



## **A CLARIFICATION ON OFT-MISINTERPRETED RULES: A RESOURCE FOR PLAYERS AND REFEREES**

Included in this document are clarifications for commonly misinterpreted rules. Please review these before your upcoming matches!

### **SHOVING**

Shoving is legal contact both on and off ball. The following are the only restrictions on shoving:

- A shove must occur within legal contact areas on the body (no head, neck, or groin).
- A shove cannot occur from behind.
- A shove must be done done with one hand.

Beyond these restrictions, it does not matter if the shoved player falls to the ground. At no point does a shove become a charge (which is contact using the torso, not the arms).

### **PICKS**

A pick occurs when a player uses their whole body to block another individual. A legal pick must be:

- Set in the front 180 degrees of the picked player (as also applies to all other forms of contact in quidditch).
- Performed by a stationary player.
  - The player may not apply force to their opponent in any way, including thrusting their shoulder during initial contact.
- After initial contact is made the picking player may proceed to move.
  - When initial contact is made with an arm it is not considered a pick but falls under the limitations of shoving or stiff arms.



### **CONTACT FROM BEHIND**

A legal tackle must be performed from the front 180 degrees relative to the body of the tackling player.

- If the tackling player is coming from the front and reaches their arm around the back of their opponent, it is still considered a legal tackle.
- If the tackling player is behind their opponent, it would not make the play legal even if they touch the other player's chest first.

The most commonly misapplied part of this rule is when the tackled player turns their back to the tackle at the last moment. In such a scenario, there is no foul on the play, but referees often incorrectly call it as a foul. To determine timing, the referee should use their judgment to decide if the tackling player had already begun their tackle when the player began to turn. This can be an instant before or it could be a couple steps away. This is not something for players or captains to argue but is something to keep in mind when deciding if there is a foul on the play.

### **THE THIRD BLUDGER**

There are two separate issues with the third bludger: immunity and guarding the free bludger.

A beater may only claim immunity when the opposing team possesses both bludgers and the free bludger is dead.

- If a beater has thrown the free bludger they may not claim immunity till that bludger has hit the ground.
- When they do claim immunity they must proceed directly to the third bludger and retrieve it.

While immunity pertains to the actions of the team without control, guarding the free bludger pertains to the team with control, for example, all of the following could be considered bludger guarding:

- Standing over a bludger.
- Throwing the bludger away from the team trying to retrieve it. (This **is** allowed if the beater is throwing the bludger towards the opposing team's hoops.)



- Beating the player as soon as they lose immunity.

Judgment should be used to determine if these actions were done with intent. If a beater throws the free bludger back to their hoops without knowing their other beater had gained control, then it could be a correct interpretation of the rules to *not* call the foul.