This rulebook is the result of the hard work of many people. We would like to thank everyone who has given input and insight to make it the best it can be. Particular thanks to the following people for their work creating and editing the rulebook:

C.c. Brieden
Michael Clark-Polner
Kym Couch
Clay Dockery
Cynthia Holden
Mary Kimball
Sarah Kneiling
Jared Leggett
Matthew Niederberger
Caleb Ragatz
Eric Schnier
Sarah Woolsey

Thanks also to the authors of previous editions, including Xander Manshel, Alex Benepe, Jared Kowalczyk, and Will Hack.
Contents

About USQ 9

Introduction 11

Basics of the Game 13

RULEBOOK

1. Team Composition and Substitutions 19
   1.1. Leadership and Team Staff 19
   1.2. Rosters and Players 21
   1.3. Substitutions 25

2. Equipment and Dimensions 33
   2.1. The Pitch 34
   2.2. Hoops 43
   2.3. Game Balls 45
   2.4. Brooms 46
   2.5. Player Equipment 48

3. Game Procedures 57
   3.1. Preliminaries 57
   3.2. Starting the Game 58
   3.3. Stopping Play 60
   3.4. Regulating Game Time 76
   3.5. Overtime 80
   3.6. Forfeits & Suspended Games 83

4. Scoring 87
   4.1. Goal Scoring 87
4.2. Broken or Fallen Hoops 89
4.3. Goaltending 91
4.4. Restarting After a Goal 92
4.5. The Snitch Catch 94

5. Bludgers and the Knockout Effect 99
  5.1. The Mounted Broom 99
  5.2. Knockouts 100
  5.3. Knockout Procedure 111

6. Physical Contact and Interactions 117
  6.1. General Interactions 117
  6.2. Specific Contact 129
  6.3. Seeker Interactions 137
    With the Snitch Runner 140
  6.5. Unsportsmanlike Conduct 142

7. Boundaries and Balls 147
  7.1. Using the Balls 147
  7.2. Keeper-Specific Rules 153
  7.3. Delay of Game 155
  7.4. Resetting 156
  7.5. Boundaries and Players 161
  7.6. Boundaries and Balls 163
  7.7. The Spectator Area 164
  7.8. Spectators and Dangerous Terrain 168

8. The Snitch Runner 169
  8.1. Role of the Snitch Runner 169
About US Quidditch

Our mission

US Quidditch (USQ) 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.

Our vision

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.

Our 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.
A 501(c)3 nonprofit founded in 2010, US Quidditch serves over 4,000 athletes on almost 200 teams nationwide and provides a range of services, from hosting nine major tournaments and supervising regular season competition, to supporting and certifying referees, snitches, and tournament directors, offering grants, and working to expand the sport into younger age groups through outreach programs at the elementary, middle, and high school levels. Learn more at www.usquidditch.org.

The gender maximum rule

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, which may or may not correspond with that person’s sex. This is commonly referred to as the gender maximum rule.

USQ accepts those who don’t identify within the binary gender system and acknowledges that not all of our players identify as male or female. USQ welcomes people of all identities and genders into our league.
The sport of quidditch continues to grow in popularity and mature as a dynamic and competitive game involving intense physicality, complex strategy, and immense skill.

As the sport expands and evolves, it is the responsibility of the rulebook to keep up by addressing challenges, issues, and new methods of play. The rulebook must be proactive and able to address the safety and gameplay concerns of a sport that continues to evolve at a rapid and unpredictable pace.

Quidditch is no longer merely a backyard sport: it can be played in an open field or before an audience of thousands. Whatever the conditions of play, the rulebook needs to have a consistent answer for how the game must work.

The 11th edition of the USQ rulebook attempts to address those areas in which the rulebook displayed inconsistency and needed additional clarification. We hope that this edition continues to provide greater clarity and consistency than ever before. The rules will never be perfect, but the goal of this rulebook is to provide the most consistent and easily replicable set of rules and regulations yet.

For those of you who are new to the sport of quidditch, we recommend that you learn the basics from your friends, teammates, and the overview in Basics of the Game before you read straight through this rulebook. Of course, the more ambitious among you are welcome to dive right in!
Quidditch is a mixed gender contact sport with a unique mix of elements from rugby, dodgeball, wrestling, flag football, and other sports. A quidditch team is made up of at least seven athletes who play with brooms between their legs at all times. While the game can appear chaotic to the casual observer, once familiar with the basic rules, quidditch is an exciting sport to watch and even more exciting to play.

POSITIONS OVERVIEW

Each team has three chasers, two beaters, and one keeper in play at all times. Each team sends one seeker into the game at the end of the seeker floor (See: 3.4.1.2. Seeker floor).

Chaser overview

Chasers in play per team: Three
Game ball used: Quaffle
Headband color: White
Objective: Throw, kick, or in any way pass the quaffle through the opposing team’s hoops to score ten points.

Keeper overview

Keepers in play per team: One
Game ball used: Quaffle  
Headband color: Green  
Objective: Prevent opponents from throwing, kicking or otherwise propelling the quaffle through their team’s hoops.

**Beater overview**

Beaters in play per team: Two  
Game ball used: Bludger  
Headband color: Black  
Objective: Throw, kick, or in any way propel the bludgers to disrupt the flow of the game by “knocking out” other players.

**Seeker overview**

Seekers in play per team: One  
Game ball used: Snitch  
Headband color: Yellow  
Objective: Remove the snitch ball from the snitch runner to score 30 points and end the period.

**GAMEPLAY OVERVIEW**

**Quaffle players**

A. The chasers and keepers, also known as quaffle players, attempt to score goals, and prevent the other team from scoring goals, with the quaffle. Goals are worth ten points each.  
B. Quaffle players advance the ball down the field by running with it, passing it to teammates, or kicking it.  
C. Quaffle players defend by positioning or by initiating various forms of legal physical contact with other quaffle players.
D. While in their team’s own keeper zone, the keeper is immune to the knockout effect and has several other specialized powers (See: 7.2.2. Keeper-specific powers). During this time, the keeper is considered to be a protected keeper. Otherwise, the keeper position is the same as the chaser position.

**Bludger players**

A. The beaters use balls called bludgers to disrupt the flow of the game by “knocking out” any player from the opposing team who does not have knockout immunity (See: 5.2.8.1. Knockout immunity).

B. Any player hit by a bludger propelled by an opponent is out of play until they complete the knockout procedure, unless they have knockout immunity (See: 5.3. Knockout procedure).

**Snitch players**

A. The seekers try to remove the snitch ball from the snitch runner to score 30 points and end the period.

B. The snitch is a ball attached to the waistband of the snitch runner, a neutral athlete and official dressed in yellow, whose job it is to remain fair to both teams while avoiding capture for as long as possible.

C. Catching the snitch is worth 30 points and its capture ends the period. The three periods are “regulation time,” “overtime,” and “second overtime.” If the score is tied after any snitch catch, the game proceeds into the next period.
FOULS OVERVIEW

From the time that players enter the player area for a game until after the game has ended, players are forbidden from taking certain actions called fouls. Players who commit a foul face different consequences depending on the severity of the offense.

Back to hoops

A back to hoops foul indicates that a player must cease active play and complete the knockout procedure (See: 5.3. Knockout procedure).

Blue card

A blue card indicates that a player must spend one minute of game time in the penalty box and the player’s team must play a player down for this minute. If the opposing team scores before the minute expires, the player may be released early and reenter play. Blue cards do not “stack” to become higher penalties.

Yellow card

A yellow card indicates that a player must spend one minute of game time in the penalty box and the player’s team must play a player down for this minute. If the opposing team scores before the minute expires, the player may be released early and reenter play. A player who receives two yellow cards in a single game must be issued a red card.

Red card

A red card indicates that a player is barred from the rest of the game and the player’s team must play a player down for two full
minutes of game time.

Ejection

A referee may eject a player for egregious violations of the rules.
1. Team Composition and Substitutions

1.1. LEADERSHIP AND TEAM STAFF

1.1.1. Speaking Captain

1.1.1.1. Mandatory speaking captain—Each team must designate one individual to serve as the speaking captain for a game.

A. Only the speaking captain has the power to speak for the team when conversing with officials.
   i. This rule does not prohibit players from speaking to the referee on their personal behalf, though the referee may tell them to stop.
B. The speaking captain may speak with the referees at any time unless the referee asks the speaking captain to stop.
C. The speaking captain may step onto the pitch to talk to a referee, even when not in play, but may not interfere with play in any way.
D. Each team must select an alternate speaking captain if the team’s speaking captain is unable to continue the duties of the position for any reason.

енн Penalty: General—If a speaking captain engages in any action that would result in a card for a substitute, the speaking captain must receive the same card, unless that action is explicitly legal for the speaking captain.
Penalty: Blue—If a speaking captain unintentionally interferes with play while on the pitch and not in play, the speaking captain must receive a blue card.

Penalty: Yellow—If a speaking captain continues conversing with a referee after the referee has asked them to stop, or otherwise ignores a referee's instruction, the speaking captain must receive a yellow card.

Penalty: Yellow—If a member of the opposing team targets the speaking captain while the speaking captain is on the field and not in play, in an attempt to draw a card for speaking captain interference, that player must receive a yellow card, and the speaking captain shall receive no penalty.

Penalty: Red—If a speaking captain intentionally interferes with play while on the pitch and not in play, the speaking captain must receive a red card.

1.1.1.2. Speaking captain eligibility:

A. The team may designate either a player or a team staffer as the speaking captain.
   i. Any person designated as the speaking captain must be on the team's official roster as either a player or a team staffer.
   ii. If the speaking captain is not on the roster as a player, the speaking captain must never enter the game as a player.

B. Only one person may serve as a team’s designated speaking captain at any given time.
   i. The speaking captain designation may not be passed from one individual to another during a game unless
and until the designated speaking captain is forced to leave the player area either by injury, penalty, or while tending to another injured teammate.

a. If the team’s original speaking captain for the game legally returns to the player area, they shall resume the role of speaking captain.

1.1.2. Team staff

Non-playing members of the team, including non-playing coaches are considered “team staffers.”

A. Tournament directors may limit the number of non-playing team staffers allowed in the player area.
   i. This number cannot be limited to less than three.
B. The names of team staffers must be communicated to the tournament director prior to the event if they are not on the roster as a coach.
C. Team staffers are not eligible to enter play.
D. Team staffers can receive penalty cards and can be ejected (See: 9.2.6. Penalties to substitutes and team staffer).

\[\text{Penalty: General—}\]

If a team staffer engages in any action that would result in a penalty for a substitute, the team staffer must receive the same penalty.

1.2. ROSTERS AND PLAYERS

1.2.1. Rosters

A. Each team is made up of at least seven players and no more than twenty-one players.
   i. A team must have seven eligible players to begin or continue a game.
a. If a team is reduced to having fewer than seven eligible players at any time during a game, that team must forfeit the game.

B. Team rosters must abide by all USQ regulations regarding rosters.

 Penalty: Forfeit—Any team which has fewer than seven eligible players after a game begins must forfeit the game. If both teams fall below seven players on, before, or during the same stoppage, a double forfeit must be declared.

1.2.2. Positions

A. A team must have exactly one keeper in play at all times.
   i. Keepers must wear a green headband on their head that is clearly visible.
   ii. Keepers may use the quaffle in any legal manner.
   iii. A team may never have a keeper in the penalty box. If a keeper receives penalty time, they must change positions with another player (See: 9.2.3.A.).

B. A team shall have no more than three chasers in play at any time.
   i. Chasers must wear a white headband on their head that is clearly visible.
   ii. Chasers may use the quaffle in any legal manner.
   iii. If a team cannot field a full team without violating rule 1.2.3.A-B., they may play with one or two chasers instead of three, but must otherwise have three chasers in play.

C. A team shall have no more than two beaters in play at any time.
   i. Beaters must wear a black headband on their head that
is clearly visible.

ii. Beaters may use the bludgers in any legal manner.

iii. If a team cannot field a full team without violating rule 1.2.3.A-B., they may play with one beater instead of two, but must otherwise have two beaters in play.

D. During any seeker floor, a team must not have a seeker in play. Otherwise, a team must have exactly one seeker in play.

i. Seekers must wear a yellow headband on their head that is clearly visible.

E. Any players not in play are substitutes.

i. Substitutes are not associated or designated as being at any position.

ii. Substitutes are not required to wear a headband.

F. Players in the penalty box are considered in play and count towards the position requirements for their teams.

G. No penalty shall be given if teams are lacking a full complement of players either due to an active substitution, or if a seeker accidentally neglects to enter the field at the end of the seeker floor.

Penalty: Special—If there is ever an illegal player or set of players in play, in terms of eligibility, gender, number of players, or position, the referee must stop play and the offending team must correct the illegal situation. The team’s speaking captain must receive a yellow card.

1.2.3. Gender maximum rule

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.
A. Prior to the expiration of the seeker floor in the current period of the game, a team may not have more than four players who identify as the same gender in play.  
   i. A player serving penalty time is considered in play.  
B. Upon the expiration of the seeker floor, and for the entirety of any double overtime period, a team may not have more than five players who identify as the same gender in play for the remainder of the period.  
   i. A team may not have five players who identify as the same gender in play until the initial seeker enters play.  
C. The gender that a player identifies with is considered to be that player’s gender.  
D. If, at any time after the start of the game, a team cannot field a full team as doing so would cause that team to exceed the gender maximum due to injury or ejection, the team may continue to play with fewer than six (or seven if after the seeker floor has ended) players on the field, with the missing player(s) not counting toward the gender maximum.  
   i. A team may not start a game if they cannot field a full legal set of players.  
   ii. One keeper, one beater, and one chaser are compulsory in play, even when there are fewer than seven players.  
      a. This includes players in the penalty box.  
      b. After conclusion of the seeker floor in any period, a seeker is also compulsory.  
   iii. If, at any time during the remainder of the game, the team regains the ability to field a full team without violating the gender maximum, the team must do so.  
      a. In this instance, a player may substitute in at the position at which the team was playing down a player
without another player substituting out.

Penalty: Special—If there is ever an illegal player or set of players in play, in terms of eligibility, gender, number of players, or position, the referee must stop play and the offending team must correct the illegal situation. The team’s speaking captain must receive a yellow card.

Penalty: Yellow—If the referee determines that a team is intentionally failing to send a seeker into the game, the speaking captain must be given a yellow card.

1.3. SUBSTITUTIONS

1.3.1. Substitution guidelines

A. Jurisdiction over substitutes—All substitutes and team staff (such as coaches) are subject to the authority and jurisdiction of the referees.

B. Time of substitution—A substitution may be made at any time during the game, provided a referee has not stopped play.

C. All substitutions must result in the substituting team adhering to all rules governing the number of players allowed at each position and the gender maximum rule (See: 1.2.2. Positions and 1.2.3. Gender maximum rule).

D. No player may substitute or change positions while in the penalty box, with the following exceptions:
   i. A keeper sent to the penalty box must change positions with another player in play in play before entering the box (See: 9.2.3. Proceeding to the penalty box).
   ii. A player who has been given a red card must immediately leave the player area and a substitute must proceed
to the penalty box, following the red card procedure (See: 9.1.5. Red card).

iii. When a substitute receives a penalty card, the speaking captain must choose a player to remove from the pitch.

a. If the substitute received a blue or yellow card, the fouling substitute substitutes into the game at the position of the selected player. The player pulled off of the pitch goes to the bench, and is immediately eligible to substitute back into the game.

b. If the substitute received a red card, or was otherwise ejected with penalty time, the player pulled off the pitch must also be the player selected to serve the ejected player’s penalty time.

iv. If a fouling player is deemed to be too injured to continue play by serving in the penalty box by either the head referee or the fouling player themselves:

a. The speaking captain must choose an eligible substitute to serve the penalty time.

b. The fouling player may not reenter play until after the substitute has been released from the penalty box.

1.3.2. Substitution procedure

1.3.2.1. Unlimited substitution—To replace a player with a substitute, the following conditions must be observed:

A. The player substituting out is not knocked out or dismounted.

B. The player substituting out must not carry any balls off the pitch.

C. The player substituting out exits the pitch boundary within the team’s substitution area and promptly dismounts.
i. The player must not dismount before crossing the pitch boundary.

ii. The player substituting out is no longer eligible to be knocked out once the player has dismounted.

D. The substitute entering play must mount the broom and step onto the pitch before interacting with play, even if play is occurring off the pitch.

E. If any other equipment must be traded (including headbands) this must occur off the pitch.

F. The substitute enters the pitch along the boundary of the team’s substitution area.

G. A substitution is complete when the substitute crosses the boundary of the team’s substitution area back onto the pitch.

H. The substitute is then immediately eligible to engage in gameplay and is eligible to be knocked out.

⚠️ **Penalty: Repeat**—If players attempting a substitution violate part of the substitution procedure, the referee must clearly alert the players involved and they must repeat the full substitution procedure. If the player exiting the pitch was dismounted or had been knocked out, that player must complete the knockout procedure before completing the substitution procedure (See: 5.3. Knockout procedure).

⚠️ **Penalty: Blue**—If players attempting a substitution violate part of the substitution procedure, and the player entering play disregards the referee’s command to repeat the substitution or interacts with a ball or opponent without legally completing the substitution, then the player who illegally entered play must receive a blue card.
1.3.2.2. Unlimited substitution—By following the procedure in 1.3.2.1. Substitution procedure, a player who has substituted out may replace another player, of any position, at any time later in the game.

1.3.2.3. Position change

A. Players may change positions by exchanging headbands or by both players switching to the proper headband color for their new position.
   i. This may be conducted in conjunction with one or more substitutions, as long as there is never an illegal set of players in play.

B. If two players who are in play change positions, they must follow the full procedure for substitutions with the following exception:
   i. A keeper being sent to the penalty box must immediately exchange headbands with a chaser. This may be done on the pitch.

 Penalty: Repeat—If players complete an illegal position change, they may avoid further penalty by switching back to their original positions and completing the change properly as long as neither has interacted with play in any way during the time before the foul is corrected.

 Penalty: Double blue—If either player interacts with play after an illegal position change, both players must receive blue cards.

1.3.3. Substitutions due to injury

A. If a player is injured and play is not stopped, any substitution must follow all of the substitution procedure as
outlined in 1.3.2. Substitution procedure.

B. A player may not feign an injury for any reason.

C. If a player is injured and play is stopped:
   i. Game time, seeker floor time, and penalty time must all be stopped.
   ii. The injured player’s broom is dropped on the field where the player was located.
   iii. The injured player leaves the pitch.
      a. If play is stopped for an injury, the player must leave the pitch and must follow the substitution procedure to return to the pitch.
      b. The player may be assisted in leaving the pitch by any necessary means.
   iv. The injured player must be replaced by an eligible substitute.
      a. While play is stopped, the substitute puts on all necessary equipment and goes to the point on the pitch indicated by the injured player’s broom, replacing the player.
      b. If there is no eligible substitute for an injured player because all available substitutes would immediately cause there to be a violation of the gender maximum, a team may continue playing a player down.
         1. If this injured player is the only player at their position, the speaking captain must designate a player on the pitch, who is not the last player at their own position, to switch to the injured player’s position and move to the injured player’s location.
   v. The injured player’s replacement shall be considered knocked out if and only if the injured player was either
knocked out, including by dismounting, before play was stopped or the injured player was given a back to hoops penalty before play was restarted.

⚠️ **Penalty: Yellow**—A player who feigns an injury must receive a yellow card.

### 1.3.4. Substitution area

Substitutes must remain within the substitution area, as defined in 2.1.5.1. Substitution area, when play is not stopped. The following exceptions apply:

A. When not about to enter play, all players must remain within their team bench, as defined in 2.1.5.2. Team benches.

B. The team’s speaking captain may leave this area to communicate with referees, tournament staff, or players on their team.

C. Any players in need of medical attention may leave the substitution area to receive medical attention.
   i. All players who leave the substitution area in this way may return to the game if they are medically cleared.
   ii. If necessary, anyone designated by the team’s speaking captain may leave the substitution area to attend to an injured player.
   iii. In cases of head injuries, the head referee may, at their discretion, require that the injured player leave the player area so as to receive medical attention.

D. Any player who is ejected must leave the player area and follow all tournament specific provisions (See: 9.1.6. Ejection).

⚠️ **Penalty: Blue**—A substitute who intentionally and illegally
leaves the substitution area or bench without permission of the referee may receive a blue card if their actions directly affected gameplay.

*Penalty: Blue*—A substitute who intentionally and illegally leaves the substitution area or bench with the intent of circumventing other rules must be given a blue card.

### 1.3.5. Substitutes interfering with play

A substitute may not interfere with play in any way. The following guidelines apply:

A. A substitute may not intentionally interact with a player or ball during play, including any play that occurs outside of the pitch boundaries.

B. If play moves towards a substitute, that substitute must make every reasonable effort to get out of the way.

*Penalty: Blue*—A substitute who does not make every reasonable effort to move out of the way of play must receive a blue card.

*Penalty: Red*—A substitute who intentionally interacts with play must receive a red card.

### 1.3.6. Substitutions between periods

Teams may make any number of substitutions during the time between periods without following the substitution procedure. Once a period has begun, however, all procedures must be followed.

A. Any player serving time in the penalty box may not be substituted out between periods.
B. If any player receives a penalty card for a foul occurring after the head referee signaled the end of the period, it shall be treated as a penalty against a substitute, and the speaking captain may choose the position at which the penalty shall be served.

⚠️ **Penalty: Red**—Any player who intentionally breaks the substitution rules in order to affect gameplay is guilty of serious foul play and must receive a red card.
2. Equipment and Dimensions
2.1. THE PITCH

2.1.1. Pitch shape

The pitch is composed of three parts: a rectangle and two semi-circles capping the width of the rectangle. With the semicircles capping the rectangle, the entire pitch is pill-shaped. While these boundaries create the desired shape of the pitch, they do not strictly bind the players to this area.

A. Sidelines and keeper zone lines:
   i. The rectangle forms the main body of the pitch. The vertical straight edges of the rectangle are the sidelines. The horizontal edges of the rectangle are the keeper zone lines.

B. Backlines and backpoints:
   i. A backline is a semicircle which extends from the keeper zone line and joins each end of the same keeper zone line. The midpoint of each backline, the point along this semicircle that is farthest from the keeper zone line, is the backpoint. There are two backlines and two backpoints on a pitch.

C. Midfield line and center mark:
   i. The pitch is divided widthwise into two halves by a midfield line that joins the midpoints of the two sidelines. The center mark is located at the midpoint of the midfield line.

2.1.2. Pitch dimensions

The dimensions of the pitch shape (See: 2.1.1. Pitch shape) are as follows:
A. Sideline dimensions:
   i. Rectangle vertical length, or sidelines (the distance from keeper zone to keeper zone): 24 yards (22 m).
   ii. Rectangle horizontal width (the width of the midfield line and both keeper zone lines): 36 yards (33 m).

B. Backline dimensions:
   i. Semicircle diameter (the width of the keeper zone lines): 36 yards (33 m).
   ii. Semicircle radius (from the keeper zone line to the backpoint): 18 yards (16.5 m).

C. Additional dimensions:
   i. Pitch vertical length from backpoint to backpoint: 60 yards (55 m).
   ii. Pitch vertical length from hoops to hoops: 36 yards (33 m).

2.1.3. The keeper zone

2.1.3.1. Keeper zone lines—Two lines, which must be marked, connecting the sidelines and parallel to the midfield line. Measuring from the backpoints, these lines are 18 yards (16.5 m) inside the pitch. These lines are 12 yards (11 m) from the midfield line.

2.1.3.2. Extent of the keeper zone—While unmarked off pitch, the keeper zone line extends to the borders of the player area on each side. Each keeper zone extends in the direction of the backpoint on that side of the pitch (away from the midfield line) ending at the boundary of the player area.

2.1.3.3. Own vs. opponents’ keeper zone—A team’s own keeper zone is the one containing their hoops. A team’s opponents’ keeper zone is the one containing the hoops through which
they are trying to score.

2.1.4. The penalty box

A penalty box must be established for each team. Each penalty box must:

A. Be on the same side of the pitch as the scorekeeper.
B. Be on the same side of the midfield line as the team’s bench.
C. Be located in the player area, outside of the pitch.
D. Be a 6 yard by 6 yard (5.5 m by 5.5 m) square area that begins at the midfield line and extends along the pitch sideline in the direction of the team’s bench. See diagram for standard penalty box.

2.1.5. Substitution area and team benches

2.1.5.1. Substitution area—A substitution area must be established for each team. Each substitution area is an irregular figure which is part of the player area outside of the pitch boundaries.

A. The following are the boundaries of each substitution area:
   i. The backline of the pitch, within the keeper zone.
   ii. The two sections of the keeper zone line outside of
the pitch.

iii. The boundaries of the player area, within the keeper zone.

B. Players within the substitution area:
   i. Players and team staff may leave the team bench and enter the substitution area during the game, but must not remain outside of the team bench.

C. One player or team staffer at a time may leave the substitution area to check the score or other information with the scorekeeper or timekeeper.
   i. The scorekeeper or timekeeper may direct a team to check less often or to cease sending players to check on the score altogether.
      a. This must be done if a team is checking in so often that it begins to interfere with the scorekeeper or timekeeper’s duties.

2.1.5.2. Team benches—The team bench is the space within the substitution area where all players and team staff, except the speaking captain, not in or about to enter active play should be located for the majority of the game.

A. The following people must remain within the team’s bench area:
   i. All substitutes who are not about to enter play or who have exited active play.
   ii. Team staff and coaches, except the speaking captain.

B. The team bench is a rectangle of 18 yards (16.5 m) by 3 yards (2.75 m) within each team’s substitution area along the same side of the pitch as the scorekeeper table. The following are the boundaries of each team’s bench:
   i. An 18 yard (16.5 m) segment of the player area bound-
ary intersecting the keeper zone line.

ii. An 18 yard (16.5 m) segment parallel to and 3 yards (2.75 m) away from the boundary of the player area, intersecting the keeper zone line.

iii. A 3 yard (2.75 m) segment of the keeper zone line.

iv. A 3 yard (2.75 m) segment connecting the player boundary to the line (ii) above.

C. Active substitution must not occur inside the team bench.

D. No benches, tables, equipment bags, personal bags or backpacks, or other potentially dangerous or difficult to move obstacles are allowed in the team bench area.

i. Seating for the players may be set up outside the player area directly next to the team benches.

ii. Any bags brought by the teams or their players must remain outside of the player area, and may be stored outside of the player area next to the team bench.

iii. Players and team staffers may leave the player area to
use this seating or to access their bags during the game, but must return to the player area when finished.

E. Extra game equipment not in use during the game, including extra brooms and balls, must be stored outside of the player area.
   i. The broom for the team’s seeker must be stored at the scorekeeper’s table during the seeker floor.

2.1.6. Ball positions

Four ball positions should be indicated directly on the midfield line.

A. The first two ball positions are 3 yards (2.75 m) on either side of the center mark.
B. The other two ball positions are 9 yards (8.25 m) on either side of the center mark, halfway between the sideline and the center mark.
C. These positions may be marked by four small lines that intersect the midfield line called “ball marks.”

2.1.7. Additional pitch lines

2.1.7.1. Goal lines—Two lines, which may be marked, that intersect the backlines, parallel to the midfield line.

A. The goal lines are positioned 18 yards (16.5 m) from the midfield line, 12 yards (11 m) from the backpoints, and inside the pitch.
   i. The hoops are positioned along the goal lines, and the hoop positioning must be marked in some manner. These markings must not interfere with the stability of the hoops (See: 2.2.1.3. Hoop positioning).
2.1.7.2. **Starting lines**—Two lines, which must be marked, parallel to the midfield line, that intersect the sidelines.

A. Each starting line is 3 yards (2.75 m) between a goal line and the closest keeper zone line.

2.1.8. The player and spectator areas
2.1.8.1. The player area—The player area is a rectangle enclosing the pitch with the pitch at its center.

A. This rectangle is:
   i. 48 yards (44 m) wide and 72 yards (66 m) long.
      a. The midpoint of the pitch is at the center of this area. The midpoint is 24 yards (22 m) and 36 yards (33 m) from the sides of the player area rectangle.

B. The player area must be clear of obstacles and dangerous terrain.

C. During gameplay, the player area is reserved for:
   i. Players on the active roster of the teams in play.
   ii. Referees and officials assigned to the game currently in play.
   iii. Tournament staff given access to the player area (at their own risk) at the discretion of the head referee or tournament director.
   iv. Team staffers as designated in 1.1.2. Team staff.

D. No tournament specific obstructions, such as scorekeeping tables, may be set up within the player area.

E. No spectators may enter the player area.

2.1.8.2. The spectator area—Any area outside the player area is the spectator area. Players may never enter the spectator area during a game except in the following circumstances (See: 7.7. The spectator area):

A. Players using seating or accessing their bags located in the spectator area behind their bench.

B. Players retrieving a game ball with explicit permission of any referee, or if not stopped by a referee while the closest eligible player attempting to retrieve a bludger.
C. Players given explicit permission by the head referee to leave the player area for any other purpose.
D. Players who are in need of medical attention.
E. Players who are assisting another player in need of medical attention.

2.1.8.3. Spectators—Any person who is not part of either team, event staff, team staffers, or the officiating crew for a game is considered a spectator.

A. Spectators may be anywhere in the spectator area except that they may not be seated, lying down, or otherwise in a position of reduced mobility such that they are within 3 yards (2.75 m) of the player area boundary for any reason.
B. Spectators may not stand or walk between the scorekeeper’s table and the penalty boxes.
2.1.9. Field markings

Various parts of the pitch and surrounding area should be marked in a clear manner. These markings are usually made with cones or lines.

A. The following must be marked in some way:
   i. The player area as described in 2.1.8.1.
   ii. The pitch shape as described in 2.1.1.
   iii. The keeper zone lines as described in 2.1.3.1.
   iv. The hoop positioning as described in 2.2.1.3.
   v. The midfield line as described in 2.1.1.C.
   vi. The backpoints as described in 2.1.1.B.
   vii. The starting lines as described in 2.1.7.2.

B. The following markings are optional, though recommended:
   i. The goal lines as described in 2.1.7.1.
   ii. The penalty boxes as described in 2.1.4.
   iii. The ball marks as described in 2.1.6.
   iv. The center mark as described in 2.1.1.C.
   v. The team benches as described in 2.1.5.2.

2.2. HOOPS

2.2.1. Specifications

A quidditch hoop is an upright and self supporting structure through which the quaffle must pass to score a goal.

2.2.1.1. Hoop composition and construction

A. Each hoop must be made up of a post and a circular loop attached to the top. These parts of the hoops may be made
of any material other than metal or concrete and must not be dangerous to players.

B. A hoop may include a base to keep the hoop upright.
   i. This base should not affect the hoop height.
   ii. Other than metal fasteners, the base must not be made of hard metal or concrete.

C. Hoops must be freestanding and able to withstand play.
   i. Referees must disallow any hoops that they believe are dangerous to the players.

2.2.1.2. Hoop shape

A. Each set of hoops must have posts of three different heights.
   i. These heights must be 3 feet (.91 m), 4.5 feet (1.37 m) and 6 feet (1.83 m).

B. A loop must be fastened to the top of each goal post.
   i. The inner diameter of each loop must be between 32 inches and 34 inches (81 cm and 86 cm).
   ii. The attachment of the loop must not make the height of the post exceed the measurements in 2.2.1.2.A.i.

2.2.1.3. Hoop positioning

A. Three hoops are positioned on each goal line.
   i. The 6 foot (1.83 m) hoop must be placed at the center point between the two sidelines parallel with the midpoint on the midfield line.
   ii. The other two hoops are placed 92 inches (7 feet 8 inches, 234 cm) away from the 6 foot (1.83 m) hoop on either side.
   iii. Facing either set of hoops from midfield, the 3 foot (.91 m) hoop must be on the left and the 4.5 foot (1.37 m)
2.3. GAME BALLS

2.3.1. The quaffle

Quaffle regulations—The quaffle must be:

A. A spherical ball made of a flexible, smooth leather or leather-like cover of 12 or more panels with a separate bladder (such as a volleyball).
B. Not less than 25.6 inches (65 cm) or more than 26.4 inches (67 cm) in circumference.
C. The quaffle must maintain its spherical shape and must be neither inflated all the way nor so flat that a player could grip a bulk of the leather in one hand.
D. All quaffles used in a game must have the same characteristics regarding circumference, weight, and internal pressure.
E. Any ball specifically approved for play by USQ for use as a quaffle is allowed. Approved quaffles must meet size and inflation guidelines.

2.3.2. Bludgers

Bludger regulations—The three bludgers must be:

A. Spherical balls made of flexible rubber or rubber-like covers (such as dodgeballs).
B. 8.5 inches (22 cm) in diameter, 26.7 inches (68 cm) in circumference.
C. The bludgers must maintain their spherical shape and must be neither inflated all the way nor so flat that a player could grip a bulk of the rubber in one hand.
D. All bludgers used in a game must have the same char-
acteristics regarding circumference, weight, and internal pressure.
E. Any ball specifically approved for play by USQ for use as a bludger is allowed. Approved bludgers must meet size and inflation guidelines.

2.3.3. The snitch

Snitch regulations—The snitch must be:

A. A spherical ball made of a uniform surface consisting of a fabric cover (such as a tennis ball).
B. 8.5 inches (22 cm) in circumference.
C. Held within a sock.
   i. The sock must have a visible and unobstructed length of 10–12 inches (25–31 cm).
      a. If the sock is attached to the outside of the shorts by velcro, up to 2 inches (5 cm) of the velcro patch may be counted towards this minimum length.
   ii. The sock may be tied in a knot or knots, but not to the point that the exposed length is less than 10 inches (25 cm).
D. The sock containing the snitch must be tucked in or attached to the shorts of the snitch runner in a manner that is secure and allows for the removal of the sock by the seeker.

2.4. BROOMS

2.4.1. Broom regulations

The broom:

A. Must consist of a rigid pole made of wood or plastic.
i. This pole may have “bristles” made of plastic, corn, wood, or other material attached to the back end of the broom. The back of the broom must be to the back of the player.

ii. This pole must be between 32 inches (81 cm) and 42 inches (107 cm) long, excluding bristle length.

B. Must not have a total length, including bristles, which exceeds 48 inches (122 cm).

C. Must not have splinters or sharp points.

D. Must not be attached to the body, clothing, or other equipment of the player.

E. Must be allowed if it is specifically approved for play by USQ. Approved brooms must meet length and safety guidelines.

2.4.2. Broken brooms

If a broom breaks during the course of play, the referee must immediately stop play and it must be replaced before its player may make any play.

Penalty: Red—Any player who knowingly initiates a new play of any kind with a broken broom must receive a red card.

2.4.3. Providing brooms

The tournament director for a game is responsible for offering safe brooms of equal length and weight to both teams. Teams may elect to provide their own brooms unless this is disallowed in tournament policy as determined in advance by the tournament director.
2.4.4. Limited brooms in the player area

A. For the first 17 minutes of game time, each team may have a maximum of six brooms within the player area.

B. When the seekers are called to the scorekeeper table at the 17 minute mark of game time, they will each be given a broom.
   i. After 17 minutes of game time until the game is concluded, each team may have a maximum of seven brooms within the player area.
   ii. All additional brooms, including replacements for broken brooms, must be stored at the scorekeeper table.

2.5. PLAYER EQUIPMENT

2.5.1. Safety

Players must not use any equipment or wear anything that is dangerous to themselves or other players.

〚 Penalty: Red—Any player who is found to be using illegal equipment that was specifically barred by the tournament director, the head referee, or section 2.5. of this rulebook must receive a red card.〛

2.5.2. Mandatory equipment

While in play, each player must be equipped with the following:

A. A broom.

B. A colored cloth or headband, which must be worn on the forehead, distinguishing the player’s position.
   i. The color of the headband must be distinct enough to unambiguously identify the player’s position.
ii. The headband must be thick enough to see easily from a reasonable distance and be identifiable through a player’s hair or other equipment.
iii. Hats or other headwear are not a substitute for headbands, and therefore have no color restrictions. The positional headband must be worn over the headgear and the headband must be clearly distinguishable from the headgear (e.g., the hat and headband may not be the same color).
   a. Exception: If the headwear is both in the shape of a band and is a positional color, it shall be considered a headband. No other positional headband may be worn over this item.

C. A shirt or jersey.
   i. Jerseys for players on the same team must be readily identifiable, of the same base color, and distinguishable from the opposing team.
   ii. Each player must have an integer between 0 and 999 clearly visible on the back of their jersey.
      a. The number may be preceded by extra zeros however the number, including any zeros, must not exceed three digits.
      b. No two players in the player area for the same team may share the same number.
         1. Leading zeros are ignored when determining a player’s number.
      c. It is recommended, but not required, that the jersey number also be displayed in additional places, such as the front or shoulders of the jersey.
   iii. The primary jersey color may not be yellow or gold.

D. Some sort of bottom (such as shorts, pants, or a skirt). If
a player is wearing a skirt, they must also wear shorts or undergarments underneath the skirt.

i. The primary color of the outermost layer of the bottoms must not be yellow or gold.

E. Shoes or cleats (athletic shoes with studs on the bottom).

i. Spikes or studs must not be sharp.

ii. Spikes or studs must not be completely made of metal or affixed with fully metal caps.

F. A mouthguard which shall:

i. Include an occlusal (protecting and separating the biting surfaces) portion.

ii. Include a labial (protecting the teeth and supporting structures) portion.

iii. Cover the posterior teeth with adequate thickness.

“Penalty: Blue”—If a player enters play without one of the above required pieces of equipment, that player must receive a blue card.

“Penalty: Special”—Illegal jersey number: If a team has two players in the player area wearing the same number or after the game starts, or if a player enters play without a legal number on their back, play shall be stopped. The speaking captain shall deem one of their players wearing the offending jersey ineligible to continue play until their jersey is replaced or otherwise modified to read a unique eligible number. The new number must be reported to the scorekeeper. The speaking captain must receive a blue card. No other penalty shall be given.

“Penalty: Special”—Illegal headband: If a referee deems a player’s headband unacceptable for any reason, the referee should say “illegal headband.” Play is not stopped. The player must leave the pitch and correct the headband or be replaced by a player.
with a proper headband.

넷 Penalty: Yellow—Any player who ignores the directive “illegal headband” or makes a play after being given the directive must receive a yellow card.

2.5.3. Additional equipment

A. Padding—All padding must:
   i. Be one inch or less in thickness.
   ii. Pass the “knock test,” i.e. when a referee raps on it with a knuckle, it should not make a knocking sound.
   iii. Bend easily when a minimal amount of force is applied to it.

B. Braces—Athletic braces are allowed but must generally meet the standards of padding above.
   i. A brace may include a hard element; however, any hard plastic or metal in a brace must be covered at all times during a game and, once covered, must pass the referee “knock test.”
   ii. If any hard plastic or metal becomes exposed, the player must leave the pitch and fix the problem (See: 2.5.4. Accidental infringement of equipment rules).
   iii. Referees reserve the right to refuse any brace that they believe presents a danger to the players.

C. Athletic supporters—Athletic supporters (cups) which are used to protect the groin are allowed.

D. Glasses and eyewear—Players may wear glasses or other eyewear, such as goggles.
   i. No eyewear actually made of glass will be allowed unless it is worn underneath goggles so the glass is not exposed.
   ii. Goggles made of metal, such as lacrosse “cage” goggles
are not allowed.
E. Gloves—Gloves are allowed.
F. Hand or glove grip enhancers—Hand and glove grip enhancing substances which might transfer to and affect a ball are illegal.
G. Special equipment—Individuals with disabilities or recovering from injuries may require other specific equipment. Such equipment must be approved by USQ via USQ’s equipment waiver policy prior to its use in any official game.
H. Any additional equipment must be approved by the head referee before the game. Any equipment that the referee determines to be dangerous or unfair to either team must not be permitted.

✈️ Penalty: Blue—A player who is found to be using illegal equipment after the game has started must receive a blue card. This does not include equipment that breaks or is otherwise altered due to the course of play.

✈️ Penalty: Red—A player who is found to be using illegal equipment that was specifically barred by the referee or tournament director before the game began, during ground rules, or at any previous point during the game must receive a red card.

2.5.4. Accidental infringement of equipment rules

In the event of any accidental infringement of the equipment rules:

A. Play is not stopped unless the referee determines the infringement presents a danger to players.
B. The player at fault must leave the pitch to correct the equip-
ment immediately and may be replaced with a substitute.

C. Any player required to leave the pitch to correct equipment must not reenter until the equipment has been replaced, repaired, or removed.
   i. Mandatory equipment must be replaced or repaired.

D. If there is no replacement for mandatory equipment available, the referee must stop play until the equipment is provided.
   i. If the mandatory equipment is either a mouthguard or a part of the individual’s clothing, other than the headband, and an eligible substitute is available, the player should instead be substituted out and the game continued.

Penalty: Yellow—A player who has been required to leave the pitch because of an equipment infringement and who reenters without correcting the infringement must receive a yellow card.

2.5.5. Intentionally altering equipment

It is illegal to intentionally alter any game equipment, including the game balls and hoops, so that it does not match the regulations in the rules.

Penalty: Red—A player who intentionally alters any equipment in order to gain an advantage must receive a red card.

2.5.6. Headband lost mid-play

If a player’s headband is lost mid-play, they may remain in play until they are either knocked out, there is a stoppage in play, or a goal is scored, but the player must replace the headband as soon as possible. Seekers do not have to replace their headband when
a goal is scored, but the other two requirements apply.

 Penalty: Back to hoops—A player who does not replace a lost headband when knocked out, at a stoppage of play, or when a goal is scored must be sent back to hoops and must replace the headband before reentering play.

2.5.7. Damaged jersey number

If a player’s number becomes damaged beyond recognition during play:

A. Play is not stopped.
B. The referee must inform the player that their jersey number has been damaged.
C. The player must fix the number the next time they substitute out of the game, or during the next stoppage in play, whichever occurs first.
   i. If there is a stoppage in play, and the number cannot be quickly fixed, the player may substitute out during that stoppage.
   ii. If the issue can only be addressed by giving the player a new number, that new number must be reported to the scorekeeper.
D. If the player substitutes back in without fixing the number, or remains in the game with the damaged number after the next stoppage, the damaged number shall be treated as an illegal jersey number (See: 2.5.2. Mandatory equipment).

2.5.8. Cameras

It is illegal for any player to wear a camera or other audio or video recording device while in play.
2.5.9. Jewelry

It is illegal for players to wear any jewelry during a game, including any piercings, necklaces, bracelets, or anklets, regardless of whether they are covered by other apparel, equipment, or tape.

A. Costume jewelry is included as jewelry.
B. Flexible plastic piercing retainers which are flush with the skin are allowed.
C. Players with significantly stretched piercings may use hard plastic retainers which are flush with the skin and completely fill the piercing.

⚠️ Penalty: Red—Any player who is found to be using illegal equipment that was specifically barred by section 2.5. Player equipment must receive a red card.
3. Game Procedures

3.1. PRELIMINARIES

3.1.1. Pregame meeting

Before any game, the head referee calls together the two teams to go over general rules.

A. Each team must designate one person to serve as speaking captain to represent the team during the game.
   i. The speaking captain is the only person who may speak on behalf of the team to any referee or official with regard to the game.
   ii. The speaking captain may be a player or team staffer, but must be on the team’s official roster. A team’s coach may serve as the speaking captain.
   iii. Any official team captains (including the speaking captain) and coaches may attend the pregame meeting, but the team must clearly indicate which individual is the speaking captain for the game.

B. At this time, the head referee and snitch runner should ensure that each team is clear on the following:
   i. Any ground rules specific to the field.
   ii. The identity of the snitch runner
   iii. Any and all planned snitch spectacles.
   iv. Any rules changes or clarifications that may impact the game.
v. Any special considerations for a team’s players that the referee should know regarding the gender maximum rule (See: 1.2.3. Gender maximum rule).
vi. Any other concerns from the attending parties that are specific to the game.

3.1.2. Coin toss

Teams may elect to have a coin toss to determine which team will attack which set of hoops.

A. If either team requests a coin toss, the head referee and opposing team must accommodate the request.
B. The toss shall be called while the coin is in the air by:
   i. The team with the lower USQ ranking.
   ii. If the ranking is inapplicable or unknown, the team that has traveled farthest from its point of origin shall call the toss.
C. The team that wins the coin toss selects which set of hoops it will attack for the duration of regulation time (for overtime procedures, see: 3.5. Overtime).
   i. If multiple consecutive games are scheduled between the same two teams, the TD may set a policy allowing for one coin toss to determine sides for the series.

3.2. STARTING THE GAME

3.2.1. Pregame lineup and procedure

In order to begin the game:

A. The six starters on each team must line up on the pitch behind the starting line.
   i. Each team must start the game with three chasers, one
keeper, and two beaters.
ii. Players may line up in any order.

iii. All players must remain behind the starting line (See: 2.1.7.2. Starting lines).

iv. Players may change positions and location on the starting line until the head referee shouts “Brooms Down!”

v. Any player who receives a card prior to the start of the game (or their substitute in the case of a red) must start the game in the penalty box.

B. All balls (excluding the snitch) must be resting in the appropriate positions (See: 2.1.6. Ball positions).

i. The quaffle must be placed at one of the two ball positions closest to the midpoint of the pitch.

ii. Any ball (excluding the snitch) which moves, for any reason, must be reset before the head referee calls “Brooms Up!”

C. The head referee confirms that both teams, all assistant referees, and any other officials are ready.

D. The head referee shouts “Brooms Down!”

E. Once “Brooms Down!” has been called:

i. Players may not change positions or location on the starting line.

ii. No part of a player’s body may contact the ground in front of the starting line.

a. The player’s broom may contact the ground beyond the starting line.

iii. Each player must have a broom in hand.

a. The broom must remain otherwise flat on the ground until “Brooms Up!” is called.

F. The head referee shouts “Ready!”

i. Players may assume a starting position at the call of
“ready,” but in doing so the broom must remain flat on the ground.

G. A few seconds after the head referee shouts “Ready!” the referee then shouts “Brooms Up!”
   i. On the first “B” sound of “Brooms Up!” all players must immediately mount their brooms and begin play.
   ii. If there is a false call of “Brooms Up!” the head referee resets the players and repeats the procedure of 3.2.1.
   iii. In the event of any penalty prior to “brooms up”, the referee adjudicates the penalty and then resets the players and repeats the procedure of 3.2.1.

∥ Penalty: Blue—A player who changes positions or location on the starting line after the referee has called “Brooms Down!” must receive a blue card.

∥ Penalty: Blue—If a player picks up their broom, but is able to reset with their broom flat on the ground before the referee calls “Brooms Up!”, then play may continue as “No harm, no foul.” If a player has not reset before the the first “B” sound of “Brooms Up!” or if a player moves early and touches the ground on the other side of the starting line prior to the call of “Brooms Up!,,” that player must receive a blue card and the referee must reset the other players and repeat the procedure of 3.2.1.

### 3.3. STOPPING PLAY

#### 3.3.1. Stopping play procedure

To stop play:

A. The referee blows a whistle in paired short blasts.
B. The timekeeper stops the game time, and all other time
clocks.

C. All players currently in play must stop, drop their brooms, and hold their respective positions.
   i. The players maintain any balls they possessed and may not pick up any balls during the stoppage.
      a. Any balls not possessed must be left on the ground, except in the situation described in 3.3.1.J.ii.a.
   ii. Any players who are paused in an illegal position are adjusted immediately to a legal position.
   iii. Any players who accidentally (and significantly) moved after the whistle are returned to their location at the time the whistle was blown.

D. The head referee consults with other referees as necessary concerning:
   i. The adjudication of fouls.
   ii. The legality of any snitch catch. If a legal snitch catch occurred, the game ends or proceeds to an overtime period as appropriate (See: 3.4.2. Ending the game).
   iii. Any other relevant concerns.

E. The referee adjudicates any fouls and communicates the type of foul to the players, scorekeeper, and spectators:
   i. Any players who have committed back to hoops offenses are informed that they must return to their hoops upon resumption of play (See: 9.1.1. Back to hoops fouls).
   ii. Any players who committed a blue card offense or their first yellow card offense are sent to the penalty box (See: 9.1.3. Blue card and 9.1.4. Yellow card).
   iii. Any players who have committed a red card offense are sent off and their substitute is sent to the penalty box (See: 9.1.5. Red card).

F. If a change of possession occurs, the appropriate turnover
procedure shall be followed before play is restarted:

i. If the quaffle is turned over without a turnover penalty or penalty card, the quaffle is given to the eligible chaser or keeper from the appropriate team who is nearest the quaffle.

a. If play is stopped while the quaffle is dead after a good goal, and the keeper is in their own keeper zone, the quaffle may be given to the keeper, at the request of the keeper, before play is restarted.

1. If the keeper is either not in their keeper zone, or is dismounted, they may request that the quaffle be placed next to their hoops instead.

ii. If a bludger is to be turned over and all beaters on the receiving team either already have possession of a bludger or are in the penalty box, the bludger that would have been turned over must remain where it is.

a. If the player holding that bludger is sent to the penalty box, the ball must be placed on the ground where they were standing at the time of the stoppage.

G. Any players who are injured are replaced (See: 1.3.3. Substitutions due to injury)

H. Any external interference is removed.

I. Any defective equipment is fixed, replaced, or removed (if the equipment was not mandatory).

J. The referee indicates to the players that play is about to resume by calling for the players to “Remount!”

i. Players must remount their brooms at the same location where the brooms were left when play was stopped.

ii. Players must stand at the call to remount.

a. If two players on the ground each had a grip on a ball when play was stopped, they still must stand.
Once standing, each may retake hold of that ball. They do not need to hold it in the same way they had on the ground.

1. Whether a player is considered to have had a grip on a ball is determined by the status at the moment play was stopped.

iii. Players may otherwise reposition themselves to prepare for the restart, but must not do any of the following before the restart whistle:
   a. Begin the forward motion of a throw.
   b. Initiate new contact.
   c. Begin to move off of their location.

K. The referee blows one short whistle blast. On this whistle blast:
   i. Play resumes.
   ii. The timekeeper resumes the game time, and all other time clocks.

 Penalty: Warning—If any player illegally moves just prior to the restart whistle, play shall be stopped, all players shall be returned to their positions, and all players on the field shall receive a warning for false starting.

 Penalty: Back to hoops—Any player who illegally moves just prior to the restart whistle, after a warning has been issued on that same stoppage, must be sent back to hoops.

 Penalty: Yellow—Any player who continues to move intentionally or refuses a referee’s instructions to return to their position at the time of a stoppage must receive a yellow card.

 Penalty: Yellow—Any player who illegally picks up or otherwise
takes hold of a ball during a stoppage, with the intent to deceive an official into believing they had hold of that ball prior to the stoppage, must receive a yellow card.

3.3.2. Head referee stopping play

The head referee stops play using the procedure described in 3.3.1. in any of the following circumstances:

A. A player commits a foul that results in a change of quaffle possession.
B. A player commits a foul that results in a blue card, yellow card, red card, or ejection.
C. The referee is unsure of a call and needs to consult with other referees.
D. A player is too injured to continue play while obstructing active gameplay or is down with a serious injury.
E. An external interference occurs, including when a ball or player from another pitch enters the pitch.
F. A ball becomes defective (See: 3.3.6. Defective balls mid-play).
G. There is a broken broom anywhere within the player area.
H. A hoop is broken in a way that:
   i. Presents a danger to players.
   ii. Cannot be easily fixed and:
      a. Is not near active gameplay.
      b. Is not being attacked by an offense which has already crossed the midfield line with the quaffle (See: 4.2. Broken or fallen hoops).
I. All three hoops on one side fall down, become defective, or are otherwise dislodged (See: 4.2. Broken or fallen hoops).
J. Quaffle play moves too close to dangerous terrain or
spectators (See: 7.8. Spectators and dangerous terrain).
K. A player commits a foul that would otherwise not stop play, but the player does not respond to the referee’s call.
L. An assistant referee sees a foul against or committed by the quaffle carrier, which the head referee is unlikely to have seen, and the stoppage of play would not create an advantage for the fouling team. Stopping play in this circumstance is at the discretion of the head referee.

3.3.3. Snitch referee stopping play

The snitch referee stops play using the procedure in 3.3.1. in any of the following circumstances.

A. The snitch referee believes that a snitch catch is good.
B. The snitch runner is injured or needs to be replaced.
C. The snitch ball or snitch shorts become defective and need to be replaced.

3.3.4. Advantage

If the head referee determines that stopping play due to a foul would provide an advantage to the fouling team, the referee may call advantage by raising one hand straight into the air.

3.3.4.1. Calling advantage:

A. If advantage is called the following procedure applies:
   i. The referee throws a marker indicating the location of the quaffle at the time of the foul.
   ii. The referee may send the fouling player back to hoops at the start of the advantage if the situation warrants.
   iii. Play continues until the fouling team would no longer benefit from play being stopped including, but not
limited to, the following situations:

a. The fouling team gains possession of the quaffle.

b. A goal is scored for the fouled team.

c. A goal is scored for the fouling team; this goal is disallowed.

d. The fouled team commits a separate foul.

e. There is a snitch catch by either team.

1. If the fouling team catches the snitch during advantage, then the catch must be called no good and the referee should adjudicate the penalty and restart play.

2. If the fouled team catches the snitch during advantage and the catch is otherwise good, then the catch must be called good and the referee should declare the period over. All fouls should still be listed on the official scorecard.

B. If a foul is committed involving only the seekers or a seeker and the snitch runner, advantage should not be called.

i. For such fouls resulting in a card, the procedure found in rule 3.3.5.3.B. should be applied.

3.3.4.2. **When advantage abates, the referee must stop play and perform the following actions:**

A. If a goal is scored for the fouled team, the goal must be called good and:

i. If advantage was called on a back to hoops offense, then the standard procedure for back to hoops is applied. Generally, advantage should not be called on a back to hoops offense.

ii. If the foul results in a blue or yellow card and the fouling team’s penalty box is empty, the penalty time
is nullified by the score.

iii. If the foul results in a blue or yellow card and a player from the fouling team is in the penalty box serving time for a blue or yellow card, the player with the least remaining penalty time is released and the fouling player is sent to the penalty box for one minute or until the fouled team scores.

iv. If the foul results in a blue or yellow card and the only player in the fouling team’s penalty box is a substitute serving time for a red card, then the penalty time for the player receiving the blue or yellow card is nullified by the score.

v. If the foul results in a red card, the fouling player’s substitute is sent to the penalty box for two minutes.

B. If the advantage of stopping play for the fouling team abates in any way other than a goal, then the referee stops play immediately and applies the appropriate penalty for all fouls.

i. If a player on the fouled team commits a foul during advantage, this foul ends the advantage and is adjudicated in the same manner as a foul in any other circumstance.

a. If both teams have committed fouls which would turn over the same ball, possession of that ball is determined by:

1. The procedure for the foul receiving the most severe penalty card.

2. If multiple fouls receive the most severe penalty card, or lack thereof, among those fouls, the procedure for the foul committed last.

3. For the purpose of determining possession under this rule, turnovers from the advantage restart
procedure shall be considered part of the procedure for the penalty for which the advantage was initially called.

ii. If a player on the fouling team, other than the original fouling player, commits a separate foul during advantage, the referee may decide to stop play or continue advantage as appropriate.
   a. Both penalties must be adjudicated regardless of whether advantage continues.

iii. If the player who committed the original foul commits a second foul during advantage, the referee may decide to stop play or continue advantage as appropriate.
   a. If the two fouls occurred separately from one another, then the penalties for both fouls must be given.
   b. If the two fouls occurred simultaneously, or were directly related to each other, the penalty for the more egregious of the two fouls is given.

3.3.4.3. Snitch catches during advantage:

A. Any snitch catch by the fouling team during advantage must be called no good.

B. Any snitch catch by the fouled team that meets the criteria for a good catch must be called good.
   i. If the foul results in a blue or yellow card and the fouling team's penalty box was empty at the time of the catch, the penalty time is nullified by the score.

3.3.4.4. Restart procedure after advantage has been called:

A. If a goal is scored for the fouled team:
   i. If advantage was called due to a foul in the quaffle game,
then play restarts according to standard procedure for a goal (See: 4.4. Restarting after a goal).

ii. If advantage was called due to a foul in the bludger game:
   a. If the fouling team retained possession of two bludgers at the end of advantage, the bludger possessed by the beater who committed the foul is given to the nearest eligible beater from the opposing team.
   b. All other plays made by beaters or changes in bludger possession for either team during the advantage are valid.

iii. If advantage was called due to a foul by a seeker, then play restarts according to the standard procedure for a goal (See: 4.4. Restarting after a goal).

B. If advantage was called due to a foul in the quaffle game and the fouled team did not score:
   i. The quaffle carrier at the time of the foul (or their substitute) is returned to the location of the advantage marker before play is resumed.
      a. If this player has been knocked out, they are returned to the location of the advantage marker as an eligible player, even if they have not completed the knockout procedure.
      b. The quaffle is returned to this player.
      c. If this player committed a back to hoops foul during the advantage, other than dismounting, or has been sent to the penalty box, the quaffle player from that team, nearest to the advantage marker, shall move to the location of the advantage marker and receive the quaffle instead.
      d. If, under 3.3.4.2.B.i.a., the quaffle is turned over to
the originally fouling team, no players shall be moved to the location of the advantage marker.

ii. All other players remain where they were at the time of the stoppage and, if knocked out before the stoppage, continue to be knocked out and must follow the knockout procedure (See: 5.3. Knockout procedure).

C. If advantage was called due to a foul in the bludger game and the fouled team did not score:
   i. Quaffle play is reset as outlined in 3.3.4.4.B.i.
   ii. If the fouling team retained possession of two bludgers during the advantage, the bludger possessed by the beater who committed the foul is given to the nearest eligible opposing beater at the time of the stoppage.
   iii. All other plays made by beaters or changes in bludger possession for either team during the advantage are valid.

D. Play is resumed by the head referee.

3.3.5. Delayed penalties

All blue, yellow, and red card penalties called by officials other than the head referee are considered delayed penalties because of the time between the offense and when the head referee is able to stop play and adjudicate the penalty.

3.3.5.1. Calling a delayed penalty:

A. If an official other than the head referee sees a player or team staffer commit a foul, that official raises their hand and play continues as a delayed penalty.
   i. If the penalty is back to hoops or a turnover, the official should adjudicate the penalty while play continues
rather than using this procedure.

ii. If play is stopped under this procedure, and no cards are assessed as a result, it shall be treated as though it was not a delayed penalty.

B. The assistant referee may send the fouling player back to hoops during the delay if the situation warrants.

C. The referee visually and verbally signals to the head referee that a foul has occurred and which team committed the foul.

i. If the head referee determines that it is appropriate to immediately stop play, the head referee may do so.

ii. The head referee may allow play continue as in an advantage situation until the advantage abates in any way, unless the foul continues or escalates.

a. If the head referee continues play as in an advantage situation, they shall raise their own arm as well.

D. If another foul is committed during a delayed penalty, by either team, the head referee should stop play and adjudicate both fouls immediately.

i. If both teams have committed fouls which would turn over the same ball, possession of that ball is determined by:

a. The procedure for the foul receiving the most severe penalty card.

b. If multiple fouls receive the same penalty card, or lack thereof, among those fouls, the procedure for the foul committed last.

c. For the purpose of determining possession under this rule, turnovers from the delayed penalty procedure shall be considered part of the procedure for penalty for which the delay was initially called.
ii. If the originally fouling player commits a second foul during the delay, and the second foul is either simultaneous with or directly related to the initial foul, that player shall only receive the penalty for the more egregious of those two offenses.

E. If called due to a foul by a seeker, follow the procedure in 3.3.5.3. Delayed seeker penalties.

3.3.5.2. Except in the situation described in 3.3.5.3.B., when the referee stops play for a delayed penalty:

A. If the fouling team scored a goal during the delay, the goal is discounted, whether or not the foul directly affected the goal. The defending keeper receives possession of the quaffle in their own keeper zone.

B. If neither team scored during the delay:
   i. On a yellow or red card foul, the quaffle is turned over to the closest eligible player of the fouled team, whether or not the foul directly affected possession.
   ii. On a blue card foul, the quaffle is turned over to the closest eligible player of the fouled team if the foul resulted in a change of quaffle possession, or the fouled team lost the quaffle during the delay.

C. If the fouled team scores, standard advantage procedure should be implemented (See: 3.3.4.4.A.).

D. After all penalties are adjudicated, play is restarted.

3.3.5.3. Delayed seeker penalties

A. If a seeker commits a blue, yellow, or red card offense in or as a result of an interaction with any player other than the opposing seeker or the snitch runner, it shall either be
called immediately or follow the procedures for advantage and delayed penalties, as appropriate, excluding 3.3.5.1.E.

B. If a seeker commits a blue, yellow, or red card offense in or as a result of an interaction involving no players other than the opposing seeker or the snitch runner, regardless of which referee is making the call, the following procedure shall be followed.

i. Play continues as a delayed penalty.

ii. The referee may send the fouling seeker back to hoops as the situation warrants.

iii. If this referee is not the head referee, the referee visually and verbally signals to the head referee that a foul has occurred and that it is a seeker foul.

iv. The head referee shall allow play to continue until a goal is scored or stopping play would not disadvantage either team.

a. If the same seeker commits another foul during the delay:

1. And the two fouls occurred separately from one another, then play must be stopped, and the penalties for both fouls must be given.

2. If the two fouls occurred simultaneously, or were directly related to each other, the delay may be allowed to continue, and the penalty for the more egregious of the two fouls is given.

3. If the later foul involved a player other than the opposing seeker or snitch runner, 3.3.5.3.B.v.a-b. does not apply.

b. If any other player commits another foul during this delay, the proper procedure for stopping play for that penalty shall be followed instead.
v. The penalty is adjudicated.
   a. No turnovers shall be enforced as a result of the seeker’s penalty.
      1. This includes the turnovers listed in the penalty card procedure sections (See: 9.1.3-5).
   b. No goals shall be disallowed as a result of the seeker’s penalty.
vi. Play is restarted.

3.3.5.4. Snitch catches during delayed penalties:

   A. Any snitch catch by the fouling team during a delayed penalty must be called no good and the snitch is reset.
   B. Any snitch catch by the non-fouling team during a delayed penalty, that is otherwise good, must be called good.

3.3.6. Defective balls mid-play

If a game ball becomes defective (deflates, etc.) while in play, the head referee must stop play to replace the ball. The following conditions apply:

   A. The head referee must stop play immediately when any ball becomes defective.
      i. There is no advantage for either team when a ball becomes defective and where the ball is located on the pitch is irrelevant.
      ii. All assistant referees should immediately inform the head referee of a defective ball.
   B. If a ball was in midair when it became defective, the replaced or repaired ball is returned to the player who last held possession, except the quaffle after a good goal.
      i. If this player is knocked out or dismounted before play is
stopped, then the ball is returned to the nearest eligible player on the same team to this player’s current location.
   a. If no such player exists, then the ball shall be left at the player’s current location.
C. No goals, knockouts, or snitch catches may happen with a defective ball.
D. If the quaffle becomes defective while going through a hoop, no goal is scored unless the quaffle had already passed entirely through the hoop before becoming defective.
E. If a bludger becomes defective while hitting a player:
   i. The knockout counts.
   ii. When a beater is struck, that beater may still catch the defective bludger to negate the knockout.
      a. If the defective bludger is in multiple pieces, the largest piece must be caught to negate the knockout.
      b. If a live bludger becomes defective by sticking on the end of an opponent’s broom, the opponent is knocked out. This action is not considered to be a catch.
F. If the snitch ball becomes defective during the snitch catch (e.g. the sock breaks in half and the seeker gets half of it):
   i. The catch counts if the seeker cleanly removed the actual ball.
   ii. If the snitch ball becomes defective before the catch, the catch must be called no good.
   iii. The snitch referee should stop play if the snitch cannot be easily repaired.
   iv. The replaced or repaired snitch ball is refastened to the snitch runner and play continues.
3.4. REGULATING GAME TIME

3.4.1. Game length

3.4.1.1. Game time—Game time is measured in real time beginning from the first “B” sound in the head referee’s call of “Brooms Up!”

A. The game time, and any time associated with it, must be paused for all complete stoppages of play and resumed when play is resumed.
   i. All clocks should be paused at any time a referee’s whistle is blown in short paired blasts to stop play.
   ii. All clocks should be restarted on the head referee’s short whistle blast to resume play.

B. There may be no rule or regulation strictly defining the length of a game.

3.4.1.2. Seeker floor—The seeker floors are the first 18 minutes of game time during regulation time and the first 30 seconds of the first overtime, during which the snitch may not be caught.

A. Seeker floors must be measured in game time.
B. During a seeker floor, there are no seekers in play.
C. A seeker from each team should report to the timekeeper at or before the 17 minute mark of game time in regulation.
   i. Seekers are not eligible to interact with play in any way until they are released by the timekeeper.
   ii. Seekers must remain within the penalty box until being released by the timekeeper.
   iii. There is no penalty for failing to report to the timekeeper prior to the 17 minute mark of game time. However, each team’s initial seeker for regulation or
overtime must check in with the timekeeper and be
released into the game from the penalty box, even if
this occurs after the end of the seeker floor.
a. If the initial seeker checks in after the end of the
seeker floor, the timekeeper shall provide the seeker
with a broom and release them into the game im-
mediately upon confirming that they are mounted
on the broom in the penalty box.
D. The snitch runner must enter the player area between the
17 and 18 minute marks of game time.
E. At the end of the seeker floor, the timekeeper releases the
seekers from their respective penalty boxes to pursue the
snitch runner.

 Penalty: Blue—If a seeker leaves the penalty box before the end
of the seeker floor, they must receive a blue card. If the penalty
card is shown before the end of the seeker floor, the penalty time
shall begin at the end of the seeker floor for that period, and the
player must serve the time as a seeker.

 Penalty: Blue—If a team’s initial seeker for regulation or over-
time enters the game without checking in with the timekeeper
and being released from the penalty box, that player must receive
a blue card. If this occurs prior to the end of the seeker floor, the
penalty time shall begin at the end of the seeker floor for that
period, and the player must serve the time as a seeker.

3.4.1.3. Snitch handicaps

A. The following handicaps on the snitch runner are cu-
mulative and must be implemented in all games at their
assigned times as measured in game time.
i. Upon the release of the seekers, the snitch runner is required to remain between the keeper zone lines.

ii. At the 23 minute mark of game time, the snitch runner is required to remain within roughly 1.5 yards of the midline of the player area.

iii. At the 28 minute mark of game time, the snitch runner is required to use only one arm.

iv. At the 33 minute mark of game time, the snitch runner is required to remain within roughly 1.5 yards of the intersection of the midfield line and sideline of the pitch opposite the scorekeeper and benches.

B. Snitch runners may choose to further handicap themselves during a game, however tournament staff and game officials must neither order nor request that they do so.

C. No snitch catch shall be invalidated due to a snitch runner not being in compliance with the handicaps.

D. Repeated violations of the handicaps is grounds for the replacement of the snitch runner.

E. If a game proceeds to overtime, all handicaps on the snitch runner are removed for the remainder of the game, except for the requirement to remain between the keeper zone lines, and no further handicaps shall be implemented.

3.4.2. Ending the game

3.4.2.1. Ending regulation time:

A. The head referee or snitch referee shall stop play by blowing a whistle in paired short blasts when either believes a good snitch catch may have occurred (See: 4.5. The snitch catch).

i. After play is stopped, the head referee must check verbally or visually with all relevant assistant referees
to ensure there are no penalties to assess or legitimate challenges to the validity of the catch.

a. In the case of any disagreement between officials, the head referee makes the final decision as to the status of the catch.

ii. If the snitch catch was no good, the snitch must be reset and play restarted.

iii. If the snitch catch was good, the head referee shall blow three long whistle blasts to indicate the end of the period.

B. If the game is not tied, the game ends and the team with the most total points is declared the winner.

C. If the game is tied, the game proceeds to overtime (See: 3.5.2. First overtime).

3.4.2.2. Ending first overtime—There are two ways that a first overtime period may end:

A. If the entire five minutes of game time passes without a clean snitch catch, the head referee must stop play with paired whistle blasts.

i. After confirming with all officials that there are no remaining issues or penalties to address in the period, the head referee must blow three long whistle blasts, indicating the end of the period.

ii. If the game is not tied, the game ends and the team with the most total points is declared the winner.

iii. If the game is tied, the game proceeds to a sudden death second overtime (See: 3.5.3. Second overtime).

B. If the snitch may have been cleanly caught in overtime, the procedure in 3.4.2.1.A. shall be followed.

i. If the snitch catch is confirmed and the game is not
tied, the game ends and the team with the most total points is declared the winner.

ii. If the snitch catch is confirmed and the game is tied, the game proceeds to second overtime (See: 3.5.3. Second overtime).

3.4.2.3. Ending second overtime—Second overtime ends immediately upon any score by either team.

A. If any score may have been made in second overtime, the head referee or snitch referee must stop play with paired whistle blasts.
   i. After play is stopped, the head referee must check verbally or visually with all relevant assistant referees to ensure there are no penalties to assess or legitimate challenges to the validity of the score.
      a. If the score is ruled no good, the snitch must be reset (if necessary) and play restarted.
      b. If the score is ruled good, the head referee must signal the confirmation of the score, and blow three long whistle blasts, indicating the end of the period.
      c. If there is a good goal and a clean snitch catch occurring in quick succession, the score ruled to have occurred second shall be disallowed (See: 4.5.3. Closely timed plays).

3.5. OVERTIME

3.5.1. Going to overtime

In a situation where both teams have scored an equal amount of points after the snitch has been caught in regulation time, the game proceeds into overtime.
3.5.2. First overtime

The following procedure is observed for the first overtime period:

A. The two teams switch ends of the pitch that they are defending.
B. The referees reset the pitch.
C. The head referee must grant the teams approximately 3 minutes of rest between regulation time and overtime.
D. At the call of the referee, both teams take their positions at the starting line.
   i. If there are players serving time in the penalty box for a blue or yellow card, the snitch catch that ended regulation time is treated as a single score for the purposes of releasing a player. All other players must serve the remainder of their penalty time during the first overtime period.
E. The referee begins play by following the procedure in 3.2. Starting the game.
F. The snitch must enter the pitch at some point between the start of the period and the 30 second mark of overtime.
G. A 30 second seeker floor applies before seekers may pursue the snitch.
   i. Prior to the “brooms up” call of overtime, the seekers should check in with the timekeeper to be released from the penalty box when the 30 second seeker floor has concluded.
   ii. At the end of the 30 seconds, the seekers are released to pursue the snitch.
   iii. There is no penalty for failing to report to the timekeeper prior to start of overtime. However each team’s initial seeker in overtime must check in with the timekeeper.
and be released into the game from the penalty box, even if this occurs after the 30 second mark of overtime.

a. If the initial seeker checks in after the 30 second mark, the timekeeper shall provide the seeker with a broom and release them into the game immediately upon confirming that they are mounted on the broom in the penalty box.

iv. If a seeker’s penalty time extends into the first overtime, the seeker’s penalty clock will not run until the seeker floor has ended, and no scores during the seeker floor can release the seeker.

a. The seeker remains ineligible to play at any position during the seeker floor.

H. Overtime lasts 5 minutes of game time or until the snitch has been legally caught. After either has occurred, the team with the higher score is declared the winner.

I. Timekeeper role in overtime:

i. The time keeper must announce the time remaining after each full minute has passed in overtime (4, 3, 2, 1).

ii. The timekeeper must announce 30 seconds and 15 seconds remaining.

iii. The timekeeper must count down from 10.

iv. If a referee makes an advantage or delayed penalty call during first overtime, the timekeeper must stop the overtime clock as soon as the head referee’s arm is raised or their advantage marker is thrown. The overtime clock must remain stopped until the foul is resolved.

J. If both teams have scored an equal amount of points after first overtime, the game proceeds into second overtime.

3.5.3. Second overtime
In a situation where both teams have scored an equal amount of points after the first overtime, the game proceeds into a sudden death second overtime. The following procedure is observed for the second overtime period:

A. Teams do not switch ends of the pitch before the second overtime.
B. The referees reset the pitch and players immediately.
   i. If there are players serving time in the penalty box for a blue or yellow card, the snitch catch that ended first overtime (if applicable) is treated as a single score for the purposes of releasing a player. All other players must serve the remainder of their penalty time during the second overtime period.
C. The referee begins play by following the procedure in 3.2. Starting the game.
D. The snitch must remain on the midfield line until “Brooms Up!” is called.
E. There is no seeker floor in second overtime. The seekers must start the period on the starting line.
F. Second overtime lasts until a goal is scored or the snitch is caught. After either has occurred, the team with the higher score is declared the winner.

3.6. FORFEITS & SUSPENDED GAMES

3.6.1. Forfeits

3.6.1.1. Declaring a forfeit:

A. The head referee may declare a game forfeit due to the speaking captain of a team officially requesting a forfeit.
B. The head referee may declare a game forfeit if any player
persists in refusing to leave after receiving a red card or becomes a danger to spectators, players, or officials.

C. The head referee may declare a game forfeit if a team has less than seven remaining eligible players (including those in the penalty box).

D. A game may be declared forfeit due to violations of league or tournament policy.

3.6.1.2. In the event of a forfeit:

A. The game is over immediately and the forfeiting team is declared the losing team.

B. All players should clear the field to discourage any potential escalation.

3.6.2. Suspended games

3.6.2.1. Declaring a suspended game:

A. The head referee or tournament director may declare a game suspended due to weather, safety concerns, extreme or inappropriate misconduct, or external interference.

B. Suspended games must be recorded with the current game time, score, players in play, and possession of all game balls.

C. Suspended games should be resumed as soon as possible after it has become safe to resume play.

3.6.2.2. Resuming a suspended game:

A. If any of the game’s original officials are unavailable, the tournament director or head referee shall replace them.

B. All players in play at the suspension must line up behind their respective starting lines.

i. If, while play was suspended, a player became too injured
to play, had to leave the event, or otherwise became unavailable to play, another player on the roster may substitute in, starting on the line in their place.

C. Game balls must be given to the appropriate teams based on the possession information recorded at the time the game was suspended.
   i. Any balls which were not possessed when play was stopped shall be placed on the ball marks.
      a. The inner marks shall be filled first.
      b. If there were two loose bludgers, but the quaffle was possessed, both inner marks shall be used for the bludgers.

D. If the suspension occurred after the snitch runner was released, then the snitch runner should enter the player area before the game resumes and the seekers must line up behind their starting lines.
   i. Any snitch handicaps that had been implemented prior to the suspension are still in effect when the game resumes.

E. The head referee shouts “Brooms Down!”

F. All starting players should be stationary with the broom flat on the ground as in the regular start of game procedure.

G. The head referee shouts “Ready!”

H. The head referee shouts “Brooms Up!”
   i. On the first “B” sound of “Brooms Up!” all players may begin play.

3.6.3. Abandoned Games

A. If a suspended game cannot be resumed during the event at which it is being held, the tournament director must declare the game abandoned.
B. If the speaking captains of both teams and the tournament director mutually decide to not restart a suspended game, then the tournament director may declare the game abandoned.
   i. If one team refuses to resume play without the agreement of the opposing team and the tournament director, that team shall be declared to have forfeited the game.
4. Scoring

4.1. GOAL SCORING

4.1.1. Good goal

Ten points are scored for a team when the quaffle passes entirely through their opponent’s hoops and the goal is confirmed as good.

A. All of the following must be true for a goal to be counted as good:

i. The whole quaffle passes through one of the hoops.
   a. Any part (or the entirety) of the scoring player’s body may pass through the hoop.
   b. Goals may be scored through either side of the hoops.

ii. The scoring player (the player who propels the quaffle before it enters the hoops) is not knocked out while in contact with the quaffle, making it unscorable (See: 5.3.4. Natural motion).

iii. The scoring player has not committed a back to hoops foul immediately before receiving the quaffle or while in contact with a live quaffle.

iv. There is no delayed penalty, blue card, yellow card, or red card offense committed by the scoring team in the bludger or quaffle game (See: 3.3.5. Delayed penalties).
   a. Penalties occurring solely between the seekers or between a seeker and a snitch runner do not negate
a goal (See: 3.3.5.3.B.v.b.).
v. The hoop is not dislodged or otherwise unplayable (See: 4.2. Broken or fallen hoops).

B. The quaffle becomes dead as soon as a good goal has been scored. If a goal is confirmed as good, then play should proceed as described in 4.4. Restarting after a goal.

C. The head referee must confirm that a goal is good.
   i. The head referee confirms that the goal is good by blowing one long whistle blast and raising both arms.
   ii. The quaffle should be played as if it is live until the head referee confirms that the goal is good.
      a. If the goal is declared good, then no plays with the quaffle during this time count, though all fouls and illegal plays would still result in a penalty.
      b. If the goal is declared no good, then the quaffle is live and play continues.

D. Any otherwise good goal ruled to have been made after the snitch was legally caught must be disallowed (See: 4.5.3. Closely timed plays).

4.1.2. Own goal

A team may score a goal for the opposition by passing the quaffle through a goal in their own keeper zone.

A. Any time a live quaffle passes through a hoop, and the conditions in 4.1.1. Good Goal are met, a goal is scored.

B. If an own goal is scored, then the goal counts for the opposition, no matter which team propelled the ball through the hoop.
4.2. BROKEN OR FALLEN HOOPS

4.2.1. Scoring through a dislodged or broken hoop

No one may score on a hoop that has become dislodged. A dislodged hoop is defined as being broken, displaced, in any way knocked down, or unplayable.

A. If a hoop is in the process of becoming dislodged when the quaffle passes completely through it, the goal still counts.
   i. A falling hoop is considered fully dislodged when the hoop loop touches the ground or the hoop otherwise comes to at least temporary rest in a non-upright and intact position, including on top of a player.
   ii. A hoop must be entirely fixed and returned to its correct position before a goal may again be scored on that hoop.
   iii. Hoops that are no longer along the same plane as the hoop line (i.e. turned so that they are no longer facing the midfield line) are not considered dislodged and may be scored upon, but they should be returned to the proper position by the corresponding goal judge once active play leaves the area.
   iv. The head referee may verbally declare any hoop dislodged, and therefore unplayable, if the referee determines that the above conditions for a dislodged hoop are met.

4.2.2. Dislodged hoop procedure

A. If a hoop is broken, displaced or otherwise unplayable:
   i. Play must be stopped if the broken hoop poses a threat to the safety of the players.
ii. If play is not stopped, the goal judge must return the hoop to its proper position as soon as play leaves the area.

iii. If the quaffle enters the spectator area and there are no advantages, play must be stopped to fix the hoops.

iv. If play is stopped for any reason while a hoop is dislodged, then the hoop must be returned to its proper position before play is restarted.

v. A team may elect to request play be stopped to fix a dislodged hoop if and only if the following conditions are met. If the conditions are met, the head referee must comply with the request.

   a. The requesting team has legal possession of the live quaffle in their own half of the player area.

   b. The quaffle was not in the opposing team’s half of the player area, either loose or possessed, at any point during the current drive, including at the drive’s start (See 7.4.A. for more information on drives).

      1. This applies even if the requesting team has since retreated into their own half.

B. If all three of a team’s hoops are dislodged, the head referee must stop play until they are fixed.

C. No players may play in a manner that would create a significant threat of dislodging the hoops.

   i. This rule does not apply in the following instances:

      a. A hoop is dislodged by a thrown ball.

      b. An offensive quaffle player dislodges a hoop while attempting a contested score.

      c. A defensive quaffle player dislodges a hoop as a result of their own physical interaction with an offensive quaffle player who is attempting to score.
ii. If a player illegally dislodges a hoop while successfully attempting a goal, that goal shall not be negated by the penalty for that foul.

D. A player may not intentionally dislodge a hoop.

E. A player may not affect the position of a hoop, including intentionally tilting the pole or spinning the loop, with the intent of affecting whether the quaffle will pass through it.

- **Penalty: Blue**—A player who repeatedly, unintentionally dislodges a hoop must receive a blue card.

- **Penalty: Yellow**—A player who recklessly dislodges a hoop must receive a yellow card.

- **Penalty: Red**—A player who intentionally dislodges a hoop must receive a red card.

- **Penalty: Red**—A player who affects the position of a hoop with the intent of affecting whether the quaffle will pass through it must receive a red card.

### 4.3. GOALTENDING

A play is considered goaltending, and is scored as if the quaffle had gone through the hoop, if either of the following are true:

A. A player within their own keeper zone, other than the keeper, touches the quaffle with a part of themselves or their equipment that is extended through a hoop from the side where the quaffle would exit.

B. A player within their own keeper zone, other than the keeper, touches the quaffle while it is part way through a hoop with a part of themselves or their equipment that is positioned on the opposite side of the hoop from where
the quaffle entered and is not extended through that hoop.

*Penalty: Red*—A beater or seeker who intentionally goaltends must receive a red card.

### 4.4. RESTARTING AFTER A GOAL

#### 4.4.1. Penalty box release

If there are players in the penalty box when the opposing team scores a goal, one player from the team scored upon with the least amount of penalty time remaining for a blue or yellow card is released from the penalty box. Players serving stacked time are released after two goals. Players serving time in the penalty box for red card offenses are not released after a goal (See: 9.2.2. Time of penalty).

#### 4.4.2. Dead quaffle

During the time between when a goal is scored and when quaffle play is restarted, all of the players and all of the balls except for the quaffle are live and in play. However, the quaffle is dead, and no one may score with the quaffle until quaffle play is restarted. The following conditions apply to the quaffle while it is dead:

A. Any player on the formerly defending keeper's team may carry or pass the quaffle to the keeper in that keeper's own keeper zone, but may not otherwise interact with the dead quaffle.

   i. Substitutes may pass the dead quaffle to their keeper in this manner, but must always remain in the substitution area or bench while doing so.

B. The formerly offensive team may not pick up or otherwise intentionally interact with the quaffle unless they
are providing it to the keeper at the formerly defending
team’s request.

i. The formerly offensive team may choose to decline
that request.

ii. For the purposes of this rule, if the formerly offensive
team interacts with the dead quaffle prior to or simul-
taneous with the confirmation of the good goal, it shall
be treated as though they did not interact with the dead
quaffle, so long as it is immediately dropped if held.

a. This exception shall not apply if the player is ruled
to be acting with the intent to affect the restart of
the quaffle game.

C. The formerly defending keeper may request that a referee
deliver the quaffle, but the referee may only deliver the
quaffle in the team’s own keeper zone.

D. If a penalty turns over a dead quaffle to the formerly
offensive team, the quaffle becomes live upon the restart
after the turnover.

Penalty: Blue—A player who intentionally illegally interacts
with a dead quaffle must receive a blue card.

4.4.3. Keeper restart

After a goal has been scored, quaffle play is restarted when the
quaffle is in the possession of the formerly defending team’s
keeper on that keeper’s team’s own half of the player area.

4.4.3.1.—If the formerly defending keeper is the first player to
possess the dead quaffle after a goal, it becomes live once they
possess it anywhere in their half of the player area.

A. If anyone else possesses the quaffle first, including a ref-
eree or opponent (upon the keeper’s team’s request), then it must be reset in the keeper zone, and the keeper must retreat to their own keeper zone to restart play.

i. For the purposes of this rule, if the formerly offensive team interacts with the dead quaffle prior to or simultaneous with the confirmation of the good goal, it shall be treated as though they did not interact with the dead quaffle, so long as it is immediately dropped if held.

4.4.3.2.—The head referee must blow one short whistle blast after quaffle play is restarted by the keeper’s possession.

4.5. THE SNITCH CATCH

4.5.1. The snitch catch

When a snitch catch is confirmed, 30 points are awarded to the team whose seeker caught the snitch and the period of play is immediately ended. A good snitch catch is confirmed when all of the following are true:

A. A seeker has detached the snitch ball from the snitch runner and holds sole possession of the snitch ball during the instant that it is separated from the snitch runner.
B. The snitch ball was securely attached to the shorts of the snitch runner before the snitch catch.
C. The snitch runner was not on the ground or ruled as down during the snitch catch (See: 8.8. Ruled as down).
D. The catching seeker did not commit a foul resulting in a back to hoops penalty, penalty card, or ejection immediately before or during the catch.
E. The catch did not occur between a foul by any member of the catching team resulting in a penalty card and the
time the card was given to the player.

F. The snitch was not physically impeded by any game official or member of the catching team in a way that may have in any way contributed to the catch, even if unintentional.
   i. For the purposes of this rule, physical impediments caused solely and completely by the actions listed under 6.3.A. shall be ignored, if those actions were executed legally by the seeker.

G. The seeker was not knocked out or dismounted at the time of the catch.

H. The seekers did not simultaneously remove the snitch from the snitch runner.

I. Play was not stopped when the snitch was caught.

4.5.2. Snitch catch procedure

A. If snitch referee believes that there may have been a good snitch catch, the snitch referee must blow paired short whistle blasts to stop play (See: 10.2.3.2.A.).
   i. All plays made before this stoppage are valid and must be counted except as described in 4.5.3. Closely timed plays.

B. The head referee, snitch referee, snitch runner, and any other relevant officials should confer to determine if the catch is good.

C. If the catch is confirmed, the head referee blows three long whistle blasts, 30 points are awarded to the catching team, and the period of play ends immediately.

4.5.3. Closely timed plays.

A. When a valid snitch catch and either a foul by the catching
team or a good goal by either team occur in quick succession, the head referee must consult with their officials, and must determine which happened first based on the available evidence. Statements by players, team staffers, or spectators about which event occurred first shall not be treated as evidence.

i. If they determine that an otherwise good goal was scored after a valid snitch catch was made, the goal must be disallowed.

ii. If, during double overtime, they determine that a good goal was scored before the otherwise good snitch catch was made, the snitch catch must be disallowed.

iii. If they determine that the foul occurred before the otherwise good snitch catch, and the foul would negate the snitch catch, the snitch catch must be called no good.

iv. If they determine that a valid snitch catch occurred before the foul, the snitch catch must be counted.

v. If, and only if, there is no evidence available as to which event in question occurred first, the head referee may declare the events synchronous.

a. If there is any evidence available as to which event in question occurred first, even if it is weak, the head referee must not declare the events synchronous.

b. If a snitch catch negating foul and an otherwise good snitch catch are declared synchronous, the snitch catch shall be disallowed.

c. If an otherwise good goal and an otherwise good snitch catch are declared synchronous, both scores must be counted.

1. If this occurs during double overtime, then it shall result in a win for the team that caught the snitch.
4.5.4. Declining the catch

In limited situations, when a goal or no-goal call is reversed pursuant to rule 10.1.3.2.A., the catching team may choose to decline the catch.

A. A snitch catch cannot be declined unless the catch occurred between the original goal or no-goal signal by the head referee and the official reversal of that call pursuant to rule 10.1.3.2.A.
   i. If the head referee had not yet signaled their call prior to the catch, the catch cannot be declined, regardless of whether other officials had made any signals.

B. A snitch catch cannot be declined unless the change of the goal call affects whether the period would end in a tie.

C. If a catch is declined, play restarts as though the catch had been ruled no good.
5. Bludgers and the Knockout Effect

5.1. THE MOUNTED BROOM

5.1.1. Mounting the broom

All players must be mounted according to the following procedure in order to participate in play:

A. To mount the broom the player must have the broom straddled between their legs, touching some part of their body.

B. The player remains mounted until one of the following occurs:
   i. The broom (or arm that is holding the broom) no longer crosses the plane between the player’s legs.
   ii. The player loses contact with the broom.
   iii. The broom lays flat on the ground without the player’s hand underneath it.

C. No forms of artificial attachment are allowed; these are considered illegal equipment (See: 2.4.1.D.).

5.1.2. Dismounting

If a player intentionally or unintentionally dismounts while in play, any plays made by that player while dismounted do not count.

A. Once dismounted, the player is considered “knocked out” of play until they have followed the knockout procedure and remounted the broom (See: 5.3. Knockout procedure).
B. If a player is dismounted by the illegal actions of an opponent, the player may immediately remount and continue play. If the player does not immediately remount, then they must follow the procedures for the knockout procedure.

- **Penalty: Back to hoops**—A player who dismounts while in play must be sent back to hoops.

- **Penalty: Blue**—Any player who continues play after being dismounted and affects play must receive a blue card.

- **Penalty: Yellow**—A player who does not immediately act to disengage contact or who illegally initiates contact while dismounted must receive a yellow card.

### 5.2. KNOCKOUTS

#### 5.2.1. Incurring the knockout effect

If a player is struck with a live bludger, that player is “knocked out” and must follow the knockout procedure as outlined in 5.3. Knockout procedure.

A. A player is knocked out if that player is struck by a live bludger in the following places:
   i. On any part of the player’s body, including the player’s hair or fingers, including fingers holding a ball.
   ii. On any part of the player’s equipment (including the broom), except for a held ball.
   iii. On any part of the player’s clothing.

B. If a player is struck by a live bludger, that player is considered “knocked out” unless they are called “safe” or “clear” by a referee.
5.2.2. Live bludger

In order to incur the knockout effect, a bludger must be live.

A. To be live, a bludger:
   i. Must either:
      a. Be thrown, kicked, or otherwise intentionally propelled by a beater or
      b. Be intentionally dropped by a beater when not required to be dropped by rule.
   ii. Must not have been in contact with an opponent at the moment it was released, or otherwise finished being propelled.
   iii. Must not have touched the ground, traveled outside of the player area, or been caught.
      a. In these cases, the bludger is live until the action indicated has occurred.
   iv. Must not have been stripped by an opponent’s body, another bludger, or the quaffle.

B. Any bludger that is not live is considered “dead.”

C. Every opposing player struck by a live bludger is subject to the knockout effect.
   i. Chasers, and seekers, and non-protected keepers are immediately knocked out and must complete the knockout procedure (See: 5.3. Knockout procedure).
   ii. Keepers are knocked out immediately, unless they are a protected keeper (See: 7.2. Keeper-specific rules).
   iii. Beaters who are struck by a live bludger:
      a. May delay dismounting in order to attempt to catch the bludger, until it becomes dead by other means (See: 5.2.4. Struck beater).
      1. If the beater catches the bludger before it becomes...
dead by other means, they are not knocked out.
2. If the beater fails to catch the bludger, they are knocked out.
   b. A beater who has been struck by a live bludger may not take any action other than attempting to catch the live bludger that struck them.

5.2.3. Held bludgers

A. A held bludger is not live and does not incur the knockout effect.
B. A beater may not intentionally initiate contact with an opposing player using a held bludger.
   i. A beater may contact another beater with a held bludger in the course of play, but may not hold the bludger against an opposing player to deceive them into believing they are knocked out.
C. A bludger that has been released or propelled in any way is no longer held.

 bilder Penalty: Blue—A beater who intentionally holds a bludger against an opponent, to make them believe they are knocked out, must receive a blue card.

5.2.4. Struck beater

A struck beater is a beater who has been hit by a live bludger propelled by an opponent.

5.2.4.1. After the initial hit and before the bludger becomes dead, a struck beater may remain on their broom and attempt to catch the live bludger that struck them.

   A. A struck beater must immediately drop any bludger which
they are holding.

B. The only other actions a struck beater may initiate are:
   i. Attempting to catch the live bludger that struck them.
      a. After the initial hit, a beater may not intentionally attempt to change the direction of a bludger in any manner other than to attempt to catch it.
      b. A beater is allowed to propel a bludger further into the air in the process of attempting a catch.
   ii. Following the knockout procedure.

C. A struck beater cannot make a bludger live.

D. If a struck beater takes any actions other than those outlined in 5.2.4.1.A-B., they are subject to the same rules and penalties for those actions as a knocked out player.

E. If a struck beater catches the bludger before it otherwise becomes dead, that beater is no longer subject to the knockout effect and the bludger becomes dead.
   i. If the beater is struck by additional live bludgers propelled by opponents after they have become a struck beater, the beater must also catch those bludgers before they otherwise become dead in order to no longer be subject to the knockout effect.

F. If a struck beater fails to catch the bludger before it becomes dead, the beater must immediately begin the knockout procedure.
   i. If a struck beater is not attempting to catch the bludger that struck them, they must immediately follow the knockout procedure.

Penalty: Blue—A beater who intentionally changes, or makes an attempt to intentionally change, the direction of a bludger after the initial hit must receive a blue card, except where the
attempt is on the live bludger which struck them as part of an attempt to catch it.

岭南 Penalty: Blue—A struck beater who fails to immediately drop a held bludger must receive a blue card.

5.2.5. Blocking and batting bludgers

A player in possession of a ball may attempt to block or bat an incoming live bludger with the ball in their possession:

A. Players may use a quaffle or bludger that is legally in their possession to block or bat incoming bludgers.
   i. A dead quaffle may not be used to intentionally interact with a bludger.

B. If they are successful and are not hit anywhere on their body or broom, including the hand holding the ball, then the deflection is complete and the bludger has no effect, even if the held ball is dropped during the deflection.
   i. A block does not affect whether the bludger is live.
      a. If the bludger bounces off the held ball and subsequently hits any part of the blocking player, their equipment (including the broom), or their clothing before it becomes dead, the knockout effect is still incurred as normal.

C. The held ball used in an attempt to block may be used to bat, or otherwise propel the incoming bludger.

D. Players may not intentionally use a held ball to interact with a dead bludger, or a bludger that was made live by a teammate.
   i. If the referee determines that the player was not reasonably aware that the bludger was either dead or made
live by their own teammate, and the play was otherwise legal, the player shall not be penalized.

Penalty: Blue—A player who uses a held ball to block or bat a bludger illegally must receive a blue card.

5.2.6. Swatting bludgers

Any attempt to swat, or otherwise intentionally propel a live bludger, other than through the use of another ball, during an initial hit to a player is considered a bludger swat.

A. Beaters may generally swat or make any attempt to alter the course of a live bludger.
   i. The swat must not cause the bludger to exit the pitch.
      a. This shall be ruled as illegally propelling the bludger off the pitch, rather than as an illegal swat.
   ii. A struck beater may not swat any bludger, except as part of an attempt to catch it. (See: 5.2.4. Struck beater).
   iii. A beater who is in possession of a bludger may not swat another bludger.
      a. This rule does not prohibit batting a live bludger with a held bludger (See: 5.2.5. Blocking and batting bludgers).
   iv. If the bludger was made live by an opponent:
      a. This must be the swatting player’s initial contact with that bludger after the opponent made it live.
      b. After the swat, the bludger remains live for the original team and the swatting beater is knocked out.

B. Chasers, keepers, and seekers may not swat bludgers at any time.
   i. This rule does not prohibit batting a live bludger with a
held quaffle (See: 5.2.5. Blocking and batting bludgers).

 Penalty: Blue—A chaser, keeper, or seeker who illegally swats a bludger at any time must receive a blue card.

5.2.7. Safe calls

No player can be knocked out by a dead bludger or while immune from the knockout effect. If a player is struck by a bludger which cannot knock them out, the referee shall call that player “safe” or “clear” unless another bludger knocks out the player.

5.2.7.1. Friendly fire—When a bludger is made live by one team, no player on that team may be knocked out by that bludger until it becomes dead and is made live again by the opposing team. Players struck by friendly fire shall be called “safe” or “clear” unless another bludger knocks out the player.

5.2.7.2. Safe call procedure

A. Players struck by a bludger should dismount and begin the knockout procedure immediately (unless the player is a beater attempting to catch the live bludger).
   i. Players must be called “safe” or “clear” by a referee if they are not knocked out by the bludger.
   ii. If a player is not called “safe” or “clear” by a referee, then that player is subject to the knockout effect.

B. If the player dismounts due to being struck by a bludger but is called “safe” or “clear” on that bludger hit and has not made any plays or other actions while dismounted, the referee must allow the player to remount and continue play.
   i. If the referee does not explicitly inform the player to remount and resume play, the player must complete
the knockout procedure.
ii. If the player does not quickly respond to the referee’s calls to remount, the opportunity to remount is forfeited, and the player must complete the knockout procedure.

C. If the player fails to begin the knockout procedure immediately:
   i. And the final call on that bludger hit is “safe” or “clear” play shall continue and no penalty shall apply.
   ii. And a referee called the player “safe” or “clear” but the call changes to “beat,” the player shall receive no penalty for failing to dismount, as long as the player responds to the “beat” call by dismounting.
   iii. If no referee called the player “safe” or “clear” and the final call on that bludger hit is “beat,” the player shall be considered to be willfully ignoring being knocked out.
      a. If the referee believes that the player was unaware that the bludger touched them, then the referee may treat it as an unnoticed knockout (See: 5.3.3. Unnoticed knockout).

1. A player’s belief that they are otherwise safe from the bludger shall not be taken into consideration when determining any appropriate penalty.

5.2.8. Retrieving the third bludger

In certain situations, beaters may become immune to the knockout effect by following certain procedures.

5.2.8.1. Knockout immunity—When a team has possession of two bludgers and the opposing team does not have possession of a bludger:
A. A beater on the team with no bludgers may raise a hand above their shoulder, fist closed, to gain immunity from the knockout effect and attempt to retrieve the free bludger. The following guidelines apply:

i. The free bludger must become dead before a beater may begin to raise a fist to signal for immunity.

ii. If an opponent begins a natural motion on an attempted knockout before an immune beater has gained possession of a ball, the knockout does not count (See: 5.3.4. Natural motion).

iii. If the opponent has released the bludger before a beater claiming immunity has raised a fist above their shoulder, the knockout still counts.

iv. The player must directly and immediately proceed to gain possession of the free bludger.
   a. This does not prohibit a player from approaching the ball from any direction they prefer.

v. The player may take no other actions until the free bludger is recovered or otherwise moved.

vi. If the opposing team loses possession of one of the two bludgers they had possessed, or moves the free bludger in a legal manner, then the beater with immunity immediately loses immunity and must lower their hand.

B. If both beaters on a team raise their fists for immunity, either beater can put their fist back down without penalty. If both beaters keep their fists up, a penalty may be issued.

 Penalty: Back to hoops—If both beaters on a team raise their fists for immunity and one does not put their fist back down, the referee may send the beater whose call was more likely to be deceptive back to hoops.
Penalty: Back to hoops—A player who unintentionally illegally claims immunity may be sent back to hoops, in place of receiving a blue card, at the discretion of the referee based on whether or not the illegal claim affected gameplay.

Penalty: Blue—A player who affects gameplay with an illegal immunity claim, or who knowingly illegally claims immunity must receive a blue card.

Penalty: Blue—A player who raises a hand with a closed fist and takes any action, other than attempting to recover the free bludger, must receive a blue card.

5.2.8.2. Manipulating immunity—It is illegal to manipulate the status of the bludgers for the sole purpose of changing the state of immunity.

A. Examples of manipulating immunity include:
   i. A player claiming immunity after that player has released a bludger, unless the bludger was released in an attempt to incur the knockout effect.
   ii. A player claiming immunity in an attempt to retrieve a free bludger before that bludger is dead.
   iii. A player on the team with two bludgers releases a bludger without attempting to knock out an opposing player except when relinquishing the bludger to their opponent or the opponent’s hoops.
      a. An opposing beater who has claimed immunity maintains their immunity when this foul is committed.

B. If a player manipulates the immunity status of another player, the referee must inform the other players that the
immunity status has not changed.

Penalty: Back to hoops—A player who, at the discretion of the referee, tries to manipulate the status of immunity, must be sent back to hoops.

5.2.8.3. Guarding bludgers—Guarding a bludger is defined as taking any action that would prevent or significantly delay the opposing team from gaining possession of a bludger.

A. A team in possession of one bludger may guard a second bludger.
B. A team in possession of two bludgers may not guard the remaining bludger, even if the opposing team does not request immunity.
C. It is considered guarding if either of the beaters on a team with two bludgers:
   i. Throws one of the bludgers that had been in their team’s possession in any direction other than toward the opposing team’s hoops, unless attempting to knock out an opposing player, and then takes possession of the bludger that was free beforehand.
   ii. Continually or intentionally moves into the path of an opponent attempting to gain possession of the free bludger so as to delay or hinder the ability of the opponent to reach the ball.
   iii. Relinquishes control of a bludger in hand by releasing it directly to the ground and then takes control of the free bludger.
   iv. Makes a clear effort to prevent the opposition from gaining possession of the bludger, at the discretion of the referee, in accordance with 5.2.8.3.D.
D. It is not considered guarding if either of the beaters on a team with two bludgers:
   i. Throws a possessed bludger at an opponent in an attempt to knock out an opponent and then takes control of the free bludger.
   ii. Relinquishes control of a bludger to the opposing team by throwing the bludger in the direction of the opposing team’s hoops.
   iii. Attempts to knock out the beater recovering the third bludger if the recovering beater has not claimed knockout immunity.

[Penalty: Back to hoops]—A player who, at the discretion of the referee, is guarding the free bludger while the player’s team is in possession of two bludgers must be sent back to hoops.

5.3. KNOCKOUT PROCEDURE

5.3.1. Knockout procedure

After being struck by a bludger resulting in the knockout effect, a player must complete the following procedure, in order, before becoming eligible to participate in the game:

A. Immediately give up possession of any ball by dropping it.
   i. The player must not pass, toss, roll, or kick the ball, unless completing a natural motion already begun (See: 5.3.4. Natural motion).
   ii. A bludger dropped in this way is dead.
   iii. A quaffle dropped in this way is unscorable.
B. Dismount their broom.
C. Retreat back to their own hoops and touch part of any hoop.
   i. The player must touch the hoop loop or pole, not the
hoop base.

ii. The player must touch the hoop with some part of their body, not with their broom.

D. Remount their broom immediately, before leaving the vicinity of the hoops.

Penalty: Repeat—A player who fails to dismount or remounts their broom before touching the hoops during the knockout procedure must repeat the procedure properly.

Penalty: Yellow—A player who intentionally or repeatedly does not complete any part of the knockout procedure must receive a yellow card.

5.3.2. Knocked out players

Knocked out players are out of play and are subject to the following restrictions. A knocked out player must:

A. Not make any play. Any goal, snitch catch, or knockout attempted by a player while they are knocked out is not counted.

B. Not release a pass, shot, or any other action regarding a game ball other than in cases of natural motion (See: 5.3.4. Natural motion).

C. Drop any balls that are currently possessed.

D. Avoid interactions with other players or initiating physical contact.

   i. A knocked out player may not initiate any physical contact, other than incidental contact, after having been hit by an opponent’s live bludger.

   a. If a player is in the final motion of a singular action before being hit by a live bludger, they may complete
that motion if it could not reasonably be stopped, even if it initiates contact with an opponent, so long as any contact initiated is otherwise legal.

1. The player still must immediately act to cease that contact under the provisions of 5.3.2.D.ii.

2. If a player takes multiple steps between being struck by an opponent’s live bludger and initiating contact with an opponent, then that initiation of that contact shall be deemed illegal, even if the player could not reasonably stop themselves.

ii. If a knocked out player is already in physical contact with an opponent prior to being hit by the bludger, they must immediately act to cease that contact upon being hit by the live bludger.

a. The player shall not be penalized for continued contact so long as the player is actively attempting to safely cease the contact with as little effect on the opponent as is reasonably possible.

E. Not substitute out of the game.

F. Notice and comply with the referee’s call that the player is knocked out.

Penalty: Turnover—A player releasing a pass, shot, or beat attempt after having been knocked out, except in cases of natural motion, results in a turnover to the opposing team.

Penalty: Blue—A knocked out player who interacts with play, other than initiating physical contact, without having completed the knockout procedure must receive a blue card.

Penalty: Yellow—Any player who initiates physical contact, other than incidental contact or in the final singular natural
motion, with an opposing player while knocked out or as a struck beater must receive a yellow card.

5.3.3. Unnoticed knockout

If a player unintentionally continues play after being hit by a live bludger:

A. The referee should verbally and visually inform the player that the player has been knocked out.
B. The referee may stop play in order to inform the player that they have been knocked out.
C. If a player continues play after failing to realize that they were hit by a live bludger, and affects play, they are subject to additional penalty, despite their lack of knowledge of the knockout.

- **Penalty: Turnover**—If the referee needs to stop play to inform a player that they have unintentionally continued play after being struck by a live bludger, any ball in their possession at that time, or which they illegally propelled after being struck by the bludger must be turned over.

- **Penalty: Blue**—A player who unintentionally illegally continues play after being struck by a live bludger and affects play, other than in cases of propelling a ball immediately after being struck (See: 5.3.4. Natural motion) or initiating physical contact (See: 5.3.2. Knocked out players), must receive a blue card.

- **Penalty: Yellow**—A player who willfully ignores being knocked out must receive a yellow card.
5.3.4. Natural motion

When a player is knocked out, that player may finish one singular natural motion that they had already started, if that motion cannot be reasonably stopped.

5.3.4.1. For natural motion to be called on a pass, beat, or shot, the following conditions apply:

A. The player must release any possessed ball as part of the singular natural motion begun before being struck by a live bludger.
   i. Any motion begun after the bludger struck the player does not qualify as a natural motion.

B. If a player has begun the final, singular movement of a pass when knocked out, the player may release the ball and play continues normally.
   i. A player may not release the ball if they are struck by a live bludger during any additional motions before the final motion, including, but not limited to, a windup.

C. A player who has not yet contacted a ball when they become knocked out is not allowed to move that ball, even if they contact it in one singular natural motion.
   i. If a ball bounces off a knocked out player in a way that they could not reasonably avoid, and that player does not propel that ball, no penalty shall apply.

D. If a player is no longer touching the quaffle when they are struck by a live bludger, the quaffle does not become unscorable.

E. A beater who is in the process of releasing a bludger may finish the natural motion, but this bludger is dead and
cannot incur a knockout until it is made live another way.

- **Penalty: Turnover**—If a player unintentionally begins a new motion or otherwise unintentionally propels a ball after being knocked out, the ball they moved must be turned over to the opposing team.

- **Penalty: Yellow**—Any player who intentionally begins an illegal action, with knowledge that they were knocked out (including, but not limited to, being informed by a referee), must receive a yellow card.

### 5.3.4.2. Unscorable quaffle—If a player is touching the quaffle when struck by a live bludger propelled by an opponent and releases it or otherwise propels it according to natural motion, the quaffle becomes an unscorable quaffle.

- A. An unscorable quaffle cannot result in a goal, even if the quaffle goes entirely through a hoop.
- B. A referee must send the knocked out player back to hoops and call any goal no good.
- C. The quaffle remains live and play continues normally.
- D. An unscorable quaffle that bounces off a player from the opposing team, a referee, any equipment, or the ground remains unscorable.
- E. The quaffle becomes scorable again if:
  - i. It is touched by an eligible quaffle player teammate of the player who released the unscorable quaffle.
  - ii. It is possessed by any player.
6. Physical Contact and Interactions

6.1. GENERAL INTERACTIONS

6.1.1. Legal contact—Players are allowed to physically interact over the course of play.

   A. Bumping, grappling, and incidental contact between players of the same position, and keepers and chasers in regard to one another, is legal in most circumstances.
   B. Other particular forms of contact are legal in some circumstances and illegal in others (See: 6.2. Specific contact).

6.1.2. Illegal physical contact—The following forms of physical contact are always illegal, unless the contact is determined by the referee to have been incidental:

   A. Intentionally contacting a player of another position, except for keepers and chasers in regard to one another.
   B. Intentionally contacting the snitch runner, except for seekers.
   C. Kicking an opponent.
   D. Making forcible contact using the crown of the head.
   E. Making contact with an opponent’s head, neck, or groin.
   F. Initiating contact at or below the knees of an opponent.
   G. Exerting force at or below the knees of an opponent.
   H. Tripping an opponent.
   I. Sliding or diving into an opponent.
J. Jumping or leaping onto any player.
K. Attaching a body to another player so that the player who initiates the contact is being carried by the opposing player.
L. Intentionally lifting or continuing to hold another player off the ground, either an opponent or a teammate.
M. Grabbing the broom or clothing of an opponent.
N. Attempting to steal the quaffle from, contacting, or otherwise interacting with an opposing protected keeper who is in sole possession of the quaffle (See: 7.2. Keeper-specific rules).

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

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

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

6.1.3. Picks—A pick is when a player gets to a legal position on the field in the path of an opposing player for the purpose of slowing down the opposing player or making them change direction without initially engaging in a push, charge, or wrap.

A. A pick is considered set once the picking player positions themselves in the anticipated path of their opponent.
B. All picks are subject to the following rules and restrictions, regardless of whether either player involved has a ball:
   i. It is illegal to pick a player of another position, except
for keepers and chasers in regard to one another.

ii. It is illegal to pick a player in such a way that it causes an opponent to run into a single point of the picking player’s body (such as an elbow or the point of the shoulder).

iii. If the player initiates contact with an extended or extending arm, this shall be considered a push rather than a pick or other form of contact.
   a. This does not apply if the player makes contact using their torso before the arm is extended. If this is the case, the contact will be considered a push in addition to the contact’s original designation.

iv. The player’s feet do not need to be set in order for the play to be legal.
   a. If the would-be picking player is moving directly at their opponent during the pick, and contact is forceful, the play will instead be considered a charge.

C. If neither player has possession of a ball, the following restrictions apply in addition to the general pick restrictions:
   i. A pick set from behind must initially give the picked player a step of room to stop and/or change direction.
   ii. A pick set on a moving player must be set with enough time for the player to stop and/or change direction, as determined by the picked player’s speed at the time that the pick is set, not by their actual awareness of the pick.
   iii. The picked player must make every attempt to avoid charging the picking player, either by slowing down so that the initiation of contact is non-forceful, or by avoiding the opposing player entirely.
      a. Incidental contact shall not be penalized.
      b. If the picked player charges the picking player and
the pick was set in violation of 6.1.3.C.i-ii., they shall not receive a penalty for charging a player without possession unless they attempt to add force to the charge in reaction to the pick.

D. If a picked player reacts to the pick by changing their path, any motion to move into the new path shall be considered a new pick.

Warning: Yellow—A player who sets an illegal pick must receive a yellow card, except as described below.

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

Warning: Red—A player who sets an illegal pick in a way that the referee determines to be violent or egregious conduct must receive a red card.

Warning: General—A player who illegally charges a player who is picking them is subject to the penalties for an illegal charge (See: 6.2.5. Charging).

6.1.4. Kicking a contested ball—It is generally legal to kick a ball which an opponent is attempting to play. The following rules apply:

A. A player must not kick any opponent.
   i. If the referee determines that the kicked player was at fault for being kicked because they moved into the way of the kick late, no penalty shall apply.
B. If the referee determines that a player’s kick did not make
contact with the opponent only because the opponent reacted to the kick by actively getting out of the way, the player must be deemed to be playing recklessly.

i. This rule only applies if the referee determines that the kick would have made contact without the opponent actively getting out of its way.

ii. No penalty shall apply if the would be kicked player would have been deemed at fault for being kicked under 6.1.4.A.i. had contact been made on the kick.

C. If a player narrowly misses an opponent while attempting to kick a ball, and the referee determines that the player was not in control of where the kick went, the player must be deemed to be playing recklessly.

 Penalty: Yellow—A player who the referee deems to be playing recklessly must receive a yellow card.

 Penalty: Yellow—A player who kicks an opponent while attempting to kick a ball must receive a yellow card.

 Penalty: Red—A player who kicks an opponent in a manner that the referee determines to be violent or egregious conduct must receive a red card.

6.1.5. Egregious contact—Particularly egregious illegal contact is prohibited, and the following guidelines apply. A player may not:

A. Make contact using excessive force.

i. Using excessive force is defined as when a player both exceeds by far the necessary use of force to complete the action initiated and as a result is in danger of injuring an opponent.
B. Deliberately injure or attempt to deliberately injure any person.
C. Strike or attempt to strike another person, including but not limited to intentionally kneeing, elbowing, or headbutting an opponent.
D. Intentionally physically contact another person’s head, neck, or groin.
E. Intentionally physically contact a referee other than the snitch runner.
F. Charge a helpless receiver (See: 6.1.10. Helpless receiver).
G. Tackle a helpless receiver (See: 6.1.10. Helpless receiver).
H. Intentionally spit at or on a player, spectator, official, or event staff.
I. As a substitute, intentionally contact any person who is in play (See: 1.3.5. Substitutes interfering with play).

**Penalty: Ejection**—A player using egregiously illegal physical contact against a teammate must be ejected.

**Penalty: Red**—A player using egregiously illegal physical contact against an opponent, spectator, or official must receive a red card.

### 6.1.6. Initial point of contact—There are several types of physical contact, including pushing, body blocking, charging, grabbing, wrapping, and tackling in which a player must not make initial contact with an opponent from behind.

A. The contact must be initiated from the front of the opponent’s torso.
   i. The front of the torso is defined by a 180 degree straight plane bisecting the player at the middle of both shoul-
ders.

ii. To be considered to the front of the opponent and to be eligible to make contact, the navel of the player initiating contact must be in front of this 180 degree plane when contact is initiated.

iii. As long as the body of the contacting player is positioned in this manner the actual point of contact may occur at any legal part of the opponent’s torso, arms, or legs above the knee.

B. Once contact has been legally established, a player may continue contact even when it results in contact from behind.

i. While continuing contact with an opponent from behind in this manner, the player may adjust the type of contact they are engaged in so long as all other aspects of that contact are legal.

ii. If the player completely loses contact with their opponent, then any re-engagement shall be treated as new contact, and shall be subject to all initial point of contact rules.

C. If the referee determines that a player initiates contact by leading with their back, the opposing player may continue the contact and there is no foul.

D. If the referee determines that a player spins or turns just prior to contact, causing the opposing player to initiate contact from behind, the play may continue and there is no foul for contact from behind.

i. If the referee determines that the contacting player had enough time to react and avoid contact after the spin, the contact is not exempt from the contact from behind rules.
E. If a player outruns or runs by an opponent attempting to initiate contact and the contact is initiated from behind, this is still a foul. This could be when two players are running for the same ball, or when a defender is facing an offensive player, is passed, and initiates contact from behind after they are passed.

\[ \text{Penalty: Yellow} – \text{A player who makes initial contact from outside the 180 degree plane must receive a yellow card, except as described below.} \]

\[ \text{Penalty: Back to hoops} – \text{A player who makes minor initial contact from outside the 180 degree plane and immediately adjusts to correct the contact without affecting overall gameplay may be sent back to hoops, instead of receiving a yellow card, at the discretion of the referee.} \]

\[ \text{Penalty: Red} – \text{A player who makes initial contact from outside the 180 degree plane in a way that the referee determines to be violent or egregious conduct must receive a red card.} \]

6.1.7. Limited contact from behind:

A. For types of contact not listed in 6.1.6., a player may make minimal contact from behind, so long as the player does not break any other rules.

B. Limited contact from behind is also allowed in the following circumstances:
   i. While grappling, or jostling for position.
   ii. During an attempt to steal.

C. Even if contact is legally initiated from behind under 6.1.7.A-B., in order to then complete any of the physical interactions listed in 6.1.6., contact must be discontinued
and reinitiated from the front.

6.1.8. Adjusting illegal contact:

A. A player who is forced to make illegal contact on an opposing player due to the direct actions of the opposing player must act immediately to readjust the contact to a legal position or discontinue the contact.
   i. If the player has enough time to adjust to a legal position prior to initiating contact, they must do so.
B. A player who initiates contact legally but is forced to continue contact below the knees due to the direct actions of an opponent must discontinue the contact.

Penalty: Yellow—A player who does not readjust or discontinue contact after being forced into an illegal position by an opponent must receive a yellow card.

6.1.9. Sliding and diving—Players may slide or dive during the game. However, it is illegal to:

A. Slide or dive into an opponent.
B. Slide or dive directly toward an opponent in a way that forces the opponent to change their movement to get out of the way of the slide or dive.

Penalty: Yellow—A player who commits an illegal slide or dive must receive a yellow card, except as described below.

Penalty: Back to hoops—A player who commits a minor illegal slide or dive and immediately adjusts to correct the interaction without affecting overall gameplay may be sent back to hoops, instead of receiving a yellow card, at the discretion of the referee.
Penalty: Red—A player who commits an illegal slide or dive in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.1.10. Helpless receiver—A receiver who is in the process of catching a ball that is in the air is considered a helpless receiver.

A. A receiver does not have to leave the ground in order to be considered a helpless receiver.
B. A receiver remains helpless until they establish their footing on the ground after either the receiver has gained sole and complete possession of the ball or they are otherwise no longer attempting to catch the ball.
C. A helpless receiver may not be pushed, wrapped, charged, or tackled by any opponent.
D. A player who the referee determines to have thrown a ball to themselves in an attempt to draw a card for illegal contact with a helpless receiver shall not be considered a helpless receiver on that throw.

Penalty: General—A player who initiates a wrap or push on a helpless receiver is subject to the penalties for illegal wraps and pushes respectively (See: 6.2.6. Wrapping and 6.2.4. Pushing).

Penalty: Red—A player who charges or tackles a helpless receiver must receive a red card.

6.1.11. Hurdling—Jumping or diving fully over any person is considered hurdling.

A. It is illegal for a player to hurdle or attempt to hurdle any person who is contacting the ground with no part of their
body other than one or both feet.
i. If the referee determines that the hurdling player was forced, by the sudden movement of the hurdled person, to make an illegal hurdle to avoid more dangerous contact, the hurdle shall not be penalized.

B. If a player jumps so as to reach over or past another person, including but not limited to attempting to make a throw or catch the snitch, and they come back down on the same side of the would-be hurdled person, this shall not be ruled a hurdle.
i. If a player attempts to jump or dive fully over any person, but fails to do so, this shall be ruled as an attempted hurdle, even if the player lands on the same side of the person over whom they attempted to jump or dive.

C. If a jumping player is contacted while in the air and falls over a person as a result, it shall not be ruled as a hurdle.
i. If the jumping player was attempting to hurdle that person, at the discretion of the referee, it shall still be ruled as an attempted hurdle.

⚠️ Penalty: Yellow—A player who commits an illegal hurdle or attempted hurdle must receive a yellow card.

⚠️ Penalty: Red—A player who commits an illegal hurdle or attempted hurdle in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.1.12. Contact through a teammate

A. It is illegal for any player to intentionally primarily contact a teammate with a push, body block, charge, wrap, or tackle with the intent of causing or otherwise affecting
that teammate’s physical interaction with any opponent. i. If the specific action is at all times primarily done directly to the opponent, and only secondarily through the teammate, it shall not be penalized under this rule.  
B. Incidental contact through a teammate shall not be penalized.

⚠️ **Penalty: Yellow**—A player who illegally contacts an opponent through a teammate must receive a yellow card, except as described below.

⚠️ **Penalty: Back to hoops**—A player who illegally makes minor contact to an opponent through a teammate and immediately adjusts to correct the contact without affecting overall gameplay may be sent back to hoops, instead of receiving a yellow card, at the discretion of the referee.

⚠️ **Penalty: Red**—A player who illegally contacts an opponent through a teammate in a way that the referee determines to be violent or egregious conduct must receive a red card.

### 6.1.13. Playing recklessly

It is illegal to play recklessly. This includes playing with complete disregard for danger to opponents or to spectators.

⚠️ **Penalty: Yellow**—A player who plays recklessly at any time, at the discretion of the referee, must receive a yellow card.

⚠️ **Penalty: Red**—A player who participates in particularly egregious reckless play must receive a red card.
6.2. SPECIFIC CONTACT

6.2.1. Grappling—Also referred to as touching, this contact consists of placing a hand or hands on an opponent.

A. When to grapple: A player may grapple with any opponent of the same position, and keepers and chasers in regard to one another, at any point during the game.
   i. One or two arms may be used while grappling.
   ii. While grappling, a player may make initial contact with the opposing player outside of the area described under 6.1.6.A. This contact does not entitle the player to make other contact with the opponent without releasing and reestablishing contact in accordance with 6.1.6.A.

B. Illegal grappling:
   i. A player must not grapple with an opponent at the head, neck, groin, or at or below the knees.

فك Penalty: Yellow—A player who commits illegal grappling must receive a yellow card, except as described below.

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

فك Penalty: Red—A player who commits illegal grappling in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.2.2. Stealing—A steal consists of a player’s attempt to extract a ball from an opponent by either stripping or poking it loose.
A. When to steal: A player may attempt a steal against any opponent of the same position, and keepers and chasers in regard to one another, who is in possession of a ball.
   i. A player may use two arms in an attempt to steal as long as neither arm is reaching around the opposing player.
   ii. A player may wrap an opponent with one arm and steal with the other as long as the stealing arm is not reaching around the opponent.
   iii. In an attempt to steal, a player may make initial incidental contact with the player in possession outside of the area generally proscribed under 6.1.6.A. This contact does not entitle the player to make other contact with the opponent without releasing and reestablishing contact in accordance with 6.1.6.A.

B. Illegal stealing:
   i. A player must not reach over the shoulder or around the neck of an opponent in an attempt to steal the ball.
   ii. A player must not wind up or swing at the ball in an attempt to punch it loose.
   iii. A player must not wrap both arms around an opponent in an attempt to steal. This includes reaching around the opponent with one arm in an attempt to steal while the other arm is being used to wrap the opponent.

Penalty: Yellow—A player who commits an illegal steal, including committing illegal physical contact while attempting to steal, must receive a yellow card, except as described below.

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

*Penalty: Red*—A player who commits an illegal steal, including committing illegal physical contact while attempting to steal, in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.2.3. Body blocking—A body block consists of initiating force upon an opponent using body parts other than arms or hands (such as shoulders, chest, or hips). Body blocking is contact that does not use the entire force of the attacking player. In order to be a body block and not a charge, any force initiated must be after non-forceful contact has already been established by the blocking player’s torso.

A. When to body block:
   i. A player may body block any opponent of the same position, and keepers and chasers in regard to one another, at any point during the game.
   ii. Hips, shoulders, chest, or any part of a player’s torso except the arms (unless the arms are pinned to the torso) may be used in a body block.
   iii. A player may body block another player running in the same direction as them to gain space or knock the other player off the path.

B. Illegal body blocking:
   i. If the initial contact is forceful, the move should be considered a charge and all of the rules regarding charges apply (See: 6.2.5. Charging).
   ii. If force is only applied through the arms (unless pinned to the torso) the move should be considered a push, and all rules regarding pushes apply (See: 6.2.4. Pushing).
iii. It is illegal to body block using the head, legs, or feet.
iv. It is illegal to extend the point of the elbow into an opponent during a body block.
v. It is illegal to body block an opponent in the head, neck, groin, or at or below the knees.
vi. It is illegal to body block if contact was initiated from behind (See: 6.1.6. Initial point of contact).

 Penalty: Yellow — A player who commits an illegal body block must receive a yellow card, except as described below.

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

 Penalty: Red — A player who commits an illegal body block in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.2.4. Pushing — A push consists of initiating force upon an opponent with an extended arm, be it extended during or before initiation of contact.

A. When to push — A player may push any opponent of the same position, and keepers and chasers in regard to one another, at any point during the game.
   i. Only one arm may be used to push.
   ii. A push must not be initiated from behind (See: 6.1.6. Initial point of contact).

B. Illegal pushing:
   i. A push becomes illegal when it becomes a charge directed at an opponent who is not in possession of a ball,
unless the player initiating the push is in possession of a ball (See: 6.2.5. Charging).

ii. It is illegal to push using the head, elbow, or feet.

iii. It is illegal to push with two arms or hands.

iv. It is illegal to push an opponent in the head, neck, groin, or at or below the knees.

v. It is illegal to push if contact was initiated from behind (See: 6.1.6. Initial point of contact).

vi. It is illegal to push a helpless receiver.

**Penalty: Yellow**—A player who commits an illegal push must receive a yellow card, except as described below.

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

**Penalty: Red**—A player who commits an illegal push in a way that the referee determines to be violent or egregious conduct must receive a red card.

### 6.2.5. Charging

A charge consists of turning or launching your body directly at an opponent and forcefully bumping into them so as to halt their progress, knock them off balance, or knock them to the ground.

#### A. When to charge:

i. A player without possession of a ball may charge any opponent of the same position, and keepers and chasers in regard to one another, who is in complete and sole possession of a ball.

ii. A player with possession of a ball may charge any op-
ponent of the same position, and keepers and chasers in regard to one another.

B. Illegal charging:

i. It is illegal to charge an opponent who is not in complete and sole possession of a ball unless the player charging has possession of a ball.

ii. It is illegal to initiate contact during a charge so that a single point of the charging player's body initiates the contact of the charge, such as leading with the point of a shoulder or leading with an elbow. However, side to side or point-of-shoulder to point-of-shoulder contact is permissible.

iii. It is illegal for a charging player's feet to leave the ground during a charge.

iv. It is illegal to charge an opponent in the head, neck, groin, or at or below the knees.

v. It is illegal to charge if contact was initiated from behind (See: 6.1.6. Initial point of contact).

vi. It is illegal to charge a helpless receiver.

Penalty: Yellow—A player who commits an illegal charge must receive a yellow card, except as described below.

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

Penalty: Red—A player who commits an illegal charge in a way that the referee determines to be violent or egregious conduct must receive a red card.
6.2.6. Wrapping—A wrap consists of encircling an opponent’s torso, or any part of an opponent, with an arm or arms. The arm includes the hand.

A. When to wrap:
   i. A player may wrap any opponent of the same position, and keepers and chasers in regard to one another, who is in possession of a ball.
   ii. Only one arm may be used to wrap an opponent.

B. Illegal wrapping:
   i. It is illegal to wrap an opponent who is not in possession of a ball.
   ii. It is illegal to wrap an opponent using both arms.
   iii. It is illegal to wrap an opponent around the head, neck, groin, or at or below the knee.
   iv. It is illegal to wrap if contact was initiated from behind (See: 6.1.6. Initial point of contact).
   v. It is illegal to wrap a helpless receiver.

C. A grab is a form of wrap that involves holding an opponent or any part of an opponent with a closed hand. All grabs are wraps, regardless of whether the rest of the arm is encircling the opponent. Grabs carry the following restrictions in addition to the general wrap rules:
   i. It is illegal to grab an opponent’s broom or clothing.
   ii. It is illegal to pull or yank an opponent during a grab.

%! Penalty: Yellow—A player who commits an illegal wrap must receive a yellow card, except as described below.

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

**Penalty: Red**—A player who commits an illegal wrap in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.2.7. Tackling—The act of wrapping a player and bringing the player to the ground.

A. When to tackle:
   i. A player may tackle any opponent of the same position, and keepers and chasers in regard to one another, with possession of a ball.
   ii. Only one arm may be used to tackle an opponent.

B. Illegal tackling:
   i. It is illegal to tackle an opponent who is not in possession of a ball.
   ii. It is illegal to tackle an opponent using both arms.
   iii. It is illegal for a player to leave the ground during a tackle in an attempt to spear or otherwise propel the tackler’s body into an opponent.
   iv. It is illegal to tackle an opponent around the head, neck, or groin, or at or below the knee.
   v. It is illegal to complete a tackle if contact was initiated from behind (See: 6.1.6. Initial point of contact).
   vi. It is illegal to tackle a helpless receiver.

C. Completing a tackle:
   i. Once a tackle has been initiated legally, the tackler may continue the already initiated motion of the tackle due to momentum even if the player being tackled releases the ball.
      a. The referee must shout “ball out” the moment the
ball is released.

ii. Extension of the tackle beyond as described in 6.2.7.C.i.

is illegal contact.

D. Safe tackling:

i. Players are encouraged and expected to learn and utilize safe tackling techniques, including ensuring that the tackler’s head is firmly on one side of the body, head is up, arm is wrapped, etc.

Penalty: Yellow—A player who commits an illegal tackle must receive a yellow card, except as described below.

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

Penalty: Red—A player who commits an illegal tackle in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.3. SEEKER INTERACTIONS WITH THE SNITCH RUNNER

While seekers have the standard contact and interaction rules with regard to interactions with each other, different rules apply to interactions with the snitch runner.

A. The following types of contact and actions are legal for a seeker to do to a snitch:

i. Body blocking the snitch runner.

ii. Pushing or moving the snitch runner’s arms.

a. The seeker must not close their hand on a snitch
runner’s arm.

iii. Reaching around or over the snitch runner for the snitch with one or both arms.
   a. Any arm reaching around the snitch runner must only have incidental contact with the snitch runner.
   b. It is illegal to squeeze or otherwise restrict the snitch runner’s body with an arm that is reaching around them.
   c. If the snitch runner moves into the seeker’s arm while the seeker is reaching around the snitch runner, the seeker must move their arm to avoid restricting the snitch runner’s motion.

B. The following types of contact and actions are illegal for a seeker to do to a snitch:
   i. Contacting the head, neck, or groin of the snitch runner.
   ii. Charging the snitch runner.
      a. If the would-be charge fails to make contact with the legs, waist, or torso of the snitch runner, it shall not be ruled to be a charge.
   iii. Pushing the snitch runner’s legs, waist, or torso.
   iv. Holding down or grabbing the snitch runner’s arms.
   v. Hurdling or attempting to hurdle over the snitch runner while the snitch runner is contacting the ground with nothing other than one or both feet.
   vi. Tackling or attempting to tackle the snitch runner
   vii. Grabbing the snitch runner’s clothing.
      a. No penalty shall apply if the seeker immediately releases the clothing.
      b. Any catch made by the offending seeker immediately after or as a result of grabbing the snitch runner’s clothing shall still be ruled invalid, even if
no penalty is assessed.

viii. It shall be considered egregiously illegal if the seeker takes any actions described in 6.1.5. Egregious contact against the snitch runner.

C. If the snitch runner’s arms are held tight against or are otherwise pinned against the snitch runner’s torso, they shall be treated as part of their torso.

D. Diving to catch the snitch is sometimes legal.
   i. It is legal to dive around or under the snitch.
      a. It is legal to make minor incidental contact with the snitch runner during a dive.
      b. It is illegal to make forceful contact with the snitch runner during a dive.
   ii. It is illegal to dive directly into the body of the snitch runner.

 Penalty: Yellow—A seeker who commits an illegal interaction with the snitch runner must receive a yellow card, except as described below.

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

 Penalty: Red—A player who commits an illegal interaction with the snitch runner in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.4. RIGHT OF WAY

6.4.1. Interposition right of way
Players of different positions may not physically interact with each other, except for keepers and chasers in regard to one another. The following rules apply to these interactions:

A. The following is the order of priority for right of way between two players of different positions from highest to lowest priority:
   i. A stationary player with a ball.
   ii. A stationary chaser/keeper without a ball.
   iii. A moving player with a ball.
   iv. A stationary beater or seeker without a ball.
   v. A moving player without a ball.

B. Players with lower priority must yield to players with higher priority.
   i. If a player is running at an opposing player over whom they hold priority, the opposing player must make all reasonable efforts to get out of the way.
   ii. If a player of lower priority fails to yield, resulting in contact, or forcing the player of higher priority to yield to avoid contact, the player who failed to yield shall be deemed “at fault” for that illegal interaction.

C. When two players of the same priority interact, the player whom the referee judges to be at fault for the interaction shall be deemed “at fault.”
   i. If the players are judged to be equally at fault for the interaction, no penalty shall be given.

D. If a player with a higher priority clearly acts with the intent of causing an illegal interpositional interaction, that player shall be deemed “at fault,” despite their priority.

E. If an offensive player moves with the intent of causing a defender to enter an illegal interpositional interaction
with or yield to another player of equal or higher priority, that offensive player shall be deemed “at fault” rather than either of the interacting parties.

F. If the referee determines that there was not enough time for the “at fault” player to reasonably react and yield, the interaction shall be deemed incidental, and no penalty shall be given.
   i. This provision shall not activate as a result of a player’s lack of awareness of their surroundings.

Penalty: Back to hoops—A player who is “at fault” for an illegal interpositional interaction but was judged to be unaware of the player with whom they interacted may be sent back to hoops at the discretion of the referee based on whether or not the interaction affected gameplay.

Penalty: Yellow—A player who is “at fault” for an illegal interpositional interaction that is either intentional or affects gameplay must receive a yellow card.

Penalty: Red—A player who commits an illegal interpositional interaction in a manner that the referee determines to be violent or egregious conduct must receive a red card.

6.4.2. Interactions with knocked out players.

A. It is illegal for any player to intentionally attempt to initiate contact, continue contact, or otherwise interact with a knocked out opponent.
   i. If contact was initiated before or as the knockout occurred, reasonable allowance shall be made for the player to safely disengage from the knocked out opponent.
   ii. Knocked out players must still make all reasonable
efforts to avoid interacting with play while they are knocked out.

 Penalty: Yellow—A player who intentionally illegally interacts with a knocked out opponent must receive a yellow card.

 Penalty: Red—A player who illegally interacts with a knocked out opponent in a way that the referee determines to be violent or egregious conduct must receive a red card.

6.5. UNSPORTSMANLIKE CONDUCT

Players must abide by standards of sporting behavior in all interactions with players, spectators, officials, and event staff.

6.5.1. Players must not taunt or engage in rude or antagonistic behavior with players, spectators, officials, or event staff.

 Penalty: Yellow—A player who taunts opponents or engages in rude or antagonistic behavior toward opponents, spectators, officials, or event staff must receive a yellow card.

 Penalty: Ejection—A player who directs explicit or threatening taunts toward teammates or engages in egregiously rude or hostile behavior toward teammates must be ejected.

 Penalty: Red—A player who directs explicit or threatening taunts toward opponents or engages in egregiously rude or hostile behavior toward opponents, spectators, officials, or event staff must receive a red card.

6.5.2. Language and gestures

6.5.2.1. It is illegal to use explicit, vulgar, extreme, or abusive
language or gestures at any time.

Penalty: Warning—A player who uses explicit or vulgar words purely in exclamation, rather than for the meaning of the words, that are either undirected, or are directed at themselves or any member of their own team must be given a warning.

Penalty: Blue—A player who uses explicit or vulgar words purely in exclamation, rather than for the meaning of the words, that are either undirected or directed at any member of their own team after being warned must receive a blue card.

Penalty: Yellow—A player who uses explicit or vulgar words purely in exclamation, rather than for the meaning of the words, directed at any opponents, spectators, officials, or event staff must receive a yellow card.

Penalty: Ejection—A player who uses extreme or abusive language directed at any member of their own team, including using explicit or vulgar words for their meaning, must be ejected.

Penalty: Ejection—A player who uses obscene, explicit, or vulgar gestures that are either undirected or directed toward a member of their own team must be ejected.

Penalty: Red—A player who uses extreme or abusive language directed at any opponents, spectators, officials, or event staff, including using explicit or vulgar words for their meaning, must receive a red card.

Penalty: Red—A player who uses obscene, explicit, or vulgar gestures directed at any opponents, spectators, officials, or event staff must receive a red card.
6.5.2.2. It is illegal to use discriminatory language at any time, including but not limited to racial epithets, ethnic slurs, or other phrases which demean or debase any person or group of people based on their race, sex, gender, sexual orientation, religion, or country of origin.

Penalty: Ejection—A player who uses discriminatory language that is either undirected, or directed at any member of their own team must be ejected from the game.

Penalty: Red—A player who uses discriminatory language that is directed at any opponents, spectators, officials, or event staff must receive a red card.

6.5.3. Physical altercations and threats

It is illegal to engage in physical altercations with or threaten any person.

Penalty: Ejection—A player who engages in physical altercations with or threatens a member of their own team must be ejected.

Penalty: Red—A player who engages in physical altercations with or threatens any opponents, spectators, officials, or event staff must receive a red card.

6.5.4. Serious foul play—It is illegal to commit serious foul play, including egregious conduct and flagrant cheating.

Penalty: Red—A player who commits serious foul play must receive a red card.

Penalty: Special—If a team commits foul play that cannot be
attributed to a specific player, the speaking captain must receive a red card.

6.5.5. Faking a foul—It is illegal to pretend to be fouled in an attempt to deceive a referee.

 Penalty: Yellow—A player who pretends to be fouled must receive a yellow card.
7. Boundaries and Balls

7.1. USING THE BALLS

7.1.1. Players may possess, touch, kick, throw, or otherwise use the ball associated with their own position.

A. A player is considered to have possession of a ball when that player has sole and complete control of that ball. This includes when a player is the only player in contact with the ball during a kick.
   i. Swatting a ball out of an opponent’s hands, or out of the air, is considered to be touching and interacting with the ball, but is not considered possession.
      a. Swatting a ball that is on the ground is considered possession.
   ii. Non-beaters are not penalized for being struck by bludgers, and may in some circumstances intentionally step into the path of a bludger made live by an opponent (See: 7.1.2.).

B. Players may only possess, touch, kick, throw, or otherwise use one ball associated with their position at any given time that they are in active gameplay.
   i. A beater may temporarily possess two bludgers if they are in the process of catching a live bludger propelled by an opponent.
a. In this scenario, the beater must drop one of the two bludgers immediately to avoid penalty.

1. Throwing or otherwise propelling this bludger, rather than dropping it, shall result in a penalty for possessing more than one bludger.

C. Players may not use the ball associated with their position to mimic the actions of a ball of a different position.

D. Players may not use a ball of their position to intentionally interact with the snitch runner.

E. No penalty shall be assessed for illegally possessing the quaffle while the player is otherwise legally returning it to the formerly defending keeper after a score.

 Penalty: Blue—A player who uses a ball to mimic the actions of a ball of a different position must receive a blue card.

 Penalty: Blue—A player who uses a possessed or propelled ball with the intent of interacting with the snitch runner must receive a blue card.

 Penalty: Blue—A beater who possesses two bludgers at one time while not trying to catch a bludger, or who does not drop one bludger immediately after possessing two during a catch, must receive a blue card.

7.1.2. Players are forbidden from possessing, touching, kicking, throwing, or in any way using the ball of another position. The following guidelines apply:

A. Any mounted player who may not play the quaffle must take any and all reasonable actions to avoid a propelled quaffle.
i. If a beater stands in the way of the quaffle and throws their bludger at the quaffle in an attempt to deflect it but is hit by the quaffle despite the attempt, they are still penalized.

ii. A player shall not be penalized for an interaction with the quaffle if, at the discretion of the referee, they were not aware of the incoming quaffle, unless the referee also determines that they intentionally acted so as to be unaware.

iii. A player shall not be penalized for an interaction with the quaffle if, at the discretion of the referee, there was not enough time for the player to reasonably react and yield; the interaction shall be deemed incidental and no penalty shall be given.

iv. This rule does not prohibit a beater from throwing or propelling a bludger at the quaffle.

B. Any mounted player who may not play a bludger may allow a live bludger to hit them, or intentionally get in the way of a live bludger for any reason, as long as that bludger was initially propelled by an opponent.

i. A player may allow the bludger to bounce off of any part of their body or equipment at any angle. However they must not propel the bludger in any direction.

a. Any attempt to bat away, swat, or otherwise intentionally propel a live bludger during an initial hit to a player is considered a bludger swat.

1. A referee may choose to call no harm no foul on a bludger swat if the propulsion was minor and did not affect overall play or bludger possession. However, if a single player is repeatedly committing minor swatting in a match, that player
should be penalized regardless of the outcome of the swats.

2. If the referee determines that a player moved into the path of a bludger with the intent to illegally swat it, that action must be ruled as intentionally illegally interacting with a ball of another position.

b. This rule does not prohibit a chaser or keeper from using a held quaffle to bat a live bludger or from throwing a quaffle at a live bludger.

ii. If the referee determines that the player was not reasonably aware that the airborne bludger was either dead, or made live by their own teammate, and the play was otherwise legal, the player shall not be penalized.

iii. If a protected keeper moves so as to intentionally be hit by a bludger which would not otherwise have contacted them, they shall be subject to the knockout effect upon contact with that live bludger, as though they were not protected.

Penalty: Back to hoops—A player who attempts to avoid a propelled quaffle that they must avoid, but fails to successfully avoid contact with it, may be sent back to hoops at the discretion of the referee based on whether or not the interaction affected gameplay.

Penalty: Turnover—If a player unintentionally and illegally acts on a ball of another position in a manner that significantly affects the position or trajectory of that ball, that ball must be turned over to the closest eligible player of the opposing team.

Penalty: Blue—A player who illegally interacts with a quaffle
by failing to attempt to avoid it or in a way that affects gameplay must receive a blue card.

Penalty: Blue—A player who illegally swats a bludger must receive a blue card.

Penalty: Yellow—A player who intentionally and illegally interacts with a ball of another position must receive a yellow card, except for cases of swatting a bludger.

Penalty: Yellow—A player who intentionally and illegally possesses a ball of another position must receive a yellow card.

Penalty: Yellow—A player who illegally interacts with a propelled quaffle in a way that blocks a goal must receive a yellow card.

Penalty: Red—A player who illegally and intentionally blocks the quaffle from scoring must receive a red card, except in cases of goaltending as described in 4.3. Goaltending.

7.1.3. Substitutes and knocked out players must make a reasonable effort, at the discretion of the referee, not to interact with any ball.

Penalty: Yellow—A substitute or knocked out player who does not make a reasonable effort to avoid interacting with a ball in play, at the discretion of the referee, must receive a yellow card.

Penalty: Red—A substitute or knocked out player who illegally and intentionally blocks a score must receive a red card.

7.1.4. In some circumstances, players may propel a ball of their position at a ball of another
position.

A. Beaters may throw or otherwise propel bludgers at the quaffle.
B. Beaters may not use a held bludger to hit or deflect the quaffle.
C. Quaffle players may throw or otherwise propel the quaffle at live bludgers.
   i. Players may not use a quaffle, whether it is held or propelled, with the intent of interacting with a dead bludger.
      a. If the referee determines that the player was not reasonably aware that the bludger was dead, and the play was otherwise legal, the player shall not be penalized.
D. No player may use a ball, whether held or propelled, with the intent of hitting the snitch runner or the snitch itself.

 Penalty: Turnover—If a beater unintentionally and illegally acts on a quaffle with a held bludger in a manner that significantly affects the position or trajectory of the quaffle, the quaffle must be turned over to the closest eligible quaffle player of the opposing team.

 Penalty: Yellow—A player who intentionally and illegally uses a ball, whether it is held or thrown, to illegally hit the snitch runner, or a ball of another position must receive a yellow card.

7.1.5. Kicking

A. Players may kick any ball, other than the snitch, which they may legally possess.
B. Beaters may not kick a bludger while in possession of
another bludger (See 7.1.1.B.).
C. After a ball has been kicked by a player, except for a protected keeper, it must then be legally picked up by any player before that player is allowed to kick it again.
D. A player who is intentionally kicking a ball is considered to be in possession of that ball while they are in contact with it.

Penalty: Blue—A player who performs an illegal second kick to a ball must receive a blue card.

7.1.6. Scoring with the quaffle
A. Quaffle players may throw, kick, pass, or in any legal way make the quaffle travel through a hoop to score a goal.
B. Quaffle players may take shots at the goals from anywhere within the player area.
C. Any part of the quaffle player’s body may accompany the quaffle through the hoops.
D. Quaffle players may score from either side of the hoop.

7.1.7. Blocking bludgers (See: 5.2.5. Blocking and batting bludgers).

7.2. KEEPER-SPECIFIC RULES
7.2.1. While outside the keeper zone, the keeper is subject to all of the same rules as a chaser, including but not limited to the knockout effect.
A. A player with any part of their body behind or touching their own keeper zone line is considered to be in the keeper zone.
B. Once the offensive team possesses the quaffle outside the
keeper zone:
   i. The keeper loses all powers of a protected keeper listed under 7.2.2.
   ii. The powers listed in 7.2.2. are regained after the opposing team gains possession of the quaffle, a goal is scored, or the period ends.

7.2.2. Keeper-specific powers

A keeper within their own keeper zone, except in the situation described in 7.2.1.B., is considered to be a protected keeper. A protected keeper is subject to all of the same rules as a chaser with the following exceptions:

   A. A protected keeper may kick the quaffle any number of times while in their own keeper zone. If a protected keeper kicks the quaffle in their own keeper zone, it is not counted as a kick by that player.

   B. Once a protected keeper has sole possession of the quaffle, opposing players may not contact, interact with, or attempt to steal the quaffle from the keeper (See: 6.1.2. Illegal physical contact).
      i. Sole possession of the quaffle must be established before this immunity from contact goes into effect.

   C. A protected keeper is immune to the knockout effect.
      i. There is no penalty for beaters throwing bludgers at immune players.

   D. A protected keeper is allowed to block a shot in a way that would be considered goaltending for any other player (See: 4.3. Goaltending).

   E. If a protected keeper attempts to save a shot and the quaffle goes into the spectator area as a result, the keeper is granted
possession rather than the other team (See: 7.7.2.C.ii.).

7.3. DELAY OF GAME

7.3.1. Delay of game

Delay of game is defined as an attempt to stop or significantly impede the quaffle game from continuing. The exact determination of what constitutes delay of game is at the discretion of the referee, within the following guidelines:

A. A beater or beaters may guard a quaffle to prevent the opposing team from gaining possession of it, so long as their own team’s chasers are making a reasonable effort to gain possession and restart quaffle play.
   i. It is delay of game if a beater continues to protect the quaffle while their quaffle players are making no reasonable attempt to retrieve it.

B. Keeper delay:
   i. A protected keeper must directly and immediately advance the quaffle out of the keeper zone, attempt to complete a pass, or drop the quaffle to the ground.
   ii. After a goal, the keeper on the formerly defensive team must not substitute out of the game until they have gained possession of the quaffle and made it live.

7.3.2. Stalling

On each drive, the quaffle players on the offensive team must act with the overall primary intent to score. Players in possession of the quaffle may not act with the overall primary intent to waste time for any reason.

פתיחת: Warning—The head referee may issue a warning
when the referee determines that the team is beginning to stall or delay the game. Teams must respond immediately to this warning or incur further penalty. Multiple warnings may be given for stalling or delay of game during a single game, as the referee determines to be appropriate.

Penalty: Blue—A player who the head referee determines to be stalling or delaying the game may receive a blue card. If the blue card is issued, the quaffle must be turned over to the closest eligible player of the opposing team to the point of the foul. A warning does not need to be given prior to issuing the blue card if the referee determines that the infraction alone was significant enough to warrant the blue card.

7.4. RESETTING

Teams are partially restricted from carrying or propelling the quaffle backwards towards their own hoops. The following rules apply.

A. Teams may reset the quaffle no more than one time during a single drive.
   i. A drive is initiated for a team when one of the following occurs:
      a. A player on that team is the first player to gain possession of the quaffle at the beginning of a period.
      b. A player on that team gains possession of the quaffle during the opposing team’s drive, thus ending the opposing team’s drive.
      c. A player on that team makes the quaffle live after a good goal.
   ii. A drive ends for a team when one of the following occur.
a. The opposing team gains possession of the quaffle, initiating their own drive.
b. A period ends.
c. A goal is scored for either team.

iii. During a team’s drive, they are the “offensive team.”
   a. The opposing team is the “defensive team.”

iv. Upon the first legal reset of each drive, the head referee shall loudly declare “reset used” and signal the same by swinging one arm out, palm down, towards the offensive team’s hoops.

B. Each team has two restrictor lines during their drives, each of which extend completely across the width of the player area at:
   i. The team’s own keeper zone line.
   ii. The midfield line.

C. Any propulsion of the quaffle by any offensive player in front of one of their restrictor lines that results in the quaffle traveling backwards across that restrictor line shall be ruled a reset, with the following exception.
   i. If a defensive player contacts the propelled quaffle, or hits it with a bludger, causing it to travel backwards across a restrictor line, this shall not be considered a reset.
      a. If the referee judges that the quaffle would have traveled backwards across a restrictor line regardless of the contact with the defender or defender’s bludger, it shall still be ruled as a reset.
      b. If the referee judges that the offensive player threw the quaffle at the defensive player in order to bounce it off of them and back across the restrictor line, it shall still be ruled as a reset.
D. If a player carries the quaffle backwards across one of their restrictor lines, it shall be ruled as a reset, with the following exception.

   i. If the quaffle carrier’s forward progress is contested near a restrictor line, they may carry the quaffle backwards across that restrictor line in order to circumvent the defender (or defenders) without it counting as a reset, as long as the following restrictions are met:

      a. After carrying the quaffle backwards across a restrictor line to circumvent a defender, the player may not alter their path to angle further away from that restrictor line while still in possession of the quaffle, unless forced to do so through direct physical contact.

         1. If an opponent blocks the player’s path once they crossed behind a restrictor line, the player must either proceed through the opponent (if this is otherwise legal), circumvent the opponent by cutting back in towards that restrictor line, or otherwise return the quaffle back in front of that restrictor line.

      b. The player must not remain behind that restrictor line with the quaffle.

         1. Once the opponent is circumvented, or if the player fails to quickly circumvent the opponent, the player must directly and immediately return the quaffle back in front of that restrictor line.

         2. If the player is being prevented from carrying the quaffle back in front of the restrictor line through direct physical contact, it shall not be ruled to be violating the requirement to not remain behind the restrictor line.
c. The player must not propel the quaffle further behind that restrictor line.
d. The player may pass the quaffle forward to a teammate who is closer to, but still behind, the restrictor line.
e. If the player legally passes short of the restrictor line, or is forced to drop the quaffle while still behind that restrictor line, and their teammate is the first to recover the quaffle, that teammate takes on the obligation to directly and immediately return the quaffle back in front of that restrictor line to avoid the reset.

E. If a defender forces the quaffle carrier backwards across a restrictor line through physical contact or strips the quaffle causing it to travel across a restrictor line, this shall not be considered a reset.
i. If the player fails to directly and immediately return the quaffle back in front of that restrictor line once they are free of the opponent’s physical contact, this shall be ruled a reset.
   a. If the player legally passes the quaffle towards but short of that restrictor line, or is forced to drop the quaffle while still behind that restrictor line, and their teammate is the first to recover the quaffle, that teammate takes on the obligation to directly and immediately return the quaffle back in front of that restrictor line to avoid the reset.

F. If a resetting action causes the quaffle to cross backwards across both restrictor lines, it shall be considered a single reset.
i. This action is still subject to all other rules, including
delay of game and stalling.

G. The player who initiates a drive may carry or propel the quaffle backwards across one or both restrictor lines immediately upon the beginning of the drive without it counting as a reset.

i. This action is still subject to all other rules, including delay of game and stalling.

ii. If the player started the drive while engaged in physical contact with an opponent, they may carry or propel the quaffle backwards across the restrictor lines while that contact continues or immediately after that contact ceases without it counting as a reset, provided they did not significantly advance the quaffle during that contact.

H. There are two types of illegal reset:

i. It is illegal to reset the quaffle a second or subsequent time on a single drive.

ii. It is illegal to reset the quaffle by propelling it backwards across a restrictor line without either attempting a pass to an eligible receiver or attempting to score a goal through their opponents’ hoops, at the discretion of the referee.

   a. A receiver’s eligibility is determined at the arrival of the quaffle, not the time of the pass.

   b. This restriction does not apply to loose balls, unless a player intentionally made the quaffle loose in order for their team to attempt a reset.

Penalty: Turnover—If a player illegally resets the quaffle, play shall be stopped and the quaffle shall be turned over to the opposing team. The referee may not exercise the option to turn over the quaffle without stopping play for this foul. However,
they may choose to call no harm no foul, if appropriate, and allow play to continue.

7.5. BOUNDARIES AND PLAYERS

7.5.1. All play must occur within the player area.

Penalty: Blue—A player who illegally leaves the player area to make a play must receive a blue card.

7.5.2. Play confined to the pitch

Players are not allowed to leave the pitch except under the following circumstances. Any player who leaves the pitch under these circumstances must act to directly and immediately return to the pitch once the circumstances no longer apply.

A. Seekers may leave the pitch in pursuit of the snitch runner, including trying to gain possession of a snitch near the pitch boundary, or to block the opposing seeker.
   i. Neither the snitch runner nor the seekers may leave the player area.

B. Any player may leave the pitch boundary to defend against an opponent in possession of a ball that is beyond the boundary.

C. Any player may leave the pitch boundary to directly pursue a ball that they are eligible to possess that is beyond the boundary.
   i. If a ball exits the player area, the proper eligible player may retrieve the ball with explicit permission of any referee, or if not stopped by a referee while the closest eligible player attempting to retrieve a bludger.

D. A beater in possession of a bludger may leave the pitch
boundary in order to pursue any opponent eligible to be knocked out who is off of the pitch.

E. If any of the reasons for leaving the pitch listed in 7.5.2.A-D. occur while a player is already legally off the pitch, they may remain off the pitch while those circumstances apply.

F. Any player forced beyond the pitch boundary, or prevented from returning to the pitch, through direct physical contact is not subject to penalty.
   i. The player must return to the pitch as directly and immediately as possible to avoid penalty.

G. If a player’s forward progress is contested near the pitch boundary, with or without physical contact, the player is allowed to cross over the pitch boundary to circumvent the defender.
   i. After crossing the boundary, the player must, at the discretion of the referee, directly and immediately return to the pitch.
   ii. Once off the pitch while circumventing an opponent, the player may not alter their path to angle further away from the pitch, unless forced to do so through direct physical contact.
      a. If an opponent blocks the player’s path off the pitch, the player must either proceed through the opponent (if this is otherwise legal), circumvent the opponent by cutting back in towards the pitch, or retreat back onto the pitch.

H. Any player may leave the pitch, within their own keeper zone, to initiate a substitution or position change.

 Penalty: Back to hoops—A player who illegally and intentionally leaves or remains off of the pitch must be sent back to hoops.
Penalty: Back to hoops—A player who illegally alters their path to angle further away from the pitch while off pitch must be sent back to hoops.

7.6. BOUNDARIES AND BALLS

7.6.1. A player may not intentionally propel a ball out of the player area.

7.6.2. A player may not intentionally distance a ball from the pitch except under the following circumstances:

A. A beater may carry a bludger off pitch while pursuing an opponent who is off the pitch.
B. A player may distance a ball from the pitch if the player does so while attempting to score, complete a pass to a player on the pitch, or knock out an opponent, at the discretion of the referee.
C. A player may carry a ball with them while legally leaving the pitch under rules 7.5.2.C-G.
D. A beater may propel a bludger which was already off pitch further off pitch in an attempt to knock out an opponent.
E. A keeper may propel the quaffle in a way that would be illegal for other players while attempting a save in their own keeper zone.

Penalty: Back to hoops—A player who illegally and intentionally carries a ball off or away from the pitch must be sent back to hoops.

Penalty: Back to hoops and turnover—A player who illegally propels a ball off the pitch, laterally from the pitch, or further
away from the pitch while off the pitch must be sent back to hoops and the illegally propelled ball is turned over to the closest eligible player of the opposing team to the location of the ball at the end of the play.

- **Penalty: Yellow**—A player who carries or propels a ball with the intent of taking or sending it out of the player area must receive a yellow card.

### 7.7. THE SPECTATOR AREA

#### 7.7.1. Any area outside of the player area is the spectator area. No play may occur in the spectator area.

A. Players may not physically force another player into the spectator area.
B. Players may not initiate contact inside the spectator area.
C. Players may not step out of the player area unless retrieving a ball that is outside of the player area.
   i. If the quaffle carrier illegally contacts the ground on or outside of the player area boundary, without being forced out by an opponent, the quaffle shall be considered out as well.

- **Penalty: Back to hoops**—A player who illegally contacts the ground on or outside of the player area boundary without being physically forced must be sent back to hoops.

- **Penalty: Yellow**—A player who physically forces another player into the spectator area or who initiates contact with a player while in the spectator area must receive a yellow card.

- **Penalty: Red**—A player who either physically forces another
player into the spectator area or initiates contact with another player while outside of the player area in a manner that the referee determines to be violent or egregious conduct must receive a red card.

7.7.2. Players may not enter the spectator area unless allowed to do so by a referee under one or more of the following conditions:

A. If the quaffle enters the spectator area and play is not stopped:
   i. The head referee signals verbally and visually which team is eligible to retrieve the quaffle and a player from that team may do so.
   ii. The quaffle shall be awarded to the nearest eligible player on the team that did not last touch the quaffle.
   iii. The player retrieving the quaffle shall bring it back directly and immediately crossing, if possible, the point where it went out of the player area.
   iv. The defending team must allow the player to return to the player area before moving to defend at the point where the player shall return.

B. If the quaffle enters the spectator area in any of the following circumstances, play must be stopped and any player, official, or spectator may retrieve the quaffle at the directive of the head referee:
   i. If, at the discretion of the referee, the quaffle has gone too far from the player area.
   ii. Retrieval may unnecessarily delay the game.
   iii. Retrieval may be dangerous for players or spectators.
   iv. A keeper made a save in their own keeper zone.

C. If the quaffle goes out of the player area and play is stopped:
i. The quaffle shall be awarded to the nearest eligible player on the team that did not last touch the quaffle at a location approximately 2 feet (0.6 m) inside where it left the player area, except in cases covered in 7.7.2.C.ii.

ii. If a keeper made a save in their own keeper zone, at the discretion of the referee, and, as a result, the quaffle leaves the player area, the quaffle is awarded to that keeper.

D. If a bludger enters the spectator area, play continues.

i. The nearest eligible beater, from either team, may enter the spectator area to retrieve the bludger, unless stopped by a referee.

ii. If there are beaters from both teams pursuing the bludger:
   a. A referee must indicate the appropriate player to retrieve the bludger.
   b. The other player must abandon pursuit of the bludger and allow the opposing player to clearly return to the player area before beginning any interaction.

iii. If there are no players in pursuit of the bludger:
   a. The bludger must be retrieved by a referee.
      1. No referee shall retrieve a bludger from outside of the player area while play is not stopped if a player is actively attempting to retrieve it, unless it is being turned over by penalty.
   b. The bludger must be set at a location approximately 2 feet (0.6 m) inside the point where it left the player area.
   c. The bludger may then be retrieved by any eligible beater on either team.

iv. If play is stopped while a bludger is outside of the player
area, that bludger must be retrieved by a referee and set at a location approximately 2 feet (0.6 m) inside the point where it left the player area before play is restarted.
a. If any players are outside of the player area because they were attempting to retrieve the bludger, they must be returned to the player area and the bludger is designated to the appropriate beater.
   1. The designated beater must immediately act to gain possession of the bludger or they shall be considered to have declined it.
   2. The opposing team must not interfere with the designated beater’s attempt to gain possession of that bludger until the beater initially gains possession of the bludger.

b. If no players were attempting to retrieve it before the stoppage, or if the designated beater declines to retrieve it, the bludger may be taken by either team.

E. A player is in need of medical attention (See: 2.1.8.2. The spectator area).

⚠️ **Penalty: Back to hoops**—A player who illegally interferes with a designated beater’s attempt to gain possession of the designated bludger must be sent back to hoops.

⚠️ **Penalty: Yellow**—A player who disregards a referee’s instruction regarding entering the spectator area must receive a yellow card.

7.7.3. If a player dismounts while legally outside of the player area to retrieve a ball, the dismount shall not count.

A. The player must remount before re-entering the player area.
B. Any dismount that occurs or continues while the player is inside the player area shall be penalized as a dismount.

### 7.8. SPECTATORS AND DANGEROUS TERRAIN

7.8.1. There must be no dangerous terrain within the player area.

7.8.2. Play must be stopped whenever players are at risk of contacting spectators or dangerous terrain, at the discretion of the head referee.

A. If play must be stopped for one of these reasons, any player with a ball resumes where they were when play was stopped.
   i. If no player possesses the relevant ball at the time of the stoppage, the ball is given to the closest eligible player.

B. Any other players must move back to the pitch boundary, at the closest point to where they were when play was stopped.
   i. Once play is restarted they may leave the pitch boundary to pursue the player with possession of the ball.

 Penalty: Yellow — A player who recklessly endangers a spectator must receive a yellow card.
8. The Snitch Runner

8.1. ROLE OF THE SNITCH RUNNER

8.1.1. The role of the snitch runner is to prevent the snitch ball from being caught by either team’s seeker for as long as possible, while also serving as a fair and impartial official.

8.1.2. The snitch runner’s uniform

A. The snitch runner must wear shorts with the snitch ball affixed.
   i. The snitch shorts and ball must meet all the requirements in section 2.3.3. The snitch.
B. The snitch runner must wear a shirt or jersey and be easily identifiable as distinct from either team.
C. The snitch runner should be dressed in all yellow or gold.

8.2. SNITCH RUNNER AS AN OFFICIAL

See: 10.2.6. The snitch runner as an official.

8.3. THE SNITCH RUNNER’S TIMING

8.3.1. Once the game begins, the snitch runner should remain in the vicinity of the pitch until the 17 minute mark of game time. During this time:
A. The snitch ball may not be caught by either team.
B. The snitch runner may not be within the player area.
C. The snitch runner may not interfere with play in any manner.

8.3.2. The snitch runner release

Snitch runners must report to the timekeeper at the 17 minute mark of game time. The timekeeper will then release the snitch runner into the player area prior to the 18 minute mark of game time when the seekers are released.

8.3.3. Once the snitch runner has been released onto the pitch, the snitch runner may not leave the player area until the snitch has been successfully caught.

8.3.4. The snitch runner cannot be caught until after the 18 minute mark of game time, when both seekers are released onto the pitch.

8.4. SPECTACLES

Snitch runners may choose to be creative in their evasion tactics with spectacles. All spectacles are subject to the following restrictions:

A. The snitch runner must not bring any props into the player area.
B. Snitch runners must ensure that any spectacles do not hinder play outside of the seeker game.
C. Spectacles performed by the snitch runner must not delay the start of the game.
D. Spectacles must not be unfair or biased toward one team
and must not detract from the role of the snitch runner as stated in 8.1. Role of the snitch runner.

**8.5. COMMUNICATING THE CATCH**

If the snitch referee does not blow the whistle to stop play on a good catch, the snitch runner must immediately report the catch to the head referee who must immediately stop play with paired short whistle blasts.

**8.6. SNITCH REQUIREMENTS AND CODE OF CONDUCT**

8.6.1. Snitch runners must abide by the following requirements and recommendations in order to ensure the fairness of the game and the safety of the players and spectators. A snitch runner must not:

A. Intentionally injure anyone.
B. Play recklessly or dangerously.
C. Play with a bias to one team.
D. Stay near one team’s side of the pitch for an extended period of time.
E. Intentionally leave the player area.
F. Intentionally touch any ball, including holding or shielding the snitch ball itself.
G. Rearrange or remove players’ headbands.
H. Disobey a directive from the head referee.
I. Interact with any players other than the seekers.
J. Intentionally go to the ground, so as to be ruled as down, unless injured, unable to play, avoiding a dangerous situ-
ation, adjusting equipment, or asked to do so by a referee.
K. Intentionally pull a seeker’s headband, clothing, or equipment, other than the broom.
L. Intentionally make an incorrect call or lie about a call to deceive the seekers.

8.6.2. Breach of standards by the snitch runner

A. A referee must warn the snitch runner of violations or breaches of the standards listed in 8.6.1.
   i. Major violations may warrant removal of the snitch runner without a previous warning.
B. The head referee may remove any snitch runner due to injury, breach of the standards listed in 8.6.1., or being overly aggressive or irresponsible.
C. If the snitch runner commits a major violation against one seeker, play should be stopped immediately and any snitch catch by the opposing team before play is stopped must be called no good.

8.7. PHYSICAL PLAY AND SAFETY

The snitch runner is responsible for the safety of seekers, other players, officials, and spectators.

8.7.1. The rules forbidding specific types of physical contact do not apply to the snitch runner except for the following:

A. The snitch runner must not make contact with a seeker’s head, neck, or groin.
   i. The snitch runner may make incidental contact with the seeker’s head or neck while in the process of an-
other move or in a playful manner (such as messing a seeker’s hair).

B. The snitch runner may not make contact with a seeker’s legs at or below the knee unless contact with the seeker has already been established in another manner.

C. The snitch runner must never play recklessly or dangerously.

8.7.2. The snitch runner must follow the snitch code of conduct as outlined in 8.6. Snitch requirements and code of conduct.

8.7.3. The snitch runner may intentionally take a knee so as to be ruled as down if injured, unable to play, avoiding a dangerous situation, adjusting equipment, or asked to do so by a referee.

8.7.4. The snitch runner should use common sense to avoid harming seekers, be aware of their surroundings, and avoid collisions with spectators.

**8.8. RULED AS DOWN**

8.8.1. When the snitch runner is down, the snitch is uncatchable, regardless of whether the snitch runner went down intentionally or unintentionally.

A. A snitch runner is considered down when:
   i. Any part of the snitch runner’s body, other than their hands or feet, touches the ground.
      a. The snitch sock itself touching the ground does
not cause the snitch runner to be considered down, unless the sock is pinned to the ground by the snitch runner’s body.

ii. Any part of the snitch runner contacts the ground on or outside the boundary of the player area.

iii. The snitch runner’s clothing needs to be adjusted, as described in 8.8.2.

iv. Play is restarted after any stoppage.

8.8.2. If the snitch runner’s shorts need to be adjusted, the snitch runner’s other clothing obscures the snitch, or the snitch runner’s clothing impedes the snitch, the snitch runner must be ruled as down until the clothing has been adjusted.

A. If the snitch runner’s clothing needs to be adjusted, the snitch runner is considered down and the snitch is uncatchable from the moment the clothing is askew, at the discretion of the referee, whether or not the snitch runner or referee has verbalized that the snitch is down.

i. If this occurs, the snitch shall be considered ruled as down and be given a three second start after adjusting the clothing.

ii. If the clothing is made askew because a seeker had grabbed the snitch sock and the velcro did not release from the shorts, the snitch runner shall not be considered down under rule 8.8.2., until the seeker lets go of the snitch sock, so long as the seeker did not also grab other parts of the snitch runner’s clothing.

a. This does not prevent or delay the snitch runner from being ruled as down for reasons other than
the clothing needing to be adjusted.

8.8.3. After a snitch runner has gone down, the seekers must:

A. Release all parts of the snitch runner’s body/clothing and the snitch ball.
B. Allow the snitch runner to rise to their feet.
C. Allow the snitch runner to adjust all clothing and equipment.
D. Allow an additional three-second head start as counted off by the snitch referee before they can directly pursue the snitch again.

 Penalty: Back to hoops—A seeker who pursues the snitch runner who has been ruled as down before the three second head start has been counted off must be sent back to hoops.

8.9. SNITCH RUNNERS DURING STOPPAGES

The snitch runner may move around during stoppages to consult with officials, pump up the crowd, or for any other reason, with the following restrictions:

A. The snitch runner must return to roughly where they were when play was stopped before play is restarted.
B. The snitch runner must not delay the restart of play.
   i. The snitch runner should remain aware of the actions of referees while play is stopped to avoid being out of position and delaying the restart.
9. Penalties

9.1. DISCIPLINARY SANCTIONS

9.1.1. Back to hoops fouls

If a player commits a foul that results in a back to hoops penalty:

A. Play should generally not be stopped.
B. A referee informs the player of the infringement and subsequent consequence.
C. If the player does not immediately comply, the referee may loudly and repetitively issue the directive to ensure that the player is aware of the instruction.
D. If at any point a referee believes that a player has had sufficient notice, but is still ignoring the directive, the referee may stop play and issue a yellow card to the offending player.

 Penalty: Yellow—A player who ignores the referee’s punishment after committing an offense that would have otherwise been a back to hoops may receive a yellow card.

9.1.2. Turnover

Turnovers without cards are generally called when a player unintentionally illegally moves a ball. Turnovers result in possession of a specific ball being given to the opposing team. If a foul leads to a turnover without a penalty card:
A. Unless otherwise stated in the specific penalty section for the foul, the referee may choose to stop play or complete the turnover while play continues, as they deem appropriate.

B. If the referee chooses to complete the turnover without stopping play, the following procedure applies:
   i. The referee identifies the ball to be turned over and the team that is to receive the turnover.
   ii. If a player on the fouling team is holding that ball, they must immediately drop it.
      a. The player may not throw the ball. However, if the referee determines that the player is unaware of the call at the time of the throw, no further penalty shall apply for this infraction.
         1. If the ball is loose and a player on the fouling team propels it in any way, the same standards shall apply.
   iii. Whether the ball is propelled or dropped by the fouling team, the referee may pick it up and pass it to a member of the receiving team, or they may have the receiving team retrieve the ball where it lands, as they deem appropriate.
      a. If, for any reason, the situation changes and the referee determines that stopping play would be more appropriate, play may be stopped and the procedures in 9.1.2.C. shall be followed.
      b. If the ball is a bludger and all of the fouled team’s beaters either already possess a bludger or are in the penalty box, then the bludger is left where it is and either team may play it immediately upon the referee’s signal that the bludger is clear to play.
         1. In this case, the remainder of the turnover pro-
procedure (9.1.2.B.iv-vii.) does not apply.

c. Except in the situation described in 9.1.2.B.iii.b. above, if there are no eligible receivers because every player on the receiving team who could play the ball is either knocked out or already has a ball, the ball is instead placed next to or thrown to the center hoop of the receiving team by the referee.

d. The receiving team must gain possession of the ball before the fouling team may contact it.

e. The fouling team may not take any action to prevent or delay the receiving team from gaining possession of the turned over ball, including beating the retrieving player.

vi. The receiving team must move immediately to gain possession of the turned over ball.

a. Any member of the receiving team may choose to decline the ball on behalf of their team by saying “decline” or otherwise clearly signaling that they decline the ball.

1. If the team declines the ball, the ball immediately becomes eligible to be played by members of either team.

2. If the ball to be turned over is the snitch, the turnover is automatically declined.

b. If the referee determines that no player on the receiving team is moving to gain possession of a ball to be turned over, the referee shall either verbally designate a specific eligible player without a ball to retrieve the ball or pass the ball to them as they deem appropriate.

1. If the opposing team has set up around the ball, the designated player may choose to quickly
retreat to a safer location and request that the ball be passed to them there.

2. Once the designated player has been clearly informed of their designation by the referee, continued refusal to accept the ball shall be treated as declining the ball for their team.

vii. The fouling team may interact with the player gaining possession of the turned over ball as soon as possession is gained.

C. If the referee chooses to stop play to complete the turnover, the following procedure applies:
   i. Play is stopped.
   ii. The referee signals that there was a turnover penalty.
   iii. The referee takes the ball and gives it to the closest eligible player on the receiving team.
      a. If the ball is a bludger and all of the fouled team’s beaters either already possess a bludger or are in the penalty box, then the bludger is left where it is and either team may play it immediately once play is restarted.
      b. Except in the situation described in 9.1.2.C.iii.a. above, if there are no eligible receivers because every player on the receiving team who could play the ball is either knocked out or already has a ball, the ball is instead placed next to the center hoop of the receiving team, play is resumed, and the procedures of 9.1.2.B.iv-vii. shall be followed as if play had not been stopped.
   iv. Play is resumed.

D. A quaffle that is to be turned over cannot score for the fouling team between the time of the foul and the com-
pletion of the turnover procedure.

- **Penalty: Back to hoops**—If a player on the fouling team takes any action to prevent or delay the recovery of the turned over ball, they must be sent back to hoops.

- **Penalty: Yellow**—A player who the referee determines to be willfully ignoring the turnover call must receive a yellow card.

### 9.1.3. Blue card

Blue cards are issued for rules violations that are generally considered to be minor or technical in nature. Blue cards do not stack to become yellow or red cards. If a penalty results in a blue card:

A. Play is stopped.

B. The referee signals that there was a blue card penalty by showing a blue card and communicating the nature of the foul.

C. The player who committed the foul is sent to the penalty box for one minute of game time or until the opposing team scores, whichever occurs first.
   i. The fouling team must play down a player at that position for the duration of the penalty time and the fouling player may not be substituted while in the penalty box unless they are injured or ejected.
   ii. Players may receive multiple blue cards in a single game without additional penalty.
   iii. If, at the discretion of the referee, a player is intentionally committing multiple blue card offenses, the referee may issue a yellow card for a blue card offense.
   iv. For special situations, such as receiving a blue card or yellow card while in the penalty box for a blue card,
see section 9.2.2. Time of penalty.

D. Blue card fouls result in the following turnovers:
   i. If the fouling player was in possession of the quaffle, the quaffle is turned over to the closest eligible player of the opposing team.
   ii. Any ball that the fouling player possessed or acted on from the time of the foul until play was stopped must be turned over to the opposing team’s closest eligible player before play is resumed. This includes any balls that a fouled team was prevented from possessing by the foul.
   iii. If both teams have committed fouls which would turn over the same ball, possession of that ball is determined by:
      a. The procedure for the foul receiving the most severe penalty card.
      b. If multiple fouls receive the same card, among those fouls, the procedure for the foul committed last.
   iv. If there is no eligible player to receive a turnover, the procedures in 9.1.2.C.iii. shall be used.

E. If there was an advantage call or delayed penalty, players should be reset to the proper positions as indicated in 3.3.4. Advantage or 3.3.5. Delayed penalties.

F. Play is resumed.

G. The one minute of penalty time begins.

9.1.4. Yellow card

Yellow cards are issued for rules violations that are generally considered to be serious fouls. If a penalty results in a yellow card:

A. Play is stopped.
B. The referee signals that there was a yellow card penalty by showing a yellow card and communicating the nature of the foul.

C. The player who committed the foul is sent to the penalty box for one minute of game time or until the opposing team scores, whichever occurs first.

i. The fouling team must play down a player at that position for the duration of the penalty time and the fouling player may not be substituted while in the penalty box.

ii. If the player is receiving a second yellow card in the same game, the player must receive a red card after being shown the yellow card. All red card procedures apply in this case (See: 9.1.5. Red card).

D. Yellow card fouls result in the following turnovers:

i. If the fouling team is in possession of the quaffle, or if the quaffle is loose, the quaffle is turned over to the closest eligible player of the opposing team.

ii. Any bludger that the fouling player possessed or acted on from the time of the foul until play was stopped must be turned over to the opposing team’s closest eligible player before play is resumed. This includes any bludgers that a fouled team was prevented from possessing by the foul.

iii. If both teams have committed fouls which would turn-over the same ball, possession of that ball is determined by:

a. The procedure for the foul receiving the most severe penalty card.

b. If multiple fouls receive the same card, among those fouls, the procedure for the foul committed last.

c. If there is no eligible player to receive a turnover,
the procedures in 9.1.2.C.iii. shall be used.

E. If there was an advantage call or delayed penalty, players should be reset to the proper positions as indicated in 3.3.4. Advantage or 3.3.5. Delayed penalties.

F. Play is resumed.

G. The one minute of penalty time begins.

9.1.5. Red card

Red cards are issued for rules violations that are generally considered to be serious enough for players to be ejected from the remainder of the game. If a penalty results in a red card:

A. Play is stopped.

B. The referee signals that there was a red card penalty by showing a red card and communicating the nature of the foul.

C. The player is ejected from the game.
   i. All requirements and procedures for ejected players must be followed (See: 9.1.6. Ejection).

D. Red card fouls result in the following turnovers:
   i. If the fouling team is in possession of the quaffle, or if the quaffle is loose, the quaffle is turned over to the closest eligible player of the opposing team.
   ii. Any bludger that the fouling player possessed or acted on from the time of the foul until play was stopped must be turned over to the opposing team’s closest eligible player before play is resumed. This includes any bludgers that a fouled team was prevented from possessing by the foul.
   iii. If both teams have committed fouls which would turn over the same ball, possession of that ball is determined
by:

a. The procedure for the foul receiving a red card.

b. If multiple fouls receive red cards, among those fouls, the procedure for the foul committed last.

d. If there is no eligible player to receive a turnover, the procedures in 9.1.2.C.iii. shall be used.

E. The team must substitute a player in for the fouling player.

i. The substitute for the fouling player is sent to the penalty box for two full minutes of game time.

a. If the fouling player had time remaining in the penalty box from their own previous penalty, the remaining time from that penalty is waived and only the two minutes for the red card are served.

ii. The substitute serving time for the fouling player is not released on a score.

iii. For special situations, such as receiving a penalty while in the penalty box, see section 9.2.2. Time of penalty.

F. Play is resumed.

G. The two minutes of penalty time begin.

9.1.6. Ejection

Ejections are issued for certain rules violations that are considered to be serious enough for players to be ejected from the remainder of the game. Red cards always result in ejections, but some ejections are issued for violations where the player’s own team was the only victim, as well as for certain multi-player bench fouls. If a penalty results in an ejection:

A. The ejected player must leave the player area and may not return for the remainder of the game.

i. An assistant referee or tournament official may escort
the player to an appropriate location away from the field of play.

B. If the player refuses to leave the player area:
   i. The player’s team must assist in escorting the player away from the player area.
   ii. If the player persists in refusing to leave, or becomes a danger to officials, other players, or spectators, the head referee may end the game resulting in a forfeit for the fouling player’s team.

C. The referee may choose to allow the ejected player to remain in the vicinity of the player area for the remainder of the game, as they deem appropriate, only if the ejection was the result of a red card that was given for receiving two yellow cards in the game.
   i. The player must still remain outside of the player area.
   ii. The player must leave the vicinity of the player area unless informed by the head referee that they may remain in the vicinity.

D. Ejected players must not reenter the player area.

E. Ejected players must not attempt to communicate with anyone who is inside the player area.

F. If the ejected player was in play, the team must substitute a player in for the fouling player.

G. If the ejected player had any penalty time assessed which had not been fully served, their substitute must serve the remainder of the penalty time.
   i. If the ejected player was not in play, then the speaking captain must designate a player on the pitch to go to the penalty box and serve that time.
   ii. If the player was serving time for their own penalty, and was ejected with a red card, the remaining time
for the previous penalty is waived, and only the two minutes for the red card are served.

**Penalty: Special**—An ejected individual who communicates with anyone inside the player area must be required to leave the vicinity of the player area. Additionally, the speaking captain of the ejected individual’s team must receive a yellow card. This penalty shall not apply to an individual who is simply cheering for their team.

**Penalty: Forfeit**—If an ejected individual persists in refusing to leave the player area or its vicinity after being ejected, or becomes a danger to officials, other players, or spectators, the head referee may end the game resulting in a forfeit for the fouling player’s team.

### 9.1.7. Fouls prior to the game

If a player is assessed a foul before the game begins that would result in penalty time, the foul is enforced at the beginning of the game.

A. The offending team begins the game with the offending player (or the player’s replacement, in the case of a red card) in the penalty box, and the team begins with fewer than six players for Brooms Up.

B. The player’s penalty time officially begins when the head referee begins the game.

### 9.1.8. Fouls after the game ends

If a player is assessed a foul after the game ends:

A. The penalty must be noted normally on the scorecard for
the game.

B. Such a penalty may result in a suspension in later games by league policy.

9.1.9. No harm no foul

In the case of a minor offense that has not given either team an advantage, a referee may decide “no harm no foul” and may choose to verbally warn players about a potential infraction rather than calling a foul.

9.1.10. Warnings

A referee may issue warnings about potential rules violations as necessary.

9.1.11. Simultaneous penalty

A. If a player commits two fouls simultaneously, the referee adjudicates the penalty for the more egregious foul.

B. If a player commits a blue or yellow card offense at the same time as a non-red card ejection offense, then the card and the ejection shall both be assessed.

   i. In this case, the player shall be ejected and another player shall serve the penalty time of the ejected player (See 9.1.6.G.).

C. If a player commits two fouls separately from one another, and both occur before the card for the first offense has been shown, then both penalties shall be assessed, although only the penalty time for the most serious card shall be served.

9.1.12. Plays after a foul

Any goal, knockout, or snitch catch performed by a player im-
mediately after committing a foul does not count.

A. A referee’s call may include sending the fouling player back to hoops, stopping play to issue a foul or card, or calling advantage.

B. For any plays during advantage or delayed penalties, see 3.3.4. and 3.3.5.2., respectively in place of this rule.

9.1.13. Fouls after a goal.

A. If a player on the formerly defending team receives a penalty for a foul committed after the quaffle fully passed through the hoop for a good goal:
   i. If the foul was committed as part of a play to defend against the goal, the penalty shall not result in a turnover of the quaffle to the formerly offensive team.
      a. The goal does not negate the penalty time for the subsequent foul.
   ii. If the foul was not committed as part of a play to defend against the goal, the penalty is assessed in full, including any prescribed turnovers.
      a. This can result in the dead quaffle being turned over to the opposing team.

9.1.14. Violations caused by opponents’ fouls

A. Any player who is in violation of a rule as a direct result of the illegal actions of an opponent must immediately correct the violation once the opponent’s action is completed in order to avoid penalty.

9.1.15. Bench Fouls

In certain limited cases, when players who are not in play or
team staffers commit fouls, the penalty may be assessed to the speaking captain.

A. If a single identifiable substitute or team staffer commits a foul while not in play, only the fouling substitute shall be assessed the penalty.

B. If a single substitute or team staffer commits a foul while not in play, but the individual cannot be identified, the penalty shall be assessed to the speaking captain instead.

C. If multiple substitutes or team staffers jointly commit the same or directly related offenses together while not in play, only the speaking captain shall receive a penalty card, if applicable, for the foul committed.
   i. The speaking captain shall only receive a single penalty card for the offense, despite multiple individuals being involved.
   ii. If the penalty for the offense is a straight red card or ejection, all substitutes and team staffers who are identified as having committed the red card or ejection offense themselves shall be ejected from the game without further cards being issued for the offense.

D. If multiple separate unconnected offenses are committed by substitutes or team staffers, they shall be treated as separate incidents for the purposes of applying this rule.
   i. If this would result in multiple cards being given to the speaking captain, including multiple red cards, on a single stoppage, then the speaking captain, or their replacement, shall serve only the single most severe of the cards, and they must pull a player off of the pitch to serve the time for each of the additional cards.
      a. The players pulled off the pitch do not get credited
with the extra cards.

b. If the speaking captain is given two yellow cards in this manner, they shall still be shown a red card.

1. If these are their first two yellow cards of the game, the penalty time for the red card shall be served by their replacement, and the two yellow cards shall not be separately served.

9.1.16. Fouls after the end of the period.

A. If a player who was in play receives penalty time for a foul which occurred before the head referee blows the three long whistle blasts ending the period, and the period ended in a tie, that player must serve the penalty time in the next period at the position at which they were playing.

B. If any player receives penalty time for a foul which occurred after the three whistles ending one period, and before the beginning of the following period, and they would not have otherwise had penalty time, then they shall be treated as a substitute and their speaking captain shall choose the position at which they shall serve their penalty time.

9.2. THE PENALTY BOX

9.2.1. Penalty box conditions

A player, substitute, or team staffer is sent to a team’s penalty box for any of the following offenses:

A. Receiving a blue card.
B. Receiving a yellow card.
C. Receiving a red card (player’s substitute is sent to the penalty box).
9.2.2. Time of penalty

A. Blue cards and yellow cards result in one minute of game time in the penalty box for the offending player, unless the opposing team scores during that minute.
   i. When the opposing team scores by any method, the player with the least amount of penalty time remaining from a blue or yellow card is released from the penalty box.
      a. A single score may only count towards the release of one player.
         1. If two players on the same team have the same amount of time remaining in the penalty box for releasable penalties, the head referee shall use their discretion to designate one to be released first.
         2. If a player is serving time for two cards under 9.2.2.C.i. or 9.2.2.C.ii., goals will only count towards their release if no other player on their team has less time remaining for a blue card or yellow card penalty.
      b. If a score occurs between the foul for which the card is given, and the subsequent stoppage of play, then penalty time shall be assessed as though it was an advantage or delayed penalty situation.
      c. An own goal counts as a score by the team for which the goal is counted.

B. A red card results in two full minutes of game time in the penalty box for the offending player’s replacement. A player in the penalty box for a red card may not be released
due to a score.

C. Stacking penalty time:

i. In most circumstances, penalty time does not stack. If a player commits two penalties on the same play or if a second foul carries a higher penalty, the referee must adjudicate the harsher penalty.

ii. If a player serving penalty time in the penalty box for their own penalty commits a second foul:

   a. A player in the penalty box for a blue card who commits a blue or yellow card offense shall have the penalty time for the second card added to their penalty time. The player must remain in the box until the time is over or the opposing team scores two goals.

   b. A player in the penalty box for a yellow card who commits a blue card offense shall have the penalty time for the second card added to their penalty time. The player must remain in the box until the time is over or the opposing team scores two goals.

   c. A player in the penalty box for a blue or yellow card who commits a red card offense (including receiving a second yellow card) is ejected from the game. The remaining time for the initial card is waived and the substitute must remain in the penalty box for two full minutes from the time the red card is issued.

   d. For the purposes of rule 9.2.2.C.ii., a player shall be considered “in the penalty box” from the moment they are shown the penalty card to the moment they are released from the penalty box.

iii. If a player serving time in the penalty box for a different person’s penalty commits a yellow, blue, or red
card offense:

a. The team’s speaking captain must replace the offending player with a player in active play, maintaining all aspects of 9.2.4.B., to serve the remaining time of the original penalty.

b. The player who committed the foul in the penalty box, or in the case of a red card, a replacement for that player, must serve the full appropriate penalty time for the foul committed.

iv. If a team staffer, who is serving time in the penalty box, commits a second foul:

a. If a team staffer serving time in the penalty box commits a blue or yellow card offense, they and the player serving the time with them shall have the penalty time for the second card added to their penalty time. They must both remain in the penalty box until the time is over or the opposing team scores two goals.

b. If a team staffer serving time in the penalty box commits a red card offense (including receiving a second yellow), the team staffer is ejected from the game. The remaining time for the initial card is waived and the player who was originally serving the time with the staffer must remain in the penalty box for two full minutes from the time the red card is issued.

9.2.3. Proceeding to the penalty box

Play is stopped while the fouling player, team staffer, or appropriate substitute is sent to the penalty box.
A. If the fouling player being sent to the penalty box is in the game as a keeper, the player must switch positions with one of the chasers on their team who is in play, by switching headbands, before they go to the penalty box.
   i. This switch may be made anywhere in the player area.
   ii. This switch must be made as quickly as possible.
   iii. The keeper must not switch with a player who serving time in the penalty box.
   iv. If all of the team’s chasers are already serving time in the penalty box, the keeper must switch headbands with a seeker or beater on their team instead.
B. The person going to the penalty box must proceed immediately to the penalty box without delay and remain there until the penalty expires.
   i. If a player is given a blue or yellow card, but is deemed to be too injured to continue play by serving in the penalty box by either the head referee or the fouling player themselves, the speaking captain must choose an eligible substitute to replace the player in the penalty box.
      a. If a carded player is replaced in the penalty box due to an injury, that player may not reenter play until their substitute is released from the penalty box.
      b. The scorekeeper and head referee should ensure that the fouling player is the one who has been credited with the foul.
   ii. A player in the penalty box may not be substituted for any other reason.
C. Penalty time begins as soon as the head referee resumes play.
D. If the player’s penalty time is negated by a score before
they are shown the penalty card:

i. The player shall not be moved to the penalty box and shall restart play at their current location.

ii. If they were legally mounted when play was stopped, then they shall remain mounted upon the restart, unless they are assessed a back to hoops penalty for a separate foul.

 Penalty: Yellow—A player who does not proceed immediately to the penalty box when instructed to do so by a referee must receive a yellow card in addition to any other penalty.

 Penalty: Yellow—If a team illegally substitutes a player in the penalty box, the substitution is undone and the speaking captain must receive a yellow card, rather than either of the players involved in the substitution.

9.2.4. Penalty box considerations

A. Players in the penalty box for blue, yellow, or red card offenses are considered in play for the purposes of the gender maximum rule and positions.

B. If a player is serving time for another player’s card (due to an ejection or injury) the carded player, not the player serving the time, is considered in play for the purposes of the gender maximum rule and positions for the duration of the penalty.

i. This does not apply to cases where a player is serving time for a team staffer’s penalty.

C. Players in the penalty box are subject to the same restrictions and penalties regarding interacting with play as substitutes (See: 1.3.5. Substitutes interfering with play).
D. Players serving time in the penalty box may not be mounted on a broom.

9.2.5. Tracking penalty time

The timekeeper keeps track of the penalty time.

A. Penalty time begins when the referee blows the whistle to restart play.
B. As soon as a player’s penalty time expires, the timekeeper must release the player from the penalty box.
   i. When a player is released from the penalty box, they are considered dismounted, and they must follow the knockout procedure to reenter play.
   ii. Any player serving time in the penalty box may return to play as soon as the penalty expires.
   iii. Penalty time carries over into additional periods as appropriate.

9.2.6. Penalties to substitutes and team staffers

If a substitute or team staffer receives a blue, yellow, or red card, that team must play a player down. The following procedure is followed.

A. When a substitute or team staffer receives a card, the speaking captain must designate a player in play.
   i. If more than one substitute or team staffer is sent to the penalty box, a separate player in play must be designated for each.
   ii. The designated player must not already be serving time in the penalty box themselves.
B. If a substitute receives a blue or yellow card, they substitute
into the game for the designated player.

i. The fouling substitute proceeds to the penalty box.

ii. The designated player returns to the bench and is eligible to substitute back into the game, through the normal substitution procedure.

C. If a substitute receives a red card, they are ejected, and the designated player must proceed to the penalty box to serve the two minutes of penalty time.

D. If a team staffer receives a penalty card, the designated player proceeds to the penalty box and serves the penalty time.

i. If the team staffer was not ejected, the staffer must join the designated player in the penalty box.

a. Once the player is released, the team staffer shall return to the team bench.

9.2.7. All players in the penalty box

In the unlikely event that all players in play for a team are simultaneously serving time in the penalty box, that team must forfeit the game.

A. If both teams reach this situation on the same play or incident, a double forfeit shall be declared.

Penalty: Forfeit—If a team has all players in play serving time in the penalty box, the fouling team must forfeit the game.

Penalty: Forfeit—If both teams have all players in play serving time in the penalty box, a double forfeit shall be declared.
10. Game Officials

10.1. HEAD REFEREE

10.1.1. Authority of the head referee

Each game is controlled by one head referee who has full authority to enforce and interpret the rules of the game in connection with the game to which that referee has been appointed. This referee has the authority to take disciplinary action from the moment they enter the player area until they leave the player area after the final whistle. Additional officials may be designated and players must follow all directives from those officials as well as the head referee.

10.1.1.1. Players, non-playing team staff, snitch runners, and other officials must defer to the authority of the head referee.

A. Players must abide by the decisions of the head referee and all other officials.
B. Players must not show disrespect to any official or persistently question the decisions of the referees.

\[\text{Penalty: Blue/Yellow}\]—A player who disrespects an official or persistently questions referees’ decisions may receive a blue or yellow card at the discretion of the referee.

\[\text{Penalty: Yellow}\]—A player who disregards the directives of the head referee must receive a yellow card. Players who disregard
the directives of any other official may receive a yellow card at the discretion of the head referee.

10.1.1.2. If assistant referees have not been designated by tournament officials, the head referee must designate at least three additional referees to serve as the assistant and snitch referees.

10.1.2. Powers and duties of the head referee

A. Enforcing the rules of the game.
B. Controlling the game in cooperation with all other officials.
C. Performing all duties of the head referee listed throughout the rulebook.
D. Performing the duties of any officials that are not present.
E. Replacing a snitch runner who is injured or in violation of the rules governing the snitch runner (See: 8.6-7.).
F. Replacing any official who is injured or, in the opinion of the head referee, needs to be dismissed.
G. Stopping play immediately when a player is too injured to continue play while obstructing active gameplay, or is down with a serious injury. An injured player may only return to the pitch after the game has been resumed.
H. Allowing play to continue if a player appears to be injured but there is no gameplay taking place in the area and the player does not appear to have a serious injury.
I. Ensuring that, when play must be stopped for an injury, the injured player is removed from the pitch.
J. Stopping play to ensure that any player who is openly bleeding leaves the pitch immediately and is replaced by a substitute. The player may only return after receiving permission from an official, who must be satisfied that the bleeding has stopped.
K. Suspending the game due to cases of severe weather, concerns over safety, extreme or inappropriate misconduct, or external interference.
L. Penalizing the more serious foul when a player commits more than one foul at the same time.
M. Receiving advice, when appropriate, from any relevant officials and making judgements on how to proceed.
N. Indicating the start and end of each period of the game.
O. Reviewing and authorizing official game documents.
P. Having knowledge of the game score at all times and ensuring that it is properly communicated to players, spectators, and other officials, specifically the scorekeeper.
Q. Using verbal and visual commands to communicate with players, other officials, and spectators.
   i. Players may not use verbal or visual referee commands.

Penalty: Blue—A player who uses verbal or visual referee commands may receive a blue card.

10.1.3. Decisions of the head referee

10.1.3.1. All decisions of the head referee regarding facts connected with play are final. This includes:
   A. Determining whether a goal should be counted as good.
   B. Issuing any fouls or disciplinary action.
   C. Confirming a snitch catch and the final results of the game.

10.1.3.2. Adjusting calls—If the referee has not restarted play, the referee may change a decision upon realizing that the decision was incorrect, or on the advice of another official.
   A. Adjusting a goal call:
i. If a goal was called good by the head referee but evidence arises that the goal was no good, then the referee may adjust the call of the goal at any time prior to a significant interaction or play by the player with possession. Quaffle possession is unaffected by the change.

ii. If a goal was called no good by the head referee but evidence arises that the goal was good, then the referee may adjust the call of the goal at any time prior to the formerly defending team having possession of the quaffle outside of the keeper zone and a significant interaction or play by the player with possession.

B. Players may not request changes to any decision of a referee.

C. Once the head referee blows the three whistles indicating the end of the period, goal and snitch catch calls for that period become final and must not be adjusted.

10.1.3.3. Referee’s discretion—In cases where intent or severity are relevant to a call, the referee retains full discretion in judging that severity or intent.

10.2. ASSISTANT REFEREES AND OTHER OFFICIALS

10.2.1. Appointment of assistant referees and other officials

10.2.1.1. The head referee or tournament officials must appoint at least two assistant referees, a snitch referee, a scorekeeper, and a snitch runner and may appoint other officials (up to two additional assistant referees, a timekeeper, and goal judges) for each game.

10.2.1.2. A snitch runner must be appointed for each game.
10.2.1.3. At least two and up to four assistant referees must be appointed.

10.2.1.4. One snitch referee must be appointed. The snitch referee may act as an assistant referee until the snitch runner is released into the player area if there are less than four other assistant referees appointed for the game. The snitch referee must be appointed in addition to the two required assistant referees.

10.2.1.5. A scorekeeper must be appointed for each game.

10.2.1.6. It is highly recommended that two goal judges and a timekeeper are appointed for each game.

A. If a separate timekeeper is not appointed, the scorekeeper assumes the responsibilities of the timekeeper as well.
B. If goal judges are not appointed, the head referee assumes the responsibilities of the goal judges.

10.2.2. Assistant referees

10.2.2.1. At least two and up to four assistant referees must be appointed.

10.2.2.2. The duties of the assistant referees, subject to the discretion of the head referee, are:

A. Indicating when a player is subject to the knockout effect.
B. Issuing and enforcing calls on back to hoops offenses.
C. Sending any fouling player back to hoops during delayed calls, if the situation warrants.
D. Alerting the head referee if a card needs to be issued.
E. Advising the head referee when misconduct or any other incident occurs.
F. Allowing the appropriate beater to retrieve a bludger that has gone into the spectator area or retrieving the bludger and placing it on the edge of the pitch if no eligible beater is available (See: 7.7.2.D.).

G. Watching off-ball quaffle players and beaters and ensuring that they are following all rules and regulations.

H. Assisting the head referee with monitoring quaffle play as necessary.

10.2.2.3. Players must abide by the decisions of any assistant referee.

⚠️ Penalty: Yellow—A player who disregards the directives of any official may receive a yellow card at the discretion of the head referee.

10.2.3. Snitch referee

10.2.3.1. A snitch referee must be appointed.

A. The snitch referee may act as an assistant referee until the snitch runner is released into the player area if there are less than four other assistant referees appointed for the game.

10.2.3.2. The duties of the snitch referee, subject to the discretion of the head referee, are:

A. Stopping play by blowing a whistle in paired short blasts if a snitch catch may have been successful or if the snitch runner or equipment need to be replaced.

B. Indicating when a snitch runner has been ruled as down and is uncatchable (See: 8.8. Ruled as down).

C. Counting down from three seconds to indicate when the snitch runner is free to be pursued after having been ruled
as down (See: 8.8. Ruled as down).

D. Monitoring all interactions between the seekers and the snitch runner, as well as any beaters around them.

E. Issuing and forcing calls on back to hoops offenses around the seekers and snitch runner

F. Sending any fouling player back to hoops during delayed calls, if the situation warrants

G. Alerting the head referee if a card needs to be issued.

H. Ensuring that the snitch runner follows all regulations in section 8. The snitch runner.

I. Ensuring that the snitch runner is informed when the snitch handicaps come into effect.

J. Ensuring that the snitch runner is acting within the confines of the handicaps.

K. Indicating when a player involved in the snitch game (including beaters in the general vicinity of the snitch runner and seekers) is subject to the knockout effect.

10.2.3.3. Players must abide by the decisions of the snitch referee.

Penalty: Yellow—A player who disregards the directives of any official may receive a yellow card at the discretion of the head referee.

10.2.3.4. The snitch referee must not provide any additional advice or warnings to the snitch runner during the game to help them avoid being caught, including but not limited to the locations, substitutions, and tactics of the seekers.

10.2.4. Goal judges

10.2.4.1. Two goal judges may be appointed. Their duties, subject to the discretion of the head referee, are:
A. Indicating whether a quaffle passing near the hoops is to be ruled as good or no good.
B. Fixing any hoops that are broken or dislodged while play continues, so long as doing so does not interfere with play.
C. Retrieving a dead quaffle (after a goal is scored) if it is out of play, inaccessible to players, or needs to be returned to the keeper.
D. If requested, advising other officials of player fouls, misconduct, or any other incident.

10.2.4.2. Players must abide by the decisions of the goal judges.

Penalty: Yellow—A player who disregards the directives of any official may receive a yellow card at the discretion of the head referee.

10.2.5. Scorekeeper and timekeeper

10.2.5.1. A scorekeeper and a timekeeper must be appointed. One person may be appointed to perform the duties of both the scorekeeper and the timekeeper.

A. The scorekeeper’s duties, subject to the discretion of the head referee, are:
   i. Keeping written track of the game’s score.
   ii. Updating the game’s scoreboard.
   iii. Recording player number and reason for penalty for all blue, yellow, and red cards.
   iv. Announcing the score to teams, officials, and spectators at regular intervals and upon request.
B. The timekeeper’s duties, subject to the discretion of the head referee, are:
   i. Stopping the game clock when the head referee or
snitch referee stops play (indicated by paired short whistle blasts) and resuming the game clock when the referee has resumed play (indicated by one short whistle blast).

ii. Keeping track of penalty time and releasing players from the penalty box after their penalty time is served.

iii. Advising the head referee if any player, including the seeker on their initial release, leaves the penalty box early.

iv. Keeping track of the total game time that the game has lasted, including overtime time if necessary.

v. Acknowledging the seekers and snitch runner when they report to the scorekeeper table and releasing them onto the pitch at the appropriate time.

vi. In the first overtime period:
   a. Clearly announcing the time remaining at regular intervals.
      1. At each minute (four, three, two, and one).
      2. When 30 seconds and 15 seconds remain.
      3. Counting down from 10 seconds remaining.
   b. Stopping the game clock immediately upon the head referee’s signal of advantage or delayed penalty.

10.2.5.2. Displaying the game clock

A. The game clock does not need to be displayed in a way that is visible to the players on the pitch.

B. If the game clock is displayed it must:
   i. Be directly and solely controlled by the timekeeper.
      a. If there are multiple displays on the field, the displays must be controlled by a single set of controls such that the displays cannot fail to match.
ii. Be clearly and fairly visible to both teams.

iii. Be the official clock.
   a. No displayed game clock may ever be unofficial.
   b. If a displayed game clock malfunctions, or otherwise ceases to be the official clock, it must be turned off unless and until it is corrected and becomes the official clock again.

**10.2.5.3. Backup game clock**

A. If there is already a separate scorekeeper and timekeeper, then a separate secondary timekeeper may be appointed to run a backup game clock, at the discretion of the tournament director or head referee.

B. The backup game clock shall not be used for any purpose unless there is a malfunction or other clear mistake with the official game clock.
   i. If there is a malfunction or clear and significant mistake with the official game clock, the primary timekeeper shall note that issue, and the backup game clock shall become the official game clock.
      a. In this situation, the primary timekeeper may choose to have the backup game clock become the official game clock temporarily, while the main game clock is fixed, or permanently.
         1. If they choose to make the backup game clock permanently the official game clock, the primary timekeeper shall take over operation of the newly official game clock.
      b. The official game clock must not be adjusted to match the backup game clock unless there is such a malfunction or significant mistake.
ii. If, at any time, the secondary timekeeper notices that the backup game clock ceases to match the official game clock, and there is no known error with the official game clock, they shall adjust the backup game clock to match the official one.

10.2.5.3. Players must abide by the decisions of the scorekeeper and timekeeper.

Penalty: Yellow—A player who disregards the directives of any official may receive a yellow card at the discretion of the head referee.

10.2.6. The snitch runner as an official

A. The snitch runner may make calls regarding the knockout effect and the legality of the snitch catch if there is no referee present or able to make a call.
   i. The snitch runner may not intentionally make an incorrect call or lie about a call.

B. The snitch runner may offer advice to the snitch referee and the head referee regarding the possible validity of a snitch catch.

C. Players must abide by the decisions of the snitch runner.

Penalty: Yellow—A player who disregards the directives of any official may receive a yellow card at the discretion of the head referee.
Appendix A: Definitions

**Beaters**—Two players on each team who must wear black headbands and throw, kick, or in any way propel the bludgers to disrupt the flow of the game by “knocking out” other players.

**Bludgers**—Three 8.5 inch diameter inflated rubber balls which may only be used by the beaters and are used to temporarily knock opponents out of play (See: 2.3.2. Bludgers).

**Body blocking**—A form of contact consisting of initiating force upon an opponent using body parts other than arms/hands (such as shoulders, chest, or hips). Body blocking is contact that does not use the entire force of the attacking player. In order to be a body block and not a charge, any force initiated must be after non-forceful contact has already been established with the body (See: 6.2.3. Body blocking).

**Brooms Up**—The starting words for a period of quidditch. On the “B” sound of Brooms Up, all players must mount their brooms and begin play (See: 3.2. Starting the game).

**Charge**—A form of physical contact which consists of turning or launching one’s body directly at an opponent and forcefully bumping into them so as to halt their progress, knock them off balance, or knock them to the ground (See: 6.2.5. Charging).

**Chasers**—Three players on each team who must wear white headbands and throw, kick, or in any way pass the quaffle through
the opposing team’s hoops to score 10 points and attempt to stop the other team from doing so. Chasers are quaffle players.

**Dead bludger**—A bludger which cannot inflict the knockout effect due to not having been propelled by an eligible beater, having hit the ground since it was last made live, traveling beyond the spectator boundary, or being in the possession of a beater (See: 5.2.2. Live bludger).

**Dead quaffle**—A quaffle during the time between when a good goal is scored and when quaffle play is restarted. A dead quaffle cannot be used to score. (See: 4.4.2. Dead quaffle).

**Delay of game**—An attempt to stop or significantly impede the continuation of the quaffle game (See: 7.3. Delay of game).

**Free bludger**—A bludger that is not in the possession of a beater on either team.

**Gender maximum rule**—The rule which allows each team to have a maximum of four players, during a seeker floor, or five players, after the seeker floor, who identify as the same gender in active play on the field at the same time. (See: 1.2.3. Gender maximum rule).

**Game**—A singular competition between two teams for the purpose of declaring a winner. A game must follow all rules in this rulebook as well as any USQ regulations to be considered official.

**Game time**—The official time of any given game, measured from the first “B” sound of brooms up until the end of the final period of the game but paused for stoppages in play and between periods (See: 3.4. Regulating game time).
**Good goal**—Ten points are scored for a team when the quaffle in any way passes entirely through their opponent’s hoops and the goal is confirmed as good (See: 4.1.1. Good goal).

**Grab**—A form of wrap consisting of holding an opponent or any part of an opponent with a closed hand (See: 6.2.6.C).

**Grappling**—A form of physical contact between players consisting of placing a hand or hands on an opponent (See: 6.2.1. Grappling).

**Guarding a bludger**—Taking any action that would prevent or significantly delay the opposing team from gaining possession of a bludger. It is illegal for a team possessing two bludgers to guard the remaining free bludger (See: 5.2.8.3. Guarding bludgers).

**Helpless receiver**—A receiver who is in the process of catching a ball that is in the air. The receiver does not have to leave the ground in order to be considered a helpless receiver. It is illegal to push, charge, tackle, or wrap a helpless receiver (See: 6.1.10. Helpless receiver).

**Hoops**—The upright and self supporting structure through which the quaffle must pass to score a goal. Hoops are interacted with in two ways: projecting the quaffle through the loop results in a goal and after a player is subjected to the knockout effect, that player must touch anywhere on the hoop, including the pole but not the base, before returning to play (See: 2.2. Hoops).

**Incidental**—Occurring merely by chance or without intention or calculation.

**Intentional**—An action performed with a specific purpose in mind.
Keeper—The quaffle player on each team who must wear a green headband and is a quaffle player but has special additional rules related to preventing opponents from scoring with the quaffle.

Kick—To strike with a foot or feet, or with any part of the leg below the knee. At the time of a kick the player striking the ball is considered to have possession of that ball, if they are the only player in contact with it. A player may kick a ball they are able to play once, but it must be picked up before they may kick it again. It is illegal to kick an opponent.

Knockout immunity—A player with knockout immunity is not affected by the knockout effect. The keeper is immune in that keeper’s own keeper zone until the quaffle leaves the zone. An eligible beater gains knockout immunity by raising a hand in a fist. (See: 5.2.8.1. Knockout immunity).

Live bludger—A bludger that has been thrown, kicked, or otherwise intentionally propelled by a beater who is in play and not knocked out or struck. A live bludger can inflict the knockout effect upon opponents (See: 5.2.2. Live bludger).

Live quaffle—A quaffle that is not a dead quaffle, whenever play is not stopped.

Natural motion—A player’s continued movement in making a play, one singular natural motion that the player had already started, if that motion cannot be stopped (See: 5.3.4. Natural motion).

Opponents’ keeper zone—The keeper zone containing the hoops that a team is trying to score through.

Opponents’ half—The half of the pitch or player area containing
the hoops that a team is trying to score through.

**Overtime**—Overtime is an extra period in a game that occurs when a snitch catch in regular time causes a game to be tied. Overtime lasts five minutes or until the snitch is caught again (See: 3.5. Overtime).

**Own keeper zone**—The keeper zone containing the hoops that a team is trying to defend. The keeper is subject to special rules while in the keeper’s own keeper zone.

**Own half**—The half of the pitch or player area containing the hoops that a team is trying to defend.

**Penalty box**—A 6x6 yard box bordering the midfield line, the pitch, and the player area boundary where players must remain for a certain amount of time after committing a foul. Each team has a penalty box on their own side of the midfield line. Players in the penalty area may not interact with play, but are considered in play for purposes of the gender maximum rule and positions (See: 2.1.4 The penalty box).

**Penalty time**—The time a player must spend in the penalty box due to a foul. Penalty time is measured in game time and therefore does not run during a stoppage of play (See: 9.2.5. Tracking penalty time).

**Period**—A segment of a game. There may be up to three periods in any given game: regulation time, which occurs in all games; first overtime, which occurs when the teams are tied at the end of regulation time; and second overtime, which occurs when teams are tied at the end of first overtime.

**Pick**—An attempt to slow down an opposing player, or make
them change direction by getting into a legal position in their path without initially pushing, charging, or wrapping the opponent (See: 6.1.3. Picks)

**Pitch boundary**—The pill-shaped boundary marked by parallel straight sidelines and curved backlines into which play is generally restricted (See: 2.1.1. Pitch shape).

**Player area**—The 72 x 48 yard (66 x 44 meter) rectangular area which includes and surrounds the pitch. All play is confined within the player area. Anything outside the player area is the spectator area (See: 2.1.8. Player and spectator areas).

**Possession**—Complete and sole control of a ball. A player who is intentionally kicking a ball is considered to have possession of that ball while they are the sole person in contact with the ball. A player who is swatting a ball that is on the ground is considered to have possession of that ball while they are the sole person in contact with the ball (See 7.1.1.A.).

**Protected Keeper**—A keeper within their own keeper zone, except in the situation described in 7.2.1.B.

**Push**—A form of physical contact which consists of initiating force upon an opponent with an extended arm, be it extended during or before initiation of contact (See: 6.2.4. Pushing).

**Quaffle**—The ball used by chasers and keepers to score goals (See: 2.3.1. The quaffle).

**Quaffle carrier**—The player in possession of the quaffle.

**Regulation time**—The initial period of a game from the call of “Brooms Up!” until the first good snitch catch. Regulation time
excludes any overtimes.

**Second overtime**—The second overtime period is instituted if overtime ends in a tie. In second overtime, the first team to score by any method is pronounced the winner (See: 3.5.3. Second overtime).

**Seeker**—The player on each team who must wear a yellow headband and who attempts to remove the snitch ball from the snitch runner to score 30 points and end the game.

**Seeker floor**—The time during a period in which the snitch is ineligible to be caught. In regulation time the seeker floor is 18 minutes. In first overtime the seeker floor is 30 seconds (See: 3.4.1.2. Seeker floor and 3.5.2.G.).

**Snitch**—The snitch is a ball contained within a fabric sleeve or sock. Seekers attempt to catch the snitch to earn 30 points and end the game. (See: 2.3.3. The snitch).

**Snitch ball**—See: Snitch

**Snitch Sock**—The fabric sleeve which contains the snitch ball and must be attached to the back of the snitch runner’s shorts.

**Snitch runner**—A game official who is tasked with protecting the snitch from being caught (See: 8. The snitch runner).

**Speaking captain**—The designated individual on the team who is the only person who may speak for the team when conversing with officials (See: 1.1.1. Speaking captain).

**Spectator area**—The area outside of the 72 x 48 yard (66 x 44 meter) player area (See: 2.1.8. Player and spectator areas).
Steal—A player’s attempt to extract a ball from an opponent by either stripping or poking it loose (See: 6.2.2. Stealing).

Struck beater—A struck beater is a beater who has been hit by a live bludger propelled by an opponent (See: 5.2.4. Struck beater).

Substitution area—A designated zone existing outside of the pitch boundary where all substitutes must remain for the duration of a game (See: 2.1.5.1. Substitution areas and 1.3.4. Substitute area).

Tackle—A form of physical contact between players consisting of wrapping a player and bringing that player to the ground (See: 6.2.7. Tackling).

Third bludger—The only free bludger when one team has possession of the other two.

Tripping—Any attempt to knock a player off the player’s feet through contact below the knees. Tripping is always illegal physical contact (See: 6.1.2.H.).

Unscorable quaffle—If a player is touching a quaffle when struck by a live bludger and releases it or propels the it according to natural motion, the quaffle becomes an unscorable quaffle. An unscorable quaffle cannot result in a goal, even if the quaffle goes entirely through a hoop (See: 5.3.4.2. Unscorable quaffle).

Wrap—A wrap consists of encircling an opponent’s torso or any part of an opponent with an arm or arms (See: 6.2.6. Wrapping).
Appendix B: List of Fouls by Type

B-1. INDIVIDUAL FOULS

B-1.1. Warning offenses

A referee may issue a warning to players for certain offenses that the referee considers to be “no harm, no foul” (See: 9.1.9. No Harm, No Foul) and may warn players at any time in an attempt to prevent illegal actions from occurring (See: 9.1.10. Warnings). The following are specific warning offenses:

3.3.1. Being in play when a player illegally moves just prior to the restart whistle.
6.5.2.1. Using explicit or vulgar wards purely in exclamation, rather than for the meaning of the words, that are either undirected, or are directed at oneself or any member of one’s own team.
7.3. Beginning to stall or delay the game (optional—alternatively blue card).

B-1.2. Repeat offenses

The following are offenses for which the offending player must repeat the action properly before continuing with play:

1.3.2.1. Violating part of the substitution procedure.
1.3.2.3. Completing an illegal position change.
5.3.1. Failing to dismount or remounting one’s broom
before touching the hoops during the knockout procedure.

B-1.3 Back to hoops offenses

The referee must send any player who commits any of the following offenses back to that player’s hoops with the player completing all of the knockout procedure as described in section 5.3. The following are back to hoops offenses:

2.5.6. Failing to replace a lost headband when knocked out, at a stoppage of play, or when a goal is scored.
3.3.1. Illegally moving just prior to the restart whistle, after a warning has been issued on that same stoppage.
5.1.2. Dismounting while in play.
5.2.8.1. Both beaters raising a fist for immunity, and neither putting one back down (only one sent back).
5.2.8.1. Unintentionally illegally claiming immunity, if it did not affect gameplay (optional-default blue)
5.2.8.2. Manipulating the status of immunity.
5.2.8.3. Illegally guarding the third bludger.
6.4.1. Being at fault of an illegal interpositional interaction when judged to be unaware of the player with whom the illegal interaction occurred, if gameplay was unaffected (optional-default yellow).
7.1.2. Failing to successfully avoid a propelled quaffle that the player must avoid, when an attempt to avoid was made and gameplay was unaffected.
7.5.2. Illegally and intentionally leaving or remaining off of the pitch.
7.5.2. Illegally altering one’s path to angle further away
from the pitch while off pitch.
7.6.2. Illegally and intentionally carrying a ball off or away from the pitch.
7.6.2. Illegally propelling a ball off the pitch, laterally from the pitch, or further away from the pitch while off pitch (also a turnover).
7.7.1. Illegally contacting the ground on or outside of the player area boundary without being physically forced.
7.7.2. Illegally interfering with a designated beater’s attempt to gain possession of a designated bludger that left the player area.
8.8.3. As a seeker, pursuing the snitch runner who has been ruled as down before the three second head start has been counted off.
9.1.2. Taking any action to prevent or delay the opposing team from recovering a turned over ball.

B-1.4. Turnover offenses

The following offenses result in a turnover of either a quaffle or a bludger:

5.3.2. Releasing a pass, shot, or beat attempt after having been knocked out, except in cases of natural motion.
5.3.3. Having play need to be stopped to be informed that one has unintentionally continued play after being struck by a live bludger.
5.3.4.1. Unintentionally beginning a new motion or otherwise unintentionally propelling a ball after being knocked out.
7.1.2. Unintentionally and illegally acting on a ball of another position in a manner that significantly affects
the position or trajectory of that ball (only the affected ball is turned over).

7.1.4. Unintentionally and illegally acting on a quaffle with a held bludger in a manner that significantly affects the position or trajectory of the quaffle (only the quaffle is turned over).

7.4. Illegally resetting the quaffle (play must be stopped).

7.6.2. Illegally propelling a ball off the pitch, laterally from the pitch, or further away from the pitch while off the pitch (also back to hoops).

B-1.5. Blue card offenses

The following are blue card offenses:

1.3.2.1. Violating part of the substitution procedure and either disregarding the referee’s command to repeat the substitution or interacting with a ball or opponent without legally completing the substitution (entering player only).

1.3.2.3. Completing an illegal position change where either player interacts with play before it is corrected (both players penalized).

1.3.4. As a substitute, intentionally and illegally leaving the substitution area or bench without the permission of the referee, if gameplay is directly affected.

1.3.4. As a substitute, intentionally and illegally leaving the substitution area or bench with the intent of circumventing other rules.

1.3.5. As a substitute, not making every reasonable effort to move out of the way of play.

2.5.2. Entering play without the required pieces of
equipment listed in 2.5.2.
2.5.3. Using illegal equipment after the game has started.
3.2.1. Changing positions or location on the starting line after the referee has called “Brooms Down.”
3.2.1. Touching the ground on the other side of the starting line prior to the call of “Brooms Up” or having one’s broom already off the ground when “Brooms Up” is called.
3.4.1.2. As a seeker, leaving the penalty box before the end of the seeker floor.
3.4.1.2. As a team’s initial seeker for a regulation or overtime, entering the game without checking in.
4.2.2. Repeatedly and unintentionally dislodging a hoop.
4.4.2. Intentionally illegally interacting with a dead quaffle.
5.1.2. Continuing to play after being dismounted and affecting play.
5.2.3. Intentionally holding a bludger against an opponent to make them believe they are knocked out.
5.2.4.1. Intentionally changing, or attempting to intentionally change, the direction of a bludger after the initial hit, except where the attempt is on the live bludger which struck them as part of an attempt to catch it.
5.2.4.1. Failing to immediately drop a held bludger as a stuck beater.
5.2.5. Using a held ball to block or bat a bludger illegally.
5.2.6. Illegally swatting a bludger as a chaser, keeper, or seeker.
5.2.8.1. Affecting gameplay with an illegal immunity claim.
5.2.8.1. Knowingly illegally claiming immunity.
5.2.8.1. Raising a hand with a closed fist and taking any
action, other than attempting to recover the free bludger.

5.3.2. Interacting with play as a knocked out player, other than initiating contact.

5.3.3. Unintentionally illegally continuing play after being struck by a live bludger, other than cases of propelling a ball immediately after being struck or initiating contact.

6.5.2.1. Using explicit or vulgar wards purely in exclamation, rather than for the meaning of the words, that are either undirected, or are directed at oneself or any member of one’s own team, after being warned.

7.1.1. Using a ball to mimic the actions of a ball of another position.

7.1.1. Using a possessed or propelled ball with the intent of interacting with the snitch runner.

7.1.1. Possessing two bludgers at one time while not trying to catch a bludger.

7.1.1. Not dropping one bludger immediately after possessing two during a catch.

7.1.2. Illegally interacting with a quaffle by failing to attempt to avoid it or in a way that affects gameplay.

7.1.2. Illegally swatting a bludger.

7.1.5. Performing an illegal second kick to a ball.

7.3. Stalling or delaying the game (alternatively warning).

7.5.1. Illegally leaving the player area to make a play.

10.1.1.1. Disrespecting an official (alternatively yellow card).

10.1.1.1. Persistently questioning referees’ decisions (alternatively yellow card).

10.1.2. Using verbal or visual referee commands.
B-1.6. Yellow card offenses

The following are yellow card offenses:

1.1.1.1. Targeting the speaking captain while the speaking captain is on the field and not in play, in an attempt to draw a card for speaking captain interference.
1.3.3. Feigning an injury.
2.5.2. Ignoring the directive “illegal headband” or making a play after being given the directive.
2.5.4. Reentering play without correcting an equipment infringement after being required to leave the pitch to correct it.
3.3.1. Continuing to move intentionally during a stoppage.
3.3.1. Refusing a referee's instructions to return to one's position at the time of a stoppage.
3.3.1. Illegally picking up or otherwise illegally taking hold of a ball during a stoppage, with the intent to deceive an official into believing that the ball was held prior to the stoppage.
4.2.2. Recklessly dislodging a hoop.
5.1.2. Failing to immediately disengage contact when dismounted.
5.1.2. Illegally initiating contact while dismounted.
5.3.1. Intentionally or repeatedly failing to complete any part of the knockout procedure.
5.3.2. Initiating physical contact with an opponent, other than incidental contact, or in the final singular natural motion, while knocked out.
5.3.3. Willfully ignoring being knocked out.
5.3.4.1. Intentionally beginning an illegal action with
knowledge that they were knocked out.

6.1.4. Playing recklessly while attempting to kick a ball.
6.1.4. Kicking an opponent while attempting to kick a ball.

6.1.8. Failing to readjust or discontinue contact after being forced into an illegal position by an opponent.
6.1.11. Illegally hurdling or attempting to hurdle another person.

6.4.1. Being “at fault” for an illegal interpositional interaction that is either intentional or affects gameplay.
6.4.2. Intentionally illegally interacting with a knocked out opponent.

6.5.1. Taunting opponents.
6.5.1. Engaging in rude or antagonistic behavior towards opponents, spectators, officials, or event staff.
6.5.2.1. Using explicit or vulgar words purely in exclamation, rather than for the meaning of the words, directed at any opponents, spectators, officials, or event staff.
6.5.5. Pretending to be fouled.

7.1.2. Intentionally and illegally interacting with a ball of another position.
7.1.2. Intentionally and illegally possessing a ball of another position.
7.1.2. Illegally interacting with a propelled quaffle in a way that blocks a goal.
7.1.3. Failing to make a reasonable effort to avoid interacting with a ball in play, as a substitute or knocked out player.
7.1.4. Intentionally and illegally using a ball, whether it is held or thrown, to illegally hit the snitch runner.
7.1.4. Intentionally and illegally using a ball of another position.
7.6.2. Carrying or propelling a ball with the intent of taking or sending it out of the player area.
7.7.1. Physically forcing another player into the spectator area.
7.7.1. Initiating contact with another player while outside of the player area.
7.7.2. Disregarding a referee’s instruction regarding entering the spectator area.
7.8.2. Recklessly endangering a spectator.
9.1.1. Ignoring a referee’s punishment after committing an offense that would have otherwise received a back to hoops.
9.1.2. Willfully ignoring a turnover call.
9.2.3. Failing to proceed immediately to the penalty box when instructed to do so by a referee.
10.1.1.1. Disrespecting an official (alternatively blue card).
10.1.1.1. Persistently questioning referees’ decisions (alternatively blue card).
10.1.1.1. Disregarding the directives of the head referee.
10.1.1.1. Disregarding the directives of any official (head referee’s discretion).

B-1.7. Red card offenses

The following are red card offenses:

1.3. Intentionally breaking the substitution rules in order to affect gameplay.
1.3.5. Intentionally interacting with play, as a substitute.
2.4.2. Knowingly initiating a new play of any kind with
a broken broom.

2.5. Using equipment that was specifically barred by section 2.5.

2.5.1. Using illegal equipment that was specifically barred by the tournament director or head referee.

2.5.3. Using illegal equipment that was specifically barred during ground rules or at any previous point during the game.

2.5.5. Intentionally illegally altering any equipment in order to gain an advantage.

4.2.2. Intentionally dislodging a hoop.

4.2.2. Affecting the position of a hoop with the intent of affecting whether the quaffle will pass through it.

4.3. Intentionally goaltending, as a beater or seeker.

6.1.4. Kicking an opponent, while attempting to kick a ball, in a manner that the referee determines to be violent or egregious.

6.1.5. Using egregiously illegal contact against an opponent, spectator, or official.

6.1.10. Charging a helpless receiver.

6.1.11. Committing a violent or egregious illegal hurdle or attempted hurdle.

6.1.13. Participating in egregiously reckless play.

6.4.1. Committing a violent or egregious illegal interpositional interaction.

6.4.2. Violently or egregiously interacting with a knocked out opponent.

6.5.1. Directing explicit or threatening taunts towards opponents

6.5.1. Engaging in egregiously rude or hostile behavior
towards opponents, spectators, officials, or event staff. 
6.5.2.1. Using extreme or abusive language directed at any opponents, spectators, officials, or event staff, including using explicit or vulgar words for their meaning.
6.5.2.1. Using obscene, explicit, or vulgar gestures directed at any opponents, spectators, officials, or event staff.
6.5.2.2. Using discriminatory language that is directed at any opponents, spectators, officials, or event staff.
6.5.3. Engaging in physical altercations with or threatening any opponents, spectators, officials, or event staff.
6.5.4. Committing serious foul play.
7.1.2. Illegally and intentionally blocking the quaffle from scoring, except in cases of goaltending.
7.1.3. Illegally and intentionally blocking a score as a substitute or knocked out player.
7.7.1. Violently or egregiously forcing another player into the spectator area.
7.7.1. Violently or egregiously initiating contact while outside of the player area.

B-1.8. Ejection offenses

The following offenses result in an ejection, without a red card:

6.1.5. Using egregiously illegal physical contact against a teammate.
6.5.1. Directing explicit or threatening taunts towards teammates.
6.5.1. Engaging in egregiously rude or hostile behavior towards teammates.
6.5.2.1. Using extreme or abusive language directed at any member of one’s own team.
6.5.2.1. Using obscene, explicit, or vulgar gestures that are either undirected or directed toward a member of one’s own team.
6.5.2.2. Using discriminatory language that is either undirected, or directed at any member of one’s own team.
6.5.3. Engaging in physical altercations with or threatening a member of one’s own team.

**B-1.9. Illegal contact common foul set:**

**B-1.9.1.** The following additional fouls use the illegal contact common foul set found in B-1.9.2.

6.1.2. Illegal physical contact
6.1.3. Illegal pick
6.1.6. Minor physical contact from outside the 180 degree plane
6.1.9. Illegal slide
6.1.12. Illegal contact to an opponent through a teammate
6.2.1. Illegal grappling
6.2.2. Illegal steal, including committing illegal contact during a steal
6.2.3. Illegal body block
6.2.4. Illegal push
6.2.5. Illegal charge
6.2.6. Illegal wrap
6.2.7. Illegal tackle
6.3. Illegal interaction with the snitch runner, as a seeker

**B-1.9.2.** The following foul set applies to all the offenses listed in B-1.9.1.
Yellow Card: A player who commits a(n) _______ must receive a yellow card, except as described below.
Back to hoops: A player who commits (a) minor _______ and immediately adjusts to correct the contact without affecting overall gameplay may be sent back to hoops, instead of receiving a yellow card, at the discretion of the referee.
Red Card: A player who commits _______ in a way that the referee determines to be violent or egregious conduct must receive a red card.

**B-2. SPEAKING CAPTAIN PENALTIES**

Except where explicitly listed, speaking captains are subject to the same penalties as players. These are the penalties that are specific to speaking captains:

**B-2.1. Bench fouls.**

The following are ways that the actions of the those not in play for a team can result in a penalty to the speaking captain:

9.1.15. If multiple substitutes or team staffers jointly commit the same or directly related offenses together while not in play, the speaking captain will get the penalty instead.
9.1.15. If an unidentifiable substitute or team staffer commits a foul while not in play, the speaking captain will get the penalty instead.

**B-2.2. Speaking captain blue cards.**

The following offenses result in a blue card for the speaking captain:
1.1.1.1. Unintentionally interfering with play while on the pitch and not in play.
2.5.2. Having a player in play with an illegal jersey number.
2.5.2. Having multiple players on the team in the player area wearing the same number.

**B-2.3. Speaking captain yellow cards.**

The following offenses result in a yellow card for the speaking captain:

1.1.1.1. Continuing to converse with a referee after the referee has asked them to stop, or otherwise ignores a referee’s instruction.
1.2. Having an illegal player or set of players in play, in terms of eligibility, gender, number of players, or position.
1.2.3. As a team, intentionally failing to send a seeker into the game.
9.1.6. Having an ejected player who is communicating with anyone inside the player area.
9.2.3. Illegally substituting a player in the penalty box.

**B-2.4. Speaking captain red cards.**

The following offenses result in a red card for the speaking captain:

1.1.1.1. Intentionally interfering with play while on the pitch and not in play.
6.5.4. The team commits serious foul play which cannot be attributed to a specific player.

**B-3. FORFEIT OFFENSES**

Certain team or individual offenses can result in the referee
calling a forfeit against the offending team.

B-3.1. Single team forfeit offenses.

The following offenses result in a forfeit being called against the offending team:

1.2.1. As a team, falling below seven eligible players after the game begins.
9.1.6. Persisting in refusing to leave the player area or its vicinity after being ejected.
9.2.7. As a team, having all players in play serving time in the penalty box.

B-3.2. Double Forfeit

The following situations result in a forfeit being called against both teams:

1.2.1. Both teams falling below seven eligible players on, before, or during the same stoppage.
9.2.7. Both teams have all players serving time in the penalty box.
### Appendix C: Referee Signals

<table>
<thead>
<tr>
<th><strong>Goal</strong></th>
<th><strong>No goal or bad snitch catch</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>One long whistle blast. Two arms raised straight up.</td>
<td>Two arms out at the sides.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Own zone keeper possession</strong></th>
<th><strong>Good snitch catch</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Yell “keeper.” Arms crossed at shoulder level, fists clenched.</td>
<td>Three long whistle blasts. Wave both arms above head once per whistle.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Knocked out</strong></th>
<th><strong>Stop play</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Yell “beat,” player’s jersey color, and number. Point at player’s own hoops with two fingers.</td>
<td>Paired whistle blasts. One arm raised straight up.</td>
</tr>
</tbody>
</table>
Resume/restart play
One short whistle blast.
One-armed chopping motion.

Advantage to fouled team
One arm raised straight up. Drop marker at location of the quaffle, if quaffle advantage. Stop play after advantage.

Warning
Hold one arm, palm outward, to offending player.

Back to hoops
Yell “back.”

Blue, yellow or red card
Extend arm, point at player with two fingers. State foul. Show card to player, then scorekeeper. Hold up one finger (yellow card or technical foul) or two fingers (red card) for penalty time.

General illegal contact
Fist chopping arm above head.

Illegal procedure
Roll arms in front of body.
### Illegal interaction
Make a T with arms, one fist directly under other forearm.

### Unsportsmanlike conduct
Hands at hips.

### Illegal physical action
Mime action.

### Delay of game
Tap wrist.

### Substitute/bench foul
Point to offending bench with both arms.

### Illegal contact to body part
Chop fouled body part with arm.

### Illegal contact using body part
Point to own body part.

---

**Becoming a Certified Referee or Snitch**

USQ offers support and certification for referees and snitches. A certified head referee and lead assistant referee is paid per game and is required in order for any game to count as USQ official. Certified snitches are not required for official games, but certified snitches are paid for official games they officiate.

To learn more, visit usquidditch.org/get-involved/officials/
Appendix D: Starting a Team

So you want to start a quidditch team? Great! There have never been more resources available or a larger player community to help you out. While the process of successfully starting a team is outside the scope of this rulebook, here are a few pointers. Visit http://www.usquidditch.org/get-involved/team-resources for more comprehensive information.

**Get your friends on board**—Starting a quidditch team is as easy as finding a group of friends who are ready to learn a new sport! Convince them to come to your first practices and help you find and make equipment.

**Find equipment**—There are a few options for a new team regarding purchasing or procuring equipment. Your first set of equipment doesn’t need to look good; it just needs to get the job done. All you need is 14 brooms or lengths of PVC pipe (you can even get away with “BYOB” for a while), a volleyball, three dodgeballs, a tennis ball, a sock (for the snitch runner), and three hula hoops attached to just about anything for starting hoops. It’s useful to have two sets of pinnies to distinguish between scrimmage teams and headbands to distinguish between positions, but they aren’t necessary right away. When you’re ready to upgrade, there are resources on the USQ website to help at http://www.usquidditch.org/get-involved/resources/equipment.

**Promote your team**—Create a team email address and Facebook
page. Invite everyone you know and update it often. If you’re looking to start a college team, post flyers all over campus and hold practices in high-traffic areas. Find out how to become a student organization or sport club on campus; this will bring much more visibility and often funding. Once you are a school organization, don’t miss club fairs and especially new student orientation. Incoming freshmen are looking for extracurricular activities and many are looking to play intramural or club sports in college.

Reach out to other teams—Are there other quidditch teams near you? If so, email or Facebook them! Ask if you can attend their practices or if they’ll play a best out of three series with you. If you don’t know if there are teams near you, our Membership Department can get you in touch with your local USQ Regional Coordinator. You can reach them at http://www.usquidditch.org/about/contact.

Don’t do it alone—Once you have people regularly showing up to practices, identify anyone with leadership potential. Put together an executive board to help run your team. Many e-boards consist of a president, vice president, secretary, treasurer, and team captain, but these roles can be adapted and more can be added as your team grows.

Fundraise—We call this “using other people’s money to buy brooms.” Everyone loves clever t-shirts, so quidditch shirt fundraisers are usually a big success. Bake sales, communal garage sales, and car washes are also tried and true options. Many quidditch teams host very successful “Yule Balls” open to the whole community, as well as crowd funding campaigns through such platforms as IndieGoGo and Generosity.
Use those funds to start attending and hosting tournaments—
Attending tournaments is one of the best ways to get your team to bond. There’s nothing quite like the atmosphere of a quidditch tournament. You’ll meet tons of other players who will become instant friends and mentors for your team, and you’ll get the competition experience that will motivate your team to keep practicing and training. The USQ Regional Coordinator you contacted to find out about other teams nearby will also be able to let you know of the nearest upcoming tournaments. You can also check the calendar the USQ website at http://www.usquidditch.org/events/calendar.

Join USQ—USQ offers two types of membership: team memberships for university, secondary school, or community team registration, and individual membership for players, referees, snitch runners, and coaches. Players who plan on competing on an official tournament team will need an individual membership. USQ also offers a special fan membership for the ultimate quidditch insider experience.

Team benefits include:

- Ranking on the USQ website and a team page.
- Ability to apply for USQ grants.
- Free registration for regional championships and ability to compete to qualify for the national championship.
- Priority support from USQ staff.

Individual membership benefits include:

- Eligibility to play on an official team and compete in official matches, as well as participate in USQ-sanctioned
events.
• Insurance coverage while participating in any official matches, as well as USQ-sanctioned events in the U.S.
• Official USQ member patch.
• Participation in league-wide polls.

Visit www.usquidditch.org/get-involved/membership/ for more information or to register.
Reorganization

Old section 1’s rules numbers removed, now just an introduction.

Substitution rules moved from Section 6 to Section 1

Roster rules moved from Section 7 to Section 1

Knockout and bludger swatting/batting rules in section 7 moved into section 5. Redundant rules merged.

Reckless play moved from section 7 to Section 6.

Delay of Game and Resetting moved from Section 3 to Section 7.

Section 7 reorganized. Position specific sections reduced or eliminated to reduce redundancies.

Non-Snitch runner officials rules moved out of 8 and became section 10.

Major Changes

1.2.1. Increased the minimum requirement to continue a game to 7 eligible players. Can still play a player down if there are 7 players, but the 7 don’t meet gender rule requirements.

3.3.4.2., 3.3.5.1., and 3.3.5.3. Players who commit separate and distinct fouls during advantage or delayed penalty get both
penalties regardless of intent (though the penalty time still does not stack).

4.5.3. Added new section on snitch catches and either goals or fouls happening in quick succession. Eliminated the provision that required an official to have clear knowledge of the catch happening first to negate a goal.

6.3. Added a new set of interaction restrictions specific to seeker interactions with the snitch.

8.8.1. & 8.9 The snitch runner is ruled down by all stoppages. But the snitch runner must restart play in roughly the same location that they were when play was stopped.

9.1.6. Added new section on ejections. New non-red card ejection penalties added to the rulebook.

10.1.3.2. Explicitly stated that the three whistles indicating the end of the period, once blown, lock in all score calls for a period.

Significant changes

1.1.2. Created a section for non-playing staff.

2.1.5.2. Banned bags from the player area, including the bench.

2.1.5.2. Explicitly allowed seating for players to be set up outside of the player area directly behind the team benches.

2.1.8.3. Spectators are barred from sitting or lying down within three yards of the player area boundary.

2.5.2. Jersey number policy updated in line with previously announced league policy.
3.3.1. Field wide warning and penalties added for illegally moving before the restart whistle after a stoppage.

4.2.2. Reckless dislodges do not negate the goal, if scored while dislodging a hoop.

6.1.11. Added rules to prevent hurdling (jumping or diving completely over an opponent) who is only contacting the ground with their feet.

6.1.12. Added rules restricting contact to an opponent through a teammate.

7.4. New reset rule, broadening what is a reset, setting specific lines, and allowing for only one reset per drive.

7.7.2. Referees are banned from retrieving an out of bounds bludger during play if any beater is attempting to retrieve it.

7.7.2. Referees required to retrieve any out of bounds bludgers if play is stopped.

7.7.3. Added rule ignoring dismounts that occur while legally off of the pitch retrieving a bludger.

9.1.15. Added section on substitutes and team staffers receiving fouls, giving penalties to the speaking captain if the individual fouling substitute or team staffer can’t be identified, or if multiple substitutes or team staffers committed the foul together.

10.2.1.1. & 10.2.1.5. Scorekeepers are mandatory for all games.

Loophole Closures

1.3.2.1. Changed penalty section to close loophole to include
cases of illegal substitutions where the violation is that the player failed to step on the pitch.

1.3.2.1. Added “promptly” to close loophole allowing players to begin a substitution after leaving the pitch for other reasons.

5.2.4.1. Removed loophole that allowed struck beaters to inappropriately delay the knockout procedure.

5.2.4.1. Forced struck beaters to immediately drop held bludgers to close loophole allowing them to carry their held bludger back with them until the live bludger landed.

8.6.1. Added rule prohibiting snitch runners from lying about official calls.

Generally Notable Changes

1.1.1.2. Added provision giving the speaking captain title back to the team’s original speaking captain for a game when they legally return to the player area (only applies to the first speaking captain of the game).

2.5.2. Players banned from wearing shorts that are primarily yellow or gold.

2.5.8. Banned wearing cameras or microphones during games.

3.6.3. Procedure added for abandoning suspended games.

4.4.2. & 4.4.3.1. Added provision to discount most dead quaffle interactions between the goal and the confirming whistle. Does not apply if the player is trying to affect the restart.

5.2.1. Removed instructions related to live bludger simultaneo-
ously hitting the ground and the player. The referee must now rule which happened first.

5.2.3. Added provision for when intentionally dropped bludgers are live.

5.2.5. Used “bat” to exclusively refer to hitting a ball with a held ball (as opposed to “swat”).

5.2.6. Adjusted to match other rules prohibiting beaters from swatting one bludger while holding another. (Batting a bludger made live by an opponent with a held bludger still allowed.)

5.3.4.1. Removed instructions related to dead/unscorable balls on simultaneous release with a bludger strike. The referee must now rule which happened first.

6.2.3. Added restriction against using a pointed elbow in a body block.

6.2.6. Grabbing subsumed under wrapping.

7.7.2. Added provision that once an out of bounds bludger has been placed inside the player area by a referee and designated for a specific beater, the opposing team must not interfere with that beater’s ability to get it.

8.8.1. Deleted section on simultaneous catch and down. The referee must now rule which happened first.

10.2.5.2. & 10.2.5.3. Added rules about displaying the game clock, and having/using a backup game clock.

Appendix A. Defined “incidental” as “Occurring merely by chance or without intention or calculation.”
Penalty Changes

6.1.5. Expanded to cover teammates, cardless ejection penalty added for offenses against own team.

6.5.1. Cardless ejection penalty added for offenses against own team.

6.5.2.1. Cardless ejection penalty added for offenses against own team.

6.5.2.1. Other penalties adjusted to slightly change and clarify the lines between them.

6.5.2.2. Cardless ejection penalty added for offenses against own team.

6.5.3. Cardless ejection penalty added for offenses against own team.

7.7.1. Added physically forced in a violent or egregious manner to the red card.

Minor Changes

2.1.5.1. Added provision to leave the substitute area to check the score.

2.5.2. Added recommendation (not required) that jersey numbers be displayed elsewhere in addition to the back of the player.

3.1.1. Moved identifying the snitch runner from 3.2.1. into the captains meeting.

3.1.2. Added an allowance for a single toss to determine sides for a whole series of games between the same two teams (TD
decision).

3.3.1. Explicitly allowed the quaffle to be returned to the keeper (if the keeper is in the zone) or their hoops (if the keeper is outside the zone) during a stoppage after a confirmed good goal.

3.6.2.2. Added provisions for refs to be replaced on a suspended game if unavailable.

4.1.1. Moved rule disallowing goals after snitch catches from snitch section to here.

5.1.2. Changed yellow card penalty to focus on the attempt to disengage already begun contact.

9.1.8. Eliminated provision allowing a TD to extend certain penalties into future games.

9.1.13. Pulled the foul after goal rules out into their own section.

Clarifying Changes

1.2.3. Clarified when the seeker adds to the gender rule in each period.

1.3.1. Clarified substitutes receiving cards.

1.3.1. Brought penalized injured players in line with section 9.

1.3.2.3. Clarified that position changes can be made in conjunction with one or more substitutions.

1.3.4. Reordered subsection order for clarity.

2.3.3. Set standards for how the velcro is counted in the length of the snitch sock.
2.5.9. Jewelry moved to its own independent section. Standards set for piercing retainers.

3.2.1. Clarified that the broom can extend over the starting line.

3.3.1. Reworded turnover directions to reduce conflict with other turnover sections.

3.3.1. Clarified what movement players can and cannot take before a restart.

3.3.5.1. Clarified that back to hoops and turnover calls by non-HR’s should generally be adjudicated while play continues, if possible.

3.3.5.1. Clarified that if there is no card on a delayed penalty, it shall not be treated as a delayed penalty on the restart.

3.3.6. Clarified that if the player a replacement ball would be given to is beat, it is given to the next nearest eligible player on the same team to that player’s current location.

3.3.6. Clarified that to officially catch a bludger that has broken into multiple pieces and negate the knockout effect, the biggest piece must be caught.

3.4.1.2. Clarified how the seeker blue cards work if they are given before the end of the seeker floor.

4.2.2. Clarified that dislodged hoops must be returned to their proper position during any stoppage.

4.4.2. Reworded intro section to eliminate contradiction on when the quaffle becomes dead.
4.4.2. Changed “move” to “intentionally interact with” in relation to the scoring team interacting with the dead quaffle.

5.2.7.2. If a player dismounts after being hit by a bludger, and does not remount quickly upon being called “safe,” the opportunity to remount if forfeited.

6.1 & 6.2. The standard physical contact foul set in use by many rules has been reworded and reordered to emphasize that the yellow card is the default that may be lowered to a back to hoops, at the referee’s discretion, if certain criteria are met.

6.1.3. The pick section has been reorganized to clarify the relations between the rules.

6.1.6. Clarified that the initial point of contact applies to the beginning of continuous contact, not any change in contact type.

6.5.2.2. Rules for discriminatory language separated and clarified.

9.1.2. If the ball to be turned over is the snitch, the turnover is automatically declined.

9.1.16. Clarified fouls occurring after a period ends, when the game goes to an additional overtime period.

9.2.2. Clarified that no matter how small the delay is, a score negates penalty time, even if advantage or delayed penalty weren’t called.

9.2.3. Clarified that if a penalty card’s time is negated before the player would even go to the penalty box, the player does not move to the penalty box and does not dismount for that penalty.

10.2.1.4. &10.2.3.1. Clarified how the SR works with the AR
minimums and maximums, if used as an AR during the seeker floor.

10.2.5.1. Explicitly added calling whether a player left the penalty box early to the Timekeeper’s responsibilities.

Appendix A. Definition of “possession” expanded to include swatting a ball on the ground.

Additional less significant changes have been made. For a complete list of changes, please contact US Quidditch at membership@usquidditch.org.

Notable Corollary Changes

1.3.1. Reworded to account for ejection with non-red card penalty time (corollary to 9.1.6.)

2.1.8.1. Adjusted to add “team staff” (corollary to 1.1.2.).

2.1.8.2. Explicitly allowed players to leave the player area to use seating and access bags directly behind the team bench (corollary to 2.1.5.2.).

3.1.1. “Non-Player” changed to “team staffer” (corollary to 1.1.2.).

3.3.2. Added wording to include non-red card ejections (corollary to 9.1.6.).

3.6.1.1. Changed falling below 4 players to falling below 7 eligible players (corollary to 1.2.1.)

3.4.2.1. The head referee is required to check verbally and visually with all relevant assistant refs before signalling the end of a period (corollary to 10.1.3.2.).
3.4.2.2. & 3.4.2.3. OT is ended with paired whistle blasts, followed by checking with relevant officials before signalling the end of the period with three long whistle blasts, even if it ends on time (corollary to 10.1.3.2.).

3.5.3. Changed win condition in second overtime to check score (corollary to 4.5.3.).

4.5.1. Adjusted to ignore explicitly legal impediments of the snitch runner by the seeker (corollary to 6.3.).

9.1.5. Ejection wording removed and replaced by reference to 9.1.6. (Corollary to 9.1.6).

9.1.11. Added provisions that if a player simultaneously earns a card, other than a red card, and a non-red card ejection, that both penalties are given, and the time for the card must be served (Corollary to 9.1.6).

9.2.2. Added instructions for stacking fouls on a team staffer (corollary to 1.1.2.).

9.2.6. Added instructions for team staffers sent to the penalty box (corollary to 1.1.2.)