



US Quidditch

YOUTH

RULEBOOK

*High School Abbreviated
First Edition*

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To learn more about USQ, visit www.usquidditch.org

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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 nearly 4,000 athletes on over 150 teams nationwide and provides a range of programs and services. These include hosting regional and national championships; supervising regular season competition; 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 <http://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.

Introduction

INTRODUCTION

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 has developed, so has the need for versions of the rulebook specifically designed for different age groups. This rulebook is designed to be utilized primarily by teachers and their students. While US Quidditch encourages you to follow all procedures, we understand that not all rules are applicable to all situations, and are happy to assist you with any specific needs of your team. Our primary goal is providing access to the sport for all, regardless of age.

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. This Abbreviated High School Rulebook is designed to provide a detailed overview of the sport while removing some of the more specific policies. The numbering and lettering of the rules are an exact match to the full rulebook, and therefore you may find that some rules may be missing. Once you've mastered the basic rules, we encourage you to check out the full high school rulebook at http://www.usquidditch.org/files/USQ_Youth_Rulebook_1_High_School.pdf, which contains these specific explanations of the rules should you require any clarification.

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.

Our Youth Member Coordinators can get you in touch with your local USQ Regional Coordinator. You can reach them at youth@usquidditch.org.

Join USQ—USQ offers a free youth quidditch team membership.

Team benefits include:

- Team page on USQ website.
- Ability to apply for USQ grants.
- Ability to use USQ logos and promotional materials.
- Priority support from USQ staff.

Visit <http://www.usquidditch.org/get-involved/membership/> for more information or to register.

1. Team Composition and Substitutions

1.1. LEADERSHIP AND TEAM STAFF

1.1.2. Team staff

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

- A. Adult team staffers are coaches.
 - i. All teams must have one adult to serve as a head coach.
 - a. Up to three additional coaches may be on a team’s staff for any given game.
- C. If a team staffer engages in any action that would result in a penalty for a substitute, the team staffer shall receive the same penalty.

1.2. ROSTERS AND PLAYERS

1.2.1. Rosters

- A. Each team is made up of between seven and 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.

🚩 *Penalty: Forfeit*—Falling below seven eligible players

1.2.2. Positions

- A. A team shall have one keeper in play.
 - i. Keepers must wear a green headband on their forehead.
 - ii. Keepers may use the quaffle in any legal manner.
- B. A team shall have three chasers in play.
 - i. Chasers must wear a white headband on their forehead.
 - ii. Chasers may use the quaffle in any legal manner.
- C. A team shall have two beaters in play.
 - i. Beaters must wear a black headband on their forehead.
 - ii. Beaters may use the bludgers in any legal manner.
- D. During any seeker floor, a team must not have a seeker in play. Otherwise, a team must have one seeker in play.
 - i. Seekers must wear a yellow headband on their forehead.
- E. Any players not in play are substitutes.
 - i. Substitutes are not 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.

🚩 *Penalty: Team Blue Card*—Illegal set of players in play

🚩 *Penalty: Team Blue Card*—Intentionally failing to send a seeker into the game

1.2.3. Gender maximum rule

- A. During a seeker floor, 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 second 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 as is considered to be that player's gender.

🚩 *Penalty: Team Blue Card*—Illegal set of players in play

1.3. SUBSTITUTIONS

1.3.1. Substitution procedure

To replace a player with a substitute while play is not stopped, the following conditions must be observed:

- A. The player substituting out is not knocked out.
- B. The player substituting out exits the pitch within the team's substitution area and then promptly dismounts.
 - i. The player must not dismount before crossing out of the pitch.
 - ii. The player substituting out is no longer eligible to be knocked out once they have dismounted.
- D. The substitute entering play must mount the broom in the substitution area and step onto the pitch before interacting with play.
 - ii. A substitution is complete when the substitute crosses the boundary of the team's substitution area into the pitch and is only touching the ground inside the pitch.
 - a. The substitute is then immediately eligible to engage in gameplay and is eligible to be knocked out.
- E. The entering player receives any penalty card for violations of this procedure.
- F. If a player enters play through a substitution that violates this procedure, but has not yet interacted with play, the official shall call a substitution violation instead of an illegal substitution.

🚩 *Penalty: Repeat Procedure*—Substitution violation

🚩 *Penalty: Blue Card*—Illegal substitution

1.3.2. Position change

Players may exchange positions by following the substitution procedure and changing headbands while dismounted in the substitution area.

- A. When a player switches positions with a teammate, they shall be treated as participating in two separate substitutions. Substituting out at their old position in one, and substituting in at their new position in the other.

1.4.3. Sideline interference

Substitutes must not commit sideline interference.

- A. It is sideline interference if a substitute directly affects play when either of the following are true:
 - i. The substitute is intentionally and illegally outside of both the substitution area and team bench.
 - ii. The substitute failed to make every reasonable effort to avoid the play.

🚩 *Penalty: Blue Card*—Sideline interference

🚩 *Penalty: Red Card*—Intentional sideline interference

2. Equipment and Dimensions

2.1. FIELD LINES AND MARKS

2.1.1. Boundary lines

The pitch consists of four boundary lines which form a 36 by 66 yard rectangle.

- A. The 36 yard boundary lines are the endlines.
- B. The 66 yard boundary lines are the sidelines.
 - i. The sideline closest to the scorekeeper's table is the "scorekeeper's sideline."

2.1.2. Midfield line

The midfield line connects the midpoints of the sidelines.

2.1.3. Keeper zone lines

There are two keeper zone lines, which run parallel to the endlines, connect the sidelines, and are positioned 12 yards away from the midfield line on either side of it.

2.1.4. Goal lines

There are two goal lines, which run parallel to the endlines, connect the sidelines, and are positioned 18 yards away from the midfield line on either side of it.

2.1.5. Penalty boxes

Each team has a penalty box outside of the pitch.

- A. Each box is a 6 by 6 yard square area that begins at the midfield line and extends along the scorekeeper's sideline in the direction of the team's bench.

2.1.6. Ball positions

There are four ball positions directly on the midfield line.

- A. The first two ball positions are 3 yards of either side of the center of the midfield line.
- B. The other two ball positions are 9 yards on either side of the center of the midfield line.

2.1.7. Substitution areas

Each team's substitution area is a 21 by 3 yard rectangle outside of the pitch and bordering their own keeper zone.

- A. One side of the substitution area is the scorekeeper's sideline inside the keeper zone.
- B. The substitution area extends 3 yards away from the sideline.

2.1.8. Team benches

Each team's bench is a 21 by 3 yard rectangle that extends 3 yards farther from the pitch behind their substitution area.

2.1.10. 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 pitch boundary as described in 2.1.1.
 - ii. The midfield line as described in 2.1.2.
 - iii. The keeper zone lines as described in 2.1.3.
 - iv. The ball position farthest from the scorekeeper's table as described in 2.1.6.

2.2. HOOPS

2.2.1. Hoop composition and construction

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

2.2.2. Hoop shape

- A. Each set of hoops must have posts of three different heights.
 - i. These heights must be 3 feet, 4.5 feet, and 6 feet.
- B. A hoop loop must be fastened to the top of each post.
 - i. The inner diameter of each hoop loop must be between 32 and 34 inches.

2.2.3. Hoop positioning

- A. Three hoops are positioned on each goal line.
 - i. The 6 foot hoop must be placed at the center of the goal line.
 - ii. The other two hoops are placed on the goal line, 92 inches away from the 6 foot hoop on either side.
 - iii. Facing either set of hoops from midfield, the 3 foot hoop must be on the left and the 4.5 foot hoop must be on the right.
- B. The hoop loops must be in line with the goal line.

2.3. GAME BALLS

2.3.1. The quaffle

The quaffle must be:

- A. A volleyball.
- B. Between 25.6 and 26.4 inches in circumference.
- C. The quaffle must maintain its spherical shape and must be neither inflated all the way nor so flat that the average player could grip a bulk of the leather in one hand.

2.3.2. Bludgers

The three bludgers must be:

- A. Spherical balls made of flexible rubber or rubber-like covers (such as dodgeballs).
- B. 8.5 inches in diameter, 26.7 inches in circumference.
- C. The bludgers must maintain their spherical shape and must be neither inflated all the way nor so flat that the average player could grip a bulk of the rubber in one hand.

2.3.3. The snitch

The snitch must be:

- A. A standard tennis ball held within a sock.
 - i. The sock must have a visible and unobstructed length of between 10 and 12 inches.
 - a. If the sock is attached to the outside of the shorts, up to 2 inches of the attachment may be counted towards this minimum length.
- B. The sock must be tucked in or attached to the back of the shorts of the snitch runner in a manner that is secure and allows for the removal of the sock by the seekers.

2.4. BROOMS

2.4.1. Broom regulations

All players in play must have a broom. The broom:

- A. Must consist of a rigid pole made of wood or plastic.
 - i. This pole must be between 32 and 42 inches long.
- B. Must not have splinters or sharp points.
- C. Must not be attached to the body, clothing, or other equipment of the player.

2.4.2. Broken brooms

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

2.5. PLAYER EQUIPMENT

2.5.2. Mandatory equipment

While in play, each player must properly wear the following equipment:

- A. A colored headband, which must be worn on the forehead, distinguishing the player's position.
- B. 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.
- C. Some sort of bottom (such as shorts, pants, or a skirt).
- D. Shoes or cleats.
 - i. Spikes or studs must not be sharp.
 - ii. Spikes or studs must not be completely made of metal or affixed with metal caps.
- E. 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 Card*—Entering play without wearing mandatory equipment

🚩 *Penalty: Blue Card*—Intentionally removing mandatory equipment while in play

2.5.3. Headband requirements

Position headbands are subject to the following standards.

- A. The color of the headband must be distinct enough to unambiguously identify the player's position.
- B. The headband must be easily visible from a reasonable distance and be identifiable through a player's hair or other equipment.

2.5.4. Jersey numbers

Each player must have an integer between 0 and 99 inclusive clearly visible on the back of their jersey.

- B. No two players in the player area for the same team may share the same number.

🚩 *Penalty: Blue Card*—Entering play without a legal and recognizable jersey number

🚩 *Penalty: Team Blue Card*—Having two players wearing the same number in the player area

2.5.10. Forbidden Equipment

The following are forbidden equipment and may never be worn by players while in play:

- A. Audio or visual recording devices.
- B. Jewelry of any kind.
 - i. Flexible plastic piercing retainers which are flush with the skin are allowed.
 - ii. Players with significantly stretched piercings may use hard plastic retainers which are flush with the skin and completely fill the piercing.
- C. Grip enhancing substances which might transfer to and affect a ball.

🚩 *Penalty: Red Card*—Wearing forbidden equipment

3. Game Procedures

3.2. STARTING THE GAME

3.2.1. Brooms up procedure

In order to begin the game:

- A. The starters on each team must line up on the pitch.
 - i. Each team must start the game with three chasers, one keeper, and two beaters.
 - iii. Players may change position headbands and location behind the keeper zone line until the head referee calls “Brooms Down!”
- B. The quaffle and bludgers 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.
- 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 their position headbands or location.
 - ii. No part of a player’s body may contact the ground in front of the keeper zone line.
 - a. The player’s broom may contact the ground beyond the keeper zone 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 head referee then shouts “Brooms Up!”
 - i. On the first “B” sound of “Brooms Up!” all players must immediately mount their brooms and begin play.
- H. A player has committed a false start if:
 - i. The player already has their broom off the ground at the call of “Brooms Up!”
 - ii. The player moves early and touches the ground on the other side of the keeper zone line prior to the call of “Brooms Up!”

🚩 *Penalty: Blue Card*—Changing position headbands after the “Brooms Down” call

🚩 *Penalty: Blue Card*—Changing location behind the keeper zone line after the “Brooms Down” call

🚩 *Penalty: Blue Card*—False start

3.3. STOPPAGES

3.3.1. Stopping play

To stop play:

- A. The referee blows a whistle in paired short blasts.

C. All players currently in play must stop, drop their brooms, and hold their respective positions.

🚩 *Penalty: Yellow Card*—Intentionally illegally moving during a stoppage

3.3.2. Stoppage procedures

While play is stopped:

B. The head referee adjudicates any fouls and communicates the type of foul to the players, scorekeeper, and spectators:

i. Any player who receives penalty time is sent to the penalty box.

G. Any other concerns, including injured players and defective equipment, are addressed.

3.3.3. Restarting play

In order to restart play:

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

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

ii. Players must stand at the call to remount.

B. The head referee blows one short whistle blast. On this whistle blast:

i. Play resumes.

3.3.4. Timeouts

A. Once during regulation time, the speaking captain or head coach may call a timeout for a one minute extension of a stoppage.

i. Timeouts may only be called during regulation time.

B. Procedure

i. During any stoppage a speaking captain or head coach may inform the head referee they are using their timeout.

Once all applicable stoppage procedures in rule 3.3.2. are completed, the one minute starts.

ii. The head referee shall blow one long whistle blast 45 seconds into the timeout.

iii. After the completion of the timeout, the head referee shall resume play using the standard restart procedure

(See: 3.3.3. Restarting play).

3.4. REGULATING GAME TIME

3.4.1. Game time

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.

3.4.2. Seeker floor

The seeker floors are the first 18 minutes of game time during regulation time and the first 30 seconds of 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.

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 into play from their respective penalty boxes.

3.5. PERIODS OF PLAY

3.5.1. Ending a period.

- A. Regulation time ends upon the first good snitch catch of the period.
- B. Overtime ends upon either a good snitch catch or the expiration of the overtime clock, whichever comes first.
- C. Second overtime ends upon the first good score of any kind in the period.

3.5.2. Proceeding to additional periods

- A. If the score is tied at the end of regulation time, the game proceeds to overtime.
- B. If the score is tied at the end of overtime, the game proceeds to second overtime.
- C. Any player serving penalty time at the end of the period serves the remainder of their penalty time in the next period of the game.

3.5.3. 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 three minutes of rest between regulation time and overtime.
- D. The head referee begins play by following the brooms up procedure (See: 3.2.1. Brooms up procedure).
- E. The snitch must enter the pitch before the 30 second mark of overtime.
- F. A 30 second seeker floor applies before seekers may pursue the snitch.
- G. Overtime lasts 5 minutes of game time or until the snitch has been legally caught.

3.5.4. Second overtime

The following procedure is observed for the second overtime period:

- A. Teams do not switch ends of the pitch before second overtime.
- B. The referees reset the pitch and players immediately.
- C. The head referee begins play by following the brooms up procedure (See: 3.2.1. Brooms up procedure).
- D. The snitch runner must remain on the midfield line until "Brooms Up!" is called.
- E. There is no seeker floor in second overtime. The seekers start the period behind the keeper zone line.
- F. Second overtime lasts until a goal is scored or the snitch is caught.

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, regardless of who propelled it, 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 passed through one of the hoops.
 - a. Goals may be scored through either side of the hoops.
 - ii. The quaffle was not dead.
 - iii. The quaffle was not unscorable (See: 5.6.3 Unscorable quaffle).
 - iv. The goal did not occur between a foul resulting in a penalty card by any member of the scoring team and the time the card was given to the player.
 - v. The goal did not occur between a foul resulting in a quaffle turnover by any member of the scoring team and the completion of that turnover.
 - vi. The scoring player did not commit a foul resulting in a back to hoops penalty, penalty card, or ejection immediately before receiving the quaffle or while in contact with a live quaffle.
 - vii. The hoop was not dislodged or otherwise unplayable (See: 4.3.1. Scoring through a dislodged hoop).
- D. Any otherwise good goal made after the snitch was legally caught must be disallowed.

4.1.2. Goaltending

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

4.2. RESTARTING AFTER A GOAL

4.2.1. Dead quaffle

After a goal is scored and before quaffle play is restarted, the quaffle is dead.

- A. Any player on the formerly defending keeper's team may carry or pass the dead quaffle to the keeper in that keeper's own keeper zone, but may not otherwise interact with the dead quaffle.
- B. The formerly offensive team may not pick up or otherwise intentionally interact with the dead quaffle unless they are providing it to the keeper at the formerly defending team's request.
- C. Players shall not be penalized for playing as if the quaffle is live before the goal is confirmed.
- D. The formerly defending keeper may request that a referee deliver the quaffle.

🚩 *Penalty: Blue Card*—Intentionally and illegally interacting with a dead quaffle

4.2.2. Keeper restart

If the formerly defending keeper is the first person to possess the dead quaffle after the confirmation of a goal, it becomes live, restarting the quaffle game, once they possess it anywhere in their half of the pitch.

A. If anyone else possesses the quaffle first, the keeper must possess the quaffle in their own keeper zone to make it live.

4.3. BROKEN OR FALLEN HOOPS

4.3.1. Scoring through a dislodged 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 falling when the quaffle passes completely through it, the goal still counts.
 - i. A falling hoop is considered dislodged when the hoop-loop touches the ground or the hoop otherwise comes to at least temporary rest in a non-upright position, including on top of a player.
- B. Hoop loops that are turned such they are no longer in line with the goal line are not dislodged and may be scored upon.
 - i. Turned hoops should be returned to the proper position once active play leaves the area.
- E. A dislodged hoop must be fixed and returned to its correct position before a goal may again be scored on that hoop.

4.3.2. Dislodged hoop procedure

When a hoop is dislodged, play generally continues.

- A. If a hoop is dislodged and any of the following occur, play must be stopped.
 - i. A broken hoop poses a threat to the safety of the players.
 - ii. A broken hoop requires extra parts or an unusually long time to fix and the team defending that broken hoop is the offensive team.
 - a. The head referee may wait for a lull in play to initiate this stoppage.
 - iii. All three hoops in the same keeper zone are dislodged.

4.3.3. Dislodging, spinning, and resetting hoops

- A. Players may not reset their opponent's dislodged hoops while their team is the offensive team.
- B. Players may not recklessly or repeatedly dislodge 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 player dislodges a hoop as a result of their own physical interaction with an opposing player.
 - ii. If a player illegally dislodges a hoop while successfully attempting a goal, that goal shall not be negated by the penalty for dislodging the hoop.
- C. A player may not intentionally dislodge a hoop.
- D. A player may not move or alter a hoop to affect whether the quaffle will pass through it.

🚩 *Penalty: Blue Card*—Illegally resetting an opponent's hoop

🚩 *Penalty: Blue Card*—Unintentionally dislodging hoops repeatedly

🚩 *Penalty: Yellow Card*—Recklessly dislodging a hoop

🚩 *Penalty: Red Card*—Intentionally dislodging a hoop

🚩 *Penalty: Red Card*—Moving or altering a hoop to affect whether the quaffle will pass through it

4.4. THE SNITCH CATCH

4.4.1. The snitch catch

Thirty points are scored for a team and the period ends when their seeker catches the snitch and the catch is confirmed as good.

A. A snitch catch is confirmed when all of the following are true:

- i. 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.
- ii. The snitch ball was securely attached to the shorts of the snitch runner before the catch.
- iii. The snitch runner was not down at the time of the catch (See: 8.4.1. Down snitch runner).
- iv. 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.
- v. The catch did not occur between a foul resulting in a penalty card by any member of the catching team and the time the card was given to the player.
- vi. The snitch was not physically impeded by any game official or member of the catching team in a way that may have contributed to the catch.
 - a. Physical impediments caused solely by the actions listed under 6.3.1.A. (Seeker interactions with the snitch runner) shall be ignored, if those actions were executed legally by the seeker.
- vii. The seeker was not knocked out at the time of the catch.
- viii. The seekers did not simultaneously remove the snitch from the snitch runner.
- ix. Play was not stopped when the snitch was caught.

4.4.2. Signalling the catch

- A. If head referee or snitch referee believes that there may have been a good snitch catch, play must be stopped.
- B. If the catch is confirmed, the catching team is awarded thirty points and the head referee signals the end of the period.

5. Bludgers and the Knockout Effect

5.1. THE MOUNTED BROOM

5.1.1. Mounting the broom

All players must be mounted on a broom in order to participate in play.

- A. To mount the broom the player must have their broom straddled between their legs and touching some part of their body.
- B. The player remains mounted until one of the following occurs:
 - i. Their broom (or arm that is holding the broom) no longer crosses the plane between the player's legs.
 - ii. The player loses contact with their broom.
 - iii. Their broom lays flat on the ground without the player's hand underneath it.

5.1.2. Dismounting

If a player becomes dismounted while in play, the player is immediately knocked out and must follow the knockout procedure.

- A. If a player is dismounted by the illegal actions of an opponent, an official may allow the player to immediately remount and continue play. If the player does not immediately remount, then they must follow the knockout procedure.

5.2. KNOCKING OUT PLAYERS

5.2.1. Incurring the knockout effect

- A. A player is "knocked out" when either of the following occur:
 - i. The player becomes dismounted.
 - ii. The player is struck by an opponent's live bludger.
 - a. This includes being struck on the player's hair, clothing, or equipment other than a game ball.
 - b. A bludger that initially strikes an opponent in the head shall not incur the knockout effect unless one of the following occurs:
 - 1. The bludger was dropped onto their head without notable propelling force.
 - 2. The struck player intentionally moved their head into the way of the bludger.
 - d. Beaters who are not immune may delay dismounting in order to attempt to catch the bludger that struck them, until it becomes dead (See: 5.4.3. Struck beater).
- B. Players must immediately follow the knockout procedure once knocked out (See: 5.3.1. Knockout procedure).

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, become out of bounds, 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."

5.2.4. Friendly fire

A player cannot be knocked out by a bludger most recently made live by themselves or their teammate.

5.3. KNOCKOUT PROCEDURE

5.3.1. Knockout procedure

Knocked out players remain knocked out until they complete the following procedure, in order:

- A. Immediately give up possession of any ball by dropping it and dismount their broom.
 - i. The player must not pass, toss, roll, or kick the ball, unless completing a natural motion already begun (See: 5.6.2. Natural motion conditions).
 - ii. A bludger dropped in this way is dead.
 - iii. A quaffle dropped in this way is unscorable.
- B. Touch one of their own hoops.
- C. Remount their broom before leaving the vicinity of the hoops.

🚩 *Penalty: Repeat Procedure*—Violating the knockout procedure

🚩 *Penalty: Yellow Card*—Intentionally or repeatedly violating the knockout procedure

5.3.2. Knocked out players

Knocked out players must not interact with play and must therefore:

- A. Not make any plays.
- B. Not propel or otherwise play any game ball other than in cases of natural motion (See: 5.6.2. Natural motion conditions).
 - i. If the player illegally propels a ball immediately after the player is knocked out, it shall be adjudicated as a natural motion violation.
- C. Drop any balls that are currently possessed.
- D. Actively avoid interactions with other players.
- E. Not substitute out while play is not stopped.

🚩 *Penalty: Blue Card*—Illegally interacting with play while knocked out

5.3.4. Unnoticed knockout

If a player unintentionally continues play after dismounting or being hit by an opponent's 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.
 - i. If this occurs, any ball the player possessed when play was stopped is turned over to the opposing team.

- C. If a player affects play while unaware that they had been dismantled or hit by an opponent's live bludger, they shall be penalized for affecting play while unknowingly knocked out.
 - ii. If a player propels a ball in violation of the natural motion rules immediately after being knocked out, they are not subject to this penalty for that propulsion (See: 5.6.2. Natural motion conditions).

🚩 *Penalty: Blue Card*—Affecting play while unknowingly knocked out

5.4. REDIRECTING AND CATCHING LIVE BLUDGERS

5.4.1. 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. The held ball may be used to bat or otherwise propel the incoming bludger.
- B. A block or bat does not affect whether the bludger is live.
- C. A dead quaffle may not be used to intentionally interact with a 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.

Penalty: Blue Card—Illegal bat

Penalty: Blue Card—Illegal block

5.4.2. Swatting bludgers

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

- A. Beaters may generally swat or make any attempt to alter the course of a live bludger.
 - i. A struck beater may not swat any bludger, except as part of an attempt to catch it (See: 5.4.3. Struck beater).
 - ii. A beater who is in possession of a bludger may not swat another bludger.
 - iii. If the bludger was already live, it remains live for the original team.
 - a. If it was live for the opposing team, the swatting beater becomes a struck beater.
- B. Chasers, keepers, and seekers may not swat bludgers at any time.

🚩 *Penalty: Blue Card*—Illegal bludger swat

5.4.3. Struck beater

A non-immune beater is a struck beater, rather than knocked out, from the time they are hit by an opponent's live bludger until that bludger becomes dead. A struck beater is subject to the following restrictions:

- A. A struck beater is unable to make a bludger live.
- B. A struck beater must immediately drop any bludger which they are holding.
 - i. The player must not pass, toss, roll, or kick the bludger, unless completing a natural motion already begun (See: 5.6.2. Natural motion conditions).
 - ii. Failure to release the bludger is a struck beater violation.
- C. A struck beater must either attempt to catch the live bludger that struck them or immediately follow the knockout procedure.
 - i. A beater is allowed to propel a bludger further into the air in the process of attempting a catch.

- D. If a struck beater takes any actions other than those outlined in 5.4.3.A-C., 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.
- F. A struck beater who fails to catch the bludger before it becomes dead is knocked out and must immediately begin the knockout procedure.

🚩 *Penalty: Blue Card*—Struck beater violation

5.5. THE THIRD BLUDGER AND KNOCKOUT IMMUNITY

5.5.1. The third bludger

When one team has possession of two bludgers and the remaining bludger is unpossessed and dead, the free dead bludger becomes the third bludger.

- A. This ball remains the third bludger until one of the following occur:
 - i. The possessing team makes a reasonable beat attempt.
 - ii. The possessing team loses a bludger directly due to the actions of an opposing player.
 - iii. The team without a bludger gains possession of any bludger.
- B. Players on the possessing team may not commit third bludger interference.
 - i. It is third bludger interference if either:
 - a. A player from the possessing team takes possession of or in any way attempts to move the third bludger.
 - b. A player from the possessing team prevents or delays the other team from getting to the third bludger by continually or intentionally moving into their path.

🚩 *Penalty: Back to Hoops and Double Bludger Turnover*—Third bludger interference

5.5.2. Claiming knockout immunity

When there is a third bludger, a beater on the team with no bludgers may raise a hand above their shoulder, fist closed, to claim immunity from being knocked out by live bludgers.

- A. It is an improper immunity claim if a player claims immunity when the opposing team has two bludgers, but:
 - i. The remaining bludger is still live.
 - ii. The third bludger was released by that player without attempting to incur the knockout effect.
 - iii. Their team's other beater is also claiming immunity.
 - a. If both beaters on a team attempt to claim immunity, one of them must put their fist back down to avoid a penalty. If neither beater puts their fist down, only one shall be penalized.
- B. It is an invalid immunity claim if a beater claims immunity when there is no third bludger, unless the opposing team has two bludgers and the remaining bludger is live.
 - i. If the claim was unintentionally invalid, and did not affect play, the player may instead be penalized for a minor invalid immunity claim.
- C. The immune beater is not immune to bludgers made live before immunity was claimed.
- D. If an opponent begins the final singular natural motion on an attempted knockout before the immune beater loses their immunity, the formerly immune beater cannot be knocked out by that attempt.

🚩 *Penalty: Back to Hoops*—Improper immunity claim

🚩 *Penalty: Back to Hoops*—Minor invalid immunity claim

🚩 *Penalty: Blue Card*—Invalid immunity claim

5.5.3. Immunity limitations

While a beater is claiming immunity, they are subject to the following restrictions:

- A. The beater must directly and immediately proceed to gain possession of the third bludger.
 - ii. Taking any other action while immune is an immunity violation.
- B. The beater may not give up their immunity unless they lose their immunity by rule or the opposing team loses a bludger.
 - ii. Illegally giving up immunity is an immunity violation.
- C. If the status of the third bludger changes, the immune beater immediately loses immunity and must lower their hand.

🚩 *Penalty: Blue Card*—Immunity violation

5.6. NATURAL MOTION

5.6.1. Natural motion

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

5.6.2. Natural motion conditions

- A. For natural motion to be called for propelling a ball, the following conditions apply:
 - i. The player must release any possessed ball as part of the singular natural motion begun before becoming knocked out.
 - ii. The player must already be in contact with the ball when knocked out.
- B. If a player propels a ball immediately after being knocked out without meeting the above conditions for natural motion, it is a natural motion violation.
- C. A bludger released by completing natural motion is considered dead.
- D. For the purpose of this rule, a struck beater is treated as knocked out.

🚩 *Penalty: Turnover*—Unintentional natural motion violation

🚩 *Penalty: Yellow Card*—Intentional natural motion violation

5.6.3. Unscorable quaffle

If a player is touching the quaffle when they become knocked out 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. The quaffle remains live and play continues normally.
- C. The quaffle becomes scorable again once either of the following occur:
 - i. It is touched by an eligible quaffle player teammate of the player who released it.
 - ii. It is possessed by any player.

6. Physical Contact and Interactions

6.1. GENERAL INTERACTIONS

6.1.1. 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 or exerting force at or below the knees of an opponent.
- G. Tripping an opponent.
- H. Sliding or diving into an opponent.
- I. Jumping, leaping, or climbing onto any player.
- J. Intentionally lifting or continuing to hold another player off the ground, either an opponent or a teammate.
- K. Grabbing the broom or clothing of an opponent.
- L. 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 powers).

🚩 *Penalty: Standard Contact Penalty*—Illegal physical contact

6.1.2. 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 them down 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 extend a single point of one's body during a pick, such as the elbow or point of the shoulder, causing the picked player to run into it.
 - iii. If the player initiates contact rather than being run into, this shall not be considered a pick.
 - 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.
- D. If a picked player reacts to the pick by changing their path, any motion to move into the new path shall be consid-

ered a new pick.

E. A picked player must make every reasonable 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, even if the pick was set illegally.

i. Incidental contact shall not be penalized.

🚩 *Penalty: Standard Contact Penalty*—Illegal pick

🚩 *Penalty: Standard Contact Penalty*—Illegally charging a picking player

6.1.3. Kicking a contested ball

It is generally legal to kick a ball that an opponent is attempting to play. The following rules apply:

A. A player must not kick any opponent.

B. Kicking a ball that an opponent is touching with their hand is a dangerous kick.

C. If the referee determines that a player's kick would have been illegal if the opponent had not reacted to the kick by actively getting out of the way, the kick must be ruled a dangerous kick.

D. If the referee determines that the kicked or nearly kicked player was at fault for being kicked or nearly kicked because they moved into the way of the kick late, there is no foul under this rule.

🚩 *Penalty: Yellow Card*—Dangerous kick

🚩 *Penalty: Yellow Card*—Kicking an opponent

🚩 *Penalty: Red Card*—Violent or egregious illegal kick

6.1.4. Sliding and diving

Players may slide or dive. 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 avoid the slide or dive.

🚩 *Penalty: Standard Contact Penalty*—Illegal slide

🚩 *Penalty: Standard Contact Penalty*—Illegal dive

6.1.5. 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 not contacting the ground with any part of their body other than their feet.

i. If 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.

🚩 *Penalty: Yellow Card*—Illegally hurdling or attempting to hurdle any person

🚩 *Penalty: Red Card*—Violently or egregiously illegally hurdling any person

6.1.6. Contact through a teammate

- A. It is illegal for any player to primarily contact a teammate with the intent of causing or otherwise affecting that teammate's physical interaction with any opponent.
- B. Incidental or secondary contact through a teammate shall not be penalized.

🚩 *Penalty: Standard Contact Penalty*—Illegal contact through a teammate

6.1.7. 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 gaining sole and complete possession of the ball or they are no longer attempting to catch the ball.
- C. A helpless receiver may not be pushed, wrapped, charged, or tackled by any opponent.

🚩 *Penalty: Yellow Card*—Illegally contacting a helpless receiver

🚩 *Penalty: Red Card*—Charging a helpless receiver

🚩 *Penalty: Red Card*—Tackling a helpless receiver

6.1.8. Stealing

A steal consists of a player's attempt to extract a ball from an opponent by either stripping or poking it loose.

- A. A player may attempt to steal from an opponent while wrapping them.
 - i. A player may 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.
 - B. A player must not wind up or swing at the ball in an attempt to punch it loose.

🚩 *Penalty: Standard Contact Penalty*—Illegal attempt to steal

6.1.9. Initial point of contact

When pushing, body blocking, or wrapping, 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 shoulders.
 - ii. To be considered to the front of the opponent, 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, so long as contact is not broken.
- D. If a player spins or turns just prior to contact, causing the opposing player to initiate contact from behind, there is no foul for contact from behind provided the contacting player did not have reasonable time to react to the spin and completely avoid contact.

🚩 *Penalty: Standard Contact Penalty*—Illegal contact from behind

6.1.10. Limited contact from behind

- A. It is legal to place a hand or hands on an opponent from behind without applying force.

i. This includes using an arm, without pushing, to prevent an opponent from moving toward oneself.

C. Contact initiated from behind under this rule does not allow a player to engage in the contacts listed in 6.1.9.

6.1.11. 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 to avoid penalty.

6.1.12. Playing recklessly

It is illegal to play recklessly. This includes playing with complete disregard for danger to others.

🚩 *Penalty: Yellow Card*—Playing recklessly

🚩 *Penalty: Red Card*—Playing egregiously recklessly

6.1.13. Egregious contact

Particularly egregious illegal contact is prohibited. The following are always egregiously illegal contact:

A. Making 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 injuring or attempting to deliberately injure any person by using one's body or any equipment including the balls.

C. Striking or attempting to strike another person including but not limited to intentionally kneeling, elbowing, or headbutting an opponent.

D. Intentionally physically contacting another person's head, neck, or groin.

E. Intentionally physically contacting an official other than the snitch runner.

F. Charging a helpless receiver (See: 6.1.7. Helpless receiver).

G. Tackling a helpless receiver (See: 6.1.7. Helpless receiver).

🚩 *Penalty: Ejection*—Egregiously illegal contact against a teammate

🚩 *Penalty: Red Card*—Egregiously illegal contact against an opponent, spectator, official, or event staffer

6.2. SPECIFIC CONTACT

6.2.1. Body blocking

A body block consists of applying force to an opponent using body parts other than arms or hands not pinned to the torso, where any significant force of the contact is applied after non-forceful contact has already been established by the blocking player's aforementioned body parts.

A. It is illegal to body block using the head, legs, or feet.

B. It is illegal to extend the point of the elbow into an opponent during a body block.

C. It is illegal to body block if contact was initiated from behind (See: 6.1.9. Initial point of contact).

🚩 *Penalty: Standard Contact Penalty*—Illegal body block

6.2.2. Pushing

A push consists of initiating force upon an opponent with an extended arm, be it extended during or before the initiation

of contact.

- A. Only one arm may be used to push.
- B. It is illegal to push using the point of an elbow.
- C. It is illegal to push if contact was initiated from behind (See: 6.1.9. Initial point of contact).
- D. It is illegal to directly push an opponent's broom.
 - i. Incidental pushing of an opponent's broom is not illegal.

🚩 *Penalty: Standard Contact Penalty—Illegal push*

6.2.3. Charging

A charge consists of forcefully making contact with an opponent using body parts other than arms or hands not pinned to the torso, except in cases of body blocking.

- A. It is illegal to charge an opponent.

Penalty: Standard Contact Penalty—Illegal charge

6.2.4. Wrapping

A wrap consists of encircling any part of an opponent with an arm or arms. The arm includes the hand.

- A. It is illegal to wrap an opponent who is not in possession of a ball.
- B. It is illegal to wrap an opponent using both arms.
- C. It is illegal for a player to leave the ground during a wrap in an attempt to spear or otherwise propel their body into an opponent.
- D. 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.
- F. It is illegal to wrap if contact was initiated from behind (See: 6.1.9. Initial point of contact).
- G. A grab is a form of wrap that involves holding an opponent or any part of an opponent with a closed hand.
 - i. It is illegal to grab an opponent's broom or clothing.
 - ii. It is illegal to yank any part of an opponent or pull their arm that is holding the broom during a grab.
- H. It is illegal apply sharp sudden force to an opponent's arm while solely wrapping that arm.
- I. A tackle is the act of wrapping a player and bringing them to the ground.

🚩 *Penalty: Standard Contact Penalty—Illegal wrap*

6.3. SEEKERS AND THE SNITCH RUNNER

6.3.1. 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 interactions are legal for a seeker to do to a snitch runner:
 - i. Body blocking the snitch runner, subject to standard body block rules (See: 6.2.1. Body Blocking).
 - ii. Pushing or moving the snitch runner's arms.
 - iii. Reaching around or over the snitch runner with one or both arms.
 - a. Any arm reaching around the snitch runner must only have incidental contact with them.
 - 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 them, the seeker must

move their arm to avoid restricting the snitch runner's motion.

- B. The following interactions are illegal for a seeker to do to a snitch runner:
- i. Contacting the head, neck, or groin of the snitch runner.
 - ii. Charging the snitch runner.
 - 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 they are not contacting the ground with any part of their body other than their 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 during, 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. Making forceful contact with the snitch runner while sliding or diving.
 - ix. Making egregiously illegal contact with the snitch runner (See: 6.1.13. Egregious contact).
- C. If the snitch runner's arms are held tight against or are otherwise pinned against their torso, they shall be treated as part of their torso.

🚩 *Penalty: Standard Contact Penalty*—Illegal interaction with the snitch runner

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 which may include moving out of the way.
 - i. Players of lower priority who fail to yield are generally "at fault."
- 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 clearly acts with the intent of causing an illegal interposition interaction, that player shall be deemed at fault, regardless of their priority.
- E. If a player moves with the intent of causing an opponent to enter an illegal interposition interaction with or yield to another player of equal or higher priority, that 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.
- G. Only the at fault player is penalized for an illegal interposition interaction.
 - i. If the illegal interposition interaction was accidental, and overall gameplay was unaffected, they shall instead be

penalized for a minor illegal interposition interaction.

🚩 *Penalty: Back to Hoops*—Minor illegal interposition interaction

🚩 *Penalty: Yellow Card*—Illegal interposition interaction

🚩 *Penalty: Red Card*—Violent or egregious illegal interposition interaction

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 Card*—Illegally interacting with a knocked out opponent

🚩 *Penalty: Red Card*—Violently or egregiously illegally interacting with a knocked out opponent

6.5. UNSPORTING BEHAVIOR

6.5.1. Unsportsmanlike conduct

A. Players must not engage in unsportsmanlike conduct such as taunting or rude or antagonistic behavior with players, spectators, officials, or event staff.

B. Use of explicit, vulgar, extreme, or abusive language or gestures at any time is considered unsportsmanlike conduct.

i. It is egregious unsportsmanlike conduct if the language is directed at another person and any of the following are true:

a. The language is extreme or abusive.

b. The language includes vulgar words used for their meaning, rather than solely for emphasis.

c. The language is discriminatory, 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.

ii. It is egregious unsportsmanlike conduct to direct obscene, explicit, or vulgar gestures at another person.

C. Egregiously rude or hostile behavior, including threats, are egregious unsportsmanlike conduct.

🚩 *Penalty: Yellow Card*—Unsportsmanlike conduct

🚩 *Penalty: Red Card*—Egregious unsportsmanlike conduct

7. Boundaries and Balls

7.1. USING THE BALLS

7.1.1. Use of the ball

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 it. This includes when a player is the only player in contact with the ball during a kick.
- B. Players may only possess, touch, kick, throw, or otherwise use one ball associated with their position at any given time.
 - i. A beater may temporarily possess two bludgers if they are in the process of catching a live bludger propelled by an opponent.
- E. Intentionally aiming at an opponent's head with a thrown ball is targeting.
 - i. It is not targeting if a player accidentally hits an opponent in the head with a thrown ball.
 - ii. It is not targeting if a player drops a ball onto an opponent's head without notable propelling force.

🚩 *Penalty: Blue Card*—Illegally using a ball of one's own position

🚩 *Penalty: Yellow Card*—Targeting

7.1.2. Interposition ball interactions

Players are forbidden from possessing, touching, kicking, throwing, or in any way using a ball not associated with their 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.
 - iii. A player unaware of an incoming quaffle is not penalized for not avoiding it unless they have acted to ensure they would be unaware.
 - iv. A player without time to reasonably avoid an incoming quaffle is not penalized for failing to avoid it.
- 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 if it was made live by an opponent.
 - i. The player may allow the bludger to bounce off of any part of their body or equipment at any angle. However, any attempt to propel a live bludger with any part of their body is an illegal bludger swat.
- D. Any other intentional interaction with a ball not associated with one's position is interposition ball interference.
- E. Unintentionally and illegally acting on a ball not associated with one's position in a manner that significantly affects the position or trajectory of that ball is incidental interposition ball interference.

🚩 *Penalty: Back to Hoops*—Minor failure to avoid a propelled quaffle

🚩 *Penalty: Turnover*—Incidental interposition ball interference

🚩 *Penalty: Blue Card*—Failure to avoid a propelled quaffle

🚩 *Penalty: Blue Card*—Illegal bludger swat

🚩 *Penalty: Yellow Card*—Interposition ball interference

7.1.3. Interference by substitutes and knocked out players

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

🚩 *Penalty: Blue Card*—Illegally failing to make a reasonable effort to avoid a ball

7.1.4. Bludger vs quaffle

- A. Players may not propel or use a held ball of their position to interact with a ball of another position with the following exceptions:
 - i. Beaters may propel bludgers at a live quaffle.
 - ii. Quaffle players may use a held or propelled quaffle to hit or deflect a bludger made live by an opponent.
- B. Any intentional illegal use of a held ball to interact with a ball not associated with one's position is interposition ball interference.
- C. Unintentionally and illegally acting on a ball not associated with one's position by using a held ball in a manner that significantly affects the position or trajectory of that ball is incidental interposition ball interference.

🚩 *Penalty: Turnover*—Incidental interposition ball interference

🚩 *Penalty: Yellow Card*—Interposition ball interference

7.1.5. Kicking

- A. Players may kick any ball, other than the snitch, which they may legally possess.
- B. After a ball has been kicked by a player, that player may not kick it again before it is picked up by any player.
 - i. Kicks by protected keepers are ignored for the purposes of applying this rule.

🚩 *Penalty: Blue Card*—Illegal second kick

7.2. KEEPER ZONE

7.2.1. Inside the keeper zone

A player with any part of their body behind or touching their own keeper zone line is considered to be in the keeper zone.

7.2.2. Keeper-specific powers

A keeper within their own keeper zone, except in the situation described in 7.2.2.B., is considered to be a protected keeper.

- A. A protected keeper has the following powers:
 - i. A protected keeper may kick the quaffle any number of times while in their own keeper zone.
 - ii. While 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: 6.1.1. Illegal physical contact).
 - iii. A protected keeper is immune from being knocked out by live bludgers.
 - iv. If a protected keeper attempts to save a shot and the quaffle goes out of bounds as a result, the keeper is granted possession rather than the other team (See: 7.5.5. Determining the inbound player).
- B. Once any player on the keeper's team possesses the quaffle outside their keeper zone:
 - i. The keeper loses all powers listed above.
 - ii. The powers listed above can be regained when their team's drive ends.

7.3. OFFENSE, DEFENSE, AND DRIVES

7.3.1. Drives

- A. A drive is initiated for a team when one of the following occurs:
 - i. A player on that team is the first player to gain possession of the quaffle at the beginning of a period.
 - ii. A player on that team gains possession of the quaffle during the opposing team's drive, thus ending the opposing team's drive.
 - iii. A player on that team makes the quaffle live after a good goal.
- B. A drive ends for a team when one of the following occur.
 - i. The opposing team gains possession of the quaffle, initiating their own drive.
 - ii. A period ends.
 - iii. A goal is scored for either team.

7.4. PACE OF PLAY

7.4.1. 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. However, 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.
- C. The quaffle carrier must at least advance the quaffle at a normal walking pace until they have crossed the midfield line.
 - i. If the quaffle carrier is taking a non direct path, their forward progress must equal or exceed the forward progress of a normal walking pace on a path perpendicular to the midfield line.
 - ii. If the quaffle carrier is blocked by a defender, they may temporarily delay their forward progress but must clearly attempt to find a way to bypass the defender.
 - a. The quaffle carrier is considered blocked by a defender if that defender is between the quaffle carrier and any part of the defender's endline and that defender is:
 - 1. An opposing chaser or keeper within approximately 2 yards of the quaffle carrier.
 - 2. An opposing beater in possession of a bludger within approximately 4 yards of the quaffle carrier.
- D. Stalling:
 - i. 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.
- E. The head referee may issue a warning when the referee determines that the team is beginning to delay the game.

🚩 *Penalty: Blue Card and Quaffle Turnover*—Delay of game

7.4.2. Resetting the quaffle

Teams are partially restricted from carrying or propelling the quaffle backward toward their own hoops. The following rules apply:

- A. Each team has two restrictor lines during their drives, each of which extend completely across the width of the pitch at:
 - i. The team's own keeper zone line.
 - ii. The midfield line.
- B. If an offensive player carries or propels the quaffle backward across one of their restrictor lines for any reason, it shall

be ruled a reset, with the following exceptions:

- i. If a defensive player deflects the quaffle, during or after the propulsion and before it travels backward across a restrictor line, this shall not be considered a reset.
 - ii. 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.
 - a. Once the quaffle carrier is free from contact, or the quaffle becomes loose, they or their teammates must act to carry or propel the quaffle forward across that restrictor line as soon as reasonably possible or it shall be considered a reset.
 - iii. 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.
 - a. This action is still subject to all other rules, including delay of game and stalling.
- C. If a single resetting action causes the quaffle to cross backwards across both restrictor lines, it shall be considered a single reset.
- E. There are two types of illegal resets:
- i. It is illegal to reset the quaffle more than once 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.
- F. If an illegal reset is called, play must be stopped.

🚩 *Penalty: Quaffle Turnover*—Illegal reset

7.5. BOUNDARIES

7.5.1. Out of bounds.

- A. The area within the boundary lines is inbounds.
- B. The boundary lines, and any area beyond them, are out of bounds.

7.5.2. Boundaries and balls

- A. A possessed ball becomes out of bounds only when the player possessing it becomes out.
- B. An unpossessed ball becomes out of bounds when one of the following occur:
 - i. The ball touches anything that is out of bounds, other than a player in play.
 - ii. The quaffle is in contact with a player who is out of bounds.
- C. A live bludger becomes dead immediately upon becoming out of bounds.
- D. Play is not stopped for a bludger going out of bounds.
- E. When a live quaffle goes out of bounds, the referee shall declare "boundary" and indicate the inbounding player.
 - i. If a player on the opposing team possesses the quaffle, they must drop it.
 - ii. All quaffle players on the non-inbounding team must return or remain inbounds and cease interfering with the inbounding player.
 - iii. Play is stopped if the non-inbounding team fails to follow the above requirements, or if the head referee judges that retrieval of the quaffle may unnecessarily delay the game.
- G. It is illegal to propel a ball with the intent of sending any ball out of bounds.

🚩 *Penalty: Blue Card*—Propelling a ball with the intent of sending any ball out of bounds

🚩 *Penalty: Yellow Card*—Intentionally or blatantly ignoring a “boundary” call

7.5.3. Players out of bounds

- A. Players are considered out of bounds upon touching the ground out of bounds.
 - i. A player remains out of bounds until the player re-establishes themselves inbounds by touching the ground only inbounds.
- B. Players may not go out of bounds unless specifically allowed or required by rule.
 - i. A player who accidentally steps out of bounds for a short time shall not be penalized.
 - a. This does not negate any out of bounds turnovers.
- C. Players may attempt to force opponents out of bounds through otherwise legal contact.
- D. Players may go out of bounds while attempting to force a ball carrier out of bounds.

🚩 *Penalty: Back to Hoops*—Intentionally or egregiously illegally going or remaining out of bounds

7.5.4. Inbounding procedure

- A. The inbounding player takes possession of the out of bounds ball and moves to the inbounding point.
 - i. The inbounding point for the quaffle is the approximate location where the quaffle crossed the boundary line.
 - ii. The inbounding point for a bludger is approximately at the closest point on the boundary line to the inbounding beater when they take possession of the out of bounds bludger.
 - iii. The inbounding player is immune from being knocked out by live bludgers while out of bounds to inbound a ball.
- B. If play was stopped, the head referee shall restart play.
- C. An official shall count down 5 seconds.
- D. The inbounding player must inbound the ball by either carrying the ball back inbounds or throwing the ball inbounds before the official starts saying “zero.”
 - iii. No player on the opposing team may physically prevent the inbounding player from fully re-entering the pitch at the inbounding point.
- E. The inbounding player may only move in a primarily perpendicular direction to the boundary line.
 - i. This does not prevent a player from stepping into their throw.
- F. A bludger inbounded by a throw is dead.
- G. A quaffle inbounded by a throw is unscorable (See: 5.6.3. Unscorable quaffle).
- H. If there is an inbounding procedure violation, the player receiving the resulting turnover does not need to inbound the ball.

🚩 *Penalty: Back to Hoops and Turnover*—Inbounding procedure violation

🚩 *Penalty: Back to Hoops*—Illegally physically preventing the inbounding player from re-entering the pitch

7.5.5. Determining the inbounding player

- A. An inbounding player must be eligible.
 - i. An eligible player is a player who meets all of the following conditions.
 - a. The player is not knocked out.
 - b. The player is legally allowed to possess the ball.
 - c. The player is not in possession of another ball.
 - d. The player is not already the inbounding player for another currently out of bounds ball.
- B. When a loose bludger goes out of bounds, the inbounding player is the nearest eligible player to the ball at the time that the bludger became out of bounds.
 - i. If the inbounding player becomes ineligible for any reason before gaining possession of the out of bounds bludger-

er or declines to pursue the out of bounds bludger, the next nearest eligible beater shall be designated as the inbounding player.

C. When the quaffle goes out of bounds:

- i. If a keeper was the last to touch the quaffle and they did so while attempting to save a shot within their own keeper zone, the keeper is the inbounding player.
 - ii. In any other situation, the inbounding player is the nearest eligible quaffle player to the inbounding point who is on the team that did not last touch the quaffle.
 - iii. The inbounding quaffle player is immune from being knocked out by live bludgers from the time they are designated as the inbounding player until they return to the pitch after the quaffle is inbounded.
- D. When a ball goes out of bounds while in the possession of a player, the inbounding player is the nearest eligible player on the opposing team.

8. The Snitch Runner

8.1. ROLE OF THE SNITCH RUNNER

8.1.2. The snitch runner's uniform

- A. The snitch runner must wear shorts or pants with the snitch ball affixed.
 - i. The snitch shorts and ball must meet all the requirements in section 2.3.3. The snitch.

8.1.3. The snitch runner's age

It is recommended, but not required, that the snitch runner be of a similar age to the competitors in the game.

8.2. THE SNITCH RUNNER'S TIMING

8.2.1. The snitch runner's release

- A. The snitch runner must be released onto the pitch from the scorekeeper's table:
 - i. Between the 17 and 18 minute marks of regulation time.
 - ii. Prior to the 30 second mark of overtime.
- B. The snitch runner begins second overtime already released on the midfield line.

8.2.3. Snitch handicaps

- A. The following handicaps on the snitch runner are cumulative and must be implemented 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. 23 minutes into the game, the snitch runner is required to remain within roughly 1.5 yards of the midfield line.
 - iii. 28 minutes in to the game, the snitch runner is required to use only one arm.
 - iv. 33 minutes into the game, the snitch runner is required to remain within roughly 1.5 yards of the ball position farthest from the scorekeeper (See: 2.1.6. Ball positions).
- 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.

8.3. SNITCH RUNNER REQUIREMENTS

8.3.1. Snitch runner code of conduct

A snitch runner must not:

- A. Make contact with a seeker's head, neck, or groin.
 - i. Minor incidental contact with the head is ignored.
- B. 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. Interact with any players other than the seekers.
- D. Play recklessly or dangerously.

- E. Intentionally injure anyone.
- F. Play with a bias toward one team.
- G. Remain on one team's side of the pitch for an extended period of time.
- H. Remain within 2 yards of the pitch boundary for an extended period of time.
- I. Intentionally leave the pitch.
- J. Intentionally attempt to become down in any manner unless injured, unable to play, avoiding a dangerous situation, adjusting equipment, or asked to do so by a referee (See: 8.4.1. Down snitch runner).
- K. Intentionally touch any ball, including holding or shielding the snitch ball itself.
- L. Intentionally pull a seeker's headband, clothing, or equipment other than the broom.
- M. Intentionally make an incorrect call or lie about a call to deceive players.
- N. Disobey a directive from the head referee.
- O. Bring any props into the player area.
- P. Charge any player.

8.3.3. Snitch runners during stoppages

The snitch runner may move around during stoppages, however:

- A. The snitch runner must return to roughly where they were when play was stopped before play is restarted.

8.4. RULED AS DOWN

8.4.1. Down snitch runner

- 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.
 - ii. Any part of the snitch runner contacts the ground on or outside the boundary of the pitch.
 - iii. The snitch runner's clothing needs to be adjusted, as described in 8.4.2. Adjusting the snitch runner's clothing.
 - iv. Play is restarted after any stoppage.
- B. When the snitch runner is down, the snitch is uncatchable, regardless of whether the snitch runner went down intentionally or unintentionally.
 - i. The snitch runner is considered down until the completion of their three second head start (See: 8.4.3. Resetting a down snitch runner).

8.4.2. Adjusting the snitch runner's clothing

- A. The snitch runner's clothing needs to be adjusted if the snitch runner's shorts are notably low or off center, the snitch runner's other clothing obscures the snitch, or the snitch runner's clothing impedes the snitch runner.
- B. 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.
 - i. If the clothing is made askew because a seeker had grabbed the snitch sock and it did not release from the shorts, the snitch runner shall not be considered down 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.

8.4.3. Resetting a down snitch runner

Once a snitch runner has been ruled down, the seekers must:

- A. Cease directly pursuing the snitch.
- B. Release all parts of the snitch runner's body, clothing, and the snitch.

- C. Allow the snitch runner to rise to their feet.
- D. Allow the snitch runner to adjust all clothing and equipment as necessary.
- E. Allow an additional three-second head start as counted off by the snitch referee before directly pursuing the snitch again.

🚩 *Penalty: Back to Hoops*—Illegally pursuing the snitch

9. Penalties

9.1. DISCIPLINARY SANCTIONS

9.1.1. No harm no foul

In the case of a minor offense that has not given either team an advantage, a referee may decide to verbally warn players about a potential infraction rather than calling a foul.

9.1.2. Repeat procedure

If a player commits a foul that results in a repeat procedure penalty, the player must repeat the violated procedure from the point of the procedure that was violated.

9.1.3. Back to hoops

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 tells them “back to hoops.”
- C. The player must dismount and follow the knockout procedure.
- D. If any ball is propelled by a player while or immediately after committing a foul for which they are sent back to hoops, that ball must be turned over to the opposing team under the turnover procedure.

🚩 *Penalty: Yellow Card*—Disregarding an official’s directive

9.1.4. Turnover

Turnovers result in possession of a specific ball being given to the opposing team. If a player commits a foul that results in a turnover:

- A. The referee may choose to stop play or complete the turnover while play continues unless required to stop play by rule.
- E. A quaffle to be turned over is unable to result in a goal against the receiving team until the procedure is complete.
- F. If both teams have committed fouls which would turn over the same ball, possession of that ball is determined by:
 - i. The procedure for the foul receiving the most severe penalty card, if any.
 - ii. If multiple fouls tie for the most severe penalty card, among the tied fouls, the procedure for the foul committed last.

🚩 *Penalty: Back to Hoops*—Delaying the completion of the turnover procedure

🚩 *Penalty: Yellow Card*—Willfully ignoring a turnover call

9.1.5. Penalty cards

If a foul results in a penalty card:

- A. Play is stopped.
- B. The referee signals that there was a penalty by showing the appropriate card(s) and communicating the nature of

the foul.

C. The player who committed the foul is sent to the penalty box.

i. The fouling team must play down a player at the position of the fouling player for the duration of the penalty time.

a. The player serving the penalty time may not be substituted while in the penalty box unless they are injured or ejected.

ii. A player who receives a red card is ejected and their substitute is sent to the penalty box.

D. Penalty cards result in the following turnovers:

i. 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. This includes any balls that the fouled team was prevented from possessing by the foul.

ii. If a delayed penalty results in a card and the fouled team lost the quaffle between the time of the foul and the stoppage of play, the quaffle is turned over to the fouled team.

iii. For yellow and red cards, if the fouling team is in possession of the quaffle or if the quaffle is loose, the quaffle is turned over to the opposing team.

E. If a player receives a second yellow card in the same game, the player must receive a red card after being shown the yellow card.

F. Play is resumed.

9.1.6. Ejection

If a penalty results in an ejection:

A. The ejected player is removed from the pitch and is ineligible to play for the remainder of the game.

C. The ejected player must not leave the player area for the remainder of the game unless they are continuously accompanied by a coach or other responsible adult.

D. If the ejected player was in play, the team must substitute a player in for the fouling player.

E. 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.

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.

F. Once play has restarted, any further fouls committed by the ejected player from the bench shall be assessed to the team as team penalties.

🚩 *Team Blue Card*—Illegally communicating with officials or other people in the player area as an ejected coach

🚩 *Penalty: Forfeit*—Persistently refusing to leave the player area after being ejected

🚩 *Penalty: Forfeit*—Endangering others after being ejected

9.1.8. Standard contact penalties

When a penalty for a foul is listed as the standard contact penalty, the following set of penalties shall apply to that foul:

A. The default penalty for the foul is a yellow card.

B. Minor fouls that do not affect overall gameplay and were, if applicable, immediately adjusted may receive a back to hoops penalty in place of the yellow card.

C. Violent or egregious fouls must receive a red card instead of the yellow card.

9.1.9. Team Penalties

When a penalty for a foul is listed as a team card, the listed penalty card is given to the team itself, rather than any single

player.

- A. The head coach must choose a player currently in play to move to the penalty box and serve the penalty time for the card.
 - i. If the penalty time is negated by a score before the penalty card is shown, no player is designated to be dismantled for the foul.
- B. Two team yellow cards shall not result in a team red card.

9.2. GENERAL FOUL PROCEDURES

9.2.1. Violations caused by opponents' fouls

- A. Any player who violates a rule as a direct result of the illegal actions of an opponent must correct the violation as soon as possible in order to avoid penalty.

9.2.2. Plays after a foul

Any goal, knockout, or snitch catch performed by a player while or immediately after committing a foul does not count.

- A. If either advantage or a delayed penalty are called, the fouling player may knock out opponents during the delay as normal so long as the attempts were not made while or immediately after committing the foul.

9.3. TIMING OF THE FOUL

9.3.1. Simultaneous penalty

If a player commits multiple fouls, the player shall be assessed the appropriate penalty for each offense except as follows:

- A. If a player commits multiple penalty card offenses simultaneously, the referee only adjudicates the penalty for the most egregious of those fouls.
- B. If a player commits multiple directly related penalty card offenses in quick succession, the referee only adjudicates the penalty for the most egregious of those fouls.

9.3.2. Fouls before a goal

- A. If the fouled team scores a good goal between the time of the foul and the adjudication of the penalty for that foul, the penalty shall not result in a turnover of the quaffle.

9.4. THE PENALTY BOX

9.4.1. Time of penalty

- A. Blue cards and yellow cards result in one minute of game time in the penalty box for the penalized 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.
 - ii. If the fouled team scores between the time of the foul and when play is stopped, and no other players would be released by the score, the penalized player does not go to the penalty box and restarts play dismantled at their current location instead.
- B. A red card results in two full minutes of game time in the penalty box for the offending player's replacement.
 - i. Scores cannot release this player.

9.4.2. Proceeding to the penalty box

Play is stopped while the penalized player, team staffer, or appropriate substitute is sent to the penalty box.

- B. If the keeper in play is sent to the penalty box, they must switch positions with a chaser on their team who is in play before they go to the penalty box.
- C. The person going to the penalty box must proceed immediately to the penalty box without delay and remain there until the penalty expires.
- D. Penalty time begins as soon as the head referee resumes play.
- E. If the player's penalty time is negated by a score before they are shown the penalty card the player shall not be moved to the penalty box and shall restart play dismounted at their current location.

🚩 *Penalty: Yellow Card*—Failing to immediately proceed to the penalty box after being carded

9.4.3. Penalty box considerations

- A. Players serving penalty time 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, 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.
- C. Players in the penalty box are subject to the same restrictions and penalties regarding interacting with play as substitutes.

9.4.4. Tracking 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 dismounted and must follow the knockout procedure to re-enter play.

9.5. ADVANTAGE

9.5.1. Calling advantage

If the head referee determines that stopping play due to a foul would provide an advantage in the quaffle game to the fouling team, the referee may delay stopping play by 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 and raises one hand straight into the air.
 - 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.

9.5.2. Advantage restart procedure

Play is restarted as follows after an advantage call:

- A. If a goal is scored for the non-fouling team, play restarts according to standard procedure for a goal (See: 4.2. Restarting after a goal).
- B. If the originally fouled team did not score before the advantage abated:
 - i. The quaffle carrier at the time of the foul (or their substitute) is returned to the location of the advantage marker and is given the quaffle before play is resumed.

