

USQ Rulebook 15 Changes (Effective Immediately):

- **Field Size:** The field dimensions for USQ official games will be returned to the Rulebook 14 dimensions. The pitch will be 36 yards wide by 66 yards long, and the player area will be 48 yards wide by 72 yards long. For tournaments with field size constraints, tournament directors will have the option of applying for a waiver to use the Rulebook 15 shortened pitch (where the pitch is 36 yards by 52 yards and the player area is 48 yards by 54 yards). Tournament directors will be responsible for informing teams in advance if their tournament will be held under the shortened pitch dimensions.
- **Gender Rule:** The gender maximum of four (4) will remain constant through the entirety of the game including snitch on pitch (SOP). The addition of the seeker will not change the gender maximum on the field.
- **Starting procedure:** During the coin flip, the winner will be able to choose between (A) which side of the field their team defends OR (B) which 2 of the 4 balls they will possess on brooms up. The loser will receive the opposite choice. Once these choices are made, the remaining balls will be provided to the opposing team and they will set up at the opposite end of the field in their keeper zone.
 - There will be no halftime in the rules at this time.
- **End game:** USQ will be adopting a set score endgame similar to the one used under the Major League Quidditch (MLQ) ruleset.
 - At **20 minutes**, the last possession will begin for whichever team has possession of the quaffle. After the last possession, play will stop for a 1 minute intermission. During this intermission, seekers will report to the score table and the score table will establish the set score (leading score +70) with the Head Referee.
 - For the purposes of the quaffle and last possession, the quaffle will only count as not being possessed by either team (at 20 minutes) if:
 - It is a dead ball after a goal (not yet possessed by the keeper to restart play).
 - Last possession will continue until the quaffle is possessed by a member of the opposing team.
 - The snitch period will then begin, during which both teams will play until the set score is reached. Catching the snitch will earn a team 35 points. After a successful snitch catch, the seekers will leave the field, and teams will be allowed 1 substitution if necessary to maintain gender rule.