



US Quidditch **CASEBOOK**

2017-18 Season

Photo by Isabella Gong

Introduction

The sport of quidditch continues to grow in popularity and mature as a dynamic and competitive game involving intense physicality, complex strategy, and immense skill.

As the sport has expanded and evolved, the rulebook has expanded from a short simple document into a full fledged rulebook with length and depth commensurate with those of many major sports. The increased complexity of the rules has, at times, led to inconsistencies in understanding how the rules interact with each other and are meant to be enforced. This casebook, which goes alongside USQ's Rulebook 11, has been created to help address that issue.

While this is an official and binding rules document, the casebook is not written to provide additional rules for the game. It has been created as a referee and coach resource, allowing readers to look up official interpretations of rules which have had consistency problems. The goal of the casebook is to help increase understanding of the rules which already exist in Rulebook 11, and, as a result, increase consistency of rules enforcement across all USQ official matches.

USING THE CASEBOOK

While the casebook can be read cover to cover, it is designed more as a reference document. When you have a question about how a rule is enforced, you can look up that rule in the casebook; the entries are organized by the number of the central rule in question for the example. Not all USQ rules have casebook entries, and some have more than one.

Each casebook entry (case) provides a game situation where the referee may need to take action or otherwise make a call. Many, but not all, cases have multiple variations to the base situation, denoted by letters. The answers for each variation are listed below the case. Find the variation that you want the answer to, and match it with the answer below.

Finally, additional text, usually explaining why the answer is what it is, will often follow the case as well.

While the casebook does not cover every possible scenario, the answers it does provide can still be used to guide similar situations to those covered in the casebook.

1: Team Composition and Substitutions

1.1.1.1.

Purple Speaking Captain wants to talk to individuals on the pitch and a) enters the pitch to speak to a player. b) enters the pitch to speak to an official. c) leaves the substitution area, but remains off the pitch, to speak with their player who is on the pitch.

- a) Illegal. Warning to leave the pitch, unless play was affected. Yellow Card for second offense (Disregarding the instructions of an official).
- b) Legal unless previously asked to stop.
- c) Legal. No penalty.

1.1.1.2.

A team's speaking captain leaves the player area due to an injury. Subsequently, the alternate speaking captain is also forced to leave the player area for an injury, and a third person takes over as speaking captain. Later a) the first alternate speaking captain returns to the player area. b) the original speaking captain returns to the player area. Who is the speaking captain?

- a) The third speaking captain continues to serve in that role.
- b) The original speaking captain resumes their role as speaking captain.

Only the original speaking captain can regain the role by virtue of returning to the player area.

1.1.2.

Purple team asks to have a non-player in the player area as a team staffer. The staffer is not on Purple's roster for the event, and their name was not communicated to the tournament director prior to the event. a) The person is a player on another team who happened to be around. b) The person is strongly associated with the team and their name was simply not communicated in advance. Can they be allowed in the player area for the game?

- a, b) No.

The names of all non-player staff members must be communicated to the TD prior to the event in order to be allowed into the player area during the game.

1.2.1.

Orange Player is injured, leaving Orange team with only 1 non-majority gender player. The team is also left with a) only 6 total players. b) 7 or more total players.

- a) Having fewer than 7 eligible players. Forfeit
- b) Orange team may continue to play with one fewer player on the pitch.

Purple team has 7 total eligible players in the player area. Purple Chaser receives a red card leaving them with 6 eligible players in the player area. Purple also has a player who can return to the game but is a) outside the player area having an injury attended to. b) outside the player area for non-injury reasons (e.g. Going to the restroom or attending to another injured player).

- a, b) Having fewer than 7 eligible players. Forfeit.

NOTE: Reasonable allowance can be made for players outside the player area to return and become the 7th eligible player without forfeiting the game if they are able to return to the player area quickly and without notably delaying the restart of the game.

1.2.3.

During the first 30 seconds of the first overtime period, Purple team has 3 chasers, a keeper, and one beater who identify as the same gender. One beater and the seeker waiting to be released from the seeker floor identify with a different gender from the other five.

Illegal set of players in play. Yellow Card to the speaking captain.

The seeker does not count during the seeker floor.

Orange team is playing a player down because they cannot field two minority gender players. While this is going on, a second minority gender player returns to the player area and is eligible to enter play. They grab a broom and the appropriate headband and run into the game and affect play. Before affecting play, they a) entered the pitch inside their own keeper zone. b) entered the pitch, but did so outside of their own keeper zone. c) never crossed into the pitch.

- a) Legal. No Penalty.
- b, c) Illegal substitution. Blue Card to the entering Orange player.

The returning player must follow all aspects of the substitution procedure to enter play, other than having someone else exit play first.

1.3.2.1.

Purple Chaser legally leaves the pitch within their keeper zone in order to defend against an opponent who is off pitch. A short time later, after having already been off pitch, and without stepping back onto the pitch, Purple Chaser dismounts their broom and hands it to a substitute who enters play.

Illegal substitution. Repeat the substitution with the exiting player first stepping back onto the pitch. Blue Card to the entering player if they interact with play before the substitution is corrected.

In order to initiate a legal substitution, the exiting player must leave the pitch within the keeper zone and promptly dismount. If they did not promptly dismount after leaving the pitch, they must step back onto the pitch before substituting out.

Purple Substitute is attempting to enter the game while play is occurring off the pitch. Purple Substitute mounts the exiting player's broom and runs off to join the play off pitch without first crossing back onto the pitch.

Illegal substitution. Repeat the substitution with the entering player stepping back onto the pitch. Blue Card to the entering player if they interact with play before the substitution is corrected.

In order to complete a legal substitution, the entering player must step onto the pitch.

Purple Chaser is attempting to leave the pitch and substitute. Orange Beater throws a bludger at Purple Chaser before they dismount. The bludger strikes Purple Chaser a) before Purple Chaser has exited the pitch. b) after Purple Chaser exited the pitch, but before they dismounted. c) after Purple Chaser has exited the pitch and dismounted.

- a, b) Knockout. The substitution may not occur, and Purple Beater must complete the knockout procedure before attempting to substitute out again.
- c) Safe. The substitution may continue.

Orange Seeker is attempting to substitute out for Orange Substitute. While the substitution is in progress, Purple Beater throws their bludger at the entering Orange Substitute. It strikes Orange Substitute a) before they mount the broom. b) after they mount the broom but before they step onto the pitch. c) after they step onto the pitch.

- a, b) Safe
- c) Knockout

1.3.2.3.

Purple Beater and Purple Keeper exit the pitch inside their own keeper zone and promptly dismount. Purple Keeper changes their headband to black and re-enters play as a beater. Meanwhile, the original Purple Beater hands their broom to Purple Substitute who has a green headband on, and Purple Substitute enters play as a keeper. The former Purple Beater then goes to the bench.

Legal substitution and position change. No Penalty.

A team is attempting two simultaneous substitutions along different parts of the pitch boundary behind the keeper zone line. On the close side of the pitch, a chaser is substituting out, and a beater is substituting in. On the far side of the pitch, a beater is substituting out and a chaser is substituting in. The exiting chaser exits the pitch first and hands their broom to the entering beater. The entering beater enters the pitch a) before the exiting beater exits the pitch. b) after the exiting beater exits the pitch, but before they dismount. c) after the exiting beater has exited the pitch and dismounted.

- a, b) Illegal set of players in play. Yellow Card to the speaking captain.
- c) Legal. No Penalty.

The exiting players are not considered to be out of play until they dismount.

1.3.3.

Orange Beater is down on the ground injured during play. While they are on the ground, play is stopped a) because of the apparent injury. b) for a reason unrelated to the injury. After play is stopped, Orange Beater feels that they are good to stay in the game. The injury is not bleeding, and the referee does not deem it to be a head injury in need of attention. Can the player remain in the game?

- a) No. Orange Beater must substitute out of the game.
- b) Yes, Orange Beater may remain in the game.

Purple team is playing with a 5-2 gender ratio, and there are no minority gender substitutes left on the team's bench. The team's seeker, who is one of the two minority gender players on the field, is injured and leaves the game.

Purple team may continue to play down a player. The speaking captain must choose a chaser or beater (regardless of gender) to change positions and become the seeker. That player also moves to where the injured seeker was when play was stopped.

While a team may play a player down in this situation, they still must have at least one player at every position (keeper, chaser, beater, seeker).

2: Equipment and Dimensions

2.5.2.

Orange Beater's headband is hard to see from a reasonable distance because a) the headband is covered by the player's hair. b) the headband is thin and of similar color to the player's hair. c) the headband is 1.5-2 inches wide and is not covered by the player's hair, but still blends in with their hair.

- a) Illegal headband. The player must fix the issue by using a different headband or keeping their hair under the current one.
- b) Illegal headband. The player must find a thicker headband.
- c) Legal. No Penalty.

A player's headband must be easily visible from a reasonable distance. But if a 1.5-2" headband that is not covered by their hair is still hard to see, then that's as visible as it is going to get.

Purple Chaser enters the game wearing a) a white scrum cap with no other headband. b) a white headband over a white scrum cap. c) a white headband over a black scrum cap.

- a, b) Illegal Headband.
- c) Legal. No Penalty.

A scrumcap is a form of headgear. It cannot be used to denote player position, and must be a distinct color from the position headband in use.

Orange Chaser enters the game wearing a) a white halo shaped head protector with no other headband. b) a white headband over a white halo shaped head protector. c) a white headband over a black halo shaped head protector. d) a white headband over a purple halo shaped head protector.

- a, d) Legal. No Penalty
- b, c) Illegal Headband.

Halo shaped headgear is the exception to the headgear rule, and is treated as a positional headband (if it is in a positional color) and cannot be covered.

Purple Chaser in play is wearing a mouthguard which they have cut to shorten it for any reason. Due to the cut, it does not cover their rear teeth.

Missing mandatory equipment. Blue Card.

2.5.3.

Orange Beater is in play and wearing a knee brace. The brace has a hard plastic or metal hinge which fails the knock test, but the rest of the brace passes the test. The hinge is a) unpadded. b) fully covered up or padded, but still fails the knock test. c) fully covered up and padded, passing the knock test. d) is padded with padding that is more than an inch thick.

a, b, d) Illegal equipment. Red Card.
c) Legal equipment.

Purple Beater has a knee brace with a hard plastic or metal hinge which fails the knock test when exposed. The player enters play with the hinge fully legally padded so that it passes the knock test. During play, the padding becomes loose or falls off, exposing the hinge.

Accidental infringement of the equipment rules. The player must leave the pitch and re-pad or remove the brace before re-entering play. Play is stopped because the exposed element presents a danger to other players.

During the game, Orange Chaser is found to have entered play using equipment (other than a headband or illegal jersey number) that the head referee rules to be illegal. The illegal equipment a) clearly violates the standards set forth in the rulebook's equipment rules. b) is borderline, but fails in the judgement of the head referee. c) was disallowed during the equipment check. d) was approved by another referee during an earlier game that day.

a, c) Illegal Equipment. Red Card
b) Illegal equipment. Blue Card
d) Irrelevant, adjudicated without regard to the decision of the earlier referee.

All equipment which may require the judgement of the head referee, regardless of previous approval, should be brought to the attention of the head referee before every match, even if there is not a full equipment check done on that match. Failure to do so is the fault of the player.

2.5.4.

A player has an earring which they cannot remove. They choose to enter play after covering the earring with tape.

Illegal Equipment. Red Card

Jewelry, including costume jewelry, is always illegal. No amount of coverage or padding can change that.

3: Game Procedures

3.2.1.

The wind is blowing the balls off of the ball marks, preventing the start of the game.

The Head Referee may use their officials or other neutral volunteers to hold the balls in place until “brooms up” is called. The balls must be released on the call of “brooms up.”

Purple Beater and Orange Beater are standing, each with a grip on the same bludger, when the referee stops play.

The players may continue to hold the ball during the stoppage, but may not fight for the ball or attempt to improve their grip until play is restarted, or otherwise change position to help improve their situation during the stoppage.

Play is stopped with Orange Chaser, Purple Keeper, and Purple Beater near Purple’s hoops. Orange Chaser has the quaffle. Just prior to the restart whistle a) Purple Beater begins the forward motion of a throw for a beat attempt. b) Orange Chaser winds up for the shot, but waits for the whistle to begin the forward motion of the throw. c) Purple Keeper leans over and puts their arm out to block Orange Chaser’s throw, otherwise staying in the same place. d) Purple Keeper steps out to the side to get in the way of Orange’s throw.

a, d) Illegal motion. Stop play if started. Reset players. Warning to all players in play.

Back to hoops for the next violation by any player during that stoppage.

b, c) Legal. No Penalty.

Players may reposition themselves during a stoppage, including winding up for a throw. However, they cannot move off of their location or begin the final motion of a throw before the whistle is blown.

3.3.4.1.

Advantage has been called on a foul by Purple team. During the advantage, Orange Chaser is a) running with the quaffle into the defense to attack. b) walking slowly up the pitch with the quaffle. c) Actively passing the quaffle further up the pitch. d) chasing after an overthrown pass rolling away from the hoops.

- a, c) Allow advantage to continue
- b, d) Stop Play. Advantage has abated.

3.3.4.2.

Purple Chaser commits a yellow card foul. The referee calls advantage, and, during that advantage, Orange team scores a goal. This is Purple Chaser's first yellow card of the game. At the time of the goal, Purple team a) has no other players serving time in the penalty box. b) has at least one player in the penalty box serving time for a blue or yellow card. c) has a single player in the penalty box, but they are serving time for a red card.

- a, c) Purple Chaser's penalty time is nullified by the score.
- b) The appropriate Purple player is released from the penalty box, and Purple Chaser must proceed to the penalty box to serve the penalty time for the yellow card.

A single score can only directly affect one player's penalty time.

Advantage is called for a foul by Orange Chaser. After that foul, during the advantage, the Purple Quaffle Carrier commits a foul and advantage is ended. The penalties would both turn over the quaffle. The penalties for the fouls are a) Orange gets a yellow card, Purple's penalty is a turnover. b) Orange gets a yellow card, and Purple gets a blue card. c) Orange gets a yellow card, Purple gets a red card. d) Both players get yellow cards. e) Both players get red cards. Which team gets the quaffle during the stoppage?

- a, b) Purple team gets the quaffle
- c, d, e) Orange team gets the quaffle.

Both fouls would turn over the quaffle. So the first check is which foul received the highest level of penalty (Turnover, Blue Card, Yellow Card, Red Card). If one is higher than the other (such as in a, b, and c) the ball is turned over to the other team. If the fouls get the same penalty, then the ball goes to the team that was fouled later.

Advantage is called for a wrap from behind by Purple Chaser. Purple Chaser also commits an illegal steal a) in the same motion as the initiation of the wrap from behind. b) During the wrap from behind. c) in the motion of releasing the wrap from behind. d) later in the advantage, separate from the wrap from behind. The referee deems both offenses to be yellow card fouls.

- a, b, c) Only one yellow card is shown.
- d) Both yellow cards are shown, along with a Red card for receiving two yellow cards.

Both cards are shown only if the fouls were separate and distinct from one another. Otherwise only the most severe card is shown.

Advantage is called due to a blue card foul by Orange Beater. During the advantage, Orange Beater commits a separate unrelated yellow card foul.

Orange beater is shown both the yellow card and the blue card, but only serves one minute of penalty time, or until a score by the opposing team.

Penalty time only stacks if the foul earning the second card occurs after the first card is shown.

3.3.4.4.

Advantage is called in favor of Orange team while Orange Chaser A has the quaffle. The head referee marks the spot with an advantage marker. During the advantage, Orange Chaser A commits a back to hoops foul (other than dismounting). Orange team does not score during the advantage. Where does the quaffle go?

The quaffle is given to the Orange Chaser B (who was the next closest eligible Orange quaffle player to the advantage marker when play was stopped) who is moved to the location of the marker, and is given the quaffle.

The original quaffle carrier is usually returned to the spot of the advantage marker, and remounted. But if they commit a back to hoops foul (other than dismounting) during the advantage, then another quaffle player is moved to that spot instead.

3.3.5.1.

While Orange has the quaffle, an AR sees Purple Beater commit a foul and raises their arm for a delayed penalty. During the delay, Purple Chaser gains possession of the quaffle and play is stopped. After play is stopped, a) Purple Beater is shown a yellow card. b) Purple Beater is shown a blue card. c) Purple Beater is just sent back to hoops. Where does the quaffle go?

- a, b) The quaffle is returned to the nearest eligible Orange quaffle player.
- c) The quaffle remains with Purple Chaser.

If the offended team loses the quaffle during a delayed penalty without scoring, the quaffle is returned to them, regardless of the color of the penalty card. However, this only applies if a penalty card is issued to the offending player at the end of the delay.

3.3.5.3.

Orange Seeker commits a yellow card foul for illegally wrapping the snitch runner. During the subsequent delayed penalty, Orange Seeker commits a second penalty by a) wrapping Purple

Seeker. b) pushing Purple Chaser. c) swatting a bludger. d) taunting the Purple bench. Orange team then scores a goal before play is stopped. Orange Seeker is shown penalty cards for both fouls. Is Orange's score good?

- a) Yes, Orange's goal is good.
- b, c, d) No, Orange's goal is negated by the second penalty.

Any seeker foul involving only the seekers and the snitch runner cannot turn over the quaffle or negate a score. But once the seeker's illegal actions involve anyone or anything else, the fouls are treated the same as any other.

3.3.6.

Orange Chaser shoots the quaffle, it bounces off of the bottom of the hoop loop and travels through. The goal is called good. Purple Keeper picks up the quaffle and notices that it has become defective. Is the goal good?

Yes, the goal is good.

The ball should not be treated as defective until there is observable evidence that it is defective.

Purple Seeker attempts to catch the snitch, and rips a notable hole in the snitch sock. The snitch is then detached a) by Purple seeker in the completion of the same motion that ripped the sock. b) by Purple Seeker, after they lost hold of the sock and grabbed it again. c) by Orange Seeker after Purple Seeker failed to remove it. The grab is legal in all other aspects.

- a) The catch is good.
- b, c) The catch is no-good.

The snitch can be caught while defective only if the catch itself made the snitch defective, and the snitch ball itself was cleanly removed by the seeker.

3.4.1.2.

Orange team's initial seeker for the period enters the game early by leaving the penalty box before the seeker floor is over. Orange Seeker is shown the blue card a) before the end of the seeker floor. b) after the end of the seeker floor. When is Orange Seeker released from the penalty box?

- a) 1 minute after the seeker floor ends, or upon the first Purple goal after the conclusion of the seeker floor.

b) 1 minute of game time after the card is shown, or on the subsequent Purple goal.

Penalty time for a seeker cannot run during the seeker floor, even though the seeker is already serving the penalty in the penalty box.

3.4.2.1.

Orange Seeker catches the snitch. After consulting the apparent relevant officials, the HR calls the snitch catch good. An AR who was not initially consulted then informs the referee that the Orange Beater had committed a yellow card foul prior to the catch, which should negate the catch. The AR stops the referee a) before the HR signaled anything. b) after the HR had given the hand signal for a good catch, but had not yet blown the three long whistles signaling the end of the period. c) after the HR had blown the three whistles signaling the end of the period.

- a, b) Yellow Card to Orange Beater. The snitch catch is ruled no good.
- c) Yellow Card to Orange Beater. The snitch catch stands as good.

The three long whistles end the period. Once they are blown, no scoring calls may be changed for that period, even if a penalty is adjudicated that would have otherwise negated a score. Therefore, referee's must be careful to ensure they are communicating clearly and fully with each other before those whistles are blown.

3.5.2.

During overtime, an AR calls for a delayed penalty. The HR, having seen the play, a) overrules the AR, and waives them off. b) initially puts their arm up in the air, reconsiders, lowers their arm, and sends the fouling player back to hoops. c) raises their own arm up in the air, but, once play is stopped, only sends them back to hoops.

- a) The timekeeper should not stop the clock.
- b) The timekeeper should stop the clock when the HR's arm is raised, and restart the clock when the arm is lowered and the fouling player is sent back to hoops.
- c) The timekeeper should stop the clock when the HR's arm is raised, and restart the clock when play is resumed. No time is run off the clock for the negation of the delayed penalty.

The overtime game clock is stopped during a delayed penalty only after the HR's arm is raised, acknowledging the delayed penalty.

3.6.3.

A game is suspended due to poor weather. After the weather clears, neither team wishes to continue the game. However the tournament director insists that the game be completed. The teams refuse to play.

Double forfeit.

If a suspended game can be resumed during an event, it must be, unless both teams the tournament director all agree to abandon the game.

4: Scoring

4.2.1.

During an attempt to score, the quaffle goes through a hoop while that hoop is freely falling down. The quaffle finishes passing through the hoop loop before the loop touches the ground and a) while the loop, pole, and base are all still connected. b) While the loop and pole are connected, but after the pole has detached from the base. c) While the pole and base are still connected, but the hoop loop has detached from the pole. d) after the base, pole, and loop are all detached from each other.

a, b) Good goal.

c, d) No goal. The hoop was fully dislodged.

While a hoop can contain a base, if the base comes off, the rest of the hoop structure still legally qualifies as a hoop, and can be scored on while falling. However, if the hoop loop detaches from the pole, the hoop is broken, and immediately becomes fully dislodged and ineligible to be scored upon.

4.2.2.

While Purple is on offense, one of Purple's defensive hoops is lying on the ground, dislodged. Orange gains possession of the quaffle before the goal judge can put the hoop back up and requests that play be stopped to fix the hoops. Orange a) gained possession of the quaffle in their defensive zone, and the quaffle has not yet crossed the midline before their request. b) is holding possession of the quaffle just inside Purple team's half of the player area. c) gained possession of the quaffle just inside Purple's half of the player area, but retreated into Orange's half before making the request.

a) Play is stopped until the hoop is returned to its proper position.

b, c) The request is denied, play continues.

Orange team is in possession of the quaffle when all three of Orange's own hoops become dislodged. Purple's hoops, the hoops which Orange is attacking, are in place and not dislodged.

Play is stopped until Orange's hoops are reset to their proper position.

If all three hoops on either side are dislodged, play must be stopped, regardless of which set of hoops is being attacked.

Purple Chaser is attempting an uncontested score and recklessly dislodges the hoop. After hitting the hoop, but before the hoop becomes fully dislodged, the quaffle travels through it and scores.

Goal is good. Yellow Card to Purple Chaser for the reckless dislodge.

While the foul occurs before the score, this rule specifically states that the goal counts anyway.

A defending chaser knocks over a hoop without being contacted by an opponent because a) they were concentrating on the play, lost track of the location of the hoops, and accidentally backed into it. b) they were concentrating on the play, lost track of the location of the hoops, turned to follow an opponent and, immediately upon turning, ran into the hoop. c) they were fully aware of the location of the hoop, but gained too much momentum to avoid knocking it down. d) they were fully aware of the location of the hoops and were attempting to run through the hoops to defend against an opponent, and clipped the hoop pole on their way through.

a, b) Unintentionally dislodging a hoop. Blue card if done repeatedly.
c, d) Recklessly dislodging a hoop. Yellow Card.

It is not reckless to lose track of the location of the hoops. It is reckless to clearly see where the hoops are and take actions that risk illegally knocking them down anyway.

4.3.

Orange Chaser is shooting from the front of the hoop. Purple Chaser is on the opposite side of the hoop. Purple Chaser blocks the shot by a) being hit by the ball on the exiting side of the hoop while it is part way through. b) reaching through the hoop from the exiting side. c) reaching around the hoop and blocking the quaffle before it entered the hoop. d) moving around the hoop, and reaching through the hoop from the side where the quaffle entered and pulling it back before it traveled completely through.

a, b) Goaltending
c, d) Not goaltending

Purple Chaser attempts to shoot the quaffle but is beat before they release the ball. Orange Chaser reaches through the hoop to block the shot and knocks it down.

Goaltending. No goal. The quaffle is unscorable.

When goaltending is called, the quaffle is treated as though it passed through the hoop. Since the quaffle was unscorable (due to the beat) it would not result in a goal if it passed through the hoop. Therefore, despite the goaltending call, no goal is scored.

Orange Chaser shoots the quaffle. Purple Beater intentionally reaches through the hoop to block the shot and knocks it down. The quaffle was a) scorable b) unscorable.

- a) Goaltending. Red Card to Purple Beater. Goal is good.
- b) Goaltending. Red Card to Purple Beater. No goal.

4.4.2.

Orange Keeper scores a goal. The quaffle is traveling towards Orange Chaser who instinctively catches it just after the goal whistle is blown and immediately drops it.

No Penalty.

After Purple scored a goal, the quaffle comes to rest outside of Orange's keeper zone. Orange Keeper attempts to get the quaffle where it is, but Purple Beater beats Orange Keeper each time Orange Keeper leaves the keeper zone.

Delay of game warning to Orange Keeper. Blue card if they continue to attempt to gain the quaffle at its current location rather than requesting that it be given to them in their keeper zone.

After a goal, the onus is on the keeper to restart play. If they cannot restart it where the quaffle is, they must ask to have it returned to them in the keeper zone so that play can restart.

4.5.1.

In an otherwise valid snitch catch, Purple Seeker a) knocks the snitch sock off the snitch runner without holding possession, and catches it before it hits the ground. b) has full possession of the snitch sock when the sock is detached, but loses it when the seeker hits the ground. c) has full possession of the snitch sock when the sock is detached, but then accidentally drops it.

- a) No catch.
- b, c) Good catch.

For the catch to be good, the seeker must have sole and complete control of the snitch sock at the time when it is removed from the snitch runner's shorts. A dropped snitch is often evidence that there was never possession, but if the referee sees full possession when the sock is removed, followed by a drop, the catch is still good.

In an otherwise valid snitch catch, Orange Seeker grabs hold of the snitch sock. Before they can fully remove the snitch sock Purple Seeker a) hits Orange Seeker's hand away, but Orange Seeker keeps hold of the snitch, fully removing it. b) grabs hold of the snitch sock. Purple Seeker gets the snitch away from Orange Seeker after it is removed. c) grabs hold of the snitch sock. Orange Seeker gets the snitch away from Purple Seeker after it is removed.

- a) Good catch.
- b, c) No catch.

If both seekers have a grip on the snitch sock when it is removed from the snitch runner's shorts, then neither had possession when it was removed from the snitch runner. Therefore, neither could have made a valid catch.

4.5.3.

A snitch catch and a good goal occur in quick succession. The HR consults all of their officials to determine which occurred first. a) None of the officials observed both the catch and the goal, nor can they provide information on timing between one score and the other's whistle. b) None of the officials observed both the catch and the goal, but the snitch ref indicates that the catch occurred roughly two seconds before the goal whistle, and the HR knows that they blew the goal whistle right as it went through. c) The goal judge away from play saw both the goal and the snitch catch, and believes that the snitch catch most likely occurred first, but isn't really sure. d) None of the officials observed both the catch and the goal, nor can they provide information on timing between one score and the other's whistle. But the TD, who is not officiating the game, saw both and says that the snitch catch clearly happened first. Can the play be called synchronous?

- a, d) Yes, the play can be ruled synchronous.
- b, c) No, it cannot be ruled synchronous. Information on which to base the call on which score occurred first is available.

A snitch catch and a goal can only be ruled synchronous if there is no information from the game officials as to which occurred first. If any game official has any information on which to base a call of which score occurred first, however weak that information is, then one score must be ruled to have occurred before the other. Input from players and spectators (including event staff) cannot be considered.

5: Bludgers and the Knockout Effect

5.1.1.

Orange Seeker lets go of their broom during an attempt to catch the snitch, the broom falls and, at one point, is touching no part of Orange Seeker's body or clothing. Orange Seeker then manages to catch the broom before it hits the ground and then catches the snitch.

Dismounted. Back to Hoops. Catch is no good.

A player who completely loses contact with their broom is dismantled, even if the broom is still between their legs.

Purple Chaser is on the ground fighting for the quaffle. Their broom is lying completely flat on the ground but is still held tightly between Purple Chaser's legs.

Dismounted. Back to Hoops.

Once a player's broom is completely flat on the ground, they are dismantled, even if it's still between their legs and in contact with them.

Note: If a player's hand is under their broom, then the broom is not flat on the ground.

5.1.2.

Orange Seeker is interacting with the Snitch Runner when Purple Chaser says "Orange Seeker, Back to Hoops." Believing it to be an AR, Orange Seeker dismantles. The SR observes this and raises their hand for a penalty. Can the referee allow Orange Seeker to remount?

Yes.

While they physically removed their own broom, Orange Seeker was still dismantled by the illegal actions (using referee commands) of an opponent.

5.2.4.1.

Purple Beater has a bludger when they are struck by a bludger thrown by Orange. Orange's bludger bounces into the air. Instead of simply dropping their own bludger, Purple Beater a) holds onto it while attempting to catch the bludger that struck them. b) rolls their bludger back

to their hoops after realizing that they have been struck, and then catches the bludger that struck them.

- a) Failing to drop a held bludger. Blue Card.
- b) Ignoring the knockout procedure. Yellow Card.

5.2.6.

Purple Beater throws their bludger at Orange Chaser. Orange Chaser is knocked out when they a) are struck by the bludger while swinging one shoulder away from the ball. b) intentionally make contact with the bludger by swinging a shoulder towards the ball.

- a) Legal. No Penalty.
- b) Swatting the Bludger. Blue Card.

Quaffle players and seekers may make themselves into harder targets for an incoming bludger, including making it harder to predict which way the bludger will bounce off of them. But they cannot propel the incoming bludger.

5.2.8.1.

Orange Beater has legally claimed immunity. As they approach the free bludger, they lower their fist and lean down to pick up the ball. After they lower their fist, but before they gain possession of the bludger, Purple Beater begins the forward motion of a throw for a beat attempt on Orange Beater. The thrown bludger strikes Orange Beater a) before they gain possession of the loose bludger. b) after they gain possession of the loose bludger.

- a, b) Legal. No penalty. Orange Beater is safe.

Immunity is not lost when the fist is lowered to pick up the bludger. It is lost when the bludger is gained.

Additionally, the retrieving player remains immune to any beat attempt where the forward motion of the throw began before possession of the third bludger was gained.

Purple team has two bludgers. The third bludger is loose. As Orange Beater raises their fist to claim immunity, Purple Beater throws their bludger in a beat attempt on Orange Beater. Purple Beater releases their bludger just after Orange Beater's fist gets above their shoulder. The bludger strikes Orange Beater.

Orange Beater is safe. Purple Beater's throw is legal. Orange Beater must lower their fist as there are now two loose bludgers.

While Orange Beater was immune to the beat, Purple Beater is legitimately attempting to beat them before they gain immunity. This is a legitimate beat attempt, and therefore not manipulating immunity.

Orange Beater has legally claimed immunity. As they approach the bludger, Orange Beater goes around to the opposite side of the bludger, and kicks it back towards their own hoops.

Legal. No Penalty.

Kicking is a form of possession, so the obligation to possess the third bludger is met by the kick.

Note: Assuming that the kick was not also a beat attempt, Orange Beater cannot claim immunity after the kicked bludger becomes dead.

5.2.8.2.

Purple team has two bludgers, Orange team has one. Orange Beater a) throws their bludger at Purple Chaser and claims immunity after it becomes dead. b) throws their bludger at Purple Chaser and claims immunity while it is still live. c) throws their bludger back towards their own hoops without attempting a beat, and claims immunity after it becomes dead.

a) Legal. No Penalty.

b, c) Manipulating Immunity. Back To Hoops.

Purple team has two bludgers, Orange team has none. Orange Beater has claimed immunity. With Purple Beater A near Orange Beater, ready to beat them, Purple Beater B a) rolls their bludger 3 feet towards Purple's hoops. b) throws their bludger significantly towards Purple's hoops (without attempting a beat) and then chases after it to retrieve it.

a, b) Manipulating immunity. Back to Hoops for Purple Beater B. Orange Beater remains immune to knockouts as long as they continue to go for the original third bludger.

Because they kept it near themselves where they could easily pick it up, or chased after it to get it after throwing it further, they are actively attempting to retain control of that bludger before Orange team can possess it. Such actions do not count as "relinquishing" the bludger to the Orange team.

5.2.8.3.

Orange team has two bludgers. Purple team has none. Orange Beater throws their bludger in the direction of Purple's hoops, picks up the third bludger, and then moves to be ready to beat Purple Beater as they retrieve the previously thrown bludger.

Guarding. Back to Hoops.

Because they moved to protect the thrown bludger at its new location, this action does not count as "relinquishing" the bludger to the Purple team.

5.3.1.

Purple Chaser is knocked out. They tag back in and leave the vicinity of the hoops without remounting their broom, including going to the sideline to substitute out.

The player is still knocked out and must repeat the procedure by touching the hoops again and remounting.

Orange Chaser is knocked out. As they are returning to their hoops, Purple Chaser is attempting to score. Orange Chaser tags their hoops, turns around, and initiates contact with Purple Chaser before remounting.

Initiating physical contact while knocked out. Yellow Card.

The player is still considered to be knocked out until they complete the knockout procedure, which includes remounting the broom.

Purple Beater is standing next to one of their hoops with a bludger when they are struck by Orange Beater's live bludger. Purple Beater drops their bludger and tags the hoop, but never removes their broom. This is not judged to be intentional. Purple Beater a) then initiates contact with Orange Beater. b) then picks up their dropped bludger. c) runs off and does not interact with any balls or players before being informed of their error (first time this game). d) has repeatedly violated the knockout procedure during this game.

All) Failure to complete the knockout procedure.

a) Initiating contact while knocked out, Yellow Card

b) Interacting with play while knocked out. Blue Card

c) Repeat the knockout procedure.

d) Repeatedly failing to complete the knockout procedure. Yellow Card.

Removing the broom before tagging back in is part of the knockout procedure and must be done to complete the knockout procedure, even if the player is next to their own hoops.

Note: As this tends to occur with play in the immediate area, and skipping the step saves time, no harm no foul is rarely appropriate for this infraction.

5.3.2.

Purple Chaser is knocked out and is returning to their hoops. Orange Chaser takes possession of the quaffle and begins running down the field where Purple Chaser is between them and the hoops. Orange Chaser is forced to circumvent Purple Chaser because Purple Chaser a) fails to get out of Orange Chaser's way because they never looked back at the game situation behind them and were thus unaware of Orange Chaser. b) fails to get out of Orange Chaser's way because they simply stuck to the direct path back to the hoops, despite being aware of Orange Chaser's approach. c) was actively checking the game situation behind them on the field, but did not have enough time to reasonably react and get out of Orange Chaser's way. d) was attempting to tag back in on the hoop Orange Chaser was attempting to score on before Orange Chaser got there, but did not make it in time.

- a, b, d) Interacting with play while knocked out. Blue Card
- c) No foul. No Penalty

No Harm No Foul is commonly appropriate for all cases here.

Purple Chaser is knocked out and is returning to their hoops while Orange is on offense. As Purple Chaser approaches their hoops, they raise their arms up high in the air. While their arms are raised, the quaffle strikes their arm. Purple Chaser was not aware of the specific pass or shot which hit their arm.

Interacting with play while knocked out. Blue Card.

Knocked out players have a responsibility to actively avoid interacting with play. Rather than avoiding play, raising one's arms high in the air in the middle of an opponent's offensive play while knocked out is unnecessary and actively increases the risk of interfering with play. It is therefore illegal, and must be penalized if play is directly affected as a result.

Orange Chaser has initiated contact and is beginning to wrap Purple Keeper and Orange's momentum is moving Purple Keeper backwards when Orange Chaser is beat. Orange Chaser then a) immediately lets go and Purple Keeper falls. b) completes the wrap, and both players go to the ground due to the momentum of Orange Chaser. c) completes the wrap, but makes no further attempt to add to their momentum or bring Purple Keeper to the ground. d) completes the wrap, and while their momentum is still carrying them backwards, continues to actively attempt to knock Purple Keeper off balance. e) completes the wrap and takes a few more forceful steps to add to their momentum.

- a, b, c) Legal. No Penalty.
- d, e) Interacting with play while knocked out. Blue Card.

While contact related fouls generally do not result in blue cards, violations under this particular rule result in blue cards unless the initiation of contact was illegal.

5.3.3.

Purple Chaser is stuck by Orange Beater's live bludger, but does not notice and continues to play. Before play is stopped, a) Purple Chaser then throws the quaffle slightly too late to count as natural motion. b) Purple Chaser's continues play, other than an immediate attempt to pass, and their continuation denies Orange team a quality fast break opportunity. c) Purple Chaser continues play with the quaffle, other than an immediate attempt to pass, but their continued play, once the turnover is completed, has little to no effect on the quality of Orange's scoring opportunity on the subsequent drive. d) Purple Chaser, who is on defense, pushes an opponent. e) Purple Chaser who does not have the quaffle, draws one of Orange's beaters out of position to beat them, and Purple Keeper uses the resulting opening to drive for a score.

- a) Unintentionally propelling a ball while knocked out. Turnover
- b, e) Affecting play while knocked out. Blue Card. Turnover
- c) Unnoticed Knockout. Back to Hoops and Turnover.
- d) Initiating contact while knocked out. Yellow Card.

5.3.4.1.

Orange Chaser is stuck by Purple Beater's bludger while in the final singular motion of an attempt to kick the quaffle, but before they kick the quaffle.

Late Kick. Turnover.

Natural motion does not apply if the propelling player was knocked out before making contact with the ball.

Purple Beater throws their bludger at Orange Beater, while Orange Beater throws their bludger, hitting Purple Seeker. Purple Beater's bludger strikes Orange Beater just before Orange Beater releases their bludger. a) Orange Beater catches Purple's bludger before it becomes dead. b) Orange beater does not catch the bludger.

- a) Orange Beater and Purple Seeker are safe.
- b) Orange Beater is beat. Purple Seeker is safe.

A struck beater cannot make a bludger live. Their later catch has no effect on the status of the ball they threw as a struck beater.

5.3.4.2.

Purple Keeper throws the quaffle near the hoops. The quaffle bounces off of Purple Chaser, who was already knocked out, and goes through the hoops. a) Purple Chaser propelled the quaffle just after being beat. b) Purple Chaser did not propel the quaffle, but intentionally attempted to get in the way so that it would bounce off of them. c) Purple Chaser made no specific attempt to play the quaffle, nor did they propel it, but remained in the middle of play significantly longer than necessary. d) Purple Chaser made no specific attempt to play the quaffle, nor did they propel it, and Purple Chaser was either just knocked out or was actively attempting to avoid play.

- a) Illegal Propulsion of the quaffle. Turnover
- b) Ignoring knockout procedure. Yellow Card
- c) Failing to avoid play while knocked out. Blue Card.
- d) No Foul. Good goal.

Knocked out players cannot propel any balls, and must actively attempt to avoid play. However, if a ball they could not reasonably avoid simply bounces off of them, there is no foul and the quaffle does not become unscorable.

6: Physical Contact and Interactions

6.- Standard Contact Penalty Set

Many physical contact rules use the following set of penalties.

Penalty: Yellow—A player who makes [illegal physical contact] must receive a yellow card, except as described below.

Penalty: Back to hoops—A player who makes minor [illegal physical contact] and immediately adjusts to correct the contact without affecting overall gameplay may be sent back to hoops, instead of receiving a yellow card, at the discretion of the referee.

Penalty: Red—A player who makes [illegal physical contact] in a way that the referee determines to be violent or egregious conduct must receive a red card.

In the casebook, this shall be referred to as “The Standard Contact Penalty Set.”

Purple Chaser commits illegal physical contact against Orange Chaser who has the quaffle and is running towards Purple’s hoops. The illegal contact was minor and released immediately. As a result of the illegal contact Orange Chaser a) is completely unaffected. b) stumbles, but continues on and is able to finish their drive as though the foul had not happened. c) stumbles, and, as a result, another defender is able to gain position on them, significantly reducing their chance of scoring.

a, b, c) All cases are default Yellow Cards.

a) The referee may choose to call No Harm No Foul or Back to Hoops instead.

b) The referee may not call No Harm No Foul, but may call Back to Hoops.

c) The referee must issue a yellow card.

6.1.3.

Purple Chaser attempts to set a pick on Orange Keeper who is moving. Neither player has a ball. Purple Chaser gets into the path of Orange Keeper with enough room for Orange Keeper to stop or change direction but a) when Orange Keeper changes their path, Purple Chaser steps into the new path, without leaving enough room for Orange Keeper to stop or change their path again. b) when Orange Keeper changes their path, Purple Chaser steps into the new path, again leaving enough room for Orange Keeper to stop or change their path again.

- a) Illegal Pick. Standard contact penalty set.
- b) Legal. No penalty.

Purple Chaser attempts to set a pick on Orange Keeper who is moving. Neither player has a ball. Purple Chaser gets into the path of Orange Keeper with enough room for Orange Keeper to stop or change direction but Purple Chaser never gets their feet fully stationary after entering Orange Keeper's path.

Legal. No Penalty.

A player does not need to be fully stationary in order for their pick to be legal. But referees should watch to ensure that they do not charge their opponent.

Orange Chaser attempts to set a pick on Purple Keeper without leaving room for Purple Keeper to stop or change their path. Before other contact is made, Orange Chaser extends their arm and legally pushes Purple Keeper.

Legal push. Not a pick. No Penalty

Purple Chaser is standing stationary with the quaffle, and is marked by the also stationary Orange Chaser. Purple Keeper is behind Orange Chaser. When Purple chaser turns and runs, Orange Chaser follows and runs into Purple Keeper. Purple Keeper was set up in an attempted pick behind Orange Chaser and a) was less than a step away from Orange Chaser. b) was more than a step away from Orange Chaser. c) was more than a step behind Orange Chaser, but Orange Chaser initially ran backwards, and did not turn around before running into Purple Keeper.

- a) Illegal Pick. Yellow Card.
- b, c) Legal Pick. No Penalty.

Purple Chaser sets a pick by moving into Orange Chaser's path 3 feet in front of them. When the pick was set, Orange Chaser was moving a) at a basic walking pace. b) at a full speed run. Neither player has the quaffle.

- a) Legal Pick. No Penalty.
- b) Illegal Pick. Yellow Card.

The pick rule indicates that the pick must be set with enough room for the player to stop or change direction to avoid contact. As such, the appropriate distance is sensitive to the speed of the picked player.

Purple Chaser sets a pick fully in front of Orange Chaser with what normally would have been enough room for Orange Chaser to stop or change direction given their speed. However, Orange Chaser is distracted and does not see the pick, resulting in Orange Chaser accidentally running into Purple Chaser. Neither player has a ball.

Legal Pick by Purple. Incidental contact by Orange. No Penalty.

Orange Chaser sets an illegal pick on Purple Chaser by not leaving enough room for them to stop or change direction. As a result, Purple Chaser runs into Orange Chaser. Purple Chaser a) still attempted to lessen the contact with Orange Chaser. b) made no attempt to lessen the contact with Orange Chaser. c) attempted to add further force to the contact. Neither player has a ball.

All) Illegal Pick by Orange Chaser. Standard Contact Penalty Set.

a, b) Legal play by Purple Chaser. No Penalty.

c) Illegal Charge by Purple Chaser. Yellow Card.

6.1.4.

Purple Chaser is reaching for the quaffle on the ground. After Purple Chaser has begun to reach for it, Orange Chaser attempts to kick the quaffle. Orange Chaser's foot passes close to, but does not make contact with, Purple Chaser's hand. The referee determines that a) Orange Chaser appeared to be in full control of where their foot went, intentionally not making contact with the hand. b) Orange Chaser did not appear to be in full control of where their foot went.

a) Legal. No Penalty.

b) Reckless Play. Yellow Card.

Purple Chaser is reaching for the quaffle on the ground. After Purple Chaser has begun to reach for it, Orange Chaser attempts to kick the quaffle. Purple Chaser reacts to the incoming kick by retracting their hand. The referee determines that a) the kick passed through where Purple Chaser's hand had been. b) the kick did not pass through where Purple Chaser's hand had been, but would have made contact with the hand had Purple Chaser continued to reach for the quaffle instead of retracting their hand. c) would have missed Purple Chaser's hand, regardless of whether Purple Chaser had reacted to the kick or not.

a, b) Reckless play. Yellow Card.

c) Legal. No Penalty.

Orange Chaser is reaching for an airborne ball. Purple Chaser attempts to kick it in mid-air.

This factor is irrelevant. The standards for reckless play for kicking airborne balls are the same as those for kicking balls on the ground. The above situations still apply.

6.1.5.

Orange Chaser is a smaller than average individual. Purple Chaser makes a hard otherwise legal charge against Orange Chaser using a) somewhat more force than necessary to take down Orange Chaser. b) far more force than necessary to take down Orange Chaser, and specifically increases Orange Chaser's risk of injury as a result.

- a) Legal. No Penalty.
- b) Excessive Force. Red Card.

6.1.6.

Purple Chaser is attempting to wrap Orange Chaser. Purple Chaser initiates contact a) by reaching and initially touching Orange Chaser on the front of their body while Purple Chaser's torso is fully behind Orange Chaser. b) while leaning their torso so that their shoulders are in front of Orange Chaser's shoulders, but their navel is still behind. c) initially touching Orange Chaser while Purple Chaser's navel is in front of Orange's shoulders, but, without losing contact, moves behind Orange before using any significant force on the wrap.

- a, b) Illegal Contact. Initiation from behind. Standard Contact Penalty Set.
- c) Legal. No Penalty.

The contact from behind rules only look at where contacting player's navel is when contact is initiated. It does not look at awareness or the rest of the contact, as long as contact is continuous

Orange Chaser is wrapping up Purple Keeper with their right arm. Orange Chaser initiated contact legally and then ended up behind. Orange Chaser then changes the arm they are using for the wrap without getting back in front of Purple Keeper. During the transition Orange Chaser a) first started wrapping Purple Keeper with their left arm, and then released their right. b) released their right arm first, and, having lost all contact with Purple Keeper, then wrapped Purple Keeper with the left. c) released their right arm first, and then switched to wrapping with the left, but they kept their torso in contact with Purple Keeper's back throughout the transition.

- a) Illegal Wrap, wrapping with two arms. Standard Contact Penalty Set.
- b) Illegal Wrap, initiated from behind. Standard Contact Penalty Set.
- c) Legal. No Penalty.

Purple Chaser is wrapping up Orange Keeper. While maintaining the wrap, Purple Chaser uses their non-wrapping arm to grab Orange Keeper's wrist.

Illegal Wrap, wrapping with two arms. Standard contact penalty set.

Grabbing is a form of wrap.

Purple Chaser backs away from contact from Orange Keeper, but while escaping that contact, backs into Orange Chaser who was moving towards them. Orange Chaser then wraps up Purple Chaser from behind. The referee determines that a) Orange Chaser's motion was more responsible for the initiation of contact than Purple Chaser's. b) Purple Chaser's motion was more responsible for the initiation of contact than Orange Chaser's. c) Orange Keeper's contact with Purple Chaser physically pushed them back into Orange Chaser.

- a) Illegal Initiation from behind. Yellow Card.
- b) Legal. No Penalty. Purple Chaser initiated with their back.
- c) Illegal Initiation from Behind. Yellow Card.

Orange Beater is attempting to tackle Purple Beater from the front. Before Orange Beater could initiate contact, Purple Beater spins (for any reason), resulting in Orange Beater being behind them. Orange Beater then initiates contact for the tackle anyway. At the time that Purple Beater spun, Orange Beater a) was stationary but right next to Purple Beater (i.e. they made their move to initiate contact after the spin). b) was running in towards Purple Beater, but still had enough room to either stop or change directions to completely avoid contact. c) was running in towards Purple Beater, but still had enough room to slow down or change directions to significantly lessen contact, but could not have reasonably completely avoided touching Purple Beater. d) was running in towards Purple Beater and was less than a step away, leaving no time to react before contact was made.

- a, b) Illegal Contact. Initiation from behind. Standard Contact Penalty Set.
- c, d) Legal. No Penalty.

Orange Chaser is attempting to initiate contact with Purple Keeper from the front. Purple Keeper is trying to run past them. Orange Chaser reaches out to initiate contact while in front of Purple Chaser, but, by the time that they actually initially touch Purple Keeper, their navel is behind the plane of Purple Keeper's shoulders.

Illegal Contact. Initiation from behind. Standard Contact Penalty Set.

Purple Chaser has legally wrapped up Orange Chaser. While they are still wrapped up, Orange Chaser ducks, causing Purple Chaser's arm to be in contact with their neck. Purple Chaser responds by a) doing nothing, leaving their arm in contact with Orange's neck. b) successfully adjusting the wrap so the the wrap continues, but is no longer in contact with Orange's neck. c) attempts to adjust, but cannot do so without releasing the wrap, and releases the wrap. d) attempts to adjust, but cannot do so without releasing the wrap, and continues wrapping while in contact with Orange's neck anyway.

- a, d) Illegal Contact. Contact with the neck. Standard Contact Penalty Set.
- b, c) Legal. No Penalty.

Orange Chaser is legally wrapping Purple Keeper when Purple Keeper ducks, causing Orange Chaser to be in contact with Purple Keeper's neck. Orange Chaser tries to release the contact, but their arm is trapped and they cannot release the contact.

No Penalty. Stop play to allow the players to untangle and separate if the specific case of neck contact poses a notable safety concern.

6.1.9.

Purple Beater and Orange Beater are both chasing after the same loose ball. Purple Beater dives on the ball. Purple Beater's dive is a) directly towards Orange Beater, forcing them to change their path. b) directly towards Orange Beater, but from far enough away that Orange Beater doesn't have to take notable action to avoid contact.

- a) Illegal Dive. Standard Contact Penalty Set.
- b) Legal. No Penalty.

The same standards apply to slides and dives.

Orange Chaser and Purple Keeper are both chasing after the loose quaffle. Purple Keeper dives on the quaffle forcing Orange Chaser to change their path to avoid contact. Purple Keeper dove a) directly towards Orange Chaser. b) from next to Orange Chaser. c) into Orange Chaser's path, but not directly towards them.

- a) Illegal Dive. Standard Contact Penalty Set.
- b, c) Legal. No Penalty.

If the specific dive posed a significant and unnecessary danger to Orange Chaser, it would be Reckless Play.

6.1.10.

Orange Keeper passes the quaffle to Orange Chaser who jumps to catch the pass. Purple Chaser charges Orange Chaser a) before Orange Chaser catches the pass. b) while Orange Chaser is still in the air after missing the catch. c) while Orange Chaser is still in the air after catching the quaffle. d) while Orange Chaser is still in the air from the jump to catch the pass, but has started to throw the ball they caught. e) just after Orange Chaser lands with the quaffle, but while their legs are still in the process of absorbing the shock of the landing.

a, b, c, d, e) Charging a helpless receiver. Red Card.

Purple Chaser is attempting to catch the quaffle out of the air, and does not jump to make the catch. Orange Chaser charges Purple Chaser a) after Purple Chaser misses the catch and turns to chase after the quaffle that has gone past them. b) while Purple Chaser is still in the process of unintentionally dropping the pass. c) after Purple Chaser has finished dropping the pass.

a, c) Illegal Charge, Charging a player without possession. Yellow Card
b) Charging a helpless receiver. Red Card.

Purple Chaser is receiving the quaffle out of the air without jumping into the air. Instead of catching it cleanly, Purple Chaser ends up swatting the ball in the air a few times. Purple Chaser a) is swatting the ball in the air as part of an attempt to catch the ball. b) does not appear to be making any attempt to actually catch it. Are they still a helpless receiver?

a) Yes.
b) No.

Only players who are legitimately attempting to catch the ball are considered helpless receivers.

Orange Beater is struck by Purple Beater's bludger which bounces off of them and up into the air. While Orange Beater is attempting to catch the bludger which struck them, Purple Beater comes in and pushes Orange Beater in an attempt to prevent the catch.

Pushing a helpless receiver. Yellow Card.

Whether the throw was a pass or not is irrelevant to this rule.

Purple Keeper wraps up Orange Chaser, who is a helpless receiver. After initiating the wrap, they then successfully move to take Orange Chaser all the way down in a tackle. The move to bring Orange Chaser to the ground began a) while Orange Chaser would still have been considered a helpless receiver. b) after Orange Chaser was no longer a helpless receiver.

- a) Tackling a helpless receiver. Red Card.
- b) Wrapping a helpless receiver. Yellow Card.

6.1.11.

Orange Chaser is running up the field with the quaffle. Purple Chaser is bent over in an attempt to initiate a wrap. In an attempt to avoid the wrap, Orange Chaser jumps fully over Purple Chaser, easily clearing them with no contact. No part of Purple Chaser, other than their feet, was touching the ground.

Illegal Hurdle. Yellow Card

Purple Chaser is moving down the field with the quaffle. As they near the hoops, with Orange Keeper moving in for a legal hit, Purple Chaser jumps in the air to shoot over Orange Keeper's head. The jump was too late for Orange Keeper to reasonably have reacted to it, and the resulting contact causes Purple Chaser to fall over Orange Keeper's shoulder, landing behind them. The referee determines that Purple Chaser was not attempting to hurdle Orange Keeper.

Legal. No Penalty on either player.

6.1.12.

Orange Keeper is wrapping up Purple Chaser. During the wrap, Orange Chaser pushes Orange Keeper in an attempt to help knock them both over.

Illegal Contact through a teammate. Standard Contact Penalty Set for Orange Chaser.

Purple Beater A is wrapping up Orange Beater who has a bludger. In an attempt to help their teammate, Purple Beater B puts an arm directly around Orange Beater, wrapping them up as well, but, as a result, they partially wrap up their teammate, Purple Beater A.

Legal. No Penalty.

As long as Purple Beater B's contact is primarily directly with their opponent, they are not in violation of this rule.

6.2.1.

Orange Chaser stiff arms Purple Chaser. Orange Chaser a) simply uses the stiff arm to prevent Purple Chaser from moving closer to them, but makes no attempt to move Purple Chaser. b) uses the stiff arm to drive Purple Chaser back. What kind of contact is this?

- a) Grappling.
- b) Pushing.

Grappling is simply the touching of another player. If there is any notable force moving the opponent or part of the opponent, then it is no longer just grappling.

Orange Chaser is attempting to steal the quaffle from Purple Chaser by reaching for it from behind Purple Chaser. Orange Chaser a) slightly knocks Purple Chaser's arm while reaching for the quaffle. b) accidentally hits the back of Purple Chaser's arm hard, instead of the ball. c) accidentally grabs Purple Chaser's arm instead of the ball. d) grabs the ball directly, with only minor contact initially, but while fighting to remove the ball, ends up wrapping Purple Chaser. e) grabs the ball directly, with only minor contact, but causes Purple Chaser to fall due to force exerted through the ball itself rather than through direct physical contact.

- a, e) Legal. No Penalty.
- b) Illegal Push from behind. Standard Contact Penalty Set.
- c, d) Illegal Wrap from behind. Standard Contact Penalty Set.

Purple Beater is attempting to steal a bludger from Orange Beater. Purple Beater grabs the ball directly, with only minor contact, but causes Orange Beater to fall due to force exerted through the ball itself rather than through direct physical contact.

Legal. No Penalty.

Force exerted through the ball on a steal attempt does not qualify as any of the types of contact that are illegal from behind.

6.2.3.

Purple Chaser makes non-forceful initial contact with Orange Chaser from the front. Purple Chaser then attempts to force Orange Chaser back during that contact using force generated by their legs. While attempting to force them back, Purple Chaser maintains contact with Orange

Chaser using a) their extended arm, b) their torso. c) their arms pinned to their torso. d) their arms, initially pinned to their torso and later extended. What kind of contact is it?

- a) Push
- b, c) Body Block
- d) Body Block followed by a Push.

6.2.4.

Orange Chaser makes initial forceful contact from the front on Purple Chaser. Orange Chaser a) initiates forceful contact using their torso. b) Initiates forceful contact using their torso, and then extends their arm to push Purple Chaser further. c) Initiates contact using their extended arm. d) initiates forceful contact using their extended arm, but the arm immediately collapses into their torso, and the torso makes forceful contact. What kind of contact is it?

- a, d) Charge
- b) Charge followed by a Push
- c) Push

6.2.5.

Purple Keeper charges Orange Chaser who has a ball. Purple Keeper initially hits Orange Chaser in the center of their torso a) using the flat of their upper arm. b) using the point of their shoulder. c) after lowering their shoulder.

- a) Legal. No Penalty.
- b) Illegal Charge. Standard Contact Penalty Set.
- c) Irrelevant.

A lowered shoulder may indicate that a charge has been illegally initiated with the point of the shoulder, but the lowering of the shoulder, itself, does not make the charge illegal.

6.2.6.

Orange Chaser and Purple Chaser each have a good grip on the quaffle. While both players maintain their grip on the quaffle, Orange Keeper wraps Purple Chaser.

Wrapping a player without possession. Standard Contact Penalty Set.

Possession is, by definition, sole possession. If two players each have hold of the same ball, neither of them has possession of it.

Purple Beater is wrapping up Orange Beater A with their right arm, and wrapping Orange Beater B with their left arm. Both Orange beaters have possession of a bludger.

Legal. No Penalty.

Orange Chaser is wrapping up Purple Chaser with their right arm. After the wrap is initiated. Orange Chaser brings their broom in contact with Purple Chaser. Their broom is notably restricting Purple Chaser's movement, but Orange Chaser's left arm (broom arm) is not making significant contact with Purple Chaser directly.

Legal. No Penalty.

Note: While the broom can restrict Purple Chaser's movement, watch for players bringing the broom in hard to hurt their opponent. This is not legal.

Purple Chaser has the quaffle. As Purple Chaser passes Orange Chaser, Orange Chaser grabs Purple Chaser's broom arm (not the broom itself) and a) pulls the arm, causing Purple to dismount. b) holds the arm in place, but, combined with Purple's own motion, the broom comes out, dismounting Purple.

- a) Illegal Wrap. Pulling during a grab. Standard Contact Penalty Set. Purple Chaser may remount.
- b) Legal Play by Orange Chaser. Dismounting by Purple Chaser. Back to Hoops.

It is not illegal to cause a player to dismount by otherwise legal contact.

6.2.7.

Orange Chaser has legally initiated contact and is attempting to tackle Purple Chaser when Purple Chaser throws the quaffle. After the ref shout's "ball out" Orange Chaser finishes the tackle, taking Purple Chaser to the ground. After hearing the referee shout "ball out" Orange Chaser a) did b) did not take any further actions to knock Purple Chaser down.

- a) Illegal Contact. Standard Contact Penalty Set.
- b) Legal. No Penalty.

6.3.

Orange Seeker is running in to charge the snitch runner. However, the snitch runner manages to stop or redirect the charge using their arms. Orange Seeker's would-be charge does not make contact with the snitch runner's legs, waist, or torso.

Legal. No Penalty.

If a seeker's charge on the Snitch Runner does not make contact with the Snitch Runner's legs, waist, or torso, it is not treated as a charge.

Purple Seeker attempts to catch the snitch, but instead grabs the snitch runner's clothing. They release their grab without causing the clothing to notably move and without affecting the snitch runner, and then immediately catch the snitch.

No Harm No Foul on the grab. The seeker is not penalized. However, the catch must still be called no good due to the clothing grab.

The snitch runner is crouched over in a defensive posture, with their hands off the ground. Orange Seeker sees the opening over the snitch. Orange Seeker runs in and a) Jumps over the snitch runner to catch the snitch, landing behind them. b) jumps up, reaches over the snitch runner's shoulder and grabs the snitch, landing back in front of the snitch runner. c) Jumps up in an attempt to reach over the shoulder of the snitch runner and land back in front of them, but the snitch runner's reaction to the jump instead knocks them over the shoulder, and they land behind the snitch runner, catching the snitch on the way down.

a) Hurdling. Yellow Card. Catch is no good.

b, c) Legal. No Penalty. Catch is good.

Purple seeker reaches over the snitch runner's shoulder and grabs the snitch, but makes minor contact with the snitch runner's head while doing so.

Illegal Contact. Standard Contact Penalty Set (Minimum Back to Hoops). Catch is no good.

The seeker caught the snitch as a result of the illegal action. Therefore no harm no foul can't apply.

Additionally, the standards for which penalty is used in the Standard Contact Penalty Set are the same for interplayer contact as they are for seeker vs. snitch runner contact. The default penalty for such fouls in both cases is a yellow card, with the back to hoops being an optional reduction.

6.4.1.

Orange Chaser is running down the field with the quaffle. An unarmed Purple beater is standing between them and the hoops. Purple Beater holds their position, forcing Orange Chaser to change their path to go around them.

Illegal Interpositional Interaction by Purple Beater. Standard Contact Penalty Set.

Orange Chaser is running down the middle of the pitch towards the right hoop with the quaffle. An unarmed Purple beater is near them and standing between them and the left hoop. Orange Chaser suddenly changes direction to go for the left hoop and runs into Purple Beater, who had no time to react to the change of direction. Orange Chaser appeared to change direction a) to avoid other defenders. b) in order to interact with Purple Beater.

a) Incidental Contact. No penalty.

b) Intentional illegal Interpositional interaction by Orange Chaser. Standard Contact Penalty Set* (Minimum Yellow Card).

Purple Chaser is being guarded by Orange Chaser. Purple Chaser sees that Purple Beater happens to be standing to their left, and behind Orange Chaser. Purple Chaser then starts running to their left in an attempt to use the unaware Purple Beater to block Orange Chaser's path, forcing Orange Chaser to stop or go around them.

Intentional Illegal Interpositional Interaction against Purple Chaser. Standard Contact Penalty Set* (Minimum Yellow Card) for Purple Chaser.

**The penalty set for illegal interpositional interactions has one slight difference from the Standard Contact Penalty Set. If the foul was intentional, then the minimum penalty is a yellow card.*

6.4.2.

Orange Chaser is knocked out and is running back to their hoops. However, Orange Chaser has forgotten to remove their broom. Purple Chaser, thinking that Orange Chaser is still legally mounted, interferes with Orange Chaser's return though otherwise legal contact. Orange has not yet been warned during this game for not dismounting while knocked out.

No Foul by Purple Chaser. Failure to dismount while knocked out by Orange Chaser. Repeat knockout procedure.

Since Orange Chaser is still returning to their hoops, enforcing the repeat penalty simply entails telling them to dismount their broom.

6.5.2.

The following section of the casebook deals with offensive language and gestures. While offensive words will be partially censored, it will still be apparent what the words are. This section continues through page 42.

6.5.2.1.

Purple player is frustrated with a missed play and exclaims “F**k!” out to no one in particular. They a) have been b) have not been previously warned about the use of explicit or vulgar language during this game.

- a) Using explicit or vulgar language in exclamation after being warned. Blue Card.
- b) Using explicit or vulgar language in exclamation. Warning.

Orange player says to another person “what the f**k is wrong with you.” The person they said this to is a) a member of their own team. b) a member of the opposing team. c) a game official. d) a spectator.

- a) Using explicit or vulgar language in exclamation. Warning (Blue Card for second offense).
- b, c, d) Using explicit or vulgar language in exclamation towards a non-teammate. Yellow Card.

Purple Player tells a person “Go f**k yourself.” The person they say this to is a) a member of their own team. b) a member of the opposing team. c) a game official. d) a spectator.

- a) Directing extreme or abusive language at a teammate. Ejection.
- b, c, d) Directing extreme or abusive language at a non-teammate. Red Card.

Orange Chaser jokingly flips off their own teammate, who does take it as a joke.

The referee should warn the player not to do it again. Ejection if they do it again..

Context is important in judging the case. As it was meant in jest, and taken that way, it is not a particularly serious incident. It is not likely to lead to further problems, and no one was really harmed by it, so a No Harm No Foul warning is appropriate for the first offense.

6.5.3.

Orange Chaser angrily takes their broom and winds up as if to swing it at a) a teammate b) an opponent c) an official. They do not actually end up swinging the broom.

- a) Threatening a teammate. Ejection.
- b, c) Threatening a non-teammate. Red Card.

7: Boundaries and Balls

7.1.1.

Orange Chaser has thrown the quaffle at Purple's center hoop. In an attempt to block the shot, Purple Beater throws their bludger through the center hoop, and knocks the quaffle away. Purple Beater had fully released their bludger before it contacted the quaffle.

Legal. No Penalty.

7.1.2.

Purple Chaser shoots the ball at the right hoop. Orange Beater is in the way of the shot, but is too close to Purple Chaser to have the chance to reasonably react and get out of the way before the quaffle hits them. Orange Beater was there playing their position and was not attempting to illegally interfere with Purple Chaser.

Legal. No Penalty.

The quaffle is rolling on the ground. Purple Beater is running into the fray to play their position and accidentally kicks the quaffle while running by, a) moving it insignificantly. b) significantly moving it.

a) Legal. No Penalty.

b) Unintentionally acting on the quaffle. Turnover of the quaffle to Orange.

Orange Chaser makes a long shot at the right hoop. Purple Beater is in the way of the shot. Purple Beater stays in the quaffle's path and throws their bludger at the quaffle a) knocking it away without being hit by the quaffle. b) deflecting it, but is hit by the quaffle off the deflection. c) but misses, and is hit by the quaffle, which the referee judges would have otherwise missed the goal. d) but misses, and is hit by the quaffle, which the referee judges would have otherwise scored a goal.

a) Legal. No Penalty.

b, c) Failing to attempt to avoid a propelled quaffle. Blue Card.

d) Illegally interfering with a propelled quaffle and blocking a goal. Yellow Card.

Orange Chaser throws the quaffle at the left hoop. Purple Beater is in the way of the shot. Purple Beater has enough time to reasonably react and get out of the way of the shot. However, Purple

Beater attempts to get out of the way too late, and is hit by the quaffle which the referee judges a) would have scored. b) would have missed. c) was ruled unscorable.

- a) Illegally interfering with a propelled quaffle and blocking a goal. Yellow Card.
- b, c) Attempting, but failing, to avoid a propelled quaffle. Back to Hoops. Blue Card if the play as a whole was affected.

Purple Chaser shoots the quaffle at the right hoop. Orange Beater has their back to Purple Chaser and is thus unaware of the shot. Orange Beater is stuck in the back by the shot. The referee judges that Orange Beater a) was simply playing their position and happened to have their back to the quaffle. b) had moved in front of the right hoop so as to be a barrier to any shot on it, and the quaffle would have scored. c) had moved in front of the right hoop so as to be a barrier to any shot on it, and the quaffle would have missed.

- a) Legal. No Penalty.
- b) Illegally and Intentionally blocking the quaffle from scoring. Red Card.
- c) Intentionally and illegally interacting with the quaffle. Yellow Card.

Note: For all of the 7.1.2. quaffle examples. If it is a pass or other throw, and not a shot that is interfered with, the penalties are the same as those cases where the quaffle would have missed on a shot.

7.1.3.

Play enters the area of Purple's bench. Purple Substitute does not actively attempt to interfere, but fails to make a reasonable effort to get out of the way of play, and as a result a) is hit by the quaffle. b) forces Orange Chaser to circumvent them.

- a) Failing to make a reasonable effort to avoid a ball in play as a substitute. Yellow Card.
- b) Failing to make every reasonably effort to avoid play as a substitute. Blue Card.

7.2.2.

Orange team is on offense. Inside Purple's keeper zone, and with Orange Chaser A running in to score, Orange Chaser B pushes Purple Keeper to the ground. Orange Chaser A scores the goal.

Legal. No Penalty

The keeper's immunity from contact does not go into effect until they have full possession of the quaffle.

Purple Team is on offense. Purple Chaser A throws the quaffle a) in a shot attempt. b) in a pass attempt to Purple Chaser B that is clearly not a shot. c) in a manner that would be unclear to Orange Keeper whether it is a shot, pass, or both. Orange Keeper, who is in their own keeper zone, reaches up and knocks the ball out of the air. The quaffle leaves the player area without being touched by anyone else.

- a, c) Out of Bounds on a keeper's save attempt. Stop Play. Move Orange Keeper to two feet inside the spot where the quaffle went out, and give them the quaffle. Restart Play.
- b) Out of Bounds against Orange Keeper. Purple's quaffle where it went out. Stop play or adjudicate while play continues as appropriate.

Purple Keeper, who is inside their own keeper zone, swats the quaffle with the intent of sending it out of the player area while attempting to save a shot.

Legal. No penalty. Out of Bounds on a Keeper's Save attempt. Purple Keeper's quaffle two feet inside where it went out.

While saving a shot inside of their own keeper zone, the propel off pitch and propelling with the intent to send the quaffle out of the player area rules do not apply to the keeper.

7.3.1.

Orange Keeper is advancing up the pitch with the quaffle. After encountering significant pressure from the defense, Orange Keeper immediately turns and throws the quaffle significantly backwards and over a restrictor line a) to a player who appeared to have intentionally remained back to receive that pass. b) to a newly entering substitute or other trailing player who is actively attempting to join the play. c) to nobody. This is their first reset of the drive.

- a, b) Legal Reset, and not Delay of Game. No Penalty.
- c) Illegal Reset. Turnover. But not Delay of Game.

Resetting in the face of significant defensive pressure is generally not Delay of Game.

Purple Chaser is advancing up the pitch with the quaffle. Without encountering significant pressure, they throw the quaffle significantly backwards a) to a player who appeared to have intentionally remained back while Purple Chaser advanced so as to receive that pass. b) to a newly entering sub or other trailing player who is actively attempting to join the play. c) clearly

to nobody.

- a) Delay of game warning. Blue Card if the same team does it again in the same game b) Legal. No Penalty.
- c) Delay of game. Blue Card, no warning.

Resetting may apply if the backwards throw crossed a restrictor line.

Purple Keeper is freely moving up the pitch with the quaffle unchallenged by the defense. Purple Keeper a) stops for a moment before continuing forward. b) makes several momentary stops for no apparent reason. c) is walking up the pitch slower than a basic walking pace. d) is moving at a basic walking pace but is either zig zagging up the pitch or is moving primarily sideways across the pitch despite not attempting to circumvent a defender.

- a) Legal. No Penalty.
- b, c) Delay of Game. Warning or Blue Card, depending on how extreme the case is.
- d) Delay of Game. Blue Card (no warning unless case is borderline).

A basic walking pace is a good line to judge delay of game. Walking forward at a basic walking pace is simply moving at a relatively slow pace. But moving slower than a basic walking pace when unchallenged by the defense is generally more deliberate, as is zig-zagging or repeatedly stopping for no other apparent reason.

Orange Chaser advances up the pitch with the quaffle and encounters a defender who blocks their path, but does not actively engage them. Orange Chaser stops moving and looks for passing options, which do not quickly materialize. Orange Chaser then continues looking for passing options for an extended period of time without advancing.

Delay of Game. Warning. Blue Card if it continues.

While Orange Chaser is legitimately looking for passing options, it is still delay of game if they force the quaffle game to stop for an extended period of time while they wait for a passing option to develop.

Orange Chaser is advancing up the pitch with the quaffle and encounters Purple Chaser who blocks their path, but does not attempt actively engage them. Orange Chaser retreats significantly before encountering any additional pressure.

Delay of Game. Warning or Blue Card, depending on how extreme the case is.

A player who retreats significantly when opposed by a stationary defensive chaser who has not begun to attempt to engage them is probably trying to waste time.

Purple Keeper is advancing up the pitch with the quaffle. Purple Keeper stops advancing up the pitch or slows below a basic walking pace because a) Orange Chaser has forced them to stop through direct physical contact. b) Orange Chaser has “forced” them to stop by standing in their way without contacting them. c) an armed Orange Beater is threatening to beat them. d) they are legitimately looking for passing options.

a) Legal. No Penalty.

b, c, d) Legal for a few seconds. Delay of Game Warning when it becomes prolonged.

Pausing for a few moments to figure out the next step when faced with a defender is normal, and isn't attempting to stop the quaffle game. But, after a few seconds, the game must continue. Defense is part of the game. Continued refusal to take action to continue the quaffle game because there are defenders in the way is stopping the quaffle game from continuing and therefore constitutes delay of game.

Orange Chaser has the quaffle in their defensive zone. Orange Chaser slows below a basic walking pace or stops advancing while they wait for teammates to complete substitutions.

Delay of Game. Warning, Blue Card if it continues.

Stopping quaffle play to wait for substitutions is still stopping quaffle play, and is therefore delay of game.

The Orange quaffle players are passing the quaffle between themselves to keep it away from Purple defenders who are attempting to take the quaffle. But the Orange quaffle players make no significant attempts to advance the quaffle while it is in their possession.

Delay of Game. Warning, Blue Card if continued, or if blatant. The Blue Card, if applicable, is given to the last Orange quaffle player to make a delaying pass before play was stopped for the penalty.

While the quaffle is moving, Orange is making no significant attempt to advance the quaffle overall. The passes are being done to essentially take the quaffle out of the game, effectively stopping the quaffle game. That is delay of game.

Orange Chaser has possession of the quaffle and carries it with them to the sideline to substitute, dropping it inside the pitch before initiating the substitution. They carried it to the sideline a) from a point in the immediate vicinity of the location where they substituted out. b) from a point behind the location where they substituted out that did not require them to notably retreat or notably cross the pitch diagonally or sideways to get to. c) from anywhere else.

a, b) Legal. No Penalty.

c) Delay of Game. Warning or Blue Card depending on the amount of time lost in the substitution, or other effects on play.

If the point of substitution is on their way forward, the quaffle game is barely affected. However, carrying the quaffle across the field to the sideline to substitute prevents the quaffle game from continuing during that time.

Orange Keeper gains possession of the quaffle in their keeper zone, becoming a protected keeper and a) holds position for a few seconds while waiting for opponents to clear from immediately around them. b) holds position while waiting for their team to complete substitutions. c) retreats a couple of yards further into their keeper zone to move out of a crowd of opponents. d) retreats significantly further into their keeper zone than necessary to get out of a crowd of opponents.

a, c) Legal. No Penalty.

b) Delay of Game, Warning, Blue Card if they continue.

d) Delay of Game, Warning, Blue Card if they do not correct it.

Keepers can wait for the crowd to clear, or go backwards to escape the crowd. But once they are out of the crowd, they must pass the quaffle off, or bring it directly and immediately out of the keeper zone.

Purple Keeper is a protected keeper in possession of the quaffle in their own keeper zone and is not being interfered with by any opposing players within the keeper zone. Purple Keeper a) initially has the quaffle near the front of the zone and moves directly forwards at a basic walking pace. b) initially has the quaffle near the front of the zone and moves primarily sideways across the pitch, but slightly forwards, at a basic walking pace. c) initially has the quaffle notably behind their hoops and moves forwards at a basic walking pace. d) initially has the quaffle notably behind their hoops and moves forwards at a brisk walk or jog.

a, d) No call, Legal.

b, c) Delay of game, Warning, Blue Card if they continue.

A protected keeper with the quaffle is subject to stricter delay of game standards than other players. If they choose not to pass or drop the quaffle, then they must directly

and immediately carry it out of the keeper zone.

7.3.2.

Orange Chaser advances up the pitch with the quaffle. Orange Chaser reaches the Purple team's hoops, and can score an easy and obviously uncontested goal. But instead of scoring, Orange Chaser a) keeps the quaffle and proceeds to walk right past the hoops, leaving the vicinity of the hoops with the quaffle and without attempting to score. b) throws the quaffle significantly away from the hoops to a teammate. c) simply stands near the hoops with the quaffle and waits. d) wanders around the hoops with the quaffle for a while.

a, b, c, d) Stalling, Blue Card, no warning.

A player who blatantly passes up a near 100% chance at scoring is not acting with the primary intent to score.

7.4.

Purple Keeper passes the quaffle to Purple Chaser. Before it reaches Purple Chaser, Orange Chaser a) swats the quaffle out of the air b) catches and then drops the quaffle c) Swats the quaffle while it is on the ground. d) kicks the quaffle. The quaffle ends up loose on the ground. Has Purple's drive ended?

a) No, Purple team's drive continues.
b,c,d) Yes, Orange's drive has started.

Purple's drive ends when an Orange player possesses the quaffle.

Purple Chaser gains possession of the quaffle on brooms up. Their momentum takes them into Orange's half. Purple Chaser then retreats with the quaffle back onto Purple's half of the pitch a) immediately. b) after making or attempting to make another play in the offensive zone.

a) Not a Reset
b) Reset

This occurs at the start of Purple's drive. While Purple's momentum carried them into Orange's half, their first action upon gaining possession (and starting the drive) is to retreat. Therefore, by rule, it is not a reset.

Orange Chaser A possesses the quaffle inside Purple team's half. Orange Chaser A attempts to pass the quaffle to Orange Chaser B. After the quaffle is thrown, but before it reaches Orange

Chaser B, Purple Chaser deflects the quaffle without gaining possession. The quaffle then travels back over the midfield line into Orange's half. The referee judges that a) the quaffle would have entered Orange's half regardless of the deflection. b) the quaffle would have stayed out of Orange's half without the deflection.

- a) Reset.
- b) Not a reset.

If a defender causes the quaffle to cross the restrictor line, it is not a reset. If a defender tips a ball that was going to cross anyway, the tip is ignored.

Purple Chaser is behind Orange's hoops. Purple Chaser attempts to shoot but misses. The quaffle then ends up crossing the midfield line into Purple's half after the miss without being touched by any other players.

Reset.

Missed shots that then cross the midfield line are still resets.

Orange Keeper is advancing up the pitch with the quaffle. After encountering significant pressure from the defense, they turn and throw the quaffle backwards across a restrictor line to nobody.

Illegal Reset. Turnover

Resetting throws (other than scoring attempts) must be to an eligible receiver, regardless of defensive pressure.

Orange team has not used their allowed reset on the current drive. Orange Chaser throws the quaffle backwards over the midfield line but it is not caught. The referee judges that the Orange Chaser was attempting to pass the quaffle to a specific Orange quaffle player at a particular point, but missed.

Legal Reset. No Penalty.

A missed pass to an intended receiver is still a pass to that receiver.

Purple team has not used their allowed reset on the current drive. Purple Chaser throws a bounce pass backwards over the midfield line to Purple Keeper.

Legal Reset. No Penalty

A bounce pass to an intended receiver is still a pass to that receiver.

Orange team has not used their allowed reset on the current drive. Orange Chaser throws the quaffle backwards over the midfield line but it is not caught. The referee judges that the Orange Chaser was attempting to throw the quaffle to a place where another Orange quaffle player would get to it first, notably after the ball would arrive.

Illegal Reset. Turnover.

While a passer can lead the receiver with the throw, a throw meant to reach its target well before the “receiver” gets there is a throw to that location, not to the “receiver.”

Purple team has not used their allowed reset on the current drive. Purple Keeper throws the quaffle backwards over a restrictor line to Purple Chaser and a) Purple Chaser is knocked out while the pass is in the air. b) Purple Chaser was knocked out at the time of the pass, but tags their hoops and remounts before the quaffle arrives at the hoops. c) Purple Chaser was by the hoops and eligible at the time of the pass, is knocked out and successfully tags back in before the ball arrives at the hoops.

a) Illegal Reset. Turnover.

b, c) Legal reset.

A receiver’s eligibility is determined when the pass arrives, not when it is thrown.

Orange Chaser carries the quaffle backwards over the midfield line to get around a defender. While behind the line, they then pass the quaffle back to Orange Keeper, who is in the keeper zone. How many resets is this?

One reset.

Orange Chaser had crossed behind the line to circumvent a defender. This action was not a reset until they threw the quaffle backwards. The throw, not the run, is thus the resetting action for the midfield line and the keeper zone line. There is only one resetting action, so there is only one reset.

7.5.2.

Orange Chaser is being defended by Purple Chaser near the sideline of the pitch (soft boundary). Orange Chaser attempts to run around Purple Chaser by crossing outside of the pitch. However, after Orange Chaser leaves the pitch, Purple Chaser leaves the pitch as well, and blocks Orange Chaser's path. Orange Chaser then a) changes their path to go around Purple Chaser by cutting further away from the pitch boundary. b) changes their path to go around Purple Chaser by cutting back in towards the pitch boundary. c) otherwise legally charges through Purple Chaser. d) Moves backwards back onto the pitch.

- a) Illegally altering one's path while off pitch. Back to Hoops.
- b, c, d) Legal. No Penalty.

7.5.3.

Orange Chaser legally leaves the pitch (soft boundary). After Orange Chaser had already left the pitch Orange Keeper, who is on the pitch, throws them the ball. Orange Chaser receives the ball off the pitch.

Propelling the ball off the pitch. Back to Hoops for Orange Keeper.

Even though Orange Chaser is legally off the pitch, it is still illegal to throw them the ball. The pass exception only applies if the intended target was on the pitch when the pass was thrown.

7.7.2.

Orange Chaser makes a hard shot on Purple's hoops and scores. The quaffle then flies far out of the player area. The referee judges that it has gone too far, or that waiting for its retrieval would otherwise unnecessarily delay the game. Should the referee stop play while the quaffle is being retrieved.

Yes. Play should be stopped until the quaffle is retrieved.

Purple Beater accidentally, but not illegally, sends a bludger outside of the player area. Purple Beater and Orange Beater are in the area and do not have bludgers when that bludger crossed the player area boundary. Both beaters leave the player area in an attempt to retrieve the bludger before any official declares which beater was closer. a) It should have been obvious to Purple Beater that Orange Beater was closer when the bludger went out. b) It should have been obvious to Orange Beater that Purple Beater was closer when the bludger went out. c) Both beaters could have reasonably believed themselves to be the closer player.

- a) Illegally leaving the player area. Send Purple Beater back to hoops.
- b) Illegally leaving the player area. Send Orange Beater back to hoops.

c) Indicate which player was actually closer, and allow them to retrieve the bludger. Instruct the other beater to return to the player area. No Penalty.

8: The Snitch Runner

8.6.1.

The snitch runner has been on one team's side of the field for an extended period of time because a) one of the seekers is legally physically engaged with them, preventing them from returning to the midline. b) because returning to midfield would mean taking an increased risk of being caught to get by the seekers.

- a) Legal. No Penalty.
- b) The snitch runner must be instructed to move towards the midfield line anyway.

Which of the following is a major violation of Snitch Runner standards, warranting the immediate removal of the Snitch Runner for the first offense and negation of any catch by the non-offended seeker? a) Striking a seeker. b) Intentionally and directly allowing a Purple Seeker to catch the snitch. c) Intentionally making an incorrect officiating call in order to deceive a seeker. d) Making a good faith but incorrect beat call on Orange Seeker. e) Handicapping themselves further than required. f) Putting more effort into defending against the perceived stronger seeker. g) Remaining on one side of the pitch for too long. h) Removing Purple Seeker's headband.

- a, b, c) Major Violation.
- d, e, f) Not a Violation.
- g, h) Minor Violation. Do not remove on first offense. Do not negate a snitch catch.

Orange Seeker attempts to catch the snitch. Before the snitch sock is removed, the Snitch Runner's shorts rotate notably to the side because a) Orange Seeker had grabbed their shorts before grabbing the snitch sock. b) Orange Seeker had grabbed the snitch sock and shorts together. c) Orange Seeker grabbed only the snitch sock, but the velcro didn't release. d) Purple Seeker grabbed the Snitch Runner's shorts, rotating them before Orange Seeker grabbed the snitch.

- a, b) Grabbing the Snitch Runner's clothing. Standard Contact Penalty Set against Orange Seeker. Catch no good.
- c) Legal. No Penalty. Catch is good.
- d) Grabbing the Snitch Runner's clothing. Standard Contact Penalty Set against Purple Seeker. No catch by Orange as the Snitch Runner was "down" by rule.

The snitch runner is ruled as down. While the snitch runner is down, Orange Beater approaches Purple Seeker with a bludger. Purple Seeker backs away from Orange Beater to avoid being beat, and does not get closer to the snitch runner.

Legal. No Penalty.

Moving away from the snitch runner is generally not pursuit.

While Orange Seeker is knocked out, the Snitch Runner, who is not near Orange team's keeper zone line, is ruled as down. Before the three seconds are counted off, Orange Seeker a) runs to their hoops and finishes tagging back in, then stops. b) tags their hoops and runs back out to their own keeper zone line and stops there. c) tags their hoops and then runs beyond their own keeper zone line in a way that brings them closer to the Snitch Runner.

a, b) Legal. No penalty.

c) Pursuing the downed snitch runner before 3 seconds. Back to Hoops.

The rule references pursuit. As the Snitch Runner can't go into the keeper zone, and isn't in the area, those few yards are a reasonable allowance for the seeker. Movement beyond that is actual pursuit of the Snitch. However, if the snitch is already in the immediate vicinity of the Orange Team's keeper zone line, then the snitch referee must use their judgement on whether the seeker's motion inside their own keeper zone is pursuit.

9: Penalties

9.1.2.

Purple Beater commits a foul that would turn over bludger #1. Orange Beater A has possession of bludger #2 and Orange Beater B is knocked out. Where does bludger #1 go?

Bludger #1 is placed (or thrown, if play continues) next to Orange Team's center hoop. The bludger is declared as a turnover to Orange team, which must pick up the bludger at that location or decline it. Purple team cannot interfere.

9.1.3-5.

Orange Chaser receives a) a blue card. b) a yellow card. c) a red card. Orange Chaser did not have the quaffle and their foul did not affect the quaffle. Orange Keeper has the quaffle. Is the quaffle turned over to Purple?

- a) No.
- b, c) Yes.

Unlike Yellow and Red cards, Blue Cards do not always turn over the quaffle.

Orange Chaser receives a Blue Card while Orange is on offense. Orange Chaser a) has possession of the quaffle. b) does not have the quaffle, but had it at the time of the foul. c) does not have the quaffle, but likely prevented the opposing team from gaining possession of the quaffle. d) does not have the quaffle and their foul did not affect quaffle possession. Is the quaffle turned over to Purple?

- a, b, c) Yes
- d) No.

Orange is on offense. Purple Chaser commits a foul, and advantage is called. During the advantage, Orange Chaser commits an offense of their own, and advantage is ended. Purple Chaser receives a Yellow Card and Orange Chaser a) is called for a Turnover. b) receives a Blue Card. c) receives a Yellow Card. d) receives a Red Card. Which team gets the quaffle?

- a, b) Orange Team
- c, d) Purple Team

Both fouls would turn over the quaffle. So the first check is which foul received the highest level of penalty (Turnover, Blue Card, Yellow Card, Red Card). If one is higher than the other (such as in a, b, and d) the ball is turned over to the other team. If the fouls get the same penalty, then the ball goes to the team that was fouled later.

Orange Beater commits a Yellow Card foul while in possession of a bludger. Purple Chaser commits a Yellow Card foul. Orange Beater's foul was committed a) before Purple Chaser's foul. b) after Purple Chaser's foul. Where do the balls end up?

- a) The quaffle goes to Orange. Orange Beater's bludger goes to Purple.
- b) The quaffle goes to Purple. Orange Beater's bludger goes to Purple.

Orange Beater's card turns over their bludger. Purple Chaser's card does not. Therefore that bludger goes to Purple regardless of the order of the fouls.

9.1.5.

Purple Chaser is serving time for their own penalty in the penalty box. With time remaining they commit another penalty. They are shown a Red Card and are ejected from the game. How much time does their replacement serve.

Two minutes, regardless of any scores.

When a player in the penalty box receives a red card, all of their previous penalty time is wiped out. Their replacement only serves the red card's penalty time.

9.1.6.

A player receives an ejection a) for a straight red card. b) for a red card from two yellow cards. c) without receiving a red card. They must leave the player area, but may the referee choose to allow them to remain in the vicinity of the player area to watch the game?

- a, c) No, the player must leave the vicinity of the player area.
- b) Yes, the referee may choose to allow the player to remain outside of the player area but in the vicinity of the field.

Note: In the case of a red card for two yellow cards, it is the referee's choice to allow them to remain in the vicinity. The referee may still choose to require that the ejected player leave the vicinity.

9.1.7.

Orange Player is on the field to start the period, and is wearing a black headband when they commit a blue card penalty. The penalty is committed a) before the “brooms down” call. b) at the “brooms down” call. c) after the “brooms down” call, but before “brooms up.” Are they required to serve their penalty time as a beater?

- a) No, the speaking captain may choose the position at which the penalty is served.
- b, c) Yes, the player must serve the penalty time as a beater.

The player became a beater, rather than a substitute, when brooms down was called, locking their position.

9.1.13.

Orange Chaser scores a goal. While the quaffle is dead after the score, and away from the scoring play, Purple Beater illegally wraps Orange Beater, and receives a yellow card. Is the quaffle turned back over to Orange?

Yes, the dead quaffle is turned over to Orange, and becomes live on the restart whistle.

Purple Beater’s foul is not part of an attempt to stop the score. Therefore the dead quaffle can still be turned over.

Orange Chaser illegally charges Purple Chaser while attempting to stop Purple Chaser from scoring. However, Orange Chaser makes contact with Purple Chaser after the quaffle had already passed through the hoop. Is the quaffle turned back over to Purple.

No. The quaffle is not turned over.

A dead quaffle can be turned over for a yellow or red card penalty by the defense after the score. However, if the penalty was committed as part of an attempt to stop the score, the quaffle is not turned over.

9.1.14

Orange Chaser illegally grabs Purple Chaser’s broom, and dismounts Purple Chaser. Purple Chaser immediately remounts their broom and continues playing.

No foul by Purple Chaser. Illegal Grab by Orange Chaser. Standard Contact Penalty Set.

Purple Chaser is only dismounted because of Orange Chaser’s illegal actions. Therefore they may immediately act to correct the dismount and continue playing.

9.1.15.

Orange Substitute A and Orange Substitute B each commit separate and unconnected yellow card offenses. Neither substitute can be identified. Orange Speaking Captain a) has not b) has previously received a yellow card during this game. Both Yellow Cards are given to the speaking captain, who then receives a red card and is ejected. How many players go to the box.

- a) One player goes to the penalty box. They serve two minutes for the red card.
- b) Two players go to the penalty box. One serves two minutes for the red card. The other serves for one minute or until a Purple score.

9.1.16.

Orange Chaser commits a yellow card foul. They commit the foul a) just before the snitch catch. b) after the snitch catch, but before play is stopped. c) after play is stopped for the catch, but before the referee blows the three long whistles ending the period. d) after the referee blows the three long whistles ending the period. The game goes to overtime. Does Orange Chaser need to serve the penalty time as a chaser?

- a, b, c) Yes, they must serve the penalty time as a Chaser.
- d) No. The penalty time can be served at any position.

Once the three whistles are blown, all players are effectively substitutes.

9.2.2.

Purple Beater is in the penalty box with on a yellow card. Purple Chaser is already serving time for a blue card when they receive a second blue card. Purple Beater has 45 seconds left on their yellow card and Purple Chaser has a) 30 seconds b) 90 seconds left on their two blue cards when Orange scores a goal.

- a) The goal counts as the first goal towards Purple Chaser's penalty. No players are released.
- b) The goal counts towards Purple Beater's penalty. Purple Beater is released. Two additional goals are necessary to release Purple Chaser.

Goals always count towards the release of the opponent serving a blue or yellow card penalty with the least total time remaining.

Orange Chaser commits a blue card offense. Orange Chaser then commits a second, separate blue card offense a) after play is stopped, but before they are shown the first card. b) after they are shown the first card, but before play is restarted. Does the penalty time stack?

- a) No, both cards are shown, but only 1 minute of penalty time is served or until 1 Purple score.
- b) Yes. Orange Chaser must serve 2 minutes of penalty time, or until 2 Purple Scores.

Orange Seeker gets a red card. Orange Substitute A goes to the penalty box to serve the time for the red card. While in the box, Orange Substitute A earns their own blue or yellow card

Orange Speaking Captain picks a player in play, at any position, to go to the penalty box. Orange Substitute A and the removed player switch positions. Orange Substitute A serves their own penalty time, and the removed player serves the remainder of the original red card.

While Orange Substitute A is the penalty box for Orange Seeker, Orange Seeker is treated as the player in play. Orange Substitute A is still, effectively, a substitute. The original red card must be served at the position of the original fouling player (seeker). And Orange Substitute A's penalty is treated like a foul by a substitute, and can thus be served at any position.

Purple Staffer receives a blue card, and is sent to the penalty box along with Purple Chaser (who is serving the time for Purple Staffer's card). While serving their blue card, Purple Staffer commits a separate yellow card offense.

Purple Staffer and Purple Chaser have 1 minute added to their penalty time. No additional players are sent to the penalty box.

9.2.3.

Purple Beater commits a blue card offense and the assistant referee calls for a delayed penalty. During the delay, Orange scores a goal. When play is stopped, Purple Beater is still legally mounted and has a bludger.

Purple Beater is shown the blue card, and their bludger is turned over to Orange. Purple Beater remains where they are and does not have to go back to hoops when play is restarted.

While the penalty time is negated by the score, the turnover portion of the penalty is still enforced. The player remains mounted because it is the penalty box, not the penalty itself, which dismounts players serving penalty time.

Orange Beater commits a blue card offense and the assistant referee calls for a delayed penalty. During the delay, the assistant referee sends Orange Beater back to their hoops. Purple scores a goal and play is stopped before Orange Beater gets back to their hoops. The referee shows

Orange Beater the blue card, but the time is negated by the score. Is Orange Beater still dismantled?

Orange Beater is still dismantled and must tag their hoops on the restart of play.

In this case, Orange Beater was sent back to hoops before play was stopped. They must therefore still complete the knockout procedure.

9.2.4.

Orange Chaser A, who is male, is given a yellow card, but is injured and determines themselves to be too injured to serve their own penalty time. Orange Substitute, who is female, is chosen to serve Orange Chaser's penalty time. Later, during the penalty, Orange team has 2 male chasers, a male keeper, a male beater and a non-male beater in play, in addition to Orange Substitute A (female) who is still in the penalty box. The seekers have not yet been released.

Gender rule violation. Blue Card to the speaking captain.

Until Orange Chaser A's penalty time is finished, they, not Orange Substitute, are considered to be in play. Therefore, there are 5 (out of 6) male players in play. This also applies to red card situations.

9.2.5.

Orange Chaser is in the penalty box. Their penalty time expires, but the scorekeeper forgets to release them. Orange Chaser leaves the penalty box anyway.

Legal. No penalty.

Players may return to play as soon as their time expires, regardless of whether the scorekeeper releases them or not. However, if Orange Chaser had been mistaken, and left prematurely, that is still a foul, and can be penalized.

9.2.6.

Purple Substitute fails to get out of the way of play, and is run into by Orange Chaser and injured as a result. Purple Substitute receives a blue card for not avoiding play, but is too injured to serve their time. Who serves the time?

Purple Speaking Captain chooses a player to pull off the pitch, who serves the penalty time for Purple Substitute.

10: Game Officials

10.1.2.

There is a goal and a snitch catch in quick succession. No officials on the pitch have any idea which occurred first. The scorekeeper or timekeeper may have seen both occur. Can the Head Referee consult with the scorekeeper or timekeeper on the call?

Yes.

The scorekeeper and timekeeper are officials and thus may be consulted on calls when appropriate. However, the Head Referee should only do this when necessary.

Orange Keeper is wrestling for the quaffle in their keeper zone with Purple Chaser when Orange Keeper yells “keeper.” Orange Keeper yelled “keeper” a) after they gained sole possession of the quaffle. b) before they gained sole possession of the quaffle.

- a) Using referee commands. Generally a warning on the first offense (no harm no foul).
- b) Using referee commands. Blue Card to Orange Keeper.

Purple Beater throws their bludger at Orange Chaser. An assistant referee calls Orange Chaser safe, and Orange Chaser continues playing. Purple Beater did not hear the call, and, thinking the bludger made contact, yells a) “the bludger hit you.” b) “beat.” c) “you were beat.”

- a) Legal. No Penalty.
- b, c) Using referee commands. Blue Card to Purple Beater.

A referee who hears a player using non-referee commands to tell opponents that they have been beat should still instruct the player to stop doing that. Failure to comply with that directive can be met with a penalty.

10.1.3.2.

After ruling that a snitch catch is good, the head referee is informed by an AR that a member of the catching team committed a yellow card offense prior to the catch. The head referee a) has stated that the catch was good, but has not given the hand signal that the catch is good or blown the three whistles ending the period. b) has given the hand signal that the catch was good, but, for some reason, has not blown the three whistles ending the period yet. c) has already blown the three whistles ending the period.

- a, b) The referee may change their call on this new information.
- c) The referee may not change their call on the snitch catch. However, the yellow card, may still be shown.

The three long whistles end the period. Once they are blown, no scoring calls may be changed for that period, even if a penalty is adjudicated that would have otherwise negated a score. Therefore, referee's must be careful to ensure they are communicating clearly and fully with each other before those whistles are blown.