

International Quidditch Association



Rulebook

VERSION 3.2

Based upon the game designed by **JK Rowling**
Adapted to real-life by **Xander Manshel**
Written and Developed by **Alex Benepe**

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DISCLAIMERS:

This book is based upon 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.

This book is not to be sold.

No team or club of any kind that is part of the IQA may earn a personal profit from their activities. Teams may engage in fundraising activities but all of their money must be directed entirely towards a non-profit or academic team. 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.

This organization and manuscript is in no way associated with Time Warner, copyright owners of Harry Potter and Quidditch.

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 a game and avoid plays that are particularly dangerous. Players are encouraged to follow physical contact rules strictly, to wear safety gear, and have person(s) trained in first aid and first aid equipment on hand during a 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.

ABOUT THE IQA:

The IQA is an academic-oriented, Non-Profit Organization that helps to stimulate the growth of Quidditch as a real-life sport and facilitate competition between College, High School, and community teams around the world.

Currently we are in the process of developing an official membership program for our teams. Until then, and indefinitely for starting teams, we will provide whatever advice, logistical, and promotional support that we can. Please send all updates, news, and questions to commissioner@collegequidditch.com, and make sure to follow us on facebook (Intercollegiate Quidditch Association) and on twitter (MuggleQuidditch).

ADDITIONAL NOTES:

Gender: IQA Quidditch is designed to be a coed sport. However throughout most of the book we use "he" rather than "he/she" simply to save room and keep the flow of writing. Just bear in mind that "he/she" is implied at all times.

Context: 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.

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The Team

Players and Size

Each team is made up of 7 – 20 players. Only 7 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.

ALL PLAYERS MUST HAVE THEIR BROOM BETWEEN THEIR LEGS AT ALL TIMES.
Any play made without a broom in place does not count. The Referees are responsible for determining when this occurs and declaring subsequent plays as invalid.

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 is 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 Snitch 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 team's 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 30 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 Positions

The Chasers

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 it 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.

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.

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.

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

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 and Holding: Beaters may hold a Bludger and run with it for an unlimited amount of time. *A Beater may not hold more than one Bludger.* **NOTE:** A team in possession of both Bludgers may not guard the third Bludger, or *kick it off the field.* Any team with three Bludgers on their side of the field is obliged to allow an opposing beater to gain possession of it and return to their half of the field before attacking.

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. 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.

Head Shots: Head shots are allowed, but any Head Shot delivered with extreme force (judged by the Referee) from closer than 3 feet away may be called for Flagrant Fouling (see Physical Contact for more details).

The Knockout Effect: Players struck by a Bludger must drop any Game Ball (Bludgers or Quaffles) they are holding and return to the goals 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 pass or circle around their own goals before re-entering play. 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 sub-out until they reach their goals. Once they have circled around their goals 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 their 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 Referee's discretion) then that player 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 his 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.

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

Keepers in play, per Team: 1

Game Ball Used: Quaffle

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

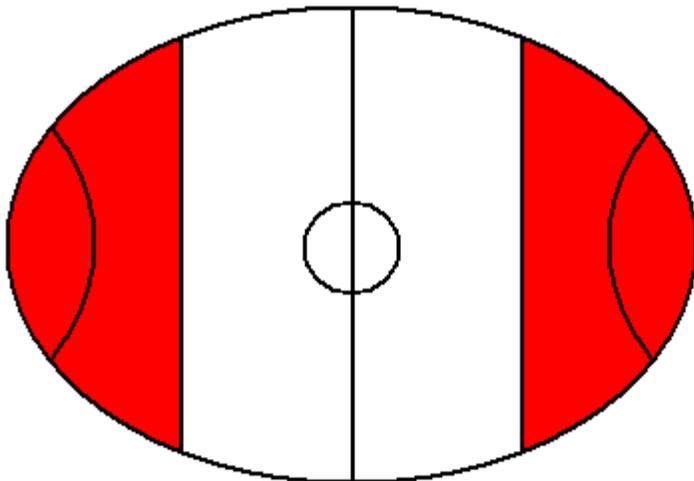
Headband Color: Green

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 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 likes. The Keeper is even allowed to score with the Quaffle if desired.



Red zones denote the keeper zone. They continue half way up to the midfield line on each side of the field.

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 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.

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 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

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 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 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 30 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.

THE SNITCH

Starting and Ending the Game

The Snitch serves as the essential element to start and end the game. After players are ready and on the starting lines, the Snitch is set loose (see the Referees and Commissioner Section for more details). Once the Snitch is out of sight, game play commences with the announcement from the Commissioner.

When the Snitch is caught, game play ends and the catching team receives an extra thirty points (see the Seeker section for more details).

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.

Yielding to Pedestrians

All Seekers and Snitch Runners must use common sense on and off the field, especially when running through areas with pedestrians and vehicles. Commissioners must plot a course for the Snitch that does not include major traffic areas or pedestrian thoroughfares. In all cases, the Snitch Runner and Seekers must yield to others. If necessary, the Snitch Runner may ask the seekers for a brief timeout to negotiate a crowded area.

Hiding

The Snitch is allowed to hide whenever and wherever he wants.

Fouling

The rules forbidding specific types of fouls do not apply to the Snitch. He can do whatever it takes to avoid capture, including pushing players away, wrestling pursuers to the ground, or throwing things at oncoming seekers. Obviously the Snitch Runner is gain expected to use common sense to avoid seriously harming the Seekers. The Snitch Runner is also expected to be aware of his surroundings and avoid collisions with spectators, and to avoid any physical conflict with Seekers on harder terrain such as concrete.

Regulating Match Time

With an experienced 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 let the Snitch Runner know when he should return to the field (typically 15 – 20 minutes) assuming he 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 should return to the field and restrict his traveling to that general vicinity until he 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 has to resort to much greater cunning and agility to evade capture in a closed space.

The Commissioner and Referees

The Commissioner

The Commissioner is the leader of any intramural league or school team. He is responsible for promoting the league/team, organizing matches and tournaments, attracting new members, networking with other teams, and acting as an MC for events. In addition, the Commissioner often needs to be able to Referee matches in beginning leagues. Unique costumes are a must.

The International Quidditch Association Commissioner

The IQA Commissioner is the Commissioner of the entire International League. With over 100 teams in the US, and new teams emerging in Europe, Asia, South America, and Australia, his job is focused upon distributing the rulebook, improving communication between teams, facilitating interscholastic competition, and helping to organize the annual Intercollegiate World Cup.

The Referee

The Referees are responsible for ensuring that all rules are being followed and maintaining the flow of the game. Goal Referees and field Referees must work together, and the Commissioner is responsible for overseeing that and ensuring that each game is adequately Refereed.

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 must watch for fouls, goals scored, and the Snitch when he returns to the field. In addition the Commissioner must announce the start of every match (see below).

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.

Starting the Game:

After deciding positions and their seven starters, each team must line up along 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!" At this point all players must have their brooms on the ground. 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 out of sight (or a good distance away if you are playing on an open field), the Commissioner yells, "BROOMS UP!" Then the game officially begins and both teams may run forward and grab their respective game balls.

Referees

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 Referee: Observes play and calls fouls when appropriate. In addition he 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. The main field Referee is responsible for ensuring that the Score Keeper is correct when marking down goals.

2 Goal Referees: These refs stand on each side of the field behind each set of hoops. They must each have a whistle or Air horn. 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 signal with sound and put both arms straight up in the air; if it is a miss they must put both arms out at their sides.

1 Score Keeper: Responsible for observing the Goal Referees and recording Goals. Also responsible for ensuring that players temporarily ejected for fouling are kept in the penalty box for the correct amount of time (see Physical Contact for more details).

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 if the Commissioner is not present.

2 Short Blows – Stop Play

Used when a Flagrant Foul has been committed or when any Referee needs to call a time-out or 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 this point do not count.

The only exception to this is if the Quaffle has already left a player's hands. If the Quaffle scores in this case, the point is counted.

TIE BREAKER

In any game that ends in a tie after the Snitch is caught and points are added up, the Referee must initiate a three minute (00:03:00) Sudden Death Match. Sudden Death is started in the same manner as a normal game. However the Snitch Runner must remain within the boundaries of the Pitch.

At the end of three minutes, or if the Snitch is caught before then, points are added up, and the team with the most points is declared the winner.

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 ample physical contact and rough play. Even when allowable maneuvers are performed correctly, they may cause injury. It is recommended that leagues and teams that play by these rules have a first aid kit and/or EMS volunteers or workers on hand.

These rules may be amended for local schools or divisions as they see fit based on the needs, rules, ability to provide medical care, or laws of the institution, or simply for younger players, to allow for less or no physical contact.

ALL ACTIONS OF PHYSICAL CONTACT may only be directed against a player holding a ball or moving with the clear intent to gain possession of a ball, and they may only take place between players of the same position (ex: Chaser vs. Chaser or Beater vs. Beater).

The first exception to this rule is that Seekers, on a team that is losing by 40 points or more, may use physical contact against the opposing seeker to prevent him from catching the snitch. This is only allowed to take place when both players are in close proximity to the Snitch Runner.

The second exception to this rule is that Keepers may use physical contact against Chasers.

Official Fouls

Cape Grabbing/Pulling – Regular Foul

Plays must be made against the ball or the player's body.

Intentional Hitting of a player – Flagrant Foul

Includes punching, slapping, head-butting, kicking etc... Referees are responsible for judging Intention vs. Accident.

Any physical contact directed towards or around the head or neck – Ref's Discretion

The Referee must determine Intention in this case. This rule does not apply to Bludgers thrown by Beaters, unless it is thrown within 3 feet of the target. This rule includes Horse Collaring (grabbing a player by the back of the neck of their shirt), which is always counted as a Flagrant Foul. Any arms reaching around the crook of the neck from the front or behind are always counted as a Flagrant Foul.

Assaulting, impeding, or in any way molesting the Snitch – Ref's Discretion

No player is allowed to touch, hold, grab, or assault the Snitch.

Two-handed tackling – Flagrant Foul

Tripping – Ref's Discretion

Blind-side (one or two-handed) tackling - Flagrant Foul

Any tackles that are not in the player's 180 degree of view are considered to be illegal and Flagrant. This includes Slide Tackles.

Broom Grabbing/Removing – Flagrant Foul

Players may not grab or steal another players broom.

The Referee's Warning

If a Referee sees a player beginning to commit an illegal action, they may blow their whistle and instruct the player to step down. At this point if the player backs off immediately without doing any harm or significantly interrupting a play, then play continues. However, ignoring a warning qualifies a player for a Flagrant Foul (see below).

Punishment:

When a player commits one of the listed fouls, the punishment depends upon whether or not the action was a **Regular Foul** (unintended) or a **Flagrant Foul** (intended).

Some fouls are obviously one or the other, but other fouls depend up on the Referee's discretion. The Referee closest to the foul must make the call (Goal Referee or Head Referee) but the Head Referee must make the final decision in any dispute.

Any play made after a foul does not count, with the exception of Keeper Zone Defensive Fouls (see below).

REGULAR FOUL

Any player that commits a Regular Foul must surrender possession of any ball that player is holding and run back to his team's Hoops before re-entering play. This player may not make any further plays or interact with any other players until performing this action. Note that play is not stopped during this time.

FLAGRANT FOUL

Whenever a player commits a Flagrant Foul, that player is temporarily ejected from the game by the Referee, and must spend one minute (00:01:00) in the Penalty Box, and turn over possession of any ball that player is holding to the opposing team. The penalty box should be placed near the Official Score Keeper. The Score Keeper is responsible for ensuring that the offending player remains in the penalty box during this time period. If the team of the offending player wishes to replace the penalized player, they may not do so until that time period is up. Note that the offending team may have their current players swap positions or sub in and out, but they must play with one less player until the one minute penalty is up. Play is stopped following the Referee's call and resumed immediately after the player's ejection. Once the player's punishment is up, he may re-enter play immediately or sub-out for another player.

FOULING IN A KEEPER ZONE WHILE ON DEFENSE (DELAYED CALL)

(This gets complicated so read slowly)

Any player, whose team is not in possession of the Quaffle, and who commits a Regular Foul while within his own Keeper Zone, is automatically considered to be in violation of the Flagrant Foul rule.

This is because he is already so close to his own hoops that a Regular Foul punishment would be irrelevant.

HOWEVER, in this case only, to improve the flow of the game, **the Referee must not make a fouling call against the Defending Player until after the play is over.** The play is considered to be over when the attacking team scores a goal, or the defending team gains possession of the Quaffle. At that point, the Referee must stop play and place the offending player(s) in the penalty box, and return possession to the attacking team, who will resume play outside of the defending team's Keeper Zone. This rule is designed to allow the offense to keep up their momentum even if they have been fouled.

IMPORTANT: This Delayed Call rule applies ONLY to defending players in their keeper box. If an offending player makes a Regular or Flagrant Foul, possession is immediately turned over to the Defending team and the fouling player is subjected to the punishment as usual, be it Flagrant or Regular.

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 when he has possession).

One-handed Tackling from the front only (must be directed below the neck and chest and away from the groin).

Pushing or shoving other players

Grabbing with one hand (except on the cape, shirtneck, neck, head, or groin)

Shouldering or body checking

Slide Tackling from the front only

Important: The Snitch Runner has no restrictions on physical action. He may do whatever it takes to avoid capture, within the realms of common sense, law and morality.

Conclusion

Thank you for reading and learning the updated International Quidditch rules. Keep in mind that this is still a work in progress. As the game continues to develop and more institutions 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 join the IQA mailing list, please send a request to:

commissioner@internationalquidditch.org

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

A handwritten signature in black ink, appearing to read "Benepe", with a long horizontal line extending to the right.

Alexander Benepe
International Quidditch Commissioner