Contents

GUIDE BOOK

Starting Your Quidditch League ................................................................. 3-5
Equipment and how to acquire it................................................................ 6-11
The Snitch Runner ...................................................................................... 12-13
The Pitch ..................................................................................................... 14
Hosting a Tournament .............................................................................. 34-41

RULEBOOK

The Team: Positions and Substitutions .................................................. 16-18
Chasers ...................................................................................................... 19-20
Beaters ...................................................................................................... 21-23
Keepers ...................................................................................................... 24-25
Seekers ...................................................................................................... 26-27
The Snitch ................................................................................................. 28-29
Commissioner and Referees ................................................................. 30-31
Physical Contact ...................................................................................... 32-34
The Quidditch Pitch .................................................................................. 35
Conclusion ............................................................................................... 42
Starting Your Quidditch League

Strength in Numbers

When starting your Quidditch League, the number one thing you need is people. No matter how strange something is, if a lot of people are doing it, it will look good. This takes a lot of networking.

Methods

There are several ways to gain supporters and players.

1) Set up a very impressive table at a club fair. Be loud, confident, and persistent. Most people will give you a strange look and saunter past - you have to drag them over and convince them, sell them on Quidditch. Include photographs and newspaper clippings. Bring balls, make a giant poster board, and bring brooms, maybe even a mounted hoop if you already have one. Having a striking visual presence is important. Don’t sit down passively, stand up, walk out and engage people.

2) Create an email list and a website. The Internet is a powerful tool that can reach hundreds of people within seconds.

3) Create a facebook group. Include links to Youtube videos and invite EVERYONE!

4) Hang up posters around campus (enlist an artist for help to make it look good). If your campus has a reprographics department, they can mass produce color posters.

5) Finally, simple word of mouth goes a long way. Tell every single person you meet about it. If you can convince them, they will probably tell others as well.
Funding

Check with your friends and advisor(s) to find out the best way to get your club funded. Generally schools can support a small budget for a starting organization through various routes, such as a student activities fund.

However, assuming you do not get any funding at first, there are still some ways to get by.

As for balls, hoops, and brooms, see the Equipment section for advice on acquiring them without shelling out tons of cash. If you do need to purchase a few items, have all interested members donate $5. There are also multiple routes within most academic institutions to acquiring funding, ranging from student government, club and event funding, social life funds, student initiative funds, commons funds etc. Talk to your dean or advisor and do some research - colleges in particular are full of money, you just have to learn the best way to tap into it.

Arranging Your First Game

The first game is the hardest to set up but by far the most rewarding. Once your first game starts, even if it’s a meager turnout, it will still turn heads and get attention. Once people see it, they start to believe it, and even love it. For your first match you will need a base level of equipment.

Applying for Official Clubship or team status

Once you have a league going with a fairly large number of regular players, you can begin to apply for a clubship of some type. Obviously different schools organize their student clubs in different ways and have varied application processes. Contact a student government representative to find out the best
way to go about becoming a club and getting regular funding. This probably won’t amount to a ton of money but this should be more than enough to fund a first season and a world cup. Remember, if you are planning on hosting a world cup, make sure to think ahead and list all your expected expenses on the budget proposal. Also at this point, whether it is required or not, you should definitely have a working email list.

Your First Game

To start your league, you need to decide whether you want registered teams or just scrimmages. I recommend starting your season off with scrimmages. Just tell everyone to show up, and then randomly split them off onto teams. The ideal team size is around 10-14 so you can sub out, as the game can get very tiring.

Having registered teams is great because it starts to build team spirit and competitiveness, but I highly recommend you start with pick-up games because they will give you better turnouts on your first matches. You can work on established teams later in the season.

Persistence

Persistence is the most important quality a league coordinator needs. You will come across a lot of adversity and roadblocks, and you need to be patient and stubborn to get through it. Eventually if you work hard at it and keep your chin up you will win over most of the campus, but there will always be naysayers - don’t let them get to you.
Mandatory Playing Equipment

Below you will find a List of all the necessary as well as recommended equipment. Explanations of how to build or purchase the equipment is in the following section.

The Broom - For ALL Players
- This is the most essential equipment item of the game. All players must hold the broom between their legs at all times.
- No forms of artificial attachment are allowed. You must hold it with one hand or grip it with your thighs. Any play made without the broom in place is an illegal play and will not count.
- There are currently no standardized brooms, except at multi-college tournaments, which use the Scarlet Falcon or the Sienna Storm, made by Alivans (see the World Cup section for details).

Total Brooms: 14

The Bludger - For Beaters ONLY
Throw this ball at opposing Players. Any player hit must drop any ball he/she is holding and run to their Goal Hoops before returning to play. Note: Rowling’s version of Quidditch includes two bludgers. We upped the number to three to ensure that for the most part each team will always be in possession of at least one.

Total Bludgers: 3
The Quaffle - For Chasers and Keepers ONLY
Players must advance this ball down the field, by running with it or passing it, and throw it through one of the opposing team’s hoops to score.
Total Quaffles: 1

The Snitch - For The Snitch Runner and Seekers ONLY
Seekers must attempt to grab the tennis ball, which is at the bottom of a long sock that is tucked into the back of the Snitch Runner’s shorts. During the game the Runner and the Snitch are referred to collectively as “The Snitch”, but in the rulebook the ball/sock is called “The Snitch” and the runner is called the “Snitch Runner” for purposes of clarity. When a Seeker successfully “Snatches the Snitch”, the game is ended and points are added up. The team whose Seeker makes the Snatch gets an additional 50 points, though this number can be adjusted for shorter games.

The Hoops
Each team must have three hoops on their side of the field. They may be at any level or varying levels but they must be present. The hoops are the goals of the game. The chasers must attempt to throw the quaffle through the opposing team’s hoops to score 10 points for their team (Download the Hoop guides from the rules page on the website Collegequidditch.com).
Optional/Recommended Equipment

Lacrosse Goggles
Lacrosse Goggles are recommended to avoid eye injury, particularly when using brooms that can poke.

3 Digit Flip Scoreboard
Useful for keeping score. Make sure to have a 3-digit version for games that go over 100 points.

Pinnies
Seven red pinnies and seven blue ones will help to separate teams during scrimmages, which are the best way to start each season.
Colored Head Bands
Each position has a different colored headband to help both the ref and the players to keep track of who should be using which ball.

Seeker - Yellow
Chaser - White
Beater - Black
Keeper - Green

Total: 2 Yellows, 6 Whites, 4 Blacks, 2 Greens

Megaphone
When the league gets larger and you have more than 40 players at a game, it is helpful to the head organizer to have a megaphone.

Whistle and Ref Jersey
Refs need a whistle and Jersey to stand out and get attention on the field, as well as to signify goals or fouls (see Referee section for details)
Building and Acquiring Equipment

**Brooms** - You need 14 to play and a few more in case of breakage. *Do not play with broken brooms, as they often have jagged edges that can cut or stab.*

There are several ways to get brooms:

1) **Broom Ball** - Does your college have a broomball team? As broomball is a winter sport, it is easy enough to borrow 14 brooms from the broomball team for a fall and/or spring season of quidditch.

2) **Show me the Galleons** - You can purchase brooms from most hardware stores - they are typically no more than $10 each. Check your local dollar stores for even cheaper bamboo versions. If you can, buy lighter versions for your seekers as they have to do the most running.

3) **B.Y.O.B.** If all else fails, in the interest of getting a game going ASAP, tell players to bring their own brooms. This approach is not recommended as it will limit your turnout - it is much better to provide everything. But if there are no other options, borrow them from custodial closets etc. just make sure to return them when you are done.

**Quaffle** - Use a slightly deflated standard volleyball for this. It needs to be at least a little deflated, since Quidditch is essentially a one handed-game. The “give” that the ball has when it is deflated makes it easier to quickly grab with one hand.

**Bludgers** - Three red rubber kickballs (note that these are larger than standard dodgeballs, but made of the same material) slightly deflated for the same reasons. The Intercollegiate Standard Size is 10”.

![Image of brooms and quaffle](image-url)
**The Snitch** - Take a tennis ball and place in a long soccer sock (at least 12-16 inches long). Make sure the ball sits all the way at the bottom. It is imperative that the Snitch Runner wears shorts that can be drawn up tightly with a draw string. Tuck the sock half way into the shorts so that the Snitch Runner essentially has a tail.

**Lacrosse Goggles** - If you have a limited budget try borrowing plastic or metal bar types from lacrosse players that you know. Note that lacrosse goggles are only used by female lacrosse and field hockey players.

If you are interested in purchasing goggles, try the Bangerz 3000 model. They are well made plastic goggles that are by far the cheapest available, and are available at multiple websites online.

Make sure to have 14 pairs, and get a few extra of the boxier type that is meant for players who need to wear their glasses underneath. NEVER WEAR GLASSES ON THE FIELD WITHOUT THESE.

**Scoreboard** - Make sure to buy a simple flip one that has three digits, or borrow one from your athletic dept. These are also available at multiple sporting good sites online.

**Pinnies** - Most colleges have these in their athletic department. Contact a supervisor of some type. You will need seven red pinnies and seven blue ones. They are also fairly cheap, and range from $5 - $10 each online.

**Colored head bands** - these are easy to find anywhere at most sports equipment websites. They are typically one dollar each. You will need 2 yellow, 2 green, 4 black, and 6 white.

**Megaphone** - These range in size and distance. A 500 yard megaphone is more than enough power.

**Whistle and Ref Jersey** - These are also available online. Get a box of whistles and three Jerseys if you can afford it, as you will need two for your goal refs. Check with your athletics dept to borrow these as well.

**Hoops** - The instructions for building your own hoops are available on Collegequidditch.com under the rules tab. Be aware that this is just one method - there are many ways available, some easier than others. The method listed at the website is sturdy but difficult. It is best if you have a cart or other vehicle to move the bases around once they are completed if you are using this method to build them.
Introduction

The Snitch is composed of two elements, the Snitch Runner, and the Snitch Ball. Together they combine to form the Snitch.

While many versions of Quidditch have appeared over the years, the strength of this version is the human snitch. People have tried all kinds of methods: bouncy balls, launching propellers, remote control cars etc.

But having a skilled, fast, tough, acrobatic runner as the snitch is the center point of IQA quidditch. It is the crowd pleaser and THE main aspect of what has made this version of the rules so popular and successful.

Be The Snitch

Finding a good snitch is the hardest and MOST IMPORTANT part of putting together a successful league. Here are the Snitch qualities ranked in order of importance from most important to semi-important:

1) **Endurance** - The Snitch must be able to run a fast pace for at least an hour. Varsity Cross Country runners, ex-cross country runners, or soccer players are recommended.

2) **Attitude** - The Snitch is essentially a malevolent spirit whose sole task is evade capture while humiliating his pursuers. He can run from them, hide from them, throw them to the ground, or dodge away just as they dive for them and leave them eating his dust. A background in competitive wrestling and/or gymnastics is encouraged. There are no rules regarding fouls for the Snitch Runner (see below).

3) **Agility** - Mere speed isn’t enough to escape sometimes. The Snitch should be able to do simple acrobatic maneuvers. Handsprings, Rolls, Somersaults, and even flips are all very useful to evade capture when maneuvering a small area (like the quidditch pitch).

4) **Size** - This is not the most important, but the skinnier and shorter the better. A seven foot tall snitch will certainly look a little odd.
Snitch Tricks

One major aspect of the Snitch Runner is engaging in unpredictable tricks. Some examples have included the Snitch using a student’s bicycle, stealing a Player’s broom, Being brought out onto the field in a big box, hiding in a toy house, and even climbing on the roofs of nearby buildings.

While the last option can definitely get someone in trouble, serious injury, and/or arrested, creative, humorous, and surprising maneuvers by the Snitch Runner is an essential aspect of the game.

Dress

Your snitch should wear as much yellow or gold as possible to stand out. Golden tights, Yellow shirts, socks, shorts, and running shoes are highly recommended.

Can’t find a snitch?

If you have trouble finding a Cross Country running, ex-wrestler who loves dodging away from people on brooms, gather a group of the most athletic people you know and have them switch off. Typically games should last around twenty to thirty minutes, and if you are playing a tournament, even less, so they will have plenty of time to recover.
THE PITCH

The official pitch, or field, is not worth trying to make for your first few games, as it is exceedingly complicated to create a marked and delineated ellipse. Once you have a wetline marker (See world cup equipment for more details) and the time and manpower to spare, or if you are hosting a special tournament, Take a look at the “Quidditch Pitch” document included in your original email. You will also find a more in-depth section on the pitch under the rules section on page 33.
RULES OF THE GAME
The Team - Each team is made up of 7 - 20 players. Only seven of those players are in play at any time.

Each team must have at least two female players in play and on the field at all times. Because the seeker may spend the majority of the game off the field, a female seeker does not count towards the number of required female players. Therefore if you have a female player as seeker, you must have two more female players in other positions as well.
Substitutions

*There are no time-outs*, but players may substitute at any time. Any player that is in play who wishes to substitute with another player who is out of play must do so off the field (i.e. outside of the side lines).

There are no set positions for players waiting to come in, though teams are welcome to assign these. A player who is waiting on the sidelines may sub in for any position.

Players in play and on the field may swap positions with other players in play and on the field, and they are allowed to do this in their keeper zone or off-field.

Swapping positions may entail changing a pinnie, a headband, goggles, and a broom, and can sometimes take about half a minute, so it is necessary to make sure that players switching positions are not obstructing play.

Seekers may switch positions at any time as well. However it is required that the Snitch Runner be made aware of this change right away. If the Snitch Runner is caught by a seeker that he or she does not recognize as the official seeker, then the Snatch does not count.
The Positions

Note that the following entries are summaries. The following pages contain detailed descriptions of each position.

3 Chasers
These players must move the quaffle down the field, by running and/or passing, and with the aim of throwing or kicking it through the opposing teams goal hoops.

2 Beaters
These players must throw or kick 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 launching 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 fifty points.

Position Interaction

Players are forbidden to touch, kick, grab, pass, throw, or in any way use the ball of another position. In other words, the only players who are allowed to touch the Quaffle are the Chasers and Keeper, only the Beaters may touch the bludgers, only the Seekers can grab the Snitch.

Beaters are forbidden from physically interacting with any other position. They may peg players of any position, but may only physically interact with the opposing beaters.

Chasers and Keepers may physically interact with only the chasers and keeper of the other team.

No player may attack or intentionally impede the seekers, with the exception of Beaters, who are allowed to peg the seekers.

Seekers are allowed to impede each other only with their bodies and shoulders. Grabbing, pulling, elbowing, tripping, and tackling are not allowed between seekers (see physical contact for more details on fouls).

NO PLAYER, including the seeker, is allowed to in any way attack, molest, or impede the Snitch Runner.
The Chasers in detail

Chasers in play, per team: 3

Game Ball Used: Quaffle

Objective: Throw, kick, or in any way pass the Quaffle through the opposing team’s Hoop Goals to score 10 points.

Headband Color: White

Using the Quaffle

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

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

Shooting - Chasers must throw, kick, or pass the Quaffle through the Hoop Goals to score. They can be as close or as far away as they like to make the shot. Note that is permissible for any part of the chaser’s body to accompany the quaffle through the hoops, so players may “slam dunk”. Holding on to the rim is not recommended.
NOTE: If the hoop goal is broken, displaced, or in any way knocked down, play must be stopped instantaneously by the ref. Play must not resume until the hoop has been fixed or put back in place. If a player shoots the ball and collides with the goal at the same time, and the ref blows the whistle before the ball goes through the hoop as it falls, then the goal does not count. This is a rare occurrence, but it has happened and must be accounted for in the rules.

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

**Kicking** - Chasers are allowed to kick the Quaffle but may not kick it repeatedly. They are allowed one kick, and then must pick up the Quaffle and carry it in their hands before they are 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 their body, then the Deflection is complete and the Bludger has no effect.
The Beaters in detail

Beaters in play, per team: 2

Game Ball Used: Bludger

Objective: Throw the Bludger to hit opposing players.

Headband Color: Black

Using the Bludger

Running: Beaters may hold a Bludger and run with it for an unlimited amount of time. A beater may not hold more than one Bludger.

The Bludger may still be played if it hits the ground. It may be passed or bounced along the ground.

Passing: Beaters may pass any Bludger to a friendly Beater.

Throwing/Hitting: Beaters may use the Bludger to attack opposing players of any type, including Seekers, Chasers, Keepers and other Beaters.
They must kick or throw the bludger at an opposing player to “knock them out”. The bludger must hit the player’s body - hitting the broom does not count.

Note: It is necessary that the Bludger is thrown with great force to ensure that the player struck is aware of the impact. The Bludger must be thrown or kicked. It cannot simply be touched against another player. In other words, It must leave the hand or foot of the attacking beater before it hits the other player to take effect.

The Knockout Effect: Players struck by a Bludger must drop any Game Ball (Bludgers or Quaffles) they are holding and return to the goal zone on their side of the field. They must return to their goals regardless of whether or not they were holding a ball.

They may do so as quickly or as slowly as they like, and must put at least one foot inside their goal zone. Until they do this, these players are effectively Out of Play and may not interact with any players or balls in any way, and may not substitute until they reach their Goal Zone.

Once they have circled around the Goal Zone they have officially re-entered play and may immediately use or interact with Game Balls or other players.

Players struck by a Bludger must DROP any ball they are holding. They may not pass, throw, or even lightly toss the ball - it must be dropped right at the player’s feet.

Any play made after a player has been struck by a Bludger is not counted. If a player willfully ignores a bludger hit (this decision is made by the referees discretion) then their team is subject to a penalty, as discussed in the physical contact section.

The Knockout effect does not apply to a seeker who has already successfully snatched the snitch (meaning that the snitch has already been completely removed from the snitch runner).

However, If the seeker is pegged just before pulling the snitch out, or while he/she is in the process of pulling the snitch out, then the knockout effect does apply, the snatch does not count, and the Seeker counts as being knocked out as usual. Generally a moment like this will call for a Referee to intervene and resolve the conflict.
**Friendly Fire:** If a Beater hits one of their own players with the Bludger, there is no effect.

**Bouncing:** A Bludger that hits an opposing player after bouncing off the ground does not count for the knockout effect.

However, a Bludger may bounce off of objects and players and hit multiple targets. As long as the Bludger does not touch the ground, any target hit by a bludger, with the exception of a team mate, is subject to the knockout effect.

**Defensive Catching:** Beaters and Beaters ONLY, 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.

**Kicking:** Beaters are allowed to kick the Bludger but may not kick it repeatedly. They are allowed one kick, and then must pick up the Bludger and carry it in their hands before they are allowed to kick it again.

Any player hit by a legally kicked Bludger is subject to the Knockout Effect just as if the Bludger was thrown at them.

Beaters are not permitted to kick a bludger off the field with the intent of preventing the other team from gaining possession of it.

**Deflecting:** Beaters may use the Bludger to block incoming Bludgers thrown by opposing players. If they are successful and they are not hit anywhere on their body, then the Deflection is complete and the incoming Bludger has no effect.
The Keeper in detail

Keepers in play, per Team: 1

Game Ball Used: Quaffle

Objective: Prevent opponents from throwing the Quaffle through the Goal Hoops.

Headband Color: Green

Playing the Keeper Position

Outside the Keeper Zone:

While outside the Keeper Zone, the Keeper is subject to all of the same rules as a Chaser. There are a number of special rules that apply to the Keeper while he/she is in the Keeper Zone, but as soon as the Keeper leaves the Keeper Zone, he/she instantly loses the right to those special rules.
The keeper may leave the keeper zone and may move as far down the field as he/she likes. The keeper is even allowed to score with the quaffle if desired.

**Inside the Keeper Zone**

While inside the Keeper Zone, the Keeper is subject to all of the same rules as a chaser with the following exceptions:

**Kicking** - The Keeper may kick the Quaffle as much as he/she likes while in his/her own Keeper Zone

**Possession** - When the Keeper is in sole possession of the Quaffle while in the Keeper Zone, opposing players are not permitted to attempt to steal it from him/her.

Possession is defined as one hand firmly on the ball with no other players touching it. In other words, the keeper has to win possession of the ball first if they are wrestling it from another player. This rule is designed to give the keeper safe haven, not to make it easier for him/her to strip it from another player.

**Knockout Effect Immunity** - While in the Keeper Zone, the Keeper is immune to the Bludger 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 he is hit. Note that the Keeper may always use the Quaffle to block incoming Bludgers, just like any Chaser.
The Seeker in detail

Seekers in play, per team: 1

Game Ball Used: The Snitch

Objective: Snatch the Snitch!

Headband Color: Yellow

Playing the Seeker Position

Snatch The Snitch: The Seeker must follow the Snitch Runner on foot and attempt to firmly pull the Snitch out from the back of the Snitch Runner’s shorts.

Clean Grab: The Snatch must be a Clean Grab. This means that the player may not attempt to assault, impede, molest, or otherwise subdue the Snitch Runner. If the Snitch Runner falls onto his/her back, play is halted and the Snitch Runner is given three seconds to run before play resumes.

The Snitch must be fully removed from the Snitch Runner to count as a successful grab. This removal must take place while the Snitch Runner is still standing or falling. If the Snitch Runner is already lying forwards or backwards on the ground before the snitch is fully removed, the snatch does not count.
**Fish in a Barrel:** Seekers, like all players, may be targeted by Beaters, and are subject to the Knockout Effect as usual.

As already established for other positions, Seekers may not use or touch any other Game Ball besides the Snitch.

**Ending the Game:**

The Seeker has the power to end the game, and he/she does this by catching the Snitch. The game ends as soon as the Snitch is caught. Play stops and points are tallied up. The team whose Seeker catches the Snitch gets an extra fifty points to their total. This point value differs from Rowling’s version of Quidditch, in order to allow teams with a significant advantage in points to win even if they did not catch the Snitch.

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 impede that Seeker’s return in any way. As soon as the Commissioner or Referee sees that the Snitch has been caught, they must announce the end of the game and tally up points.
2. THE SNITCH

The Snitch’s Boundaries

The Snitch Runner and Seekers are allowed to leave the field. The Commissioner and referees must establish a perimeter for the Snitch, ideally using a map of the area. The Seekers must adhere to this perimeter as well. The Snitch is not allowed to leave this perimeter.

Hiding

The Snitch is allowed to hide whenever and wherever he/she wants, as long as it is outdoors. *The Snitch may not enter buildings* (unless you are playing indoors of course).

Fouling

The rules forbidding specific types of fouls do not apply to the Snitch. He/She can do whatever it takes to avoid capture. The only type of physical interaction that the Snitch Runner is not allowed to engage in is punching or hitting.

Regulating Match Time

With an athletic and crafty Snitch Runner, you can roughly control the length of a match. Have the Snitch Runner wear a watch with a stop-watch capability. The Commissioner or Referee should He/she should let the Snitch Runner know when he/she should return to the field (typically 15 - 20 minutes) assuming he/she has not been caught yet). The Snitch Runner should start the watch as soon as they are “let loose” at the beginning of the match, and note once the
stop watch reaches the pre-determined time. If the Snitch Runner is still uncaught by that point, he/she should return to the field and restrict his traveling to that general vicinity until he/she is caught by a seeker.

This technique not only allows the match coordinator(s) to control the length of the game (useful for multi-game tournaments) but also makes for a lot of entertainment once the snitch returns to the field, as he/she has to resort to much greater cunning and agility to evade capture in a closed space.
For Beginning Leagues

Beginning leagues may not have the luxury of having a commissioner and separate referees. In that case the commissioner must serve as the ref as well. This is a difficult job because the individual most watch for fouls, goals scored, and the snitch when he returns to the field.

The Commissioner’s job is also to rally people to the group, inform members of upcoming matches, and serve as the group leader. In addition the Commissioner must announce the start of every match (see below).

The Commissioner: During this time the commissioner must keep track of who is playing, be responsible for changing numbers on the scoreboard or mentally keep score, and announce the start of each game.
Announcing the Start:

After deciding positions and their seven starters, each team must line up behind their goal posts with their brooms on the ground. The Commissioner 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 must shout, “Brooms down! Eyes closed!” At this point all players must look downwards and close their eyes. Then the Commissioner must shout, “THE SNITCH IS LOOSE!” At this point the Snitch Runner may run wherever he likes off the field (while respecting the general, pre-established boundary around the campus). Once he is almost out of sight, the commissioner yells, “BROOMS UP!” Then the game officially begins and both teams may and usually do run forward and grab their respective game balls.

Regular Leagues

Once your league gets up and running, your commissioner will be busier and you will need official referees, who will fill the following positions.

1 Main Field Ref: Observes play and calls fouls when appropriate. In addition he/she is responsible for watching the snitch runner if/when the snitch runner returns to the field. Also acts as a second pair of eyes for goals scored by either team.

2 Goal Refs: Self-explanatory. These refs stand on each side of the field behind each set of hoops. They must each have a whistle. When a quaffle is shot at a hoop, they must register whether it is a goal or a miss. If the shot is a goal, they must blow their whistle and put both arms straight up in the air; if it is a miss they must put both arms out at their sides.

It is recommended that these Refs be drawn from a team that is not currently playing, as it could be a boring job for one person to do the entire afternoon without getting to play.
4. Physical Contact

The rules regarding physical contact are designed to address the allowable actions and results of physical contact, and to punish and prevent egregious physical interaction and ignorance of specific rules.

NOTE: The following rules are designed for college or high school leagues and allow for a lot of physical contact and rough play.

These rules may be amended for local divisions as they see fit based on the rules or laws of the institution, or simply for younger players, to allow for less or no physical contact.
Forbidden Physical Contact

The following actions are forbidden under the official IQA rules.

Whenever a player commits one these illegal actions, game play is stopped. Both teams must return to their respective sides, and all balls (not including the snitch) must be handed over to the offended team.

If the offended team is already in possession of all game balls, then they receive an additional 10 points to their total score.

Once players and balls are in position, game play resumes.

<table>
<thead>
<tr>
<th>Forbidden Actions</th>
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<tr>
<td>Cape Grabbing</td>
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</table>
| Intentional Hitting of a player  
| (includes punching, slapping, head-butting, kicking etc.). Refs are responsible for judging Intention vs. Accident |
| Headlocks, neck grabbing, or any physical contact directed towards the head or neck. 
| This does not apply to bludgers thrown by beaters. |
| Assaulting, impeding, or in any way molesting the Snitch |
| Ignoring a Ref call on a Bludger hit  
| (Note: Refs are responsible for alerting the hit player if he/she does not realize it. If they continually ignore the Ref’s call, this constitutes the foul. If the Ref believes that the player intentionally ignored the hit, he/she may call the foul right away). |
Physical Contact within the Rules

Here are some examples of what players ARE allowed to do.

- Removing the ball from other players’ hands (except the keeper)
- One-handed Tackling from the front or rear
- Pushing or shoving other players
- Grabbing with one hand (except on the cape, neck, or head)
- Shouldering or body checking
- Slide Tackling from any side
- Tripping

Important: The Snitch Runner has no restrictions on physical action. He/she may do whatever it takes to avoid capture.

In the past this has included headlocks, take-downs, and even occasional slapping.
The Quidditch Pitch

A proper, standardized Quidditch Pitch is a complicated beast that requires its own supplementary section, a JPEG that is included in the email that you should have received from the IQA.

For a team or league that is just starting, your field should be a rough ellipse, 30 meters wide at its widest point, and 44 meters long. Whether you have marked edges or not, there are no out of bounds in IQA quidditch. The players may leave the edges of the field, but are encouraged to stay within the general area. Refs must use their discretion to keep players mostly within the bounds.

One zone that is important to establish is the keeper zone, and the midfield line (see diagram below). You can do this in whatever way you can, until you have the means to create an official field.

Once you are organizing tournaments and larger matches, and have access to a wet line marker and measuring tape (in meters), you can go about setting up a standardized field. Refer to the JPEG included with the rulebook but here is a sneak peak.
6. Hosting a Tournament

So now your league has had a full season of scrimmage or intramural-style games and you are ready for something bigger. Here’s what you need to assess:

**A Tournament Committee** - You can’t do it alone. If you are running your league, pick 5 - 10 of the most organized and devoted league members and form a committee. Most people who love playing will love to help. Have weekly meetings, set goals, figure out what you need and how to get it. Assign tasks and divide and conquer.

**Funding** - What is your budget like? Do you have leftover money from your regular season? Can your school give you extra money for an event?

Try different routes of funding - social event funding, club funding, etc. Some funds are specially set aside for non-official club events, which is great for Quidditch associations that have not yet been approved as school clubs.

**Teams** - How many players are in your league? How many people are interested in forming teams? It is useful to have teams submit a full roster via email several weeks before the event so you can start setting up brackets. Advertise around the whole school. There are often students who do not play during the regular season who would love to form teams just for the hell of it.
Team requirements -

1. Each team must have at least 7 and no more than 20 players.
2. Each team must have at least two female players on the field at all times. This does not include the seekers.
3. Each team must come in uniform with matching capes and prepare a banner as well.

One way to make sure teams submit rosters on time, and to help them cover their costs, is to offer small stipends to the first X number of teams to submit their rosters. If you can afford it, this is a great way to ensure that the teams make beautiful uniforms and basically look great.

Intercollegiate - Are there any colleges within driving distance that have a Quidditch team? If so all they need are at least seven uniformed players and a means of getting to your school - it is your job to provide the equipment. Get in contact with them as soon as you begin planning your world cup. It is important to set a final date as soon as possible. Make sure that your snitch can be there and that there is no conflicting event.

![World Cup Event Grounds Map](image)

The Trophy - Every tournament needs one. The Middlebury cup is made from a Popov vodka bottle with a cup and servn’saver on top. We also glued on a toy wizard and several owls. This is just an example; be as creative and unique as possible! It helps if you enlist an artist to do the job.
**Music** - music and live entertainment of any kind is a great addition to the cup. Borrow a sound system from your school. Contact a facilities supervisor to see about getting a sound system as well as cables to run power from a building to the outdoors.

![Music Image](image1)

**Weather** - As the date approaches check Weather.com to see if the weather is favorable for a day-long outdoor event. Cold weather is ok, but rain and snow are obvious event-killers. If heavy rain or snow seems certain, consider moving the date or having back-up plans like extra tents, umbrellas, etc. and keep in mind that water and electronics are not too fond of one another.

**Tables + Chairs** - These are cheap and easy ways to display scoreboards and seat spectators. Contact your school’s facilities department coordinator or a similar official to see about borrowing them.

![Weather Image](image2)
Pimping out Your Tournament

The following items and procedures are recommended for a league that has already thrown one world cup as they are more expensive and harder to come by, but if you have the time, money, and manpower at your first cup, then go for it!

World Cup Brooms
For your Tournament it is always nice to upgrade your equipment. These brooms are shorter (and less awkward to handle), sturdier, and better looking (but unfortunately far more expensive). The broom pictured above is the Scarlet Falcon sold at Alivans.com.

Broom Rack
This homemade broom rack not only makes the brooms look great but it also serves a highly functional purpose as a moving equipment HQ. Balls and Headbands can be stored here as well, and the whole piece can be moved around the field easily.
**Wetline Marker**
Useful for putting down a field. Most of the field is purely aesthetic but there are few functional lines such as the midfield and the Keeper Zone. This item costs around $90, and a box of 12 cans of wetline spray costs $50.

**Tents**
These can serve either as an administrative tent for the commissioner and announcers, as well as team tents that give teams warmth and privacy before their match, as well as a very dramatic entrance. I recommend buying tents that have optional zip up siding, but there is a very wide variety in all different shapes, sizes and colors. Tents usually range from $150 - $300 each.

If you are interested in procuring tents for your first cup and don’t have the funding, check with your college. Most varsity sports teams, especially cross country, have tents like these and might be willing to lend them out.
**Bleachers**
Bleachers are a great way to attract and maintain an audience, even small ones like these. Bleachers unfortunately are very expensive to purchase (often $1,000+). You might be lucky enough to find similarly sized ones in your athletic facility storage that can be borrowed.

**Sound System**
Set up at least one of these for your announcers, and maybe a second one if you are enlisting musical performers. Most colleges should have several of these for use by student groups.

**Sports Desk**
In a tribute to the great tradition of elaborate sports desks, your announcers deserve nothing better. The one picture here is nothing more than painted plywood mounted onto tables.
Thank you for reading and learning the updated Intercollegiate Quidditch rules. Keep in mind that this is still a work in progress. As the game progresses and more and more colleges join the IQA, the rules will be further fine-tuned and upgraded, and the increasing quality of the rulebook will reflect that.

If you have any questions, concerns, or would like to register your team on the official IQA roster or simply to join the IQA mailing list, please send a request to:

Commissioner@collegequidditch.com

Thanks very much, and good luck in your Quidditch playing!

Intercollegiate Quidditch Commissioner

Alexander Benepe