



US Quidditch

YOUTH RULEBOOK

*Elementary/Middle School Changelog
First Edition*

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Changelog

1.1.2. One (1) adult coach (adult team staffer) required. Up to three (3) additional allowed.

1.1.2. No limit on non-adult team staffers. Names of staffers do not need to be sent in advance.

1.2.2. Penalty for intentionally failing to send a seeker into the game is changed from “speaking captain yellow card” to the new “team blue card.”

1.2.2. Penalty for having an illegal set of players in play is changed from “speaking captain yellow card” to the new “team blue card.”

1.2.3. Penalty for having an illegal set of players in play is changed from “speaking captain yellow card” to the new “team blue card.”

1.3.5. Penalty for illegal substitution between periods is changed from “speaking captain yellow card” to the new “team blue card.”

1.4.2. Coaches (not speaking captains) may leave the player area to talk to officials. (Must not result in a team having no coaches in the player area).

2.1.1. The field dimensions are 30 by 56 yards.

2.1.3. The keeper zone lines are moved to 10 yards from the midline.

2.1.4. The goal lines are moved to 15 yards from the midline.

2.1.5. Penalty Boxes are 5 by 5 yards.

2.1.7. The substitution area has been reduced to a 18 by 2 yard rectangle.

2.1.8. The team bench has been reduced to an 18 by 3 yard rectangle.

2.1.9. The player area is 40 by 62 (5 yard buffer from the field on the sides, and 3 on the ends)

2.1.11. Elementary (EL) or Middle School (MS) games may use an adult sized pitch if they are played at an event that is also hosting High School (HS), collegiate, or community games.

2.2.2. The standard pole heights for EL/MS are 3', 4', and 5' but if the EL/MS games are being held at an event that is also hosting HS, collegiate, or community games, two 3' and one 4.5' poles may instead be used.

2.3.1. This is not a change, but a reminder that inflation guidelines are done based on the average player. The average player in a EL/MS game will have smaller hands than in a collegiate game, and balls should be inflated accordingly.

2.3.2. See 2.3.1. changelog note.

2.4.1. Minimum broom length reduced to 24 inches. No change to maximum length.

2.4.4. Penalty for exceeding the broom limit is changed from “speaking captain blue card” to “team blue card.”

- 2.5.2.** Mouthguards are not mandatory equipment, but are recommended (see 2.5.5.G.).
- 2.5.4.** Jersey numbers are now limited to two digits.
- 2.5.4.** Penalty for having duplicate jersey numbers is changed from “speaking captain blue card” to “team blue card.”
- 2.5.4.** The coach chooses which player is ineligible until they change numbers in the event of duplicate numbers
- 3.3.4.** Either the speaking captain OR a coach may call timeout.
- 3.4.2.** Seeker floor is 15 minutes.
- 3.6.1.** The coach may request a forfeit.
- 3.6.1.** Losing all coaches results in a forfeit.
- 3.7.3.** Coaches and the Tournament Director (TD) (instead of speaking captains and TD) may jointly agree to not resume a suspended game.
- 5.2.1.** Bludgers that initially strike the opponent in the head do not count, unless either 1) the bludger was dropped on the player without notable propelling force, or 2) the struck player intentionally moved their head into the way of the bludger.
- 6.1.2.** All picked players who are reasonably aware of the picking player must make every reasonable attempt to avoid charging the player who picks them (in adult this only applies if both players do not possess a ball).
- 6.1.9.** Charging removed from the section since most charging is illegal in EL/MS and HS rulebooks.
- 6.1.14.** It is illegal to knock an opponent to the ground during any form of intentional contact (exceptions for accidental).
- 6.2.3.** Charging is illegal.
- 6.2.4.** It is illegal to wrap an opponent such that the shoulder or torso of the wrapping player makes contact with the opponent with significant or jarring initial force.
- 6.2.4.** It is illegal to apply sharp sudden force to an opponent’s arm while solely wrapping that arm. (This supplements the yanking rule, and covers the linked arm tackle).
- 6.2.4.** Tackling is effectively illegal (see rule 6.1.14).
- 6.5.5.** Serious foul play penalties that are not attributable to a specific identifiable individual will be assessed as team penalties, and all identifiable individuals committing the serious foul play are ejected.
- 7.1.1.** Intentionally aiming at an opponent’s head with a thrown ball is illegal (Targeting: Yellow card). Dropping a ball on the head without notable propelling force is legal.
- 8.1.3.** Recommendation included that the snitch be of the same age group as the players in the game.
- 8.2.1.** Since the seeker floor has been reduced to 15 minutes, the snitch runner is now released onto the field between 14 and 15 minutes of game time. .
- 8.2.3.** Handicaps changed (Still every 5 minutes after the seeker floor) 20 min: Stay between the keeper zone lines, 25 min: 1.5 yards of midline, 30 min: 1.5 yards of far ball mark.
- 8.3.1.** Snitch runner is not allowed to charge.

8.3.1. Snitch runner is not allowed to attempt to intentionally knock players to the ground.

9.1.6. Responsibility to escort the player off the pitch is on the coach (not speaking captain or players).

9.1.6. Ejected players **MUST** stay within the player area for the remainder of the game, unless escorted by a coach or other responsible adult.

9.1.9. Speaking captain penalties are replaced by team penalties (served by the player of the speaking captain's choice).

9.2.3. Bench fouls to multiple substitutes or to unidentifiable people on the bench are assessed as team penalties, not to the speaking captain.

9.2.3. When multiple identifiable people on the bench commit a yellow card foul together, all of the identifiable individuals get credited with a yellow card, but only one person serves time for the joint foul.

9.4.3. Illegal substitution in the penalty box changed from a speaking captain yellow card to a yellow card for the player attempting to enter (assessed after the substitution is undone).

10.1.9. The snitch runner can only make direct calls on down calls when their clothing needs to be adjusted. They may still advise on other calls.