous manner does not have to involve any physical contact between the players.

In the case of physical contact, the referee should carefully consider issuing the player a red card.

## Disciplinary Sanctions

A player who commits a cautionable, sending-off, or ejection offense, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offense committed as determined by the referee.

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

The red card is used to communicate that a player, substitute or substituted player has been sent-off for the remainder of the match. At this time, the team can substitute a player in for the player that was sent-off.

Judgment of disciplinary sanctions remains at the referee’s discretion. The referee has the authority to take disciplinary sanctions from the moment she enters the field of play until she leaves the field of play after the final whistle.

# Return to Hoops Offenses

A player will be asked to return to his hoops and touch them as though subject to the Knockout Effect (see section 6B, Knockout Effect) before allowed back into play if that player commits any of the following offenses in a manner considered by the field referee to be careless:

- Charges or tackles an opponent from behind.
- Holds an opponent by their uniform, hair, broom, head, neck, or groin.
- Kicks an opponent.
- Trips or attempts to trip an opponent.

# Cautionable Offenses

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

- Attempting to deceive the referee by feigning injury or pretending to have been fouled.
- Playing the ball after being tagged out.
- Persistent infringement of the rules of the game.
- Falsely starting a second time in one match.
- Interfering with a Keeper in her respective Keeper Zone while the Keeper has sole possession of the Quaffle
- Intentionally leaving the field of play or illegally substituting.
- Handling or interfering with the ball of a position other than his own.
- Committing any illegal physical contact.
- Playing in a dangerous manner that denies obvious goal scoring opportunities.
- Performing any “return to hoops” offenses in a reckless manner.
- Playing in a dangerous manner.
- Playing using excessive force.
- Intentionally altering a hoop to help prevent the opposing team from scoring.
- Repeatedly delaying the game (see section 6C, The Keepers).

# Sending-off Offenses

A player, substitute or substituted player is sent off if she commits any of the following offenses:

- Attempting or deliberately hurting another player.
- Committing serious foul play.
- Violent conduct.
- Spitting at an opponent.
- Using offensive, insulting or abusive language and/or gestures.
- Receiving a second caution in the same match.
- Using intentional physical contact to the head, neck, or groin.
- Striking or attempting to strike an opponent.

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.