

Appendix F: Explanations for Notable Changes

2.1.6. The internal ball marks are being moved out from the center by an additional 1.5 yards.

This change is being made to allow for a clearer view of play at the start of the game for the referees, allowing for increased enforcement of the rules.

2.1.8.1. The length of the player area is being reduced from 84 to 72 yards.

This change is being made because the player area size currently restricts the number of pitches that most traditional sports fields can accommodate. Additionally the reduction makes the buffer from the backpoint to the player area boundary the same as the buffer between the sidelines of the pitch and the player area boundary.

2.1.9. The starting lines are now required to be marked and used as designated.

This change is being made to restore consistency between games.

2.5.2.B.iii.a. Headband shaped headwear in position colors now must count as the headband, not as headwear. They cannot be covered up with a headband of another position.

This change is being made because such headwear

looks like a headband, and can easily be confused with a headband when the covering headband falls off. This type of confusion is what the headwear rules were meant to eliminate. Therefore, headband shaped headgear, such as the “full 90,” will be counted as headbands when they are in a positional color.

3.3.1.J.ii. All players, regardless of game situation, must stand on a stoppage of play, before the game may be resumed. They may not restart play in a non-standing position for any reason.

This change is being made because the current freedom of motion allows players to take significantly advantageous positions on contested loose balls during stoppages of play.

3.4.1.3. Snitch handicaps have been given specific times and are now required. Additionally the handicaps have been modified.

The snitch handicaps and their times have been specified to increase the consistency across games and events.

The order of the handicaps and the handicaps themselves have been changed for the following reasons:

The midline handicap was moved ahead of the one arm handicap because it was deemed to be a less significant handicap on the snitch runners in our league today.

The single point handicap has been moved to the far sideline of the pitch to move it out of the primary lanes

of quaffle play.

Both the midline and single point handicaps have been given 1.5 yard buffers to create spaces that a snitch runner can realistically keep themselves in, which should increase compliance with the handicaps.

4.2.2.C. Players are no longer exempt from the penalties for recklessly or repeatedly dislodging hoops when the player dislodges the hoops during an attempt to score or block a score. The exception has been limited and now applies to the following three cases. Hoops dislodged by thrown balls, hoops dislodged by an offensive player attempting a contested score, and hoops dislodged by a defensive player as a result of their own physical interaction with an offensive quaffle player attempting a score. Intentionally dislodging a hoop in any of these situations, as before, still results in a penalty.

This change is being made for multiple reasons. The restrictions on defensive players have been tightened to prevent defenders from recklessly running through the hoops and knocking them down while crossing the goal line to defend against a player. The restrictions on offensive players have been tightened to discourage unnecessary reckless dunking which causes damage to often expensive tournament equipment.

4.4.2.B. The scoring team is banned from passing the quaffle back to the opposing keeper after a score, unless the formerly defending team requests it.

This change is being made to prevent the scoring team from slowing the pace of the opposing team by touch-

ing the quaffle when the opposing team wants to start quickly. This does not prevent a team from protecting the ball from being restarted at it's current location by beating a retrieving keeper, but requires the commitment of resources to do so.

4.5.3. The catching team has been given the ability to decline their catch, but only when the catch occurs between the head referee's signal of a goal, or no goal, and the subsequent reversal of that call, and then only when the change of that goal call affects whether the period would end in a tie.

This change is being made to prevent unwanted catches caused by incorrect signals from the head referee. It is being restricted to this specific case, and not to all unwanted catches because seekers are responsible for knowing the game situation, and they must wait to see the head referee's call rather than those of other officials as only the head referee's signal on a goal has official meaning. But when the head referee makes a mistaken call, the seeker should not be expected to know that the head referee would be changing the call.

6.3.1.6.D. The purpose behind a player's spin or turn prior to contact no longer affects whether the spin rule activates. Instead, whether the opposing player had time to stop and avoid contact shall be the determining factor.

This change is being made to take the apparent intent of the spin out of the rule, and replace it with how the spin actually affects the opposing player.

7.1.3. The Four Maximum Rule has been adjusted and re-

named. After the end of the seeker floor in each period, the maximum number of players who identify as the same gender on the field at one time will increase to five, and the seeker will count towards the gender maximum. The rule has been renamed the Gender Maximum Rule.

This change is being made because the original reason for not counting the seeker, namely that they were not around for much of the game despite being in play, has not been applicable for several years now. The old rule has served to discourage teams from developing non majority gender seekers, and has effectively made the position gender restricted on many teams. This rule is being changed to remove the incentive from that rule for teams to restrict the seeker position on the basis of gender.

7.2.5.1. Players may not physically force each other out of the player area.

This change is being made to reduce the occurrences of players being tackled or otherwise forced into spectators. While such actions are already considered reckless play, by making it illegal to ever physically force an opponent out of the player area, players will not mistakenly force other players into the crowd, believing the action is legal, due to lack of awareness of the locations of spectators.

8.3.9.1. Snitches will be considered down when they contact the ground outside of the player area.

This change is being made so that snitches won't have

to balance the safety of spectators with not being caught. By becoming down when they contact the ground outside the player area, the snitch runner may safely reenter the player area and distance themselves from the spectators without worrying about the risk of being caught.