US QUIDDITCH
PRESS KIT
USQUIDDITCH.ORG

Photo by Isabella Gong
US Quidditch is the national governing body for the sport of quidditch. USQ advances the sport by organizing events and programs that build community and empower all genders to compete together.

Inspired by the Harry Potter novels and founded in 2010, we serve over 4,000 athletes on almost 200 teams nationwide and provide a range of services, from hosting nine major tournaments and supervising regular season competition, to training and certifying referees, snitches, and tournament directors. We offer grants and work to expand the sport into younger age groups through outreach programs at the elementary, middle, and high school levels. US Quidditch is a 501(c)3 nonprofit. We are supported through our large membership program, city partnerships, ticket sales for events, and individual donations.

CORE VALUES

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

VISION STATEMENT

We envision a future where every person in the United States is aware of quidditch as a sport and has opportunities to play and engage at all levels.

Which region is your state in?
**THE HISTORY OF QUIDDITCH IN THE U.S.**

<table>
<thead>
<tr>
<th>Year</th>
<th>Event Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2005</td>
<td>Quidditch was founded in 2005 at Middlebury College by then-freshman Xander Manshel. Looking for a variation on their normal Sunday activities, Manshel and his friends laid the foundation for a game that has grown in leaps and bounds to become a widely respected, physically intense sport.</td>
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<tr>
<td>2010</td>
<td>US Quidditch was founded in 2010 and incorporated as a 501(c)3 non-profit. Originally called the International Quidditch Association, it served to promote quidditch as a new sport and lead outreach programs to increase athletic participation among children and young adults and bring magic to communities. In November, 46 teams competed in World Cup IV in Manhattan, the first world cup tournament to be held away from the Middlebury campus. 15,000 spectators and over 40 media outlets witnessed the event over two days.</td>
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<tr>
<td>2012</td>
<td>Quidditch continues to grow, with over 110 teams being present in the United States. In July, the IQA hosted the Olympic Expo Games in Oxford, United Kingdom. National teams representing Australia, Canada, France, the United Kingdom, and the United States all competed. In September, USQ charged the Referee Development Team with certifying the first-ever official referees in the sport. The RDT certifies over 100 referees who have the authority to officiate league-standard games.</td>
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<tr>
<td>2015</td>
<td>At the end of the 2014-2015 season, USQ saw two of its long time executives, Alex Benepe and Alicia Radford, leave the organization and move on with their careers. On October 9, USQ celebrated the ten year anniversary of the first game at Middlebury College.</td>
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<tr>
<td>2017</td>
<td>The tenth national championship, US Quidditch Cup 10 was held on April 8 and 9. Texas Cavalry won, receiving its first national title.</td>
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MIXED GENDER, NOT CO-ED

USQ is dedicated to ensuring that quidditch is a gender inclusive sport.

GENDER VS. SEX

Gender—A social construct of identity, includes behaviors, roles, and social norms. Gender can change over time and has different components including gender identity, gender expression and gender role.

Sex—Determined by biological characteristics and physiological traits. It is important to note that the gender that one identifies with is not necessarily that of their sex. Below is an explanation of the terminology related to how people may identify.

TITLE 9 ¾

In the Harry Potter series, quidditch teams are not separated by gender, and neither are the teams in US Quidditch. Title 9 ¾ is an advocacy and awareness branch of USQ that ensures the policies implemented by USQ promote gender equality and inclusivity. Title 9 ¾ gets its name from both the fictional platform to get to the Hogwarts Express and the U.S. law that seeks to prevent gender discrimination in sports, Title IX.

GENDER POLICY

USQ’s gender policy is referred to as the “gender maximum rule,” not the 5:2 or 4:3 ratio, because those terms are not inclusive of all genders. Under USQ Rulebook 10, a quidditch game allows each team to have a maximum of four players who identify as the same gender in active play on the field at the same time. This number increases to five once the seekers enter the game. The gender that a player identifies with is considered to be that player’s gender.

“...I love that women can be physical. It’s not something you find and coming from a background of four years of water polo, I am glad I don’t have to give the physicality up.”
— A Santa Barbara, CA player

“...Quidditch is the first place I’ve been able to really express my gender identity without judgment.”
— A South Region player

<table>
<thead>
<tr>
<th>Years</th>
<th>Teams</th>
<th>Members</th>
</tr>
</thead>
<tbody>
<tr>
<td>2013-2014</td>
<td>169</td>
<td>3,798</td>
</tr>
<tr>
<td>2014-2015</td>
<td>161</td>
<td>3,841</td>
</tr>
<tr>
<td>2015-2016</td>
<td>170</td>
<td>4,166</td>
</tr>
</tbody>
</table>
A PRIMER ON QUIDDITCH

According to US Quidditch rules, seven players per team are on the field at a time. Each position wears a different colored headband. Four balls are in play at one time.

THE TEAM

1 SEEKER
chases and catches the snitch to score points and end the game; must grab the tail off of the Snitch’s shorts. The snitch is worth 30 points.

3 CHASERS
score goals with the quaffle by throwing or kicking it into the hoops (each goal is worth 10 points).

2 BEATERS
use the bludgers to disrupt other players

1 KEEPER
guards the hoops from opposing chasers

THE BALLS

1 SNITCH
The Snitch is a runner dressed in yellow with a velcro tail attached to their shorts. They are released on to the field at the 18th minute and must evade capture. Once one of the seekers pulls their tail, the game is over.

1 QUAFFLE
A volleyball is used to score goals by throwing or kicking it into the hoops. The keepers and chasers are the only ones allowed to use this ball. Chasers can use a quaffle to block incoming bludgers.

3 BLUDGERS
These balls are used by the beaters to set back other players. When a player is hit with a bludger, they must drop any ball they are holding, return to their side and touch one of their goalposts before re-entering play.
LEADERSHIP

Sarah Woolsey  Executive Director

Prior to starting as Executive Director in July 2016, Woolsey served as the Interim Executive Director of USQ from December 2015-July 2016, overseeing operations and organizational development in partnership with staff and volunteers. As Events Director from 2013-2015, Woolsey oversaw USQ’s nine annual events, event bidding, event sanctioning, tournament director training, and directly or indirectly manages over 50 volunteers. Woolsey graduated from the University of Maryland and she has been involved in quidditch since 2010. Sarah has either organized or played in over 45 quidditch tournaments.

Jilliam Flom  Events Manager

As Events Manager Flom is responsible for logistics, volunteers, and general support of all USQ events, including nationals and regional championships. She has been involved in quidditch since the fall of 2011 at the University of North Carolina at Wilmington, began volunteering at US Quidditch events in 2013 and was a US Quidditch event volunteer coordinator in the events department from 2015-2016. Flom graduated from the University of North Carolina at Pembroke in 2016.

Mary Kimball  Events Director

Kimball oversees the planning and execution of all USQ events and related programs, including nationals, regional championships, event bidding and sanctioning, and the tournament director certification program. She also does graphic design and assists with marketing and public relations. She has over nine years of event management experience. Prior to starting with USQ in 2015, she worked primarily with theatre and art companies in Southern California like cARTel: Collaborative Arts LA and the Hillcrest Center for the Arts, producing events ranging in size from 12 people to crowds of more than 4,000. As a non-profit administrator, she also has extensive marketing and fundraising experience. She has a B.A. in Drama with Honors in Stage Management from the University of California, Irvine (Zot, Zot!).

Eric Schnier  Membership Director

Eric’s role as the Membership Director sees him managing member services, education and training of new and current players, coaches, officials and volunteers. Eric spends his spare time watching, playing, eating and breathing sports. He graduated from Florida State University in 2014.

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US Quidditch is aided by the support of its board of directors, 60 year-round volunteers and over 1,000 on-site volunteers for events.
This policy governs use of US Quidditch’s “shield” logo and regional logos.

HOW THE LOGO MAY BE USED

Any reproductions of the logo must feature the design as-is, i.e. unchanged in terms of color, pattern, or shape.

Exception: The exception to this is if the logo is reproduced in black and white; then it may appear as-is in greyscale.

USQ always retains ultimate ownership over the use of its logo, and the right to request that any entity, including an official member team, refrains from use of the logo. Generally, this would occur only in cases of the entity using the logo inappropriately or to represent or endorse ideals that are incongruous with the mission of USQ.

HOW TO GET THE LOGO

Media interested in using the USQ “shield logo” in accordance with the above guidelines may download a .png version by going to https://www.usquidditch.org/files/USQ_Logo_Color.png

To request the logo in other filetypes, or to request a regional logo, please email membership@usquidditch.org.
Keystone Cup, Quidditch returns to Haverford College

HAVERFORD - Quidditch returned to the Lower Featherbed Fields at Haverford College on Saturday for the second annual Keystone Cup. The tournament featured eight highly-ranked college and club teams from New York to Virginia.

Founded 10 years ago at Middlebury College, quidditch is a gender-integrated, full contact sport inspired by J.K. Rowling’s Harry Potter series. Three chasers handle the quaffle, a slightly-deflated volleyball, and attempt to score goals through any of three hoops at the opposite end of the pitch. The chasers may pass, run or kick the quaffle down the pitch. Each goal is worth ten points. On defense, two beaters throw dodgeballs at opposing chasers and one keeper guards the hoops.

The Keystone Cup is one of many regular season quidditch tournaments that determine qualification and seeding for regional championships and the 2016 US Quidditch Cup 9 in Columbia, S.C. Tournament Director Jack McGovern is a junior at Haverford High School. Since early August, McGovern prepared for the tournament, selecting teams, recruiting referees and marketing the event.

“People always wonder how a high school student got involved in a college sport,” McGovern said. “In 2010, I stumbled across an advertisement for quidditch on the Internet and I traveled to New York City to watch the Quidditch World Cup. Right away, I loved the athleticism, sportsmanship and strategy of the sport. Over the years, I’ve attended more tournaments up and down the East Coast and I wanted to bring this amazing sport to my local community.”

Last year, the inaugural Keystone Cup attracted several hundred spectators. At this year’s event, familiar faces returned and new spectators ventured to Haverford College to enjoy the beautiful weather and watch quidditch. With closely-matched teams from New York University, Villanova University, Rutgers University and more, the Keystone Cup delivered an exciting day of quidditch. Nineteen quidditch matches were played between 9:30 a.m. and 6 p.m. and four matches went into overtime. Rensselaer Polytechnic Institute, an up-and-coming team from Troy, N.Y., made a dramatic run to the finals. In the end, NYU completed an undefeated day at the Keystone Cup and edged RPI in the championship game, 110-50.

McGovern believes that quidditch events can provide family entertainment in the Philadelphia suburbs and beyond. The Keystone Cup is free and open to the public. “We have something for everyone from sports fans to Harry Potter bookworms,” McGovern said. “Both parents and kids can enjoy quidditch.”

In the quidditch community, the Keystone Cup has gained a reputation for timeliness and organization. Throughout the day, McGovern coordinated games across multiple fields and worked to keep the event running on schedule. “I’ve received several compliments from team captains and players about how smoothly the tournament ran,” McGovern said. “Like last year, I couldn’t have done it without the help of all the volunteers.”

McGovern plans to host the third and final edition of the Keystone Cup next October. “If you missed the Keystone Cup this year, follow us on Facebook (https://www.facebook.com/keystonecupquidditch) and Twitter (https://twitter.com/keystonecupquid) for updates about next year’s tournament,” McGovern said. “I had a great time organizing the Keystone Cup this year and I can’t wait to do it again next year. I hope to see you there!”

• One sample of a well written article: Great quotes. Factual information using Harry Potter references sparingly. Correct rules. Great gender-integrated picture.

• To see our media archive, please see usquidditch.org/about/press.
CONTACT INFORMATION

Sample HQ Photo

![Sample HQ Photo](Image)

Photo by Jessica Jiamin Lang Photography.

Sample Video

![Sample Video](Image)

https://www.youtube.com/watch?v=p3yq7iMjArI

For all photo, video or press inquiries;
please email us at press@usquidditch.org

US Quidditch is the national governing body for the sport of quidditch. USQ advances the sport by organizing events and programs that build community and empower all genders to compete together.

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