



US Quidditch

CASEBOOK

2019-20 Season



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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.

This casebook, which goes alongside USQ's Rulebook 13, has been created to help referees correctly interpret the rules in complex situations. While this is an official and binding rules document, the casebook is not written to provide additional rules for the game. It is 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 13, 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. Mandatory speaking captain

Purple Speaking Captain wants to talk to individuals on the pitch while play is not stopped 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, b) Encroaching on the pitch. Blue Card.

c) Illegal. Warning to return to the substitution area or bench, unless play was affected. Yellow Card for second offense (Disregarding the instructions of an official).

If the speaking captain only enters the pitch by a couple of yards, and their presence in the pitch does not affect play at all, a “no harm no foul” warning to return to their bench/substitution area is usually appropriate.

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. Team staff

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. Rosters

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) Falling below 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) Falling below 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.

Both teams have 7 eligible players remaining. The teams each lose a player because a) Orange Chaser and Purple Chaser each were significantly injured on the play and unable to return. b) Orange Chaser was significantly injured and unable to return, and Purple Chaser received a red card.

a, b) Falling below 7 eligible players. Both teams forfeit.

1.2.3. Gender maximum rule

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. Speaking Captain Yellow Card.

The seeker does not count for the gender rule 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 entered the pitch a) directly from the substitution area. b) from outside of the substitution area.

a) Legal. No Penalty.

b) 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.

1.2.4. Correcting illegal sets of players

Orange Speaking Captain is penalized for having 5 male players in play before the end of the seeker floor. Orange Speaking Captain is not in play and is a) a male player. b) a non-male player. c) a non-player.

a) Orange Speaking Captain must pull two male players off of the pitch. One player is replaced on the pitch by a non-male substitute, the speaking captain replaces the other and goes to the penalty box.

b) Orange Speaking Captain must pull one male player off of the pitch. The speaking captain replaces that player and goes to the penalty box.

c) Orange Speaking Captain must pull one male player off the pitch. That player is replaced by a non-male substitute. Orange Speaking Captain must then choose any player in play, and both that player and the speaking captain go to the penalty box.

1.3.1. Substitution procedure

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. Position change

Purple Beater and Purple Keeper exit the pitch directly into their substitution area and promptly dismount. Purple Keeper then 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.

1.3.4. Substitutions due to injury

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).

Orange Chaser is injured and play is stopped for their injury. Orange Chaser was a) mounted. b) dismounted when play was stopped. Is Orange Chaser's substitute mounted?

a) Yes

b) No

Injury substitutions do not knock out the substitute.

2. Equipment and Dimensions

2.3.4. Defective balls mid-play

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 tail. The snitch is then detached a) by Purple Seeker in the completion of the same motion that ripped the tail. b) by Purple Seeker, after they lost hold of the tail 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.

2.5.2. Mandatory equipment

Purple Chaser is in play and 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.

Entering play without wearing mandatory equipment. Blue Card.

Purple Beater removes their mouthguard to yell to their teammates. There are no opposing players remotely close to them. They put the mouthguard back in before play returns to the area around them.

No harm no foul.

2.5.3. Headband requirements

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 headband.

A player's headband must be easily visible from a reasonable distance. But if a 1.5-2" wide 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. Instruct the player to fix the issue immediately.

c) Legal headband.

A scrum cap 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 headband

b) Illegal headband. The player must remove the white headband immediately.

c) Illegal headband. The player must remove the black halo shaped head protector to continue playing chaser.

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 enters the game wearing a) an illegal headband. b) headgear in their positional color that does not qualify as a legal headband. c) nothing on their forehead in their positional color.

a, b) Illegal headband. The player must fix it immediately to avoid penalty.

c) Entering play without wearing mandatory equipment. Blue Card.

2.5.5. Additional equipment

Orange Beater is in play and wearing a knee brace. The brace was not presented to the game's head referee before the game began, and was therefore not checked. 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) Using illegal additional equipment in play. Blue 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.

During the game, Orange Chaser is found to have entered play using equipment that the head referee rules to be illegal. The illegal equipment was approved by another referee during an earlier game that day.

Irrelevant. The violation must be 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.

2.5.10 Jewelry

Purple player enters play wearing a necklace that was not spotted during an equipment check. The referee becomes aware of the necklace when A) they notice see the necklace while Purple player is not engaged with another player B) Orange player gets caught up in the necklace after contact with Purple player.

- a) Purple player is ejected for wearing jewelry that did not impact the game
- b) Red Card Purple player is caught with their jewelry impacting the game

If the presence of the jewelry is brought to the referee's attention by an opposing player the referee should not attempt to judge how much the jewelry could have impacted play, only confirming the presence of the jewelry and whether or not the contact was plausible, so a player who had just subbed in and had no contact with the offending player should not be considered believable in this situation.

3. Game Procedures

3.2.1. Brooms up procedure

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 Chaser picks up their broom before the “brooms up” call. a) Purple Chaser manages to get the broom back on the ground before the “broom’s up” call. b) Purple Chaser still has the broom off the ground when “brooms up” is called. c) Purple Chaser touches the ground on the opposite side of the keeper zone line before getting their broom back down.

a) No penalty.

b, c) False start. Blue Card.

3.3.3. Restarting play

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) False Restart. 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. Timeouts

Play is stopped for Purple Chaser’s injury. Purple Speaking Captain calls their timeout. Can Purple Chaser remain in play?

No.

Orange Speaking Captain accidentally attempts to call a second timeout during a game.

No penalty. The timeout is not granted.

Orange Chaser is in play when a timeout is called. At the end of the timeout, Orange Substitute goes to Orange Chaser's broom, replacing them. There was no ejection or injury. The referee a) judges it to be accidental. b) judges it to be intentional. c) catches the substitution shortly after play is restarted.

a) Warning. Instruct Orange Chaser to remain in play.

b, c) Illegal substitution. Blue Card to Orange Substitute.

3.4.2. Seeker floor

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.

3.5.3. Overtime

During overtime, an AR calls for a delayed penalty. The HR, having seen the play, a) overrules the AR, and waves 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.

3.7.3. Abandoned games

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 and the tournament director all

agree to abandon the game.

4. Scoring

4.1.1. Good goal

Purple Chaser propels the live quaffle through their own hoops.

Goal. 10 points are awarded to Orange team.

4.1.2. Goaltending

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 the quaffle 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 the quaffle down. The quaffle was a) scorable b) unscorable.

a) Intentional interposition goaltending. Red Card to Purple Beater. Goal is good.

b) Intentional interposition goaltending. Red Card to Purple Beater. No goal.

4.2.1. Dead quaffle

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.

4.3.1. Scoring through a dislodged hoop

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.

A broken hoop cannot be scored upon, even the pieces are still falling. A hoop is officially broken when the pole or loop breaks, or the hoop loop detaches from the pole. When the pole simply detaches from the base, the hoop falls, but is not considered "broken."

4.3.2. Dislodged hoop procedure

One of Purple team's defensive hoops is lying on the ground, dislodged. Orange Chaser has possession of the quaffle a) In Purple's half of the pitch. b) In Orange's half of the pitch. c) In Orange's half of the pitch after possessing the quaffle in Purple's half and resetting it back into their own half. Orange Chaser requests that play be stopped to fix the hoops.

a) The request is denied, play continues.

b, c) Play is stopped until the hoop is returned to its proper position.

A team may use their one reset to bring the quaffle back into their own half in order to make this request, as long as the reset is legally executed.

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.

4.3.3. Dislodging, spinning, and resetting hoops

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.

Orange team is on offense. One of Purple's hoops is knocked over. As it is falling, Orange Chaser catches it and returns it to an upright position.

Illegally resetting an opponent's hoop. Blue Card.

4.4.1. The snitch catch

In an otherwise valid snitch catch, Purple Seeker a) knocks the snitch tail off the snitch runner without holding possession, and catches it before it hits the ground. b) has full possession of the snitch tail when the tail is detached, but loses it when the seeker hits the ground. c) has full possession of the snitch tail when the tail 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 tail 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 tail is removed, followed by a drop, the catch is still good.

In an otherwise valid snitch catch, Orange Seeker grabs hold of the snitch tail. Before they can fully remove the snitch tail 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 tail. Purple Seeker gets the snitch away from Orange Seeker after it is removed. c) grabs hold of the snitch tail. 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 tail 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.

Just before Orange Seeker catches the snitch, the snitch runner's movement was hindered in a way that might have contributed to the catch by a) a legal body block against the snitch runner by Orange Seeker. b) Orange Seeker stepping on the snitch runner's foot.

- a) Catch is good.
- b) No Catch, the snitch runner was impeded.

If the snitch was impeded solely by a legal body block to them by the seeker, the impediment is ignored.

Orange Seeker takes a wide stance near a moving snitch runner. Orange Seeker's leg would hinder the snitch runner from stepping sideways. Orange Seeker catches the snitch after a) the snitch runner attempts to step sideways, and is hindered due to contact with the leg. b) the snitch runner does not attempt to move in that direction due to the seeker's stance.

- a) Catch is no good. Impeding the snitch runner.
- b) Catch is good.

4.4.3. Closely timed plays

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.

4.4.4. Declining the catch

The score is Purple 60, Orange 90. Purple Seeker catches the snitch just after Orange scores a goal. The goal judge signaled goal before the catch, but the HR had not yet signaled. Can the catch be declined?

Yes.

The score is Purple 100 Orange 140. Purple Chaser throws the quaffle through Orange's hoops. The goal judge signals that the goal is good before Purple Seeker catches the snitch. a) The head referee also signals that the goal is good before the catch. b) The head referee gave no signal on the goal before the catch. c) The head referee signaled no goal before the catch. Play is stopped, and an AR informs the HR that Purple Chaser was beat before the shot. The goal is called no good. Can the catch be declined?

a) Yes

b, c) No

For the purposes of determining if a catch may be declined, signals by officials other than the head referee are ignored.

Purple team would like to decline a catch that was made after a) Orange team scored but before the head referee signaled that the goal was good. b) Purple team shot through the hoops but before the head referee signaled that the goal was no good. c) the head referee signals a good goal for Purple but before the head referee changed that call to no good. The change in score from the potential goal affects whether the game would end in a tie.

a, c) Purple may decline the catch.

b) Purple may not decline the catch.

A catch may not be declined if the catch occurs before the head referee gives any signal unless that signal is to confirm the goal.

5. Bludgers and the Knockout Effect

5.1.1. Mounting the broom

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. Orange Seeker is knocked out before the catch. 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. Purple Chaser is knocked out.

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. Dismounting

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.

5.3.1. Knockout procedure

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.

Illegal 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 then interacts with play.

Illegally interacting with play while knocked out. Blue 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. Since they continue to be knocked out, any actions taken are treated as those of a knocked out player.

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. Knocked out players

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) Illegally 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.

Illegally 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.

5.3.3. Making contact as a knocked out player

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 before Orange Chaser can let go, both players go to the ground. c) completes the wrap, and while their momentum is still carrying them backwards, continues to actively attempt to

knock Purple Keeper off balance.

- a, b) Legal. No Penalty.
- c) Illegal contact while knocked out. Yellow Card.

5.3.4. Unnoticed knockout

Orange Chaser is knocked out but does not notice. They subsequently push an opposing player in an otherwise legal manner.

Affecting play while unknowingly knocked out. Blue Card.

While the penalty for illegal contact while knocked out is a yellow card, if a player makes otherwise legal contact while unknowingly knocked out, they receive this blue card instead.

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 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) Unintentional natural motion violation. Quaffle Turnover.
- b, c) Affecting play while unknowingly knocked out. Blue Card.

5.4.1. Blocking and batting bludgers

Purple Beater attempts to block a live Orange bludger with a held bludger. Orange's bludger a) bounces off the held bludger, and hits the ground before hitting any part of Purple Beater. b) bounces off the held bludger and Purple Beater's fingers at the same time. c) Bounces off of the held bludger and into Purple Beater's leg before hitting the ground.

- a) Safe.
- b, c) Knockout.

Blocking a bludger does not make it dead.

5.4.2. Swatting bludgers

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) Illegal bludger swat. 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.

5.4.3. Struck Beater

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) Struck beater violation. Blue Card.
- b) Ignoring the knockout procedure. Yellow Card.

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.

5.5.1. The third bludger

Purple team has possession of two bludgers, the remaining bludger is loose and dead. Purple Beater A throws their bludger without reasonably attempting a knockout. Orange Beater A pursues the thrown bludger. Purple Beater A picks up the original third bludger a) before Orange Beater gains possession of the thrown bludger b) after Orange Beater A gains possession of the thrown bludger.

- a) Third bludger interference. Double Bludger Turnover and Back to Hoops.
- b) Legal. No penalty.

The third bludger remains the third bludger until a reasonable beat attempt is made, a bludger is stripped from the possessing team by the retrieving team, or the retrieving team gains possession of a bludger.

Purple team possesses two bludgers, the remaining bludger is loose and dead. Orange Beater claims immunity. Purple Beater then drops their bludger to the ground, but does not interact with the third bludger. Orange Beater continues to claim immunity while attempting to gain the original third bludger.

Legal. No Penalty.

Orange team possesses two bludgers, the remaining bludger is loose and dead. Orange Beater throws their bludger at a) a keeper who they should be able to clearly tell is in their keeper zone and immune. b) at an opposing beater, while that beater clearly has their fist raised for immunity. c) at an opposing beater as that beater is attempting to raise their fist for immunity. Is this a reasonable beat attempt?

- a, b) No. The third bludger's status is unchanged.
- c) Yes. The remaining bludger is no longer the "third bludger."

Attempting to beat an opponent before they become immune is reasonable, even if the attempt fails. But throwing a bludger at a player who is already clearly unable to be knocked out by the attempt is not a reasonable beat attempt.

Orange team possesses two bludgers, the remaining bludger is loose and dead. Orange Beater throws their bludger at an opponent who is 20 yards away. The targeted opponent is a) an unarmed Purple beater who was hanging back and not engaged with the play. b) a Purple chaser who was near Purple's hoops. c) a Purple quaffle carrier who is notably closer to Orange's hoops than Orange Beater is, and is driving on Orange's hoops. The bludger misses significantly. Is this a reasonable beat attempt?

- a, b) No. The third bludger's status is unchanged.
- c) Yes. The remaining bludger is no longer the "third bludger."

Long distance beat attempts, such as a 20 yard throw, are very low percentages attempts. Unless there was a reason for the beater to make a desperation beat attempt, such as an opposing quaffle carrier actively driving in on their hoops, such attempts should generally not be given the benefit of the doubt, and should be treated as unreasonable.

Purple team possesses two bludgers, the remaining bludger is loose and dead. Purple Beater throws their bludger over their head without looking. The bludger comes close to, but misses, an Orange player who is 10 yards away. Is this a reasonable beat attempt?

No. The third bludger's status is unchanged.

No look beat attempts are also very low percentage attempts. Benefit of the doubt should not be given unless they occur at point blank range.

Purple team possesses two bludgers, the remaining bludger is loose and dead. Purple Beater throws their bludger at an Orange Chaser who is 20 yards away near Orange's hoops. The bludger a) hits Orange Chaser on the fly. b) would have hit Orange Chaser, but Orange Chaser saw it coming and dodged it. c) would have hit Orange Chaser if they had not moved, but Orange Chaser never saw the bludger and moved out of the way for other reasons. Is this a reasonable beat attempt?

- a, b) Yes. The remaining bludger is no longer the "third bludger."
- c) No. The third bludger's status is unchanged.

When a beat attempt is perfectly on target, and thereby either knocks out an opponent, or forces them to actively react to the throw and dodge it, that beat attempt should always be given the benefit of the doubt and be called reasonable.

Orange team possesses two bludgers, the remaining bludger is loose and dead. Orange Beater throws their bludger at an opponent. Before their bludger hits anything, Orange Beater picks up the originally loose bludger. The throw is then judged to be a) a reasonable beat attempt b) not a reasonable beat attempt.

- a) Legal. No Penalty.
- b) Third bludger interference. Double Bludger Turnover and Back to Hoops.

On a reasonable beat attempt, the original loose bludger loses its status as the "third bludger" the moment the thrown bludger is released, not when the referee judges the attempt to be reasonable. Orange Beater does not need

to wait for the referee to judge the throw, but if the referee judges the attempt unreasonable, then Orange Beater is penalized.

5.5.2. Claiming knockout immunity

Purple team has two bludgers. The third bludger is loose and dead. 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 is no longer a third bludger.

While Orange Beater was immune to the beat, Purple Beater is legitimately attempting to beat them before they gain immunity. This is a reasonable beat attempt, and so there is no longer a third bludger.

Purple team has two bludgers, Orange team has one. Orange Beater a) throws their bludger at Purple Chaser in a reasonable beat attempt 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) Improper immunity claim. Back To Hoops.

Purple Beater illegally claims immunity when there is no third bludger. There is no third bludger because a) Orange team has 2 bludgers but the remaining bludger is still live from Purple Beater's throw. b) there are two dead loose bludgers and the claim was unintentionally illegal and did not affect play. c) there are two dead loose bludgers and the claim affected play.

a) Improper immunity claim. Back to Hoops.

b) Minor invalid immunity claim. Back to Hoops.

c) Invalid immunity claim. Blue Card.

The referee has the option to penalize an unintentionally invalid immunity claim as a minor immunity claim if it does not affect play. But if the same player is repeatedly doing it in a single game, the referee should eventually cease to exercise that option and instead give the blue card.

The blue card is not an option on improper immunity claims.

5.5.3. Immunity limitations

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) 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.

Orange Beater has legally claimed immunity. As they approach the third 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.

Purple team has possession of two bludgers. Orange Beater has claimed immunity for the third bludger. Purple team throws their bludger without reasonably attempting a knockout. Orange Beater a) continues to claim immunity while attempting to gain possession of the original third bludger. b) continues to claim immunity while attempting to gain possession of the thrown bludger. c) lowers their fist and gives up immunity before turning to chase the thrown bludger.

a, c) Legal. No Penalty.

b) Immunity violation. Blue Card.

Because Purple's throw was not a reasonable beat attempt, the third bludger's status has not changed, and Orange Beater may remain immune, but has the option to give up their immunity to go after the thrown bludger.

5.6.2. Natural motion conditions

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.

Unintentional natural motion violation. Quaffle Turnover.

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

Orange Chaser is hit by Purple Beater's live bludger while winding up for a throw. Orange Chaser then finishes the throw.

Unintentional natural motion violation. Quaffle Turnover.

5.6.3. Unscorable quaffle

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) While knowingly knocked out, Purple Chaser intentionally attempted to get in the way of the quaffle 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) Unintentional natural motion violation. Turnover
- b) Willfully ignoring being knocked out. Yellow Card.
- c) Interacting with 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

6.1.2. Picks

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 when Orange Keeper changes their path, Purple Chaser steps into the new path, a) without leaving enough room for Orange Keeper to stop or change their path again. b) again leaving enough room for Orange Keeper to stop or change their path again.

a) Illegal pick. Standard Contact Penalty.

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. Standard Contact Penalty.

b, c) Legal pick. No Penalty.

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

a) Legal pick. No Penalty.

b) Illegal pick. Standard Contact Penalty.

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 Chaser. Incidental contact by Orange Chaser. 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.

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

c) Illegal charge by Purple Chaser. Standard Contact Penalty.

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

6.1.3. Kicking a contested ball

Purple Chaser has their hand on the quaffle when Orange Chaser begins a kicking motion toward the quaffle. Before Orange Chaser's foot strikes the quaffle, Purple Chaser retracts their hand.

Dangerous kick. Yellow Card.

Purple Chaser is reaching for the quaffle on the ground, but their hand is not yet touching it. 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) Dangerous kick. 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.

6.1.4. Sliding and diving

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.

b) Legal. No Penalty.

The same standards apply to slides as 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.

b, c) Legal. No Penalty.

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

6.1.5. Hurdling

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.

Illegally hurdling a player. 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.

6.1.6. Contact through a teammate

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

6.1.7. Helpless receiver

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). Standard Contact Penalty.

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.

Illegally contacting a helpless receiver (pushing). Yellow Card.

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

6.1.8. Stealing

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 contact from behind (pushing). Standard Contact Penalty.

c, d) Illegal contact from behind (wrapping). Standard Contact Penalty.

Purple Beater is attempting to steal a bludger from Orange Beater from behind them. 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.

6.1.9. Initial point of contact

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.

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 the 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.

b) Illegal contact from behind. Standard Contact Penalty.

c) Legal. No Penalty.

Purple Chaser backs away from contact with 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, c) Illegal contact from behind. Standard Contact Penalty to Orange Chaser.

b) Legal. No Penalty. Purple Chaser initiated with their back.

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 con-

tact, 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 from behind. Standard Contact Penalty.

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 from behind. Standard Contact Penalty.

6.1.11. Adjusting illegal contact

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 physical contact (Contact to the neck). Standard Contact Penalty.

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.

6.1.13. Egregious contact

Orange Beater approaches Purple Beater winds up and at close range throws their bludger at Purple Beater's head with substantial force, Purple Beater was a) apparently aware of Orange Beater and preparing to catch a bludger thrown at their body b) apparently aware of Orange Beater and preparing to block a bludger thrown at their body c) apparently aware of Orange Beater and unable to dodge due to being held by the other Orange Beater. d) apparently aware of Orange Beater and unable to dodge due to being on the ground. e) apparently unaware of Orange Beater.

a) No call, Purple Beater is knocked out

b) No call, Purple Beater is knocked out

c) Excessive force red card

d) Excessive force red card

e) Excessive force red card

Egregious contact can and should be applied in the situation of bludgers being thrown at another's player's head, but generally should be judged based on whether the struck player could take action to dodge, block, or catch the thrown bludger. A player unaware or immobile cannot be expected to take any of these actions so substantial force applied during a throw at this player's head should be considered excessive force.

6.2.1. Body Blocking

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.

6.2.2. Pushing

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

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. Is this a push?

- a) No.
- b) Yes.

Using the arm for passive or resistive force (as in part a of this case) is not a push.

6.2.3. Charging

Orange Keeper runs towards Purple team's hoops with the quaffle. As they approach Purple Chaser gets in the way and Orange Keeper a) jumps vertically and shoots on hoop with their momentum carrying them forward into Purple Chaser. b) Jumps forward into Purple Chaser.

- a) No call. The player's feet did not leave the ground as part of a charge.

b) Yellow Card illegal contact

When a player's feet leave the ground prior to contact the direction they are jumping should be considered and whether that force was applied in an attempt to make contact or in an attempt to block, pass, shoot, or make a beat attempt. A player jumping into another player is increasing the force of contact in an uncontrolled manner while a player jumping up does not increase the force of the contact.

6.2.4. Wrapping

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

Illegal wrap (wrapping with two arms). Standard contact penalty set.

Grabbing is a form of wrap.

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.

Illegal wrap (wrapping a player without possession). Standard Contact Penalty.

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 Chaser to dismount. b) holds the arm in place, but, combined with Purple Chaser's own motion, the broom comes out, dismounting Purple.

a) Illegal wrap (pulling the broom arm). Standard Contact Penalty. Purple Chaser may remount.

b) Legal play by Orange Chaser. Purple Chaser is knocked out (by dismount).

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

6.3.1. Seeker interactions with the snitch runner

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) Illegally hurdling the snitch runner. 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. a) The snitch runner caused the contact through their reaction to Purple Seeker's attempt. b) Purple Seeker caused the contact to the seeker's head during their attempt to get around the snitch runner's defense.

a) Legal. No Penalty. Catch is good.

b) Illegal Contact. Standard Contact Penalty (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 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. Interposition right of way

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 interposition interaction by Purple Beater. Yellow Card.

If the Purple Beater's interference was accidental, and Orange's overall offensive play was unaffected by it, Purple Beater may be penalized with a back to hoops for a minor illegal interposition interaction instead.

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) Illegal interposition interaction by Orange Chaser. 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.

Illegal interposition interaction by Purple Chaser. Yellow Card for Purple Chaser.

6.4.2. Interactions with knocked out players

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.

6.5. Unsporting behavior

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 73.

6.5.1. Unsportsmanlike conduct

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) The player should be warned for using explicit or vulgar language towards their teammate.

b, c, d) Unsportsmanlike conduct. Yellow Card.

If a player is repeatedly using explicit or vulgar language that is undirected, or directed solely towards themselves or their teammates, they should be given a blue card for repeated use of explicit or vulgar language.

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) Egregious internal unsportsmanlike conduct. Ejection.

b, c, d) Egregious unsportsmanlike conduct. Red Card.

6.5.2. Internal unsportsmanlike conduct

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. Physical altercations

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

a) Egregious internal unsportsmanlike conduct. Ejection.

b, c, d) Egregious unsportsmanlike conduct. Red Card.

While no physical altercation occurred, this action clearly threatens the targeted individual with being maliciously struck by the broom. Threats are egregious unsportsmanlike conduct, and thereby carry the same penalties as physical altercations.

7. Boundaries and Balls

7.1.1. Use of the ball

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. Interposition ball interactions

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.

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, thereby, a) moving it insignificantly. b) significantly moving it.

a) No Penalty.

b) Incidental interposition ball interference. Turnover of the quaffle to Orange.

Orange Chaser takes a shot at the right hoop. Purple Beater is in the way of the shot and has sufficient time to react to the shot and get out of the way of the quaffle. 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) Failure to avoid a propelled quaffle. Blue Card.

d) Illegally unintentionally blocking a propelled quaffle from scoring. 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 delays, 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 unintentionally blocking a propelled quaffle from scoring. Yellow Card.

b, c) Failure to avoid a propelled quaffle. Blue Card. (If the play as a whole was unaffected by the foul:

Minor failure to avoid a propelled quaffle. Back to Hoops.)

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 struck 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) Intentionally and illegally blocking a score. Red Card.

c) Interposition ball interference. Yellow Card.

Note: For all of the 7.1.2. quaffle examples. If it is a pass or other propulsion, 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.

Orange Beater throws their bludger at Purple Seeker. Purple Chaser intentionally reaches their arm out to block the live bludger and is struck as a result. In doing so, Purple Chaser a) propelled the bludger b) did not propel the bludger.

a) Illegal bludger swat. Blue Card.

b) Legal. No Penalty. Purple Chaser is knocked out.

7.2.2. Keeper specific powers

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. Normal pushing restrictions do apply.

Orange Keeper is a protected keeper in their own keeper zone, and has possession of the quaffle. Purple Beater throws their bludger at the quaffle in Orange Keeper's hands in an attempt to knock the quaffle out. The quaffle is successfully knocked out in this manner.

Legal. No Penalty.

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 goes out of bounds without being touched by anyone else.

a, c) Out of bounds on a keeper's save attempt. Orange Keeper is the inbound player.

b) Out of bounds by Orange Keeper. The closest Purple quaffle player is the inbound player.

7.3.1. Drives

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, and Orange's drive has started.

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

7.4.1. Delay of game

Orange Keeper is advancing up the pitch with the quaffle on Purple's half of the pitch. Orange Keeper encounters a lone chaser standing stationary a few yards away. Orange Keeper immediately turns and throws the quaffle significantly backwards almost to their own keeper zone 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) Delay of game. Warning or Blue Card, depending on severity.

b) Legal reset, and not delay of game. No Penalty.

c) Illegal reset. Quaffle Turnover. But not delay of game.

Resetting in the face of significant defensive pressure is generally not delay of game. But resetting at the first sign of light defensive pressure to a player who appeared to stay back for that purpose is generally a planned attempt to waste time.

Purple Chaser is advancing up the pitch on Orange's half of the pitch. Purple Chaser throws the quaffle significantly backwards to Purple Keeper who was waiting well behind the midfield line upon encountering a) a lone stationary Orange Chaser. b) Orange Chaser who is close and running toward them. c) a stationary armed Orange Beater a few yards away with their attention on Purple Chaser. d) a stationary armed Orange Beater, a few yards away, with their back turned to Purple Chaser.

a, d) Delay of game. Warning or Blue Card, depending on severity.

b, c) Legal reset.

Purple Keeper is freely moving up the pitch with the quaffle on their own half, unblocked by the defense. Purple Keeper a) stops for a moment before continuing forward. b) makes several momentary stops for no apparent reason, causing their average pace to fall below a basic walking pace. 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 causing their forward progress perpendicular to the midline to fall below basic walking pace.

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).

Orange Chaser is moving up the pitch with the quaffle on their own half. They are unblocked however, Purple Chaser is running towards them and is about to block them. Shortly before the Purple Chaser gets close enough to be blocking Orange Chaser, Orange Chaser stops moving forward.

Legal, no penalty.

The blocking standard is a guideline. While Orange Chaser is not yet blocked by Purple Chaser, they will be blocked imminently due to the actions of the opposing player. Treating them as though they are already blocked in this instance is appropriate.

Orange Chaser advances up the pitch with the quaffle in their own half and encounters a defender who blocks them, 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 on their own half and encounters Purple Chaser who blocks them, 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 on their own half. 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 own half. 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.

Purple Chaser is wrapped up in their own half by Orange Chaser. Purple Chaser's arm holding the quaffle is free and their ability to throw is largely unaffected by the contact. Purple Chaser makes no attempt to escape the wrap, nor attempts to pass the ball to a teammate for an extended period of time.

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

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 (stalling). 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 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) Delay of game (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.

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) such that their substitution does not take them significantly off a path to the opposing half 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 as 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) Legal. No penalty.

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.

7.4.2. Resetting the quaffle

Purple Chaser possesses the quaffle in Orange team's half. Purple Chaser propels the quaffle towards their own hoops. The quaffle partially, but not completely, crosses the midfield line before being stopped. Is this a reset?

No, not a reset.

The quaffle must completely cross a restrictor line in order for a reset to be called.

Orange Chaser possesses the quaffle in Purple's half. Orange Chaser runs back to the midfield line. The possessed quaffle itself fully crosses the midfield line into Orange's half, but Orange Chaser is still partially in Purple's half. Is this a reset?

No, not a reset.

The possessed quaffle is considered to have crossed a restrictor line only when the ball and the player completely cross that line.

Purple Chaser possesses the quaffle in their own half. They partially, but not completely, move forward over the midfield line, before retreating back into their own half. Is this a reset?

No, not a reset.

The quaffle could not have completely crossed backwards over the midfield line as it was never considered fully in front of it.

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, in the first scenario, their first action upon gaining possession (and starting the drive) is to retreat. Therefore, by rule, it is not a reset.

Purple Chaser picks up the quaffle in Orange's half, and initiates Purple's drive. Purple Chaser then immediately throws the quaffle back into their own half. The throw was not a pass to any player.

Legal, not a reset.

Propelling the quaffle backwards across a restrictor line immediately upon the start of a team's drive is not a reset. Therefore this propulsion does not need to be a pass to any particular player.

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 Chaser has possession of the quaffle when Purple Chaser forces them backwards over the midfield line. Orange Chaser escapes the contact from Purple Chaser, but is wrapped up again before they can get back into Purple's half. Is this a reset?

No, not a reset.

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. Quaffle Turnover

Resetting throws (other than scoring attempts) must be attempts to pass 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. Quaffle 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. Quaffle 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. Then, while behind the midfield line, they pass the quaffle back to Orange Keeper, who is in the Orange keeper zone. How many resets is this?

Two resets. (Illegal reset. Quaffle Turnover.)

Running back over the midfield line is one resetting action. The pass over the keeper zone line is a second distinct resetting action.

7.5.2. Boundaries and Balls

Orange Player is out of bounds when they reach in bounds and a) touch a loose quaffle without possessing it. b) touch a loose bludger without possessing it. c) gains possession of a bludger by kicking it. Does this make the touched ball out of bounds?

a, c) Yes.

b) No

A loose quaffle becomes out when touched by an out of bounds player, but a loose bludger does not. A bludger possessed by an out of bounds player does become out.

Orange Beater is near the sideline about to substitute out when Purple Beater attempts to beat them. Purple Beater misses, and their bludger hits Orange Substitute, bouncing off of them and hitting Orange Beater, who is still in play. Is Orange Beater beat?

No.

Orange Substitute is out of bounds and is not a player in play. Therefore the bludger became out of bounds and died when it struck Orange Substitute. Orange Beater is the inbounding player. However, if Orange Beater dismounts

for their substitution, the next nearest beater (likely Purple Beater) becomes the inbounding player.

Purple Beater is struck by a live bludger thrown by Orange Beater, and the bludger bounces into the air. While attempting to catch the bludger, Purple Beater accidentally goes out of bounds. While out of bounds, Purple Beater successfully catches the bludger.

Purple Beater is safe. The bludger is out of bounds. The nearest unarmed Orange beater is the inbounding player.

Because Purple Beater is a player in play, the bludger does not become dead upon touching them while out of bounds. It becomes dead and out of bounds at the moment that it is caught by Purple Beater. While Purple Beater is safe, the ball became out of bounds while in Purple Beater's possession (not while loose). Therefore the inbounding player is the nearest eligible player on the opposing (Orange) team.

The quaffle is on the ground near the boundary. Orange Beater throws their bludger at the quaffle with the clear intent of knocking the quaffle out of bounds.

Propelling a ball with the intent of sending any ball out of bounds. Blue Card.

Orange Chaser is between Purple Chaser and the boundary line. Orange Chaser throws the quaffle directly into Purple Chaser's body with the intent of bouncing it off of them and out of bounds.

Propelling a ball with the intent of sending any ball out of bounds. Blue Card.

Bouncing the ball off of an opponent does not negate the fact that the intended result is sending the ball out of bounds.

Purple Chaser is attempting to score and throws the quaffle through the hoop very hard, sending it well beyond the pitch boundary. Purple Chaser threw their shot that hard a) because it was necessary to throw it that hard to score. b) for no apparent reason. c) clearly to significantly delay their opponent's retrieval of the quaffle after the goal. d) with the clear intent of having the quaffle leave the pitch.

a, b) Legal. No Penalty

c) Delay of game. Blue Card.

d) Propelling a ball with the intent of sending any ball out of bounds. Blue Card

A throw or other propulsion of a ball that happens to send that ball out of bounds is not illegal, even if the ball going out of bounds was easily avoidable, or would have been an obvious result of the throw. However, if the player clearly intended for the throw to cause the ball to become out, it is a foul, even if it is an attempted shot.

7.5.3. Players out of bounds

Purple Beater accidentally, but not illegally, sends a bludger notably out of bounds. Purple Beater and Orange Beater are in the area and do not have bludgers when that bludger crossed the pitch boundary. Both beaters leave the pitch 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) Intentionally or egregiously illegally going out of bounds. Send Purple Beater Back to Hoops.
- b) Intentionally or egregiously illegally going out of bounds. Send Orange Beater Back to Hoops.
- c) Indicate which player was actually closer, and allow them to retrieve and inbound the bludger. Instruct the other beater to return to the pitch. No Penalty.

Purple Chaser has possession of the quaffle when Orange Chaser pushes them out of bounds. Before Purple Chaser goes out of bounds, Orange Chaser became knocked out. Orange Chaser became knocked out a) while still in contact with Purple Chaser. b) after breaking contact with Purple Chaser.

- a) Purple Chaser is not out of bounds, as long as they immediately return.
- b) Purple Chaser and the quaffle are out of bounds.

7.5.5. Determining the inbounding player

Purple Chaser throws the quaffle at the hoops. Orange Beater throws their bludger at the quaffle, successfully deflecting it. The quaffle then goes out of bounds without being touched by any other player. Orange Beater did not make their throw with the intent of sending the quaffle out of bounds.

Quaffle out of bounds. The nearest Orange quaffle player is the inbounding player.

Throwing a bludger at the quaffle does not qualify as touching the quaffle. The last player to touch the quaffle was still Purple Chaser. Therefore the inbounding player must be on Orange team.

8. The Snitch Runner

8.3.1. Snitch runner code of conduct

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 midfield. 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.

8.4.2. Adjusting the snitch runner's clothing

The snitch runner's shorts were moved significantly to the side before Orange Seeker grabbed hold of and caught the snitch. The snitch ref does not vocalize any down call before the snitch is caught.

The snitch was down before the catch. The catch is no good.

The snitch is down from the moment that their clothing is askew enough to require adjustment, not at the time of the "down" call.

Orange Seeker attempts to catch the snitch. Before the snitch tail is fully removed, the Snitch Runner's shorts rotate notably to the side because a) Orange Seeker had grabbed their shorts before grabbing the snitch tail. b) Orange Seeker had grabbed the snitch tail and shorts together. c) Orange Seeker grabbed only the snitch tail, but the velcro didn't immediately 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. The catch is 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.

8.4.3. Resetting a down snitch runner

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

9.1.4. Turnover

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.

9.1.5. Penalty cards

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 quaffle 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.

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.

Blue cards don't normally turn over the quaffle, but if the offended team loses the quaffle during a delayed penalty without scoring, and a blue card is shown for the foul, the quaffle is returned to the offended team.

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.

9.2.3. Bench fouls

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 for the second yellow card.

9.3.1. Simultaneous penalty

Advantage is called when Purple Chaser illegally wraps Orange Chaser from behind. Purple Chaser also commits an illegal attempt to steal a) in the same motion as the initiation of the wrap from behind. b) shortly after the illegal initiation and during the wrap from behind. c) shortly after the illegal initiation and 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.

If a player commits two or more penalty card fouls that are directly related and in quick succession, or were committed simultaneously, they only receive one penalty card for those fouls.

9.3.3. Fouls after a goal

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.

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.

9.3.4. Fouls prior to the game

Orange Player is on the field to start the period, and is wearing a black headband when they commit a blue card foul. The foul 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.

9.3.5. Fouls after the end of the period

Orange Chaser commits a yellow card foul. They commit the foul a) after the snitch catch, but before play is stopped. b) after play is stopped for the catch, but before the referee begins to signal the end of the period. c) after the referee begins to signal the end of the period. The game goes to overtime. Does Orange Chaser need to serve the penalty time as a chaser?

a, b) Yes, they must serve the penalty time as a Chaser.

c) No. The penalty time can be served at any position.

Once the head referee begins to blow the three whistles to signal the end of the period, all players are effectively substitutes.

9.4.1. Time of penalty

When overtime begins, Orange team has their seeker and a beater in the penalty box for yellow cards. Orange Seeker has 30 seconds left, and Orange Beater has a minute left. 10 seconds into overtime, Purple scores a goal. Who is released?

Orange Beater is released.

Orange Seeker's penalty time is suspended until the end of the overtime seeker floor. While their penalty clock is not running, scores cannot count towards their release.

Purple Chaser commits a yellow card foul. Before play is stopped, Orange team scores a goal. This is Purple Chas-

er'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.

Purple Beater is in the penalty box with on a yellow card. Purple Chaser is serving time for two blue cards. 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. 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.

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 for their own penalty receives a red card, all of their previous penalty time is wiped out. Their replacement only serves the red card's penalty time.

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 another substitute (Orange Substitute B) on their bench to go to the penalty box and serve the remainder of the original red card penalty. They also choose a player in play to move to the bench. Orange Substitute A serves their own penalty time at the position of the removed player.

While Orange Substitute A is in 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.

9.4.2. Proceeding to the penalty box

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 is sent 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.

9.4.3. Penalty box considerations

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.

9.4.4. Tracking penalty time

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.

9.5.1. Calling advantage

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.

9.5.2. Advantage restart procedure

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. 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.

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.

10. Game Officials

10.1.2. Appointing additional officials

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.

10.2.3. Adjusting calls during a stoppage

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.

10.3.2. Using referee commands

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.