International Quidditch Association

RULEBOOK

Seventh Edition

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About the IQA

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

Quidditch was adapted in 2005 at Middlebury College in Vermont and is now played at over 300 universities and high schools throughout North America, Australia, and Europe. The IQA was founded in 2010, and annually hosts or sanctions around 25 events, including nine regional championships, the World Cup, International Open, Global Games, and QuidCon.

Membership in the IQA is open to teams and individuals in any country and any age group.

The IQA’s core values

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

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

The IQA organizes and facilitates competition through regional championships, the World Cup, and other tournaments; comprehensive referee and snitch training programs; maintaining leaguewide rankings; and developing the IQA rules.

The IQA ensures that quidditch has an inclusive and welcoming community through policies like the two-minimum gender rule; teaching quidditch to children; community service events and partnerships; QuidCon, the only quidditch convention; and the mentor and penpal programs.

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

Learn more at internationalquidditch.org.
Quidditch is a co-ed contact sport with a unique mix of elements from rugby, dodgeball, and tag. A quidditch team is made up of seven athletes who play with brooms between their legs at all times. While the game can appear chaotic to the casual observer, once familiar with the basic rules, quidditch is an exciting sport to watch and even more exciting to play.

Three chasers score goals worth 10 points each with a volleyball called the quaffle. They advance the ball down the field by running with it, passing it to teammates, or kicking it. Each team has a keeper who defends the goal hoops.

Two beaters use dodgeballs called bludgers to disrupt the flow of the game by “knocking out” other players. Any player hit by a bludger is out of play until they touch their own goals.

Each team also has a seeker who tries to catch the snitch. The snitch is a ball attached to the waistband of the snitch runner, a neutral athlete in a yellow uniform who uses any means to avoid capture. The snitch is worth 30 points and its capture ends the game. If the score is tied after the snitch catch, the game proceeds into overtime.

During play, players are forbidden from taking certain actions, or fouls. Players who commit fouls face different consequences depending on the severity of the offense. A back to hoops foul indicates that a player must stop and return to their hoops, as
though knocked out. A **yellow card** indicates that a player must spend one minute in the penalty box. A **red card** indicates that a player is barred from the rest of the game.

The “two-minimum” gender rule

A quidditch game requires each team to have at least two players on the field who identify with a different gender than at least two other players. The gender that a player identifies with is considered to be that player’s gender, which may or may not be the same as that person’s sex. We call this the “two-minimum” rule.

The IQA accepts those who don’t identify within the binary gender system, and acknowledge that not all of our players identify as male or female. We welcome people of all identities and genders into our league.
The sport of quidditch has taken great strides in the last few years. Beyond expansion to even more players worldwide, the top teams have achieved an incredible level of talent and strategic depth.

With the expansion and evolution of the sport comes new challenges for the rulebook. New ways of playing the game create wrinkles in the sport that must be addressed by a proactive rulebook. Quidditch is no longer merely a backyard sport: it can be played in an open field or before an audience of thousands. Whatever the conditions of play, the rulebook needs to have a consistent answer for how the game must work.

The seventh edition of the rulebook has sought to bring greater consistency and clarify areas of contention. While the rules may never be perfect, the relatively small number of changes from the prior edition shows that the rules of quidditch are more stable than ever; in other words, we’re getting there! It has been my great honor and pleasure to help quidditch develop, and I’m excited for what is yet to come.

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

For those of you already familiar with the rules, you will find
that there are several changes for the seventh edition. The major changes are listed below for your convenience.

Each rule change is followed by an indicator of where to look in the rulebook to find pertinent information. Each rule is represented by a number that indicates its location in the rulebook. For example, 6.3.1.2. Contact guidelines can be found in section 6. General Player Contact, subsection 6.3. Physical Contact, heading 6.3.1. General Contact. 6.3.1.2. Contact guidelines is the second rule under the heading.

**Pitch changes**—The size and shape of the pitch has been adjusted to better contain play (2.1. The Pitch).

**“Ready” before Brooms Up**—The head referee will now announce “Ready” a few seconds prior to Brooms Up (3.2.1. Starting the game procedure).

**Snitch ref whistle**—The snitch referee is now in charge of stopping play in case of a good snitch catch. The head referee still makes the final determination whether a snitch catch was legal (3.3.2. Snitch referee stopping play).

**Game time**—The game time now stops for all complete stoppages of play. This includes penalty time, overtime, and seeker floor time (3.4.1.1. Game time).

**Recommended seeker floor**—The recommended seeker floor is now 10 minutes (3.4.1.3. Recommended floor).

**OT seeker floor**—A 30-second seeker floor now applies at the beginning of overtime (3.5.2. First overtime).

**Physical contact**—The rulebook has clarified physical contact into several categories: stealing, stiff arm, pushing, charging, grabbing, wrapping, and tackling (6.3. Physical Contact).

**No early release from box on red card**—A player who is in the box due to a red card is not released before the two minutes expire when the opposing team scores (6.4.7.2. Time of penalty).
Seeker penalty during floor—If a seeker receives a penalty during the seeker floor, his penalty time does not begin until the seeker floor ends. He must remain in the penalty box until then (6.4.8.4. Seeker penalty during the seeker floor).

Spectator area—A newly-introduced spectator area serves as a “hard boundary” restricting players to the pitch under most circumstances. A beater may be granted immunity by a referee to retrieve a bludger that enters the spectator area. Play stops if the quaffle enters the player area. In general, the ball is given at the boundary to a player of the team that did not last touch it before it entered the spectator area (7.2.6. The spectator area).

Language—Explicit language is now penalized with a warning, yellow card, or red card as appropriate (7.2.9. Language).

Kicking—Each player may kick a ball once before it must be picked up, as opposed to one player per team (7.3.2 Using the quaffle, 7.4.2. Using the bludger).

Snitch spectacle transparency—Snitches must now inform captains of unusual spectacles prior to a game, to avoid potential injury (8.3.4. Spectacles).

Snitch return—The recommended time before a snitch runner returns to the pitch has been increased to 16–20 minutes (8.3.5. Return to pitch).

Hands not down—A snitch runner is no longer ruled as “down” if her hands touch the ground (8.3.1.2. Ruled as down).

Metric added—Every measurement now has a metric equivalent. Measurements have been rounded to the nearest half metre, except for the height of the hoops.

Will Hack
IQA Gameplay Director
1. Definitions

**Attempting to gain possession**—When a player moves in the direction of a ball that she may legally possess, including a ball possessed by an opponent, she is considered to be attempting to gain possession of that ball.

**Beater**—The two beaters on each team are players who must throw or kick the bludgers at opponents in order to temporarily knock them out of play. Beaters wear black headbands (See 7.4. Beaters).

**Bludger**—The three bludgers are 8.5" diameter rubber dodge-balls used by beaters to temporarily knock opponents out of play (See 2.3.2. Bludgers).

**Brooms Up**—Brooms Up refers to the start of any session of quidditch, as “Brooms Up!” are the starting words for regulation time and overtime. On the call of Brooms Up, all players must mount their brooms and become subject to all the rules of regular gameplay (See 3.2. Starting the game).

**Charge**—A charge consists of forcefully bumping into an opponent so as to halt his progress, knock him off balance, or knock him to the ground. A player may charge any opponent who is in possession or attempting to gain possession of a ball (See 6.3.5. Charging).

**Chaser**—The three chasers on each team are players who must throw, kick, or in any way pass the quaffle through the opposing team’s hoops to score 10 points. Chasers wear white headbands (See 7.3. Chasers).
Dead bludger—A dead bludger is one that has been caught or hit the ground since it was last made live. A dead bludger cannot inflict the knockout effect (See 5.1.3. Live bludger).

Dead quaffle—A dead quaffle is one that cannot be used to score. A quaffle is dead from the moment A) a goal is scored until keeper possession within her half of the pitch, B) it becomes defective, or C) play is stopped by the head or snitch referee (See 4.4.3. Dead quaffle).

Delay of game—A delay of game by any method, including committing a foul or simply failing to try to advance the quaffle, is illegal and results in a penalty (See 3.3.6. Delay of game).

Frame—The frame of a person is the portion of the body consisting of the chest, midsection, and torso.

Game—A game is a singular competition between two teams following IQA rules for the purpose of declaring a winner. Any IQA official game must follow official IQA regulations as well as the rules in this rulebook.

Game time—Game time is the length of a game as measured by the scorekeeper. The game time does not include stoppages in play, so when all play is stopped, the game time is paused (See 3.4. Regulating game time).

Goal—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 by the scoring team immediately prior to or during the goal, and the scoring chaser did not release the quaffle after being knocked out (See 5.2.3. Natural motion). Ten points are awarded to the goal scoring team.

Goaltending—Goaltending is a term for certain illegal actions which prevent the quaffle passing through a hoop. Goaltending results in 10 points for the attacking team, as if a goal had been scored (See 4.3. Goaltending).
Grab—A grab consists of holding an opponent or any part of an opponent with a closed hand. A player may grab any opponent with possession of a ball (See 6.3.6. Grabbing).

Ground rules—The ground rules are any rules that are specific to a certain pitch. These usually regard proximity to spectators and dangerous terrain. The captains, any coaches, and referees meet before the game to identify each other and go over ground rules and other concerns (See 3.1.1. Ground rules).

Guarding a bludger—A player is said to be guarding a bludger when she is near the bludger and making a clear effort to prevent the opposition from recovering the bludger, at the referee’s discretion. It is illegal for a team possessing two bludgers to guard the third bludger (See 7.4.2.F. The third bludger).

Helpless receiver—A player attempting to receive a ball out of the air is considered a helpless receiver until he securely gains footing on the ground. Securely gaining footing means landing, if in the air, and having the ability to defend oneself from someone charging or tackling. It is illegal to charge or tackle a helpless receiver.

Hoop—The three hoops on each side of the pitch come into play in two ways. First, scoring through them with the quaffle results in a goal. Second, after a player is subjected to the knock-out effect, they must touch anywhere on the hoop, including the pole but not the base, before returning to play.

Intentional—An action is intentional when it is performed with a specific purpose in mind. Many actions are illegal when performed intentionally.

Keeper—The one keeper on each team is tasked with preventing opponents from scoring with the quaffle. The keeper may also participate in a team’s offense. Keepers wear green headbands (See 7.5. The keeper).
Kick—A player kicks a ball or player by striking it with her foot or feet. A player may kick a ball she is eligible to play once, but it must be picked up before she may kick it again. It is illegal to kick an opponent.

Knockout immunity—A player with knockout immunity is not affected by the knockout effect. An eligible player gains knockout immunity by raising his hand in a fist (See 7.4.3. Knockout immunity).

Live bludger—A live bludger is one that can inflict the knockout effect upon opponents. A bludger is live after being thrown, kicked, or otherwise intentionally propelled by a beater who is in play and not knocked out. The bludger stops being live and becomes dead when it touches the ground or is caught (See 5.1.3. Live bludger).

Natural motion—A natural motion is a player’s continued movement in making a play. A player may finish any natural motion she was making when she was knocked out (See 5.2.3. Natural motion).

Opponents’ keeper zone—The opponents’ keeper zone is the one containing the hoops that a team is trying to score through.

Opponents’ half of the pitch—The opponents’ half of the pitch is the half containing the hoops that a team is trying to score through.

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

Own keeper zone—A team’s own keeper zone is the one containing the hoops they are trying to defend. A team lines up at the beginning of a game in their own keeper zone. The keeper is subject to special rules while in his own keeper zone.
Own half of the pitch—A team’s own half of the pitch is the one containing the hoops they are trying to defend.

Penalty box—The penalty box is an area where players must remain for a certain amount of time after committing a foul. Players in the penalty box may not interact with play, but are considered in play for purposes of the two-minimum rule and positions (See 6.4.7. The penalty box).

Penalty time—Penalty time is the time a player must spend in the penalty box due to a foul. Penalty time is measured in game time; thus, a player’s penalty time does not run during a stoppage of play (See 6.4.7. The penalty box).

Pitch boundary—The edge of the marked pitch is the pitch boundary. The pitch boundary is marked by parallel straight sidelines and curved backlines. Play is generally restricted to within the pitch boundary.

Player area—The player area is the area confined by a 84x48 yard (77x44 m) rectangle surrounding the pitch. Play is generally confined within the player area. Anything outside the player area is the spectator area.

Possession—Possession is defined as when a player has complete and sole control of a ball. A player who is intentionally kicking a ball is considered to have possession of that ball while they are the sole person in contact with the ball.

Push—A push consists of pressing upon or against an opponent with force in order to move him. A player may push any opponent who is in possession of the ball or attempting to gain possession of a ball (See 6.3.4. Pushing).

Quaffle—The quaffle is a slightly deflated volleyball used by chasers and keepers to score goals (See 2.3.1. The quaffle).

Regulation time—The regulation time of a game is the game time of that game, excluding any overtimes.
Seeker—The one seeker on each team is a player who must attempt to catch the snitch. Seekers wear yellow headbands (See 7.6. The seeker).

Seeker floor—The seeker floor is a time period during which seekers may not leave the pitch or interact with play. The seeker floor lasts 0–10 minutes of game time, as decided by the head referee or tournament director and told to teams before the game (See 3.1.4.2. Seeker floor).

Snitch—The snitch consists of a snitch runner and snitch ball. Seekers attempt to catch the snitch by removing the snitch ball from the snitch runner, thus earning 30 points and ending the game (See 2.3.3. The snitch).

Snitch ball—The snitch ball consists of a ball and sock which attaches to the back of the snitch runner’s shorts. Seekers attempt to remove the snitch ball to earn 30 points and end the game.

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

Spectator area—The spectator area is the area outside of the 84x48 yard (77x44 m) player area where spectators may be seated. Players may never enter the spectator area, except seekers and beaters given explicit permission by a referee to retrieve a bludger (See 7.2.6. The spectator area).

Steal—A steal consists of a player’s attempt to extract a ball from an opponent by either stripping or poking it loose. A player may attempt a steal against any opponent in possession of a ball (See 6.3.2. Stealing).

Stiff arm—A stiff arm consists of placing a hand on an opponent. Players may stiff arm opponents (See 6.3.3. Stiff arm).

Substitute area—The substitute area is a designated zone existing outside of the pitch boundary, beginning at each keeper
zone line and extending to the nearest endline. All substitutes must remain within the substitute area for the duration of a game (See 6.2.4. Substitute area).

**Sudden death second overtime**—If overtime ends in a tie, the game proceeds to sudden death second overtime. In sudden death second overtime, the first team to score by any method is pronounced the winner (See 3.5.3. Sudden death second overtime).

**Tackle**—A tackle is the act of wrapping a player and bringing her to the ground. A player may tackle any opponent with possession of a ball (See 6.3.8. Tackling).

**Third bludger**—When a team is in possession of two bludgers, a third bludger remains. The team in possession of two bludgers may not guard the third bludger and must allow the opposing team to recover it (See 7.4.2.F. The third bludger).

**Tournament director**—For games which are part of a larger tournament, a tournament director may be appointed to run the overall event (See 8.4. The tournament director).

**Tripping**—Tripping consists of any attempt to knock a player off his feet through contact below the knees. Tripping is illegal.

**Two-minimum rule**—The two-minimum rule requires that each team must have at least two players in play that are of a different gender identity than at least two other players; that is, excluding the seeker, a team may not have more than five players of the same gender in play. The gender that a player identifies with is considered to be that player’s gender (See 7.1.3. Two-minimum rule).

**Wrap**—A wrap consists of encircling an opponent’s frame or any body part with an arm or arms. A player may, using a single arm, wrap any opponent with possession of a ball (See 6.3.7. Wrapping).
2. Equipment and Definitions

2.1. THE PITCH

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Diagram showing the layout of a football pitch with various lines and zones labeled.
2.1.1. Shape and Markings

2.1.1.1. Pitch shape—The pitch should be marked with either lines or a series of cones. While these lines create the desired shape of the pitch, they do not strictly bind the players to those boundaries.

2.1.1.2. Sidelines and backlines—The straight edges of the pitch are the sidelines. The curves of the semicircles on the pitch are the backlines.

2.1.1.3. Midfield line—The pitch is divided lengthwise into two halves by a midfield line that joins the midpoints of the two sidelines. The center mark is indicated at the midpoint of the midfield line.

2.1.1.4. Halves—The pitch is divided into two halves by an imaginary vertical line that joins the midpoints of the two backlines.

2.1.2. Dimensions

2.1.2.1. Dimensions—The pitch is composed of three parts: a rectangle and two semicircles capping the ends of the rectangle.

• The rectangle forms the main body of the pitch, from keeper zone to keeper zone. The outside edges of the are the sidelines.
• Rectangle vertical length, or sidelines (the distance from keeper zone to keeper zone): 24 yards (22 m).
• Rectangle horizontal width: 36 yards (33 m).
• Distance hoops to hoops: 36 yards (33 m).
• The semicircles, or backlines, cap the pitch at each end of the vertical length. The furthest points on the vertical edge of the pitch are the backpoints.
- Semicircle radius: 18 yards (16 m).
- With the semicircles capping the rectangle, the entire pitch is pill-shaped.
- Pitch vertically backpoint-to-backpoint: 60 yards (55 m).

2.1.3. The Keeper Zone

2.1.3.1. Keeper zone lines—Two lines are drawn connecting the sidelines and are parallel to the midfield line. Measuring from the backpoints, these lines are 18 yards (16 m) inside the pitch. They form the horizontal lines of the rectangle.

2.1.3.2. Extent of the keeper zone—The keeper zone line imaginarily extends infinitely outwards. The area from this line extending infinitely in the direction of the backline is the keeper zone.

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

2.1.4. The Penalty Boxes

2.1.4.1. Penalty box shape—Each team has a penalty box. The penalty boxes are outside the pitch boundaries on the same side of the pitch as the scorekeeper. Each penalty box is a square with the edge of the pitch as one of its sides. The first side is five yards (4.5 m) long, parallel to the midfield line and intersecting the edge of the pitch. This side is five yards (4.5 m) away from the midfield line. The second side shares the side of the pitch extending toward the keeper zone. The other two sides close the square.
2.1.4.2. Own penalty box—A team’s own penalty box is the one closest to their side of the pitch. Penalty box size and placement may be adjusted to meet the needs of the scorekeeper.

2.1.5. Substitute Areas

2.1.5.1. Substitute areas—Each team has a substitute area. The substitute areas are part of the player area outside of the pitch boundaries. Each substitute area is an irregular figure. The following are the boundaries of a substitute area:
A. The edge of the pitch, within the keeper zone.
B. Two line segments of five yards (4.5 m) extending off of the pitch along the keeper zone line, intersecting the pitch and parallel to the midfield line.
C. Two line segments of 25 yards (23 m), one each intersecting the ends (off of the pitch) of the line segments in (B) above, extending perpendicular to the midfield line and away from it.
D. One line segment connecting the ends furthest away from the midfield line of the line segments in (C) above.
2.1.6. Ball Marks

2.1.6.1. Ball marks—Four ball marks are placed directly on the midfield lines. The first two ball marks are placed 1.5 yards (1 m) 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.

2.1.7. Additional Pitch Lines

2.1.7.1. Goal lines—Two lines are drawn across the backlines, parallel to the midfield line. They are positioned 12 yards (11 m) from the backpoints, inside the pitch. The hoops are located on the goal lines.

2.1.7.2. Starting lines—Two lines are drawn connecting the sidelines and are parallel to the midfield line. Each is between a goal line and the midfield line, 92" (7'8", 234 cm, or approximately two broom lengths) in front of the goal line.

2.1.8. The Player and Spectator Areas

2.1.8.1. The player area—A 48x84 yard (44x77 m) rectangle encloses the pitch, with the pitch at its center. This area is the “player area.” No spectators may be seated in the player area.

2.1.8.2. The spectator area—Any area outside the player area is the spectator area. Players may never enter the spectator area, with the exceptions of beaters given explicit permission by a referee to retrieve a bludger and seekers after the seeker floor (See 7.2.6. The spectator area).
2.2. HOOPS

2.2.1. Specifications

2.2.1.1. Hoop composition—Three upright and self-supporting hoops are positioned on each goal line and are, as a group, equidistant from both sidelines. The hoops may be made of any material but must not be dangerous to players. Each hoop must be made up of at least a goal post and an actual hoop attached to the top.

2.2.1.2. Hoop shape—For each set of hoops there are three different post heights. These heights must be 3' (.91 m), 4.5' (1.37 m) and 6' (1.83 m). A hoop must be fastened to the top of each goal post. The inner diameter of each hoop must be between 33 and 40" (84 and 102 cm), and all hoops must be uniform.

2.2.1.3. Hoop positioning—The tallest hoop must be placed in the center and the other two hoops are placed 92" away (7'8", 234 cm, or approximately two broom lengths) on either side. Facing either set of hoops from midfield, the 3' hoop must be on the left and the 4.5' hoop must be on the right.

2.2.2. Safety

2.2.2.1. Safety—Hoops must be freestanding and able to withstand play. Hoops must be constructed in a way that is not dangerous to play or the players.

2.2.3. Construction

2.2.3.1. Construction—There is no standard method of hoop
A hoop may include a base to keep the hoop upright, but this base should not affect the hoop height. If the base is made of hard metal or concrete, all such material must be covered at all points from open air by at least 6" (15 cm) of soft padding. A referee must disallow any hoops that she believes are dangerous to the players.

### Hoop Construction Guides

Visit internationalquidditch.org/resources/

# 2.3. GAME BALLS

## 2.3.1. The Quaffle

### 2.3.1.1. Quaffle overview

Quaffles in play: One  
Used by: Chasers, keepers  
Purpose: Passed through a hoop to score 10 points

### 2.3.1.2. Quaffle regulations—The quaffle is a volleyball. All volleyballs used in a game as quaffles must have the same characteristics regarding circumference, weight, and inside pressure. The quaffle is:

A. Spherical.  
B. Made of a flexible, smooth leather or leather-like cover of 12 or more panels with a separate bladder.  
C. Not less than 65 cm (25.6") or more than 67 cm (26.4") in circumference.  
D. Neither inflated all the way nor flat so that a player could
grip a bulk of the leather in one hand. The quaffle must maintain its spherical shape.

2.3.2. Bludgers

2.3.2.1. Bludger overview
Bludgers in play: Three
Used by: Beaters
Purpose: Propelled into opponents to knock them out

2.3.2.2. Bludger regulations—The three bludgers are dodge-balls. All dodgeballs used in a game as bludgers must have the same characteristics regarding circumference, weight, and inside pressure. Bludgers are:
   A. Spherical.
   B. Made of a flexible rubber-like cover.
   C. 8.5" (21.6 cm) in diameter.
   D. Neither inflated all the way nor so flat that a player could grip a bulk of the rubber in one hand. The bludger must maintain its spherical shape.

2.3.3. The Snitch

2.3.3.1. Snitch overview
Snitches in play: One
Used by: Seekers
Purpose: Caught by a seeker for 30 points and to end the game.

2.3.3.2. Snitch regulations—The snitch is a tennis ball held inside of a sock 12–16" in length tucked in the back of a snitch runner’s shorts or fastened to them by velcro. The ball is:
   A. Spherical.
B. Made of a uniform surface consisting of a fabric cover.
C. 21 cm (8.5") in circumference.

2.4. BROOMS

2.4.1. Specifications—Any player in play must be mounted on a broom. A broom consists of a wooden or plastic pole between 36–48" (91–122 cm) long with or without plastic, corn, or wooden bristles attached to the end. The recommended broom length is 46" (117 cm). In order to preserve fairness, all players must be mounted on brooms of equal length and weight in tournament or regular season play.

2.4.2. Broom safety—All brooms in play must be safe. Brooms with splinters or sharp points are not allowed. If any broom breaks during the course of play, it must be replaced before its player may make any play.

2.4.3. Providing brooms—If one team is hosting a game, that team is responsible for providing safe brooms of equal length and weight to both teams. The requirement to use brooms of equal length and weight may be waived if both team captains agree.

2.5. PLAYER EQUIPMENT

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

2.5.2. Mandatory equipment—While in play, each player must be equipped with the following:
   A. A broom.
B. A colored headband (worn on the head) distinguishing the player’s position. The color of the headband must be distinct enough to unambiguously identify the player’s position.

C. A shirt or jersey. These must be of the same color and likeness for players on the same team. Each player must have a distinct number of some sort on the back of his jersey. The primary jersey color may not be yellow or gold, lest a player be confused with the snitch runner.

D. Some sort of bottom (pants) and shoes.

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

   A. Mouth guards.
   B. Goggles.
   C. Cleats (metal cleats are not allowed).
   D. Gloves.

2.5.4. Additional equipment—Any additional equipment must be approved by the head referee before the game. Any equipment that the referee determines to be dangerous or unfair to either team must not be permitted.

Penalty: Yellow/Red—A player who is found to be using illegal equipment after the game has started must receive a yellow card. This does not include equipment that breaks or is otherwise altered due to the course of play. A player who is found to be using illegal equipment that was specifically barred by the referee during ground rules or at any point during the game must receive a red card.

2.5.5. Accidental infringement of equipment rules—In the event of any accidental infringement of the equipment rules:
A. Play is not stopped.
B. The player at fault must leave the pitch to correct the equipment immediately.
C. Any player required to leave the pitch to correct equipment must not reenter without a referee’s permission (although the player may be replaced with a substitute in the normal manner).
D. A referee must check that the player’s equipment is correct before allowing her to reenter the pitch.

Penalty: Yellow—A player who has been required to leave the pitch because of an equipment infringement and who reenters without the referee’s permission must receive a yellow card.

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

Penalty: Red—A player who intentionally alters any equipment that is part of the game so that it does not match regulations must receive a red card.

2.5.7. Headband lost mid-play—If a player’s headband comes off for any reason during the middle of a play, the player may complete the play before replacing the headband. In this circumstance, any goal scored, knockout accomplished, or catch completed by the player counts. Any player who loses his headband this way is still in play until the next stoppage, including a goal scored for chasers, or upon being knocked out. At that time, the player must replace the headband before he is considered in play, the same as with any other infringement of equipment.
3. Game Procedures

3.1. PRELIMINARIES

3.1.1. Ground rules—Before a game, the head referee calls together the two teams to go over general rules. Each team must designate a captain to attend this meeting and represent the team during the game; official team coaches may also attend. Should the captain ever leave the vicinity of the pitch due to injury, dismissal, or any other reason, the team must name a new captain. At this time, the head referee and snitch runner must go over the following things with the captains:

A. Any ground rules specific to the pitch.
B. The seeker floor.
C. The snitch perimeter, noting that any area outside the snitch perimeter may be dangerous.
D. Any and all planned snitch spectacles.
E. The two-minimum rule.
F. Anything else the head referee chooses to discuss.

3.1.2. Pregame—A coin is tossed, and the team with the lower IQA ranking (or the team furthest from its origin, if the ranking is inapplicable/unknown to the referees) calls the toss. The team that wins decides which set of hoops it must attack for the duration of regulation time. In the case of first overtime, the teams change ends and attack the opposite set of hoops.
3.2. STARTING THE GAME

3.2.1. Starting the game procedure—In order to begin the game, or any overtime period:

A. All seven starters on each team must line up on the pitch behind the starting line in any order they choose with no part of their bodies contacting the ground in front of the line and brooms held flat on the ground. All balls must be stationary (excluding the snitch) and resting in their respective positions on the pitch. The quaffle must be placed at one of the two ball marks closest to the center.

B. The head referee then shouts to each team, “[TEAM NAME], are you ready?”

C. When both teams confirm that they are by shouting, signalling, or otherwise, then the head referee shouts, “Brooms down!”

D. All players must be stationary behind the starting line with their eyes closed until Brooms Up. Any substitutes must also have their eyes closed.

E. The head referee shouts, “The snitch is loose!” At this point the snitch runner may run wherever she likes off the pitch while respecting the snitch perimeter established at the beginning of the game (See 8.3.3. The snitch’s boundaries).

F. Once the snitch runner is out of sight (or a good distance away if playing on an open pitch), the head referee checks again and ensures the quaffle and bludgers are in their correct respective positions.

G. The head referee then shouts, “Ready!”

H. A few seconds after the head referee shouts, “Ready!” he then shouts “Brooms Up!” On the first “B” sound of “Brooms Up!” all players must immediately begin play by
mounting their brooms. If someone other than the head referee shouts “Brooms Up!” too early, the head referee resets the players and announces the cadence again.

**Penalty: Warning/Yellow**—If a player passes the starting line or opens his eyes before the first “B” sound of “Brooms Up!” that player must receive a warning and all players must reset, excluding the snitch. If the referee determines that a player was intentionally “peeking” at the snitch, that player must receive a yellow card. The referee announces the cadence again, but does not repeat, “The snitch is loose.” If a player passes the starting line early more than once in the same game, that player must receive a yellow card.

### 3.3. STOPPING PLAY

#### 3.3.1. Head referee stopping play—The head referee stops play in any of the following circumstances by blowing his whistle in paired short blasts until players stop:

A. A player commits a foul that results in a change of quaffle possession.
B. A player commits a foul that results in a card.
C. The referee is unsure of a difficult call, and needs to consult with his other referees.
D. A player is too injured to continue play, or is down with a serious injury.
E. External interference occurs, including when a ball from another pitch enters the pitch.
F. A ball becomes defective (See 3.3.7. Defective balls mid-play).
G. A hoop is broken in a way that presents a danger to players,
or cannot be easily fixed and is not near active gameplay (See 4.2. Broken or Fallen Hoops).

H. All three hoops on one side fall down or become defective (See 4.2. Broken or Fallen Hoops).

I. Quaffle play moves too close to dangerous terrain or spectators, or beyond the spectator boundary (See 7.2.7. Spectators and dangerous terrain).

J. A player who has committed a foul that otherwise would not stop play cannot hear the referee inform him of the foul.

3.3.2. Snitch referee stopping play—The snitch referee stops play by blowing her whistle in paired shorts blasts until players stop if she believes a good snitch catch may have occurred.

3.3.3. Stopping play procedure—A referee stops play for any of the situations outlined above. To stop and resume play:

A. The referee blows his whistle in paired short blasts.

B. The scorekeeper stops the game time.

C. All players on the pitch stop, drop their brooms, and hold their respective positions. The players maintain any balls they possessed and may not pick up any balls during the stoppage. The seekers do not have to hold their positions unless the snitch is on the pitch and they are within sight of the pitch.

D. Any players who are paused in an illegal position are adjusted immediately to a legal position; any players that accidentally (and significantly) moved after the whistle are returned to their appropriate positions.

E. The head referee consults with other referees concerning the legality of any snitch catch. If a legal snitch catch occurred, the game ends or proceeds to an overtime period as appropriate (See 3.4.2. Ending the game).
F. The referee adjudicates any fouls, including sending players to the penalty box (See 6.4.7. The Penalty Box).

G. If a change of possession occurs, the ball is given to the nearest eligible player of the appropriate team.

H. Any players who are injured or received a red card are replaced.

I. Any players who have committed back to hoops offenses are informed that they must return to their hoops upon resumption of play (See 6.4.3. Back to Hoops Offenses).

J. Any external interference is removed.

K. Any defective equipment is fixed or replaced.

L. The referee indicates to the players that he is ready to resume play.

M. The referee blows his whistle once, resuming play.

N. The scorekeeper resumes the game time on the referee’s whistle.

3.3.4. Advantage—If a referee determines that stopping play due to a foul would provide an advantage to the fouling team, she may call a delayed penalty. If she chooses to do so, the following procedure applies:

A. Play continues until stopping play would no longer benefit the fouling team.

B. If the fouled team scored, then the referee applies the appropriate penalty to the fouling player before resuming play.

C. If the foul would have resulted in penalty time and the fouling team’s penalty box is empty, then the penalty time is nullified by the score.

D. If the advantage of stopping play for the fouling team abates in any other way, then the referee stops play at that point and applies the penalty.
E. If lost, the quaffle is returned to the fouled team.
F. Play is resumed by the head referee.

3.3.5. Immediate stop—When the referee blows the whistle twice, all players must stop immediately (except for seekers when the snitch is not on the pitch) and drop their brooms exactly where they are to mark their position when the whistle blows. If the snitch returns to the pitch during a stoppage, seekers that are within sight of the pitch are required to drop their brooms where they are as well. When the referee is ready to resume play, players must return to their brooms and remount.

 Penalty: Warning/Yellow—A player who fails to drop the broom in place during a stoppage must receive a warning. Repeat offenders must receive a yellow card.

 Penalty: Warning/Yellow—If a player is not prepared to resume play on the referee’s signal, he must receive a warning for delay of game. Repeat offenders must receive a yellow card.

3.3.6. Delay of game—It is illegal to delay the game by any method, including committing a foul with intent to delay the game or by failing to attempt to advance the quaffle. As such, a keeper in possession of a quaffle within her own keeper zone must directly and immediately advance the quaffle out of the keeper zone, attempt to complete a pass, or drop it. This rule does not prohibit a team from making substitutions in a timely manner.

 Penalty: Warning/Yellow—A player who the head referee determines to be delaying the game must receive a warning. Repeat offenders must receive a yellow card in addition to other punishments they may have already incurred.
3.3.7. **Defective balls mid-play**—If a game ball becomes defective (deflates, etc.) while in play, the head referee must stop play to replace the ball. The following conditions apply:

A. Play stops immediately when the ball becomes defective.
B. If a ball was mid-air when it became defective, it is returned to the player who last held possession.
C. No goals or knockouts may happen with a defective ball.
D. If the quaffle becomes defective while hitting a hoop, no goal is scored unless the quaffle had already passed entirely through the hoop.
E. If a bludger becomes defective while hitting a player, the knockout counts, although a beater may still catch the bludger to negate the knockout.
F. If a player throws a bludger that breaks by sticking on the end of an opponent’s broom, the knockout effect applies rather than a catch.
G. If the snitch ball becomes defective during the snitch catch (eg. the sock breaks in half and the seeker gets half of it), the catch counts if the seeker cleanly removes the actual ball. Otherwise, it is replaced and play continues.

### 3.4. REGULATING GAME TIME

#### 3.4.1. Game Length

3.4.1.1. **Game time**—Game time is measured in real time. The game time, and any time associated with it, is paused for all complete stoppages of play until play is resumed. There is no rule strictly defining the length of a game.

3.4.1.2. **Seeker floor**—Games and tournaments are encouraged
to use a seeker floor. This rule, designed to increase the length of games and prevent unfairly short games, requires that seekers remain on the sideline of the pitch until a certain time period has elapsed. The seeker floor is measured in game time. During the seeker floor, seekers may not interact with play in any way, except that they may wander the edge of the pitch. When the floor expires, the scorekeeper informs the seekers that they are free to pursue the snitch off the pitch (See 7.6. The Seeker).

3.4.1.3. Recommended floor—The recommended seeker floor is 10 minutes, but tournament directors may set this time at 0–10 minutes as circumstances warrant. Factors to consider include the amount of space in which the snitch runner has to operate and the experience level of the snitch runner.

3.4.1.4. Regulating game length—The tournament director and head referee can use the snitch runner to regulate the length of the game by establishing a time at the beginning of the game for the snitch runner to return to the pitch after being released (See 8.3.5. Return to the pitch).

3.4.2. Ending the Game

3.4.2.1. Ending the game after regulation time—The game ends following regulation time as soon as the head referee blows her whistle in three long blows, indicating a legal snitch catch, so long as this does not result in a tie. If the catch does result in a tie, the game proceeds to overtime.

3.4.2.2. Ending the game after overtime—The game ends following overtime as soon as the head referee blows his whistle three times, indicating either a legal snitch catch or the expira-
tion of five minutes, so long as this does not result in a tie. If overtime does result in a tie, the game proceeds to sudden death second overtime.

3.4.2.3. Ending the game after sudden death second overtime—The game ends following sudden death double overtime as soon as the head referee blows her whistle three times, indicating a score of any kind by either team.

3.5. Overtime

3.5.1. Going to overtime—In a situation where both teams have scored an equal amount of points after the snitch has been caught in regulation time, the game proceeds into overtime; if the game is not tied when the snitch is caught, the end of regulation time is also the end of the game.

3.5.2. First overtime—The following procedure is observed for the first overtime period:
   A. Before the first overtime, teams switch ends of the pitch that they are defending.
   B. The head referee grants the teams a five minute rest period between regulation time and overtime.
   C. The referees reset the pitch.
   D. After five minutes, both teams take their positions at the starting line.
   E. The snitch does not leave the pitch but remains on the midpoint until the sound of “B” in “Brooms Up!”
   F. Play begins with Brooms Up just as in regulation time by following the procedure in 3.2. Starting the Game.
   G. The snitch must remain on the pitch for the duration of overtime.
H. A 30-second seeker floor applies before seekers may pursue
the snitch.
I. The overtime lasts five minutes of game time or until the
snitch has been legally caught. After either has occurred,
the team with the higher score wins the game.
J. If both teams score an equal amount of points, the game
proceeds into sudden death second overtime.

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

A. Teams do NOT switch ends before the second overtime.
B. The referees reset the pitch and players immediately.
C. During the second overtime, play begins with Brooms Up
just as in regulation time and overtime.
D. As in overtime, the snitch does not leave the pitch but
remains in the center until “Brooms Up!” is called.
E. The snitch must remain on the pitch for the duration of
the second overtime.
F. There is no seeker floor in second overtime.
G. The first team to score any points, by quaffle or by snitch,
is the winner.
4. Scoring

4.1. GOAL SCORING

4.1.1. Good goal—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 by the scoring team immediately prior to or during the goal, and the scoring chaser did not release the quaffle after being knocked out (See 5.2.3. Natural motion). Ten points are awarded to the goal scoring team.

4.1.2. Goal clarifications—Any part or the entirety of the scoring player’s body may pass through the hoop during a legal score. Goals can be scored through either side of the hoops. It is possible for a player to score an “own goal,” scoring 10 points for the opposing team by scoring through his own hoop.

4.2. BROKEN OR FALLEN HOOPS

4.2.1. Scoring through a broken hoop—No one may score in a hoop that has been dislodged. If a hoop is upright at the time of a shot and falls after the release of the quaffle, a goal still counts. Failing this, a goal does not count if scored in a broken hoop until that hoop has been entirely fixed.

4.2.2. Broken hoop procedure—If a hoop is broken, displaced, or in any way knocked down, play continues unless it is broken
in a way that presents a danger to players, or cannot be easily fixed and is not near active gameplay. The goal referee must fix the hoop whenever play around it subsides. If all three of a team’s hoops are broken, the head referee must stop play until they are fixed. A player may not intentionally dislodge a hoop.

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

4.3. GOALTENDING

4.3.1. Goaltending—A play is considered goaltending, and is scored as if the quaffle had gone through the hoop, if any of the following is true:

A. A player in her own keeper zone other than the keeper reaches through a hoop from behind to block the quaffle, and in doing so touches the quaffle.

B. A player in his own keeper zone other than the keeper arranges his body or any equipment behind the hoop in such a way that it prevents the quaffle from passing entirely through the hoop.

4.3.2. Goaltending clarification—For the purposes of this rule, “behind” refers to the area where the quaffle would have exited the hoop if not for the goaltending.

4.4. RESTARTING AFTER A GOAL

4.4.1. Chaser restart—After scoring, all chasers of the scoring team must immediately return to their opponents’ keeper zone line and cannot enter that keeper zone until quaffle play restarts. If a chaser from that scoring team is not yet back to her offensive
keeper zone line when quaffle play restarts due to a fast restart, she must still attempt to reach her opponents’ keeper zone line until the quaffle leaves the keeper zone.

Penalty: Back—A chaser who fails to return to the opponents’ keeper zone line after her team has scored before defending, as outlined above, must be sent back to hoops.

4.4.2. Penalty box release—If applicable, one player from the team scored upon with the least amount of penalty time remaining is released from the box whenever the opposing team scores a goal (See 6.4.7. The Penalty Box).

4.4.3. Dead quaffle—After a goal is scored, the quaffle is dead until the keeper of the team which was scored upon possesses it on his own half of the pitch. While dead following a goal, the following conditions apply to playing the quaffle:

A. Any player on the formerly defending keeper’s team may carry or pass the quaffle to the keeper in his own keeper zone, or to his own keeper zone if it is outside the keeper zone, but may not otherwise interact with the dead quaffle.

B. Any player on the team that just scored may carry or pass the quaffle towards the formerly defending keeper, but may not otherwise interact with the dead quaffle.

C. The formerly defending keeper may request that a referee bring her the quaffle in her own keeper zone.

Penalty: Yellow—The penalty for intentionally illegally interacting with a dead quaffle is a yellow card.

4.4.4. Keeper possession—After a goal has been scored, quaffle play is restarted when the quaffle is in the possession of the formerly defending team’s keeper on his own half of the pitch. The
head referee blows her whistle once after quaffle play is restarted by the keeper’s possession. During the time before quaffle play is restarted, all of the players and all of the balls except for the quaffle are live and in play. However, the quaffle is dead, and no one may score until quaffle play is restarted.

4.5. THE SNITCH CATCH

4.5.1. The snitch catch—The game lasts an indefinite amount of time until the snitch has been caught by a seeker. Thirty points are awarded to the team whose seeker caught the snitch, and regulation time is immediately ended. A good snitch catch is confirmed when all of the following are true:

A. A seeker has caught and gained sole possession of the snitch.
B. The snitch was securely fastened to the shorts of the snitch runner before the snitch catch.
C. The snitch runner was not on the ground or ruled as down during the snitch catch (See 8.3.12. Ruled as down).
D. No infringement of the rules of the game had been committed by the seeker immediately prior to or during the catch.
E. The seeker was not knocked out or off of his broom at the time of the catch.
F. If the catch occurred off-pitch, the head referee has seen the seeker holding the snitch ball or been informed of the catch by the snitch runner or snitch referee.
G. If the snitch was caught on the pitch, all play was not stopped when the snitch was caught.

4.5.2. Catch on-pitch—If the snitch catch occurs on the pitch,
the catch is confirmed and 30 points are awarded to the successful team when the head referee blows his whistle three times. The game immediately ends unless the catch results in a tie.

4.5.3. Catch off-pitch—If the snitch is caught off the pitch, the successful seeker must return to the pitch with the snitch ball as quickly as possible. The snitch runner must immediately report to the pitch and the snitch referee once the snitch has been caught. As soon as the snitch referee believes that a seeker has legally caught the snitch, he must stop play by blowing his whistle in two short blasts and confirm with the snitch runner and head referee. The catch is confirmed and 30 points are awarded to the successful team when the head referee blows his whistle three times. The game ends immediately unless the catch results in a tie.
5. The Knockout Effect

5.1. GETTING KNOCKED OUT

5.1.1. Incurring the knockout effect—If a player is struck with a live bludger on any part of her body, broom, or clothing, that player has been “knocked out.” The bludger must leave the body of the attacking beater before it hits the other player in order to take effect (See 5.1.3. Live bludger).

5.1.2. Bludger taps—A beater may not contact an opponent with a bludger that he has not released. A beater who taps another player with a bludger while releasing it does not incur the knockout effect with that initial release, but subsequent bounces incur the knockout effect. It is illegal for a beater to tap another player with a bludger without releasing it with the intention of deceiving that player into believing she is knocked out.

Penalty: Yellow—A beater who taps another player with a bludger in order to deceive must receive a yellow card.

5.1.3. Live bludger—A bludger is live after being thrown, kicked, or otherwise intentionally propelled until that bludger touches the ground or is caught. A bludger which has been stripped by an opponent using his body or another bludger is not made live by this strip. A bludger that is not live is considered “dead.” Every opposing player struck by the bludger while it is live is subject to the knockout effect as soon as they are hit, except for beaters,
who are not knocked out until the bludger is dead because they have an opportunity to catch it.

5.1.4. Catching bludgers—Beaters may catch bludgers that are thrown at them by opposing players. If a beater catches a thrown bludger, the knockout effect does not occur for that beater and she may continue play as normal. The following guidelines apply:

A. A beater is not considered knocked out until a bludger she has been hit with becomes dead.

B. During the time period after she is hit, but before she is subjected to the knockout effect, a beater may not attempt to intentionally change the direction of a bludger in any manner other than to attempt to catch it.

C. A beater is allowed to propel a bludger further into the air in the process of attempting a catch.

Penalty: Yellow—A beater who intentionally changes or attempts to intentionally change the direction of a bludger illegally as described above must receive a yellow card.

5.1.5. Friendly fire—If a beater hits a teammate with a bludger, there is no effect. The beater who initially released the bludger also cannot be knocked out by his own bludger.

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

5.2. KNOCKOUT EFFECT PROCEDURE

5.2.1. Knockout procedure—After being struck by a bludger resulting in the knockout effect, a player must do the following before he is allowed to participate in any part of the game:
A. Give up possession of any ball by dropping it. While giving up possession, the player must not pass, toss, roll, or kick the ball, notwithstanding a natural motion already begun (See 5.2.3. Natural motion).

B. Dismount her broom.

C. Retreat back to her set of hoops.

D. Touch any part of any hoop (not including any hoop base). She must physically touch the hoop; touching the hoop with her broom is not sufficient.

E. Remount the broom immediately, and before leaving the vicinity of the hoops.

⚠ Penalty: Warning/Yellow—A player who fails to dismount or gets back on the broom before touching the hoops during knock-out procedure must receive a warning. A player who intentionally or repeatedly ignores this procedure must receive a yellow card.

5.2.2. Knocked out players—Knocked out players are out of play and subject to the following restrictions; a knocked out player may not:

A. Interact with players or balls in any way.

B. Begin a pass, shot, or any other action related to the play at hand other than dropping any ball he is holding.

C. Substitute out of the game.

D. Make any play. Any play made by a player while he is knocked out is not counted.

E. Complete a snitch catch. If a seeker is hit by a bludger before or during a snitch catch, the snitch catch does not count.

⚠ Penalty: Yellow—A player who willfully ignores being knocked out must receive a yellow card.
5.2.3. **Natural motion**—A player may finish any natural motion she had already started when she was knocked out. The following conditions apply:

A. If a player is in the process of a pass when she is knocked out, she may release the ball and play continues normally.

B. If a player is in the process of a shot when he is knocked out, he may release the ball and play continues normally. However, a goal is not scored if the player was knocked out while touching any part of the quaffle, the quaffle had not passed entirely through a hoop, and he was the last offensive player to touch the quaffle before it passed through a hoop (on the strength of his shot). In this case, if the quaffle goes through a hoop, no goal is scored and play continues as if the ball had never passed through a hoop.

C. A beater may release a bludger in finishing a natural motion as described above, but this bludger is not considered live and cannot incur a knockout until it is made live another way.

5.2.4. **Unnoticed knockout**—If a player does not notice she is knocked out, the referee may stop play in order to inform that player of the knockout. In this instance, any ball the knocked out player was holding when she was knocked out is turned over to the opposing team’s closest eligible player, including any ball that she released via a natural motion she started after she was knocked out.
6.1. THE MOUNTED BROOM

6.1.1. Mounting the broom—In order to be mounted on a broom, a player must have the broom straddled between his legs, touching some part of his body and not lying flat on the ground. No forms of artificial attachment are allowed; these are considered illegal equipment (See 2.4. Brooms).

6.1.2. Dismounting—If a player dismounts or “falls off” her broom while in play, any plays made by that player while off her broom do not count. The player is considered out of play until she has followed the same procedures as the knockout effect and remounted her broom (See 5. The Knockout Effect). It is the responsibility of the player to remain on her broom.

⚠️ Penalty: Back—A player who dismounts his broom while in play must be sent back to hoops.

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

6.2. SUBSTITUTIONS

6.2.1. Time of substitution—A substitution may be made at any time during a game when all play is not stopped, as long
as the result of the substitution adheres to the rules governing players (See 7. Players).

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

A. The players substituting out exits the pitch boundary.
B. The player substituting out is not currently knocked out.
C. The substitute enters the pitch along the boundary line of the pitch, inside her team’s keeper zone.
D. The substitute enters the pitch after the player substituting out has left the pitch at the boundary of his team’s keeper zone. The leaving player may not carry any balls off of the pitch, per 7.2.5. Boundaries and balls.
E. The substitute only enters the pitch after any traded equipment between the substitute and the player substituting out has been securely traded and fastened.
F. A substitution is complete when a substitute enters the pitch. A player who has substituted out may replace another player as a substitute any time later in the game, following the same procedures.

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

A. The referee stops play.
B. The referee commands the substitute and player substituting out to return to an acceptable location for substitution.
C. The player entering play must receive a yellow card, and then the referee allows the substitution.

6.2.3. Substitutions due to injury—A player who must leave the pitch due to injury must be replaced by an eligible substitute. While play is stopped, the substitute puts on all necessary
equipment and goes to the spot on the pitch that the injured player occupied at the time of the stoppage, replacing the player. If there is no eligible substitute for an injured player, a team may continue playing a player down. It is illegal to feign an injury.

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

6.2.4. Substitute area—Substitutes must remain within the substitute area at all times when play is not stopped. Only the captain and coach may leave this area during play. However, any players needing medical attention may leave the substitute area, and any player who receives a red card must leave the substitute area and the vicinity of the pitch (See 6.4.1.4. Red card).

| Penalty: Warning/Yellow | A substitute who leaves the substitute area must receive a warning from the referee. If that substitute persists in remaining outside of the area, or leaves the area again, that substitute must receive a yellow card. |

6.2.5. Jurisdiction over substitutions—All substitutes are subject to the authority and jurisdiction of the referees. Note that players switching positions must follow the substitution procedure, including switching at the boundary line of the pitch in their team’s keeper zone and trading necessary equipment.

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

A. A substitute may not intentionally interact with a player or ball during play, including any play that occurs outside the pitch boundaries.

B. If play moves towards a substitute, he must make any reasonable effort to get out of the way.
C. To avoid confusion, a substitute may not be mounted on a broom except when completing a substitution.

odynamite: Warning/Yellow/Red—A substitute who is mounted on a broom while not completing a substitution must receive a warning, or a yellow card for repeat offenses. A substitute who interferes with play, including by failing to make a reasonable effort to get out of the way of play, must receive a yellow card. Any player guilty of serious foul play in egregiously interacting with play must receive a red card.

6.2.7. Substitutions before overtime—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.

6.3. PHYSICAL CONTACT

6.3.1. General Contact

6.3.1.1. Types of contact—Players are allowed to physically interact over the course of play. Contact that is prohibited by the rules results in a penalty. Unless noted otherwise, a player who commits unintentional illegal physical contact must be sent back to hoops and a player who commits intentional illegal contact must receive a yellow card.

6.3.1.2. Contact guidelines—Players may use any body part in contacting an opponent within these guidelines. A player may not:

A. Contact a player of another position, except for chasers and keepers in regard to one another.
B. Contact the snitch runner, except for seekers.
C. Kick an opponent.
D. Headbutt an opponent.
E. Elbow an opponent.
F. Make contact with an opponent’s head, neck, or groin.
G. Initiate contact at or below the knees of an opponent.
H. Initiate contact from behind an opponent (See 6.3.1.6. Initial point of contact).
I. Trip an opponent.
J. Slide into an opponent.
K. Contact an opposing keeper who is in sole possession of the quaffle in her own keeper zone (See 7.5.3. Inside the keeper zone).
L. As a substitute, intentionally contact any person who is in play (See 6.2.6. Substitutes interfering with play).

Penalty: Back/Yellow/Red—A player who commits unintentional illegal physical contact must be sent back to hoops. A player who commits intentional illegal physical contact must receive a yellow card. These penalties can be increased depending on the circumstances. For example, a player committing illegal contact in a manner that the referee determines to be violent conduct must receive a red card.

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

A. Slide in a way that is likely to cause injury to an opponent.
B. Block out or set a pick against a player of another position, except for chasers and keepers in regard to one another. These interactions are defined as “A player positioning his body with the intention of causing an opponent to run
into him or in any way make physical contact.”

C. Interact with an opposing keeper who is in sole possession of the quaffle in her own keeper zone (See 7.5.3. Inside the keeper zone).

D. As a seeker, interact with play during a seeker floor.

E. As a substitute, intentionally interact with play.

**Penalty: Back/Yellow/Red**—A player who commits unintentional illegal physical interaction must be sent back to hoops. A player who commits intentional illegal physical interaction must receive a yellow card. These penalties can be increased depending on the circumstances. For example, a player committing illegal interaction in a manner that the referee determines to be violent conduct must receive a red card.

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

A. Make contact exhibiting violent conduct.

B. Make contact using excessive force. “Using excessive force” is defined as when a player exceeds by far the necessary use of force and is in danger of injuring his opponent.

C. Attempt to hurt or deliberately hurt any person.

D. Strike or attempting to strike an opponent.

E. Intentionally physically contact an opponent’s head, neck, or groin.

F. Intentionally physically contact a referee other than the snitch runner.

G. Charge a helpless receiver (See 6.3.5.4. Charging a helpless receiver).

H. Tackle a helpless receiver (See 6.3.8.4. Tackling a helpless receiver).

I. Spit at an opponent.
J. Delay a seeker who has caught the snitch from returning to the pitch (See 8.3.6. Reporting the catch).

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

6.3.1.5. Denying a scoring opportunity—An illegal action that denies a scoring opportunity, whether intentional or unintentional, is a serious foul. The following instances and only the following instances apply as illegal actions that deny a scoring opportunity:

A. Committing any foul on a player in his opponents’ keeper zone while that player is taking a shot at an unguarded hoop.

B. Committing any foul on a player in possession of the quaffle in her opponents’ keeper zone as the only defensive player in the vicinity of the offensive player or hoops.

C. Committing any foul on a player in possession of the quaffle in his opponents’ keeper zone from behind when one or fewer other defensive players are in the vicinity of the offensive player and hoops.

 Penalty: Yellow—A player who denies a scoring opportunity by committing a foul must receive a yellow card.

6.3.1.6. Initial point of contact—A player may never make initial contact with an opponent from behind, defined as outside an opponent’s peripheral vision. Once contact has been legally established in another way, a player may continue contact even when it results in contact from behind. For example, if a player being tackled spins so that his tackler is hanging on from behind, it is legal to complete this tackle. Additionally, if an offensive
player initiates contact by leading with his back, the defender may continue contact. It is always illegal to play dangerously, including holding up an opponent from behind so that a teammate can hit the helpless opponent from the front.

¶ Penalty: Yellow—A player who makes initial contact from behind must receive a yellow card.

6.3.1.7. Limited contact from behind—A player may make minimal contact from behind, including a stiff arm or an attempt to steal a ball, so long as he does not break any other rules. This also allows a player to attempt to steal the ball from an opponent who is on the ground, covering a ball with his body. These are not, however, considered “initial contact,” and other contact from behind may not be made until contact is initiated in a different way.

6.3.1.8. Adjusting illegal contact—A player who finds herself making illegal physical contact due to the direct actions of an opposing player and acts immediately to correct this is not penalized. For example, if a player in the process of tackling finds her arm around her opponent’s neck due to that opponent suddenly spinning around, she is not penalized if she lets go immediately.

6.3.1.9. Running backwards—A player may not run backwards down the pitch in an attempt to gain immunity from physical contact.

¶ Penalty: Yellow—A player who runs backwards in an attempt to gain immunity from physical contact is considered to be playing dangerously, and must receive a yellow card.
6.3.2. Stealing

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

6.3.2.2. When to steal—A player may attempt a steal against any opponent in possession of a ball.

6.3.2.3. Illegal stealing—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.

6.3.3. Stiff Arm

6.3.3.1. Stiff arm definition—A stiff arm consists of placing a hand on an opponent.

6.3.3.2. When to stiff arm—A player may stiff arm any opponent.

6.3.3.3. Illegal stiff arming—This rule does not allow a player push, grab, or wrap an opponent except as detailed below.

6.3.4. Pushing

6.3.4.1. Pushing definition—A push consists of pressing upon or against an opponent with force in order to move him.

6.3.4.2. When to push—A player may push any opponent who is in possession of a ball or attempting to gain possession of a ball.
6.3.4.3. **Illegal pushing**—It is illegal to push a player who is not in possession or attempting to gain possession of a ball. It is illegal to push using the head, elbow, or feet.

6.3.5. **Charging**

6.3.5.1. **Charging definition**—A charge consists of forcefully bumping into an opponent so as to halt her progress, knock her off balance, or knock her to the ground.

6.3.5.2. **When to charge**—A player may charge any opponent who is in possession or attempting to gain possession of a ball.

6.3.5.3. **Illegal charging**—It is illegal to charge an opponent who is not in possession or attempting to gain possession of a ball. It is illegal during a charge to lead with a shoulder; however, shoulder-to-shoulder contact is permissible.

6.3.5.4. **Charging a helpless receiver**—It is illegal to charge a helpless receiver who is in the process of catching a ball that is in the air. Jostling for position or fighting for a ball in the air is legal.

.URI | Penalty: Red—A player who charges a helpless receiver is considered to be using excessive force, and must receive a red card.

6.3.6. **Grabbing**

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

6.3.6.2. **When to grab**—A player may grab any opponent with possession of a ball.

6.3.6.3. **Illegal grabbing**—It is illegal to grab an opponent who
is not in possession of a ball. It is illegal to grab an opponent’s broom or clothing.

6.3.7. Wrapping

6.3.7.1. Wrapping definition—A wrap consists of encircling an opponent’s frame or any body part with an arm or arms.

6.3.7.2. When to wrap—A player may wrap any opponent with possession of a ball.

6.3.7.3. Illegal wrapping—It is illegal to wrap an opponent who is not in possession of a ball. It is illegal to wrap an opponent using both arms.

6.3.8. Tackling

6.3.8.1. Tackling definition—The act of wrapping a player and bringing him to the ground.

6.3.8.2. When to tackle—A player may tackle any opponent with possession of a ball.

6.3.8.3. Illegal tackling—It is illegal to tackle an opponent who is not in possession of a ball. It is illegal to tackle an opponent using both arms. Seekers may never tackle.

6.3.8.4. Tackling a helpless receiver—It is illegal to tackle a helpless receiver who is in the process of catching a ball in the air.

Penalty: Red—A player who tackles a helpless receiver is considered to be using excessive force and must receive a red card.

6.3.8.5. Completing a tackle—If a player is in the process of
tackling an opponent when that opponent releases the ball, the
tackler is not penalized for the completion of her tackle due to
momentum. Extension of the tackle beyond that is illegal contact,
as it is illegal to tackle someone who is not in possession of a ball.

6.3.8.6. Safe tackling—Players are encouraged and expected
to learn and utilize safe tackling techniques, including ensuring
that the tackler’s head is firmly on one side of the body, head is
up, arm is wrapped, etc.

6.3.9. List of Illegal Contact

6.3.9.1. Illegal contact list—The following is a full list of types
of illegal physical contact and interaction that result in a back
to hoops penalty if unintentional, or a yellow card if intentional.
A player may not:

A. Contact a player of another position, except for chasers
   and keepers in regard to one another (6.3.1.2.).
B. Contact the snitch runner, except for seekers (6.3.1.2.).
C. Kick an opponent (6.3.1.2.).
D. Headbutt an opponent (6.3.1.2.).
E. Elbow an opponent (6.3.1.2.).
F. Make contact with an opponent’s head, neck, or groin
   (6.3.1.2.).
G. Initiate contact at or below the knees of an opponent
   (6.3.1.2.).
H. Trip an opponent (6.3.1.2.).
I. Slide into an opponent (6.3.1.2.).
J. Contact an opposing keeper who is in sole possession of
   the quaffle in her own keeper zone (6.3.1.2.).
K. As a substitute, intentionally contact any player (6.3.1.2.).
L. Slide in a way that is likely to cause injury to an opponent (6.3.1.3.).

M. Block out or set a pick against a player of another position, except for chasers and keepers in regard to one another (6.3.1.3.).

N. Interact with an opposing keeper who is in sole possession of the quaffle in his own keeper zone (6.3.1.3.).

O. As a seeker, interact with play during a seeker floor (6.3.1.3.).

P. As a substitute, intentionally interact with play (6.3.1.3.).

Q. Initiate contact from behind an opponent (6.3.1.6.).

R. Run backwards in an attempt to gain immunity from physical contact (6.3.1.9.).

S. Reach over the shoulder or around the neck of a player in an attempt to strip the ball (6.3.2.3.).

T. Punch a ball loose (6.3.2.3.).

U. Push a player who is not in possession of a ball or attempting to gain possession of a ball (6.3.4.3.).

V. Charge an opponent who is not in possession or attempting to gain possession of a ball (6.3.5.3.).

W. Charge with a shoulder lowered before contact is made, except when contact is shoulder-to-shoulder (6.3.5.3.).

X. Grab an opponent who is not in possession of a ball (6.3.6.3.).

Y. Grab an opponent’s broom or clothing (6.3.6.3.).

Z. Wrap an opponent who is not in possession of a ball (6.3.7.3.).

AA. Wrap an opponent using both arms (6.3.7.3.).

AB. Tackle an opponent who is not in possession of a ball (6.3.8.3.).

AC. Tackle an opponent using both arms (6.3.8.3.).
AD. Tackle as a seeker (6.3.8.3.).

6.3.9.2. Egregious contact list—The following is a full list of types of egregious illegal physical contact and interaction that result in a red card. A player may not:

A. Make contact exhibiting violent conduct (6.3.1.4.).
B. Make contact using excessive force (6.3.1.4.).
C. Attempt to hurt or deliberately hurt any person (6.3.1.4.).
D. Strike or attempt to strike an opponent (6.3.1.4.).
E. Intentionally physically contact an opponent’s head, neck, or groin (6.3.1.4.).
F. Intentionally physically contact a referee other than the snitch runner (6.3.1.4.).
G. Spit at an opponent (6.3.1.4.).
H. Delay a seeker who has caught the snitch from returning to the pitch (6.3.1.4.).
I. Charge a helpless receiver (6.3.5.4.).
J. Tackle a helpless receiver (6.3.8.4.).

6.4. FOULS AND MISCONDUCT

6.4.1. Disciplinary Sanctions

6.4.1.1. Nature of the offense—A player who commits a back to hoops, special, yellow card, or red card offense, on or off the pitch, directed toward an opponent, a teammate, the head referee, an assistant referee, or any other person, is disciplined according to the nature of the offense committed as determined by the referees.

6.4.1.2. Fouls that do not stop play—If a player commits a foul that does not result in an immediate stoppage of play, a
referee informs the player of the infringement and subsequent consequence. If the referee determines that the player cannot hear him, he should stop play to correct the situation.

Penalty: Yellow—A player who intentionally ignores the referee’s punishment after committing an offense that did not stop play must receive a yellow card.

6.4.1.3. Yellow card—The yellow card is used to communicate that a player or substitute has committed a serious foul. The following procedure occurs when a player receives a yellow card:

A. Play is stopped.
B. If the player is receiving her second yellow card in the same game, she receives a red card instead after being shown the yellow card (see below).
C. The player is sent to the penalty box for one minute of game time or until her opponents score, whichever occurs first. If the penalty is on a seeker during the seeker floor or before Brooms Up, penalty time does not begin until the seeker floor ends.
D. Any balls that the player possessed, including balls possessed at the time the foul was committed, must be turned over to the opposing team’s closest eligible player to the spot of the yellow card before play is resumed. This includes any balls that a fouled team was prevented from possessing by the foul.
E. Play is resumed.
F. The one minute of penalty time begins.

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

A. Play is stopped.

B. The ejected player must leave the vicinity of the pitch for the remainder of the game. The tournament director, upon discussion with the referees, may choose to bar players from additional games for particularly egregious red card offenses.

C. Any balls that the ejected player possessed, including balls possessed at the time the foul was committed, must be turned over to the opposing team’s closest eligible player to the spot of the red card before play is resumed. This includes any balls that a fouled team was prevented from possessing by the foul.

D. At this time, the team must substitute a player in for the player that received a red card; this substitute is sent to the penalty box for two minutes of game time. If the penalty is on a seeker during the seeker floor or before Brooms Up, penalty time does not begin until the seeker floor ends.

E. Play is resumed.

F. The two minutes of penalty time begin.

6.4.1.5. Referee’s discretion—Judgment of disciplinary sanctions remains at the referee’s discretion. The referee has the authority to take disciplinary action from the moment she enters the pitch until she leaves the pitch after the final whistle.

6.4.1.6. Plays after a foul—Any goal, knockout, or snitch catch performed by a player immediately after committing a foul does not count, and such plays made by that player do not count until
the referee has issued a call (unless play is allowed to continue due to an advantage call).

6.4.1.7. Fouls prior to the game—If a player is assessed a foul before Brooms Up that would result in penalty time, that foul is enforced at the beginning of the game. The offending team begins the game with the offending player (or his replacement, if he received a red card) in the box, and the team begins with fewer than seven players for Brooms Up. The player in the box still must follow normal procedure for Brooms Up, including closing his eyes as the snitch leaves. The player’s penalty time officially begins at the moment of Brooms Up.

6.4.1.8. Fouls after the game ends—If a player is assessed a foul after the game ends, the penalty is noted normally. A penalty may only extend into future games if the player committed a particularly egregious red card offense, at the discretion of the tournament director.

6.4.1.9. No harm, no foul—In the case of a minor offense, a referee may decide “no harm, no foul” and may choose to verbally warn players about an infraction he sees is occurring or thinks might occur in the near future, if he believes that such infraction is minor enough that a verbal warning would cease the offending behavior and such behavior has not yet given an advantage, material or psychological, to any team.

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

 Penalty: Yellow—A player who pretends to be fouled must receive a yellow card.
6.4.1.11. List of fouls—The following sections, 6.4.2. through 6.4.6, list the various fouls of quidditch and what category they fall under. These are just the offenses in brief; for more information on each offense, see the indicated section number.

6.4.2. Warning Offenses

6.4.2.1. Warning offenses—A player is given a warning by the referee, but not otherwise punished, for any of the following offenses:

A. False starting once (3.2.1.).
B. Failing to drop one’s broom when required during a stoppage of play once (3.3.5.).
C. Being unprepared to play after a stoppage once (3.3.5.).
D. Delaying the game once (3.3.6.).
E. Unintentionally failing to dismount or remounting early during knockout procedure once (5.2.1.).
F. As a substitute, leaving the substitute area once (6.2.4.).
G. As a substitute, being mounted on a broom while not completing a substitution once (6.2.6.).
H. Using explicit language or gestures once (7.2.9.).

6.4.3. Back to Hoops Offenses

6.4.3.1. Back to hoops offenses—A player is considered knocked out and must drop (and not toss or roll, on penalty of a yellow card) any ball she possesses (or return it to the other team, if she possesses the quaffle) and dismount her broom if she commits any of the following offenses:

A. As a chaser whose team just scored, failing to return to the offensive keeper zone line before defending (4.4.1.).
B. Dismounting the broom (6.1.2.).
C. Unintentional illegal physical contact (6.3.1.2.).
D. Unintentional illegal physical interaction (6.3.1.3.).
E. Illegally and intentionally leaving the pitch or remaining off of the pitch (7.2.4.).
F. Illegally and intentionally carrying a ball off or away from the pitch (7.2.5.).
G. Guarding the third bludger once (7.4.2.).
H. As a seeker, pursuing a snitch ruled as down before the three-second head start has been counted off (8.3.12.).

6.4.4. Yellow Card Offenses

6.4.4.1. Illegal procedure yellow card offenses—A player must receive a yellow card if any of the following illegal procedure offenses are committed:

A. Using illegal equipment after the game has started (2.5.4.).
B. Illegally returning to the pitch following an equipment infringement (2.5.5.).
C. Peeking at the snitch prior to Brooms Up (3.2.1.).
D. False starting a second time in one game (3.2.1.).
E. Repeatedly failing to drop one’s broom when required during a stoppage of play (3.3.5.).
F. Intentionally or repeatedly failing to dismount or remounting early during knockout procedure (5.2.1.).
G. Failing to follow proper procedure after dismounting the broom (6.1.2.).
H. As a substitute, leaving the substitute area more than once or persistently remaining outside the area (6.2.4.).
I. Ignoring referee’s punishment after committing a foul that did not stop play (6.4.1.2.).
J. Intentionally entering the spectator area (7.2.6.).

6.4.4.2. Illegal contact or interaction yellow card offenses—A player must receive a yellow card if any of the following illegal contact or interaction offenses are committed:

A. Intentionally illegally interacting with a dead quaffle (4.4.3.).
B. As a beater, illegally applying force to a bludger during a catching situation (5.1.4.).
C. As a substitute, interfering with play or being mounted on a broom more than once while not completing a substitution (6.2.6.).
D. Intentional illegal physical contact (6.3.1.2.).
E. Intentional illegal physical interaction (6.3.1.3.).
F. Denying a scoring opportunity by committing a foul (6.3.1.5.).
G. Illegally and intentionally interacting with any ball (7.2.3.).
H. Illegally and intentionally propelling a ball off the pitch, laterally from the pitch, or further away from the pitch (7.2.5.).
I. Intentionally kicking the quaffle illegally (7.3.2.).
J. Intentionally kicking a bludger illegally (7.4.2.).
K. Intentionally possessing more than one bludger (7.4.2.).
L. Repeatedly guarding the third bludger (7.4.2.).
M. As a non-seeker, interacting with a seeker during any seeker floor (7.6.3.).

6.4.4.3. Unsportsmanlike conduct yellow card offenses—A player must receive a yellow card if any of the following unsportsmanlike conduct offenses are committed:

A. Repeatedly being unprepared to resume play after a stoppage (3.3.5.).
B. Repeatedly delaying the game, by any method or methods (3.3.6.).
C. Tapping an opponent with a bludger in order to deceive (5.1.2.).
D. Willfully ignoring being knocked out (5.2.2.).
E. Feigning an injury (6.2.3.).
F. Running backwards in an attempt to gain immunity from physical contact (6.3.1.9.).
G. Pretending to be fouled (6.4.1.10.).
H. Delaying the restart of play when sent to the penalty box (6.4.7.3.).
I. Recklessly endangering a spectator (7.2.7.).
J. Playing dangerously (7.2.8.).
K. Using explicit language or gestures repeatedly (7.2.9.).
L. Raising a hand with a closed fist and taking any action other than attempting to recover a bludger following the specified guidelines (7.4.3.).
M. Using the verbal referee commands with intent to deceive opposing players (8.1.1.).
N. Showing disrespect to an official or persistently questioning the referees’ decisions (8.1.3.).

6.4.5. Red Card Offenses

6.4.5.1. Red card offenses—A player or substitute must receive a red card if any of the following offenses are committed:
A. Using illegal equipment that was specifically barred by the referee during ground rules or at any point during the game (2.5.4.).
B. Intentionally altering game equipment so it does not match regulations (2.5.6.).
C. Intentionally dislodging a hoop (4.2.2.).
D. As a substitute, egregiously interacting with play (6.2.6.).
E. Egregious illegal physical contact (6.3.1.4.).
F. Receiving a second yellow card in the same game (6.4.1.3.).
G. Intentionally interacting with any play while serving penalty time (6.4.7.4.).
H. Illegally and intentionally blocking the quaffle from scoring (7.2.3.).
I. Playing egregiously dangerously (7.2.8.).
J. Directing extreme/abusive language at any person (7.2.9.).
K. Committing serious foul play (7.2.10.).
L. Hindering a seeker who has caught the snitch from returning to the pitch (8.3.6.).

6.4.6. Special Offenses

6.4.6.1. Special offenses—Some fouls, known as special offenses, result in a punishment that does not fit into another category. In each of these cases, play is stopped and any balls that a penalized player possessed, including balls possessed at the time the foul was committed, must be turned over to the opposing team’s closest eligible player to the spot of the offense before play is resumed and any penalty time begins. These fouls and their punishments are listed here:

A. **Substitutes violating substitution procedure:** The player substituting in receives a yellow card (6.2.2.).

B. **Illegal coach action, first offense:** Coach and captain both must receive a yellow card (7.1.2.).

C. **Illegal coach action, egregious or second offense:** Coach must receive a red card, and captain must receive a yellow card (7.1.2.).
D. **Illegal player/set of players in play:** Captain must receive a yellow card, possession of quaffle forfeited (7.1.3.).

E. **Serious foul play not attributable to a specific eligible player:** Captain must receive a red card (7.2.10.).

F. **As a seeker, interacting with play during a seeker floor:** Seeker must receive a yellow card, but penalty time does not begin until seeker floor ends (7.6.3.).

6.4.7. The Penalty Box

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

A. Receiving a yellow card.

B. Receiving a red card (her substitute is sent to the box).

6.4.7.2. **Time of penalty**—A yellow card results in one minute of game time in the penalty box for the offending player. One player with the least amount of penalty time remaining from a yellow card is released whenever the opposing team scores via any method. A red card results in two minutes of game time in the penalty box for the offending player’s replacement. A player in the penalty box for a red card may not be released due to a score prior to the penalty time expiration.

6.4.7.3. **Stopping play**—Play is stopped while the player is sent to the box. If the offender is a keeper, he must switch headbands with one of the chasers on his team who is in play (effectively switching positions) before he goes to the box. The person going to the penalty box must proceed immediately to the box without delay and remain there until the penalty expires. Penalty time begins as soon as the head referee resumes play.
Penalty: Yellow—A player who delays the game by not proceeding to the penalty box immediately when sent to the box shall receive a yellow card in addition to any other penalty.

6.4.7.4. Penalty box interaction—Players in the penalty box are considered in play for the purposes of the two-minimum rule and positions, but are not allowed to participate in play in any way.

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

6.4.7.5. Tracking penalty time—The scorekeeper keeps track of the penalty time, and any player in the box must return to play as soon as the time expires. One player in the box for a yellow card foul with the least amount of penalty time remaining is released from the box whenever the opposing team scores via any method. Penalty time carries over to any overtime sessions as appropriate.

6.4.8. Unusual Penalty Box Situations

6.4.8.1. Substitute in the box—If a team has a substitute sent to the box, that team must play a player down. If a substitute is ever sent to the penalty box, one of the players from his team that is in play must give the penalized player his headband and leave the pitch. The captain of the offending team chooses which player to switch out, obeying the two-minimum rule.

6.4.8.2. Keeper sent to box, no chasers in play—If a keeper is sent to the penalty box, but all of her chasers are already in the penalty box, she must trade headbands with any other player on her team who is in play.
6.4.8.3. **Keeper sent to box, no teammates in play**—One keeper must be in play for each team at all times. In the unlikely event that six or more players are already in the penalty box when a keeper earns penalty time (or the seeker is unavailable), a new keeper replaces him. Any player who is released while six or more teammates remain in the box (or five, if the seeker is still in play) returns to the sideline, rather than joining play.

6.4.8.4. **Seeker penalty during the seeker floor**—If a seeker receives a card during the seeker floor or before Brooms Up, penalty time does not begin until the seeker floor ends. The seeker must remain in the penalty box until that time expires.
7. Players

7.1. TEAM COMPOSITION

7.1.1. Rosters and players—Each team is made up of at least seven players and no more than 21 players. Only seven players from each team 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. One keeper is compulsory in play, even when there are fewer than seven players. It is the duty of the tournament director to govern the rules and limitations of a team’s roster for tournament play.

7.1.2. Coaches—Each team may designate one non-player as an official coach. The coach can never play, but has the power to speak for the team when conversing with officials. The coach may speak with the head referee at any time unless the referee asks him to stop. The coach may step onto the pitch to talk to the referee, but may not interfere with play in any way.

Penalty: Special—If a coach ever interferes with play or continues conversing with a referee after the referee has asked him to stop, both the coach and the team’s captain must receive a yellow card. The presence of the coach in the penalty box does not affect the number of players in play. If the coach ever receives a second yellow card, he must receive a red card, and his team’s captain must receive a yellow card in addition. If the captain is a substitute, he follows the procedure for a substitute who receives a yellow card. If the coach conducts himself in a
way that would result in a red card for a player, the coach must receive a red card. In this case, the team’s captain must receive a yellow card in addition.

7.1.3. Two-minimum rule—Each team must have at least two players in play who identify with a different gender than at least two other players; that is, excluding the seeker, a team may not have more than five players of the same gender in play. The gender that a player identifies with is considered to be that player’s gender.

The IQA accepts those who don’t identify within the gender binary, and acknowledge that not all of our players identify as male or female. We welcome people of all identities and genders into our league.

Because the seeker may spend the majority of the game off pitch, seekers do not count toward the number of required gender-specific players. In the event that a team cannot field a full team in terms of gender minimum due to injury or players receiving red cards, the team may continue to play with fewer players, with the missing player still counting toward the gender minimum.

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

7.2. GENERAL PLAYER RULES

7.2.1. General principle—A player may take any action that does not violate the rules. This includes but is not limited to running for an unlimited amount of time, passing a ball to any
eligible player, and attempting to steal a ball from an opponent.

7.2.2. Positions overview—Each team has three chasers, two beaters, one keeper, and one seeker in play at all times. See 7.3. Chasers, 7.4. Beaters, 7.5. The keeper, and 7.6. The seeker for detailed descriptions of each position.

7.2.3. Using the balls—Players may use the ball associated with their own position, but are forbidden to hold possession of, touch, kick, throw, or in any way use the ball of another position. Possession is defined as when a player has complete and sole control of a ball. The following guidelines apply:

A. A chaser, keeper, or seeker may get in the way of a bludger, but may not swat it or otherwise propel it. This rule does not prohibit a chaser or keeper throwing or propelling a quaffle at a bludger or opponent.

B. A beater or seeker may not intentionally position herself to block the quaffle, but if the quaffle hits her while she is otherwise fielding her position, there is no penalty. This rule does not prohibit a beater throwing or propelling a bludger at the quaffle or an opponent.

C. A substitute may not intentionally interact with any ball.

D. A knocked out player may not intentionally interact with any ball.

Penalty: Yellow/Red—A player who illegally and intentionally interacts with any ball must receive a yellow card. A player who illegally and intentionally blocks the quaffle from scoring must receive a red card.

7.2.4. Boundaries and players—Play is generally confined to the pitch. A player who is off of the pitch must immediately return to the pitch, unless he would otherwise be allowed to
leave the pitch. A player may not intentionally leave the pitch except under the following conditions:

A. A seeker may leave the pitch at any time and for any reason, after any seeker floor has expired.

B. Any player may leave the pitch boundary to directly pursue a ball she is eligible to possess that is beyond the boundary. This includes defending against an opponent who possesses such a ball. This does not include recovering a ball which has entered the spectator area unless explicitly permitted by a referee.

C. Any player physically forced beyond the pitch boundary is not subject to penalty, so long as he returns to the pitch directly and immediately.

D. A beater may leave the pitch boundary if she possesses a bludger in order to pursue any opponent eligible to be knocked out who is off of the pitch.

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

7.2.5. Boundaries and balls—A player may not intentionally distance a ball from the pitch unless trying to score, pass or knock out an opponent. The following guidelines apply:

A. A player may not intentionally carry a ball off the pitch or away from the pitch except for a beater pursuing an opponent who is off the pitch.

B. A player may not intentionally propel a ball off the pitch without attempting to score, complete a pass to a player on the pitch, or knock out an opponent (at referee’s discretion).

C. A player may not intentionally propel a ball which is already off the pitch laterally or further away from the pitch without the intention of knocking out an opponent.
Penalty: Back—A player who illegally and intentionally carries a ball off or away from the pitch must be sent back to hoops.

Penalty: Yellow—A player who illegally and intentionally propels a ball off the pitch, laterally from the pitch, or further away from the pitch must receive a yellow card.

7.2.6. The spectator area—Players other than the seeker may not enter the spectator area. The following guidelines apply:

A. If the quaffle enters the spectator area, play must be stopped. Except as outlined below, the quaffle is given to the nearest eligible player of the team that did NOT last touch the quaffle at a location two feet inside where it left the player area.

B. If the quaffle would be given to a player within his opponents’ keeper zone, it is instead given to him at a location on the keeper zone line two feet inside the player area on the side that it went into the spectator area.

C. In exception to (A) above, if the quaffle goes into the spectator area within the keeper zone after a keeper saves a shot from an opposing player inside the keeper zone, the quaffle is given to that keeper at a location two feet inside where it left the player area, instead of to an opponent.

D. If a bludger enters the spectator area, play continues. A bludger referee indicates a single beater of the team which did NOT last touch the bludger who does not possess a bludger. This beater may claim knockout immunity by raising her hand in a fist, and may enter the spectator area to recover the bludger safely. This player must return from the spectator area to the spot where the bludger left the player area immediately upon retrieving it, and is not eligible to be knocked out while in the spectator area.
E. In the above situation if no such beater exists, or the eligible beater does not immediately claim immunity, the bludger referee retrieves the bludger and places it at a location two feet inside the spot where it left the player area.

Penalty: Yellow—A player who intentionally enters the spectator area must receive a yellow card.

7.2.7. Spectators and dangerous terrain—Play must be stopped whenever players are at risk of contacting spectators (approximately five feet) or dangerous terrain (also five feet). If play must be stopped for one of these reasons, any player with a ball resumes where they were when play was stopped. Any other players start off inside the pitch boundary, at the closest point to where they were when play was stopped.

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

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

Penalty: Yellow/Red—A player who plays dangerously must receive a yellow card. A player who participates in particularly egregious dangerous play must receive a red card.

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

Penalty: Warning/Yellow/Red—A player who uses explicit language or gestures must be warned, or receive a yellow card for repeat offenses. A player who directs extreme or abusive language towards any person must receive a red card.
7.2.10. **Serious foul play**—It is illegal to commit serious foul play, including egregious conduct and flagrant cheating.

Penalty: Red/Special—A player who commits serious foul play must receive a red card. If a team commits foul play that cannot be attributed to a specific eligible player, the captain must receive a red card.

### 7.3. CHASERS

#### 7.3.1. Chaser overview
Chasers in play, per team: Three  
Game ball used: Quaffle  
Headband color: White  
Objective: Throw, kick, or in any way pass the quaffle through the opposing team’s hoops to score 10 points.

#### 7.3.2. Using the quaffle

7.3.2.1. **Scoring**—Chasers must throw, kick, or pass the quaffle through the 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.

7.3.2.2. **Kicking**—Chasers are allowed to kick the quaffle once. After the quaffle has been kicked by a player it must then be picked up before she is allowed to kick it again.

7.3.2.3. **Blocking**—Chasers may use the quaffle to block incoming bludgers. If they are successful and are not hit anywhere on their bodies or brooms, then the deflection is complete and the
bludger has no effect, even if the quaffle is dropped during the deflection. It is legal to bat a live bludger away with the quaffle in an attempt to block a knockout. Using a held quaffle to intentionally interact with a dead bludger, or one that is still in the possession of an opponent, is an illegal interaction.

 Penalty: Yellow—A player who intentionally kicks the quaffle illegally must receive a yellow card.

7.4. BEATERS

7.4.1. Beater overview
Beaters in play, per team: Two
Game ball used: Bludger
Headband color: Black
Objective: Throw the bludgers to disrupt the flow of the game by “knocking out” other players.

7.4.2. Using the bludger

7.4.2.1. The knockout effect—Beaters may throw or kick a bludger at an opposing player of any type in an attempt to “knock her out.” (See 5. The Knockout Effect).

7.4.2.2. Kicking—Beaters are allowed to kick a bludger once. After a bludger has been kicked by a player it must then be picked up before he is allowed to kick it again. A beater may not kick a bludger while in possession of a second bludger.

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

7.4.2.4. Deflecting—Beaters may use a bludger to block incoming bludgers. If a beater is successful and is not hit anywhere on her body, then the deflection is complete and the bludger has no effect, even if a bludger is dropped during the deflection.

7.4.2.5. Possession—Beaters may be in possession of only one bludger at a time. A beater may temporarily possess two bludgers if she is in the process of catching a bludger thrown at him by an opponent. In this scenario, he must drop the extra bludger immediately to avoid penalty. Possession is defined as when a player has complete and sole control of a ball.

7.4.2.6. The third bludger—Any team in possession of two bludgers may not guard the third bludger and must allow the other team to recover it. A beater is said to be guarding the third bludger when she is near the bludger and making a clear effort to prevent the opposition from recovering the bludger, at the referee’s discretion.

7.4.2.7. Bludger vs. quaffle—Beaters may not use a bludger they are holding to affect the trajectory of the quaffle. This rule does not prohibit throwing or kicking a bludger at the quaffle.

 Penalty: Yellow—A player who intentionally kicks a bludger illegally must receive a yellow card.

 Penalty: Yellow—A player who intentionally possesses more than one bludger, except when catching a second one as explained above, must receive a yellow card.
**Penalty: Back/Yellow**—A player who guards the third bludger must be sent back to hoops. Repeat offenders must receive a yellow card.

### 7.4.3. Knockout immunity

A beater is allowed to raise his hand, fist closed, to gain immunity from the knockout effect under certain situations:

**A. Recovering the third bludger**—A beater attempting to recover the third bludger may obtain immunity. She must immediately and directly proceed to recover the third bludger, taking no other actions until she either recovers the bludger or it is otherwise moved. When she recovers the bludger or it is moved, she loses immunity and must lower her hand.

**B. Recovering a bludger from the spectator area**—When a bludger referee explicitly allows a beater to enter the spectator area to retrieve a bludger, he may obtain immunity. He must immediately proceed to recover the bludger and return to the location where the bludger left the player area. When he enters the player area, he loses immunity and must lower his hand.

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

### 7.5. THE KEEPER

#### 7.5.1. Keeper overview

Keepers in play, per team: One

Game ball used: Quaffle
Headband color: Green
Objective: Prevent opponents from throwing the quaffle through the hoops.

7.5.2. Outside the keeper zone—While outside the keeper zone the keeper is subject to all of the same rules as a chaser (as well as rules regarding the keeper), including but not limited to the knockout effect. The keeper may leave the keeper zone and may move as far down the pitch as she likes. The keeper is allowed to score with the quaffle.

7.5.3. Inside the keeper zone—A keeper with any part of his body behind or touching the keeper zone line is considered to be in 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:

A. The keeper may kick the quaffle any number of times while in her own keeper zone.

B. When the keeper is in sole possession of the quaffle while in his keeper zone, opposing players may not contact him, interact with him, or attempt to steal it from him. If the keeper attempts to steal the quaffle while in his keeper zone, the keeper must gain sole possession of the quaffle before this rule comes into effect.

C. While in her keeper zone, the keeper is immune to the knockout effect. Beaters may continue to throw bludgers at the keeper for the purpose of distraction, but the keeper is not subject to the knockout effect if she is hit.

D. The keeper is allowed to block a shot in a way that would be considered goaltending for any other player (See 4.3. Goaltending).
E. If the keeper makes a save in his own keeper zone and the quaffle goes into the spectator area, the keeper is granted possession rather than the other team (See 7.2.6. The spectator area).

7.5.4. Keeper restart—After a goal has been scored, quaffle play is restarted as soon as the keeper has possession of the quaffle on her own half of the pitch. The head referee blows his whistle once after quaffle play is restarted. Keepers in particular should be wary of delaying the game by failing to advance the quaffle for an extended period of time (See 3.3. Stopping play).

7.6. THE SEEKER

7.6.1. Seeker overview
Seekers in play, per team: One
Game ball used: Snitch
Headband color: Yellow
Objective: Catch the snitch!

7.6.2. Catching the snitch—The seeker follows the snitch runner on foot and attempts to gain possession of the snitch by removing it from the back of the snitch runner’s shorts. The snitch must be fully removed from the snitch runner and the snitch runner must not be ruled as down in order for the catch to be considered successful (See 4.5. The Snitch Catch).

7.6.3. Seekers during the seeker floor—During any seeker floor, seekers are forbidden to interact with play. Instead, they may wander the edge of the pitch until the scorekeeper announces the end of the seeker floor. Similarly, other players are forbidden from interacting with the seeker until this floor has ended.
Penalty: Special—A seeker who interacts with play during a seeker floor must receive a yellow card. However, penalty time does not begin until any seeker floor ends. The seeker must remain in the penalty box until penalty time ends.

Penalty: Yellow—A non-seeker who interacts with a seeker during a seeker floor must receive a yellow card.

7.6.4. Seeker interactions—Seekers are subject to the knockout effect. Seekers may not use or touch any game ball besides the snitch. Seekers are subject to the physical contact rules (See 6.3. Physical Contact). Seekers, however, may not tackle or be tackled by opposing players.

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

A. A seeker may stiff-arm a snitch runner with no restrictions.
B. A seeker may not push, grab, hold, charge, wrap, or tackle any part of the snitch, other than the snitch ball itself.
C. A seeker who accidentally grabs the snitch runner’s clothing and lets go immediately does not suffer any penalty, but any snitch catch accomplished by or immediately after grabbing clothing is invalidated.

7.6.6. Seekers during stoppages—A seeker does not have to stop during a stoppage of play unless the snitch is on the pitch and the seeker is near enough to the pitch to notice the stoppage (See 3.3. Stopping Play).
8.1. THE HEAD REFEREE

8.1.1. Authority of the head referee—Each game is controlled by one referee who has full authority to enforce and interpret the rules of the game during the game where he has been appointed.

Penalty: Yellow—A player who uses the verbal referee commands with intent to deceive opposing players must receive a yellow card.

8.1.2. Powers and duties—The following are the powers and duties of the head referee:

A. Enforces the rules of the game.
B. Controls the game in cooperation with all other officials.
C. Performs all duties of the head referee listed throughout the rulebook.
D. Performs the duties of other officials that are not present.
E. Helps to establish a perimeter for the snitch, working with the tournament director if applicable.
F. Helps to establish a time for the snitch to return to the pitch at the discretion of the tournament director, and communicates that time to the snitch.
G. Approves or rejects any snitch spectacles with the snitch before the game, and makes sure the snitch ref and team captains are aware of the spectacles.
H. Replaces any snitch runner who is in violation of the snitch code of conduct.
I. Replaces any referee, including herself, who is injured or in her opinion needs to be dismissed.
J. Establishes a seeker floor for standalone games.
K. Ensures that game balls meet the requirements of 2.3. Game Balls.
L. Ensures that the number and combination of players meets the requirements of 7. Players.
M. Ensures that the game equipment meets the requirements of 2. Equipment and Dimensions.
N. Stops play immediately if a player is seriously injured. An injured player may only return to the pitch after the game has been resumed.
O. Allows play to continue if a player is down but only slightly injured and there is no gameplay taking place nearby.
P. Ensures that, when play must be stopped for an injury, the injured player is removed from the pitch.
Q. Ensures that any player who is openly bleeding leaves the pitch and is replaced by a substitute. The player may only return after receiving permission from the referee, who must be satisfied that the bleeding has stopped.
R. Stops, suspends, or abandons a game because of any external interference.
S. Penalizes the more serious foul when a player commits more than one foul at the same time.
T. Takes disciplinary action against players guilty of back to hoops, special, yellow card, and red card fouls.
U. Receives advice from assistant referees.
V. Ensures that a quaffle is given to the keeper after a goal has been scored against her if the keeper requests one.
W. Indicates the start and end of a game or overtime period. He must check with all other referees to ensure the validity
of a snitch catch and the final score before blowing his whistle three times and thus ending the game.

X. Provides the appropriate authorities with a game report that includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during, or after the game. It also includes the final score, who caught the snitch, regulation time, and overtime time if applicable.

Y. Performs any duties of a tournament director listed in the rules, when no tournament director exists.

Z. Delegates refereeing duties to other referees as necessary.

8.1.3. 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 game, are final. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not resumed/restarted play or terminated the game.

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

8.2. ASSISTANT REFEREEES

8.2.1. Appointment of assistant referees—The IQA recommends that the head referee appoint seven assistant referees. These assistant referees are bludger referees, snitch referees, goal referees, and scorekeepers. It is highly recommended to have at least two goal referees and a bludger referee to assist the head referee. If any assistant referee position is not filled, the head referee inherits the responsibilities of that position.
8.2.2. **Bludger referees**—Up to three bludger referees may be appointed by the head referee. Their duties, subject to the discretion of the head referee, are:

A. Indicating when a player is subject to the knockout effect.
B. When making a penalty call, sending a fouling player back to hoops while and alerting a head referee if a card should be issued.
C. Warning beaters who are in possession of more than one bludger.
D. Warning beaters who may be guarding free bludgers.
E. Ensuring that all beaters are meeting the requirements of 7.4. Beaters.
F. Advising the head referee when misconduct or any other incident occurs.
G. Indicating to a beater when she may enter the spectator area to retrieve a bludger (See 7.2.6. The spectator area).
H. When no beater claims immunity to retrieve a bludger that enters the spectator area, retrieving that bludger and returning it to a location two feet (61 cm) inside of the player area (See 7.2.6. The spectator area).

8.2.3. **Snitch referee**—A snitch referee may be appointed by the head referee. Alternatively, a bludger referee may be given the duties of the snitch referee, beginning at any time when the snitch returns to the pitch. Her duties, subject to the discretion of the head referee, are:

A. Stopping play by blowing her whistle in two short blasts to indicate a stoppage of play if she believes a good snitch catch may have been accomplished.
B. Indicating when a snitch runner has been ruled down and is uncatchable (See 8.3.12. Ruled as down).
C. Counting down from three seconds to indicate when snitches are free to be pursued after the snitch runner has been ruled down.
D. Ensuring that all seekers meet the requirements of 7.6. The seeker.
E. Indicating when a player is subject to the knockout effect.

8.2.4. Goal referees—Two goal referees may be appointed by the head referee. Their duties, subject to the discretion of the head referee, are:
A. Indicating whether a quaffle passing near the hoops is a goal or a miss.
B. Retrieving a dead quaffle after a goal is scored if it is out of play, inaccessible to players, or needs to be returned to the keeper.
C. Fixing any hoops that are broken or dislodged while play continues, so long as it does not interfere with play.
D. Offering advice to both the bludger referees and head referee if requested.
E. Advising other referees when misconduct or any other incident occurs.

8.2.5. Scorekeeper—A scorekeeper may be appointed by the head referee. His duties, subject to the discretion of the head referee, are:
A. Keeping written track of the game’s score.
B. Updating the game’s scoreboard.
C. Stopping the game clock when the head referee stops play (indicated by paired short whistle blasts), and resuming the game clock when the referee has resumed play (indicated by one short whistle blast).
D. Keeping track of penalty time.
E. Keeping track of overtime time, as appropriate.
F. Keeping track of the total game time.

8.3. THE SNITCH RUNNER

8.3.1. Role of the snitch runner—The role of the snitch runner is to prevent the snitch ball (a tennis ball inside a sock hanging from the back of the snitch runner’s shorts) from being caught by either team’s seeker. The snitch runner should be dressed in all yellow or gold.

8.3.2. Snitch runner as referee—The snitch runner is not a player or member of either team; she is an additional assistant referee whose only responsibilities pertain to the snitch. The snitch runner may make calls regarding the knockout effect and the legality of the catch if there is no other referee present or able to make the call.

8.3.3. The snitch’s boundaries—The snitch runner and seekers are not bound by the pitch. The tournament director and head referee must establish a perimeter, including the entire pitch but not limited to it, for the snitch before a tournament or game. Snitch runners must adhere to this perimeter.

8.3.4. Spectacles—Snitch runners are encouraged to be creative in their evasion tactics. The following restrictions are relatively loose to allow snitch runners to heighten the intensity of a snitch battle for spectators. Sometimes, a snitch runner brings a heightened level of spectacle into a game by the use of props or otherwise (eg. riding a bike or throwing water balloons at players). If the snitch runner intends to do something like this, the head referee and team captains must be informed before the game.
8.3.5. **Return to the pitch**—The tournament director and head referee may use the snitch runner to regulate the length of the game by establishing a time at the beginning of the game for the snitch runner to return to the pitch after being released. Such time must not be announced to either team, but must be kept secret by the officials and snitch runner. Snitch runners are generally recommended to return to the pitch after approximately 16–20 minutes, although this time should be varied so that seekers cannot anticipate the snitch’s return.

8.3.6. **Reporting the catch**—If the snitch is caught off the pitch and the catch is not seen by the snitch referee, the snitch runner is responsible for determining if the catch was good. The snitch runner must self-report a snitch catch if the successful seeker does not return to the pitch to report the catch immediately, and the snitch runner should immediately report to the pitch regardless once the snitch has been caught. No player is allowed to hinder that seeker’s return in any way.

⚠️ **Penalty: Red**—An opposing player who hinders a seeker who has caught the snitch from returning to the pitch must receive a red card.

8.3.7. **Snitch code of conduct**—Snitches are expected to abide by the following requirements and recommendations, in order to ensure the fairness of the game and the safety of the players and spectators.

8.3.8. **Snitch requirements**—A snitch runner, in executing his duties as an official and representative of the game, must follow certain rules to ensure the safety of players and integrity of the game. The head referee has the authority to remove and replace a
snitch runner. Any snitch runner should be removed by the head referee for repeatedly or egregiously breaching these standards. A snitch must abide by the following requirements. A snitch:

A. Must not intentionally injure anyone.
B. Must not make play recklessly or dangerously.
C. Must not climb buildings or trees.
D. Must not play with a bias to one team, and as such:
   1. Must not show a bias in staying near one team’s side of the pitch intentionally.
   2. Must not move a hoop, which becomes unplayable when dislodged.
   3. Must not rearrange the balls before the game begins.
   4. Must not rearrange players’ headbands before the game begins.
   5. Must never score with the quaffle (a goal intentionally scored by the snitch runner does not count).
   6. Must obey the head referee regarding unusual spectacles.
   7. Must not interact with any players or balls other than the seekers and snitch ball.
   8. Must not intentionally go to the ground, so as to be ruled “down,” unless injured, unable to play, or avoiding a dangerous situation.

8.3.9. Snitch recommendations—Part of the snitch runner’s job is to make the game fun and exciting for everyone. In performing that responsibility, a snitch runner should keep the following in mind, especially when the game is close:

A. Do not take off the seekers’ headbands.
B. Do not cause only one seeker to dismount off pitch.
C. Do not remain near one team’s hoops for an extended period of time.
D. Do not hold onto the snitch ball itself.
E. Do not leave the pitch near the end of the game. The longer the game goes, the more the snitch runner should constrict his actions to ensure that the game ends eventually.
F. Do not hide in a location or manner that makes it dangerous or impossible for a seeker to reach the snitch.

8.3.10. Physical play—The rules forbidding specific types of fouls do not apply to the snitch runner. Instead, she is expected to follow the snitch code of conduct as outlined above. No specific types of physical play are outlawed for snitches, but they must respect the safety of all persons by never playing recklessly or dangerously.

8.3.11. Safety—The snitch runner is responsible for the safety of seekers, other players, officials, and spectators. He may intentionally take a knee in case of injury or in order to avoid dangerous situations. He should use common sense to avoid harming seekers, be aware of his surroundings, and avoid collisions with spectators. Any overly aggressive or irresponsible snitch runners must be closely monitored by the referees, and will be removed.

8.3.12. Ruled as down—A snitch runner is ruled as down when any part of her body other than her hands or feet touches the ground. Snitch runners are not allowed to fall intentionally, but if she does, she is nevertheless uncatchable. When a snitch runner is down, the snitch is uncatchable. The seekers must allow the snitch runner to rise to her feet, release all parts of the snitch runner’s body/clothing as well as the snitch ball, and allow an additional three-second head start as counted off by the snitch referee before they can directly pursue the snitch again.
**Penalty: Back**—A player who pursues the snitch as a seeker before the three-second head start has been counted off must be sent back to hoops.

## 8.4. THE TOURNAMENT DIRECTOR

### 8.4.1. Role of tournament director

In games that are part of a larger tournament, a tournament director may be in charge of the overall event. The tournament director, if one exists, has the following responsibilities:

A. Setting the seeker floor for games that are part of a larger tournament (3.4.1.3. Recommended floor).

B. Regulating the length of time before the snitch runner returns to the pitch (See See 8.3.5. Return to the pitch).

C. Deciding whether or not to bar players from other games within a tournament for particularly egregious red card offenses (See 6.4.1.4. Red card).

D. Governing the limitations upon a roster for games that are part of a larger tournament (See 7.1.1. Rosters and players).

E. Establishing a snitch perimeter for games that are part of a larger tournament (See 8.3.3. The snitch’s boundaries).

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**Becoming a Certified Referee or Snitch**

The IQA offers training and certification for referees and snitches. A certified head referee earns $12 per game and is required in order for any game to count as IQA official. Being a certified snitch is not a requirement, but certified snitches are given preference at tournaments.

To learn more, visit internationalquidditch.org/resources/
9. Referee Signals

**Goal**
One long whistle blast.
Two arms raised straight up.

**No goal or bad snitch catch**
Two arms out at the sides.

**Own zone keeper possession**
Yell “Keeper.” Arms crossed at shoulder level, fists clenched.

**Good snitch catch**
Three long whistle blasts.
Wave both arms above head.

**Knocked out**
Yell “Beat,” player’s jersey color and number. Point at hoops with two fingers.

**Stop play**
Paired whistle blasts.
One arm raised straight up.
Resume/restart play
One short whistle blast.
One-armed chopping motion.

Advantage to fouled team
One arm raised straight up.
Stop play after advantage.

Warning
Hold out one arm, palm outward, to offending player.

Back to hoops
Yell “Back,” same procedure as “knocked out” on pg 107.

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

General illegal contact
Fist chopping arm above head.

Illegal procedure
Roll arms in front of body.
<table>
<thead>
<tr>
<th>Illegal interaction</th>
<th>Unsportsmanlike conduct</th>
</tr>
</thead>
<tbody>
<tr>
<td>Make a T with arms, one fist directly under other forearm.</td>
<td>Hands at hips.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Illegal physical action</th>
<th>Delay of game</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mime action.</td>
<td>Tap wrist.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Substitute/bench foul</th>
<th>Illegal contact to body part</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point to offending bench with both arms.</td>
<td>Chop fouled body part with arm.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Illegal contact using body part</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point to own body part.</td>
</tr>
</tbody>
</table>
The following are suggested adaptations of this rulebook for different age groups.

**HIGH SCHOOL**

High school quidditch (players approximately 14–18 years old) is played with rules almost identical to the standard IQA rules outlined in this rulebook. The key difference is the elimination of tackling for this age group. Tackling as described in section 6.3.8. (the act of wrapping a player and bringing him to the ground) is not permitted for high school teams, and any tackling is illegal in high school play. All other rules and regulations outlined in section 6.3 Physical Contact must be followed.

**MIDDLE SCHOOL**

Middle school quidditch (players approximately 10-13 years old) is played very similarly to the rules that are found in this rulebook. We suggest two key adaptations, which regard contact rules and pitch size.

In this adaptation, there should be no physical contact of any kind. Players (chasers, beaters, and keepers) may attempt to steal a ball (quaffle or bludger) from another player, but they may only touch the ball they are attempting to steal, not the player
carrying the ball. Seekers and snitch runners should also avoid physical contact, including grappling that is permitted in the full rules. Physical contact as described in section 6.3 should not be permitted for this age group: middle school players may not stiff arm, push, charge, grab, wrap, or tackle another player.

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

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

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

**Additional Resources**

For more recommendations on incorporating different age groups, contact info@internationalquidditch.org.
Starting a Team

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

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

Find equipment—Unfortunately, there’s no out-of-the-box solution for quidditch equipment (yet). Your first set of equipment doesn’t need to look good; it just needs to get the job done. All you need is 14 lengths of PVC pipe or lobby brooms (you can even get away with “BYOB” for awhile), a volleyball, three dodgeballs, a tennis ball and sock (for the snitch runner), and three hula hoops attached to just about anything for starting hoops. It’s useful to have two sets of pinnies to distinguish between scrimmage teams, but they aren’t necessary. When you’re ready to upgrade, there are resources on the IQA website to help.

Promote your team—Create a team email address and Facebook page. Invite everyone you know and update it often. If you’re
looking to start a school team, post flyers all over campus and hold practices in high-traffic areas. Find out how to become a student organization or sport club on campus; this will bring much more visibility and often funding. Once you are a school organization, don’t miss club fairs and especially new student orientation. Incoming freshmen are looking for extracurricular activities and many are looking to play intramural or club sports in college.

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

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

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

Use those funds to start attending tournaments—Attending tournaments is one of the best ways to get your team to bond. There’s nothing quite like the atmosphere at a quidditch tourna-
ment: you’ll meet tons of other players who will become instant friends and possible mentors for your team, and you’ll get the competition experience that will motivate your team to keep practicing and training.

**Join the IQA**—The IQA offers two types of membership: team membership and membership for individual players. There are two tiers of team membership: basic and tournament. Basic membership is for newer teams that only want to commit to one official event per season. Tournament teams commit to a full season of at least five official games, and all players must be registered as individual members. Any team that wants to compete at regional championships to qualify for World Cup must be a tournament team. Team benefits include:

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

Individual membership benefits include:

- Accident insurance coverage in the US.
- Eligibility to compete in sanctioned events.
- Free registration to regionals.
- Player ID card.
- Membership patch.
- *Quidditch Quarterly* online subscription.
- Access to team and player resources.
- Merchandise discounts.

Visit internationalquidditch.org/membership/ for more information or to register.
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