

Quidditch Rules

Players and Equipment

1. A team must consist of 7 players. One seeker, one keeper, three chasers and two beaters. A team may play the game with a minimum of 6 players, with one player at each of the four positions otherwise it will be recorded as a forfeit.
 - a. Gender maximum rule: teams can have a maximum of four players who identify as the same gender in active play on the field at the same time. This number increases to five once the seekers enter the game.
2. Participants may play for only one team in the Quidditch Tournament.
3. All teams must wear jerseys or shirts of the same color. Team pinnies can be provided.
4. Field size:
5. Campus Recreation will supply game balls, goals, brooms, flags (for snitch runner to wear). Teams may bring their own brooms. Players on the pitch must keep the broom between their legs at all times.
6. There are three goals on each side of the pitch. One goal on each side is 3 feet tall, 4.5 feet tall, and 6 feet tall. These goals are located in the Keeper's circle.
7. The quaffle is a volleyball deflated enough to be gripped in one hand, yet inflated enough to maintain its spherical shape. The two bludgers are foam dodgeballs. There will be one human snitch from each team wearing a yellow jersey and a yellow flag-belt. The snitch will be a neutral to both teams and supplied by Campus Recreation. Keepers, chasers, and beaters will wear different colored bandanas (Keeper: green, Chaser: White, Beaters: Black, Seeker: Yellow) in order to signify their role.



1 Quaffle (deflated volleyball)



3 Bludgers (dodgeball)



1 Human Snitch (dressed in yellow wearing yellow flag belt)

8. All players must wear closed toe shoes. Players are permitted to wear cleated soccer shoes provided the rubber cleats are short and molded into the sole. Metal spikes are not permitted. Open toe shoes are not permitted.
9. Casts and splints will not be allowed under any circumstances. Players with a knee brace with exposed metal or metal hinges are required to cover it. **All equipment decisions made by the Intramural Staff on duty shall be final.**
10. Jewelry is prohibited. All earrings and visible body piercings must be removed or taped prior to the start of the game. Religious or medical-alert medals are not considered jewelry, but must be taped down and worn under the jersey. Campus recreation will not provide tape or Band-Aids to cover jewelry.
11. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of their own glasses.
12. The team captain must sign the score sheet following each contest to verify the final score and sportsmanship rating.

START OF PLAY, TIMING AND SCORING

1. The official will facilitate rock-paper-scissors with team captains to determine the side of the field each team will begin the game.
2. The official will let teams know they can mount their brooms. Once players are ready, the official will blow the whistle to begin the clock.
3. Each game will be two-15 minute halves.
4. The snitch will be released 7 minutes into each half. If the snitch is caught by a seeker, that seeker wins 50 points for their team. Play continues after the snitch is caught until the 30 minute match expires. If the snitch is caught in the first half, it will not be released again in the second half.
5. Each time a chaser shoots the quaffle through a hoop, 10 points will be recorded for the respective team.
6. The officials will be in charge of keeping time and score.
7. Teams are awarded one timeout per half.
8. Once a goal is scored, the quaffle will be put back into play by the respective keeper.
9. Goaltending: A play is considered goaltending, and is scored as if the quaffle had gone through the hoop, if either of the following are true:
 - a. A player within their own keeper zone, other than the keeper, touches the quaffle with a part of themselves or their equipment that is extended through a hoop from the side where the quaffle would exit or touches the quaffle while it is part way through a hoop with a part of themselves or their equipment that is positioned on the opposite side of the hoop from where the quaffle entered and is not extended through that hoop.

POSITIONS

1. Chasers: These players move the quaffle down the field by running and passing. They may throw or kick the quaffle through the opposing team's hoops to score. Chasers may not shoot on goal from within the opponent's starting line, but can be in this area. Chasers cannot pick up or touch the bludgers unless they are attempting to catch it to avoid a knockout.
2. Beaters: These players must throw the bludgers at opposing players in order to temporarily knock them out of play. Once a player has been hit by an opposing beater, the player must drop any ball, dismount the broom, retreat back to their set of hoops. They must touch one of the hoops, remount the broom and return to play. The player must touch the hoop with some part of their body, not with their broom. A bludger is live after being thrown until that bludger touches the ground. Every opposing player struck by the bludger before it contacts the ground is knocked out. The beaters may catch the bludgers and avoid getting knocked out for themselves. However, the thrower is not knocked out if their throw is caught. Chasers cannot pick up or touch the bludger unless they are attempting to catch it to avoid a knockout.
3. Keeper: This player is responsible for defending their team's goals. Outside of the keeper zone, the keeper is treated as a chaser. However, while inside the keeper zone, the keeper cannot be knocked out. While outside the keeper zone, a keeper is subject to the same rules as a chaser.
4. Seeker: This player's job is to chase the snitch runner and strip the snitch runner of the snitch (flag belt). Seekers may not pick up the quaffle or the bludgers. They are subject to bludger throws and must return to their goals if knocked out.

THE GAME

1. Every player must have a broom between his or her legs at all times. If a player "falls off" their broom, they are knocked out, meaning they are required to drop any balls in their possession and immediately return to their goals. Once they touch one of their three goals, they are back in play.
2. Beaters are not permitted to pick up the quaffle.
3. Friendly Fire - If a beater hits a teammate with a bludger, they are not knocked out. The beater who initially released the bludger cannot be knocked out by their own bludger.

4. Keeper Zone Rules: Opposing players are not allowed in the keeper's zone at any time besides the respective keeper. The only exception to this rule is that a beater may enter the zone to retrieve a bludger. The beater may not throw that bludger until he or she has exited the keeper's zone.
5. Players may only change positions or sub during a stoppage in the game or at half time.
6. Players must wear the colored headband according to their position. Keepers: green, Chasers: white, Beaters: black, Seekers: yellow
7. Kick—To strike with a foot or feet, or with any part of the leg below the knee. At the time of a kick the player striking the ball is considered to have possession of that ball, if they are the only player in contact with it. 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.
8. Fouls: pushing, tripping, excessive contact, etc will be called as fouls. If the player committing the foul was in possession of the ball, they drop the ball where they committed the foul.
 - a. Yellow card = warning
 - b. Red card = ejection
 - c. 2 yellow cards warrant a red card and ejection

THE PITCH

1. Players are not allowed to leave the pitch except under the following circumstances. Any player who leaves the pitch under these circumstances must act to directly and immediately return to the pitch once the circumstances no longer apply.
 - a. Seekers may leave the pitch in pursuit of the snitch runner, including trying to gain possession of a snitch near the pitch boundary, or to block the opposing seeker.
 - b. Any player may leave the pitch boundary to directly pursue a ball that they are eligible to possess that is beyond the boundary.
 - i. If a ball exits the player area, the proper eligible player may retrieve the ball with explicit permission of any referee.

