



US Quidditch

YOUTH RULEBOOK

*All Ages
Second Edition*

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ABOUT USQ

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 an average of 3,500 athletes and 150 teams each season 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 www.usquidditch.org.



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.

Quidditch is no longer merely a backyard sport: it can be played in an open field or before an audience of thousands. As the sport expands and evolves, it is the responsibility of the rulebook to keep up by addressing challenges, issues, and new methods of play. The rulebook must be proactive and able to address the safety and gameplay concerns of a sport that continues to evolve at a rapid and unpredictable pace. US Quidditch works to update the rulebook each year in order to keep up with developments in gameplay and strategy.

WHERE TO PLAY QUIDDITCH

If you're inspired to play our sport, there are many ways you can become involved!

- 1) Start A Team
 - a) Gather some friends for casual games, ask your school about starting a team, or talk to a local park & recreation department about adding quidditch as a class they offer. You can start a formal team or just do a few scrimmages throughout the year. Check out our 'Starting a Team' guide on page 105 for more detailed tips.
 - i) Youth geared drills can be found at <http://usquidditch.org/get-involved/team-resources> under the heading 'Workouts & Practice Drills'. We suggest starting off with drills that focus on handling the quaffle or bludger, and be sure to give everyone the chance to try different positions. Additional practice resources can also be found here.
- 2) Visit A USQ Event
 - a) Did you know that USQ hosted events have youth quidditch workshops? Check out <http://usquidditch.org/events/calendar> for upcoming regional and national tournaments to participate! You can also sign up to receive email updates on <http://usquidditch.org>.
- 3) Find A Workshop Near You
 - a) Teams and libraries may be hosting youth workshops on their own - so keep an eye out on USQ's event calendar for any youth workshops!



BASICS OF THE GAME

QUIDDITCH: AN OVERVIEW

Quidditch is a mixed gender sport with a unique mix of elements from rugby, dodgeball, wrestling, flag football, and other sports. While the game can appear chaotic to the casual observer, once familiar with the basic rules, quidditch is an exciting sport to watch and even more exciting to play.

For those unfamiliar, quidditch is played with seven players to a team all mounted on brooms. Three chasers score goals by putting the quaffle (a volleyball) through any of three hoops at the opposite end of the field. A keeper defends the hoops, while two beaters throw bludgers (dodgeballs) at opposing players to temporarily knock them out of the game. Meanwhile, each team's seeker tries to catch the snitch: an autonomous yellow-clad athlete who has a tennis ball in a custom-made velcro tail hanging from the back of their shorts, similar to flag football. A game of quidditch ends when the snitch tail is caught, and the capturing seeker's team is awarded an additional 30 points.

Gender Maximum Rule

As a mixed gender sport, all genders can compete together when playing quidditch (see 1.2.3. Gender maximum rule). The gender maximum rule states that you cannot have more than four players on a team who identify as the same gender on the field at the same time. This number increases to five when the seekers are released. The gender that a player identifies as is considered to be that player's gender.

Positions overview

Each team has three chasers, two beaters, and one keeper in play at all times. Each team sends one seeker into the game at the end of the seeker floor (See: 3.4.2. Seeker floor). Players can be subbed in at any time.

Chaser overview

Chasers in play per team: Three

Game ball used: Quaffle (Volleyball)

Headband color: White

Objective: Throw, kick, or in any way pass the quaffle through the opposing team's hoops to score ten points.



Keeper overview

Keepers in play per team: One

Game ball used: Quaffle (Volleyball)

Headband color: Green

Objective: Prevent opponents from throwing, kicking or otherwise propelling the quaffle through their team's hoops.

Beater overview

Beaters in play per team: Two

Game ball used: Bludger (Dodgeball)

Headband color: Black

Objective: Throw, kick, or in any way propel the bludgers to disrupt the flow of the game by "knocking out" other players.

Seeker overview

Seekers in play per team: One

Game ball used: Snitch Tail (Tennis Ball & Sock)

Headband color: Yellow

Objective: Remove the snitch tail from the snitch runner to score 30 points and end the period.

Gameplay overview

Quaffle players

- A. The chasers and keepers, also known as quaffle players, attempt to score goals, and prevent the other team from scoring goals, with the quaffle. Goals are worth ten points each.
- B. Quaffle players advance the ball down the field by running with it, passing it to teammates, or kicking it.
- C. Quaffle players defend by positioning or by initiating various forms of legal physical contact with other quaffle players (See 6.2 Specific Contact).
- D. While in their team's own keeper zone, the keeper is immune to the knockout effect and has several other specialized powers (See: 7.2.2. Keeper-specific powers). During this time, the keeper is considered to be a protected keeper. Otherwise, the keeper position is the same as the chaser position.



Bludger players

- A. The beaters use balls called bludgers to disrupt the flow of the game by “knocking out” any player from the opposing team who does not have knockout immunity (See: 5.5.2. Claiming knockout immunity).
- B. Any player hit by a bludger propelled by an opponent is out until they complete the knockout procedure, unless they have knockout immunity (See: 5.3.1. Knockout procedure).

Snitch players

- A. The seekers try to remove the snitch tail from the snitch runner to score 30 points and end the period.
- B. The snitch is a ball attached by a sock to the waistband of the snitch runner, a neutral athlete and official dressed in yellow, whose job it is to remain fair to both teams while avoiding capture for as long as possible.
- C. Catching the snitch is worth 30 points and its capture ends the period. The three periods are “regulation time,” “overtime,” and “second overtime.” If the score is tied after any snitch catch, the game proceeds into the next period. More details about game time can be found on page 9.

Equipment overview

Basic equipment

To play a game of quidditch, you will need at least the following pieces of equipment (see 2. Equipment and Dimensions). For more suggestions, check out the equipment page of the USQ website: <https://www.usquidditch.org/get-involved/equipment>.

- A. 14 brooms, seven (7) per team
- B. Six (6) sets of goals, called hoops, three (3) per team
- C. A playing space roughly the size of half a full size soccer field
- D. Three (3) slightly deflated dodgeballs for the bludgers
- E. One (1) slightly deflated volleyball for the quaffle
- F. Shorts and tail for the snitch runner
 - i. If you’re just starting out, you can use a flag football belt or something similar to capture the flag. You can also put a tennis ball into a long tube sock.
- G. Closed toed shoes
- H. Water for everyone



Recommended additional equipment

- A. Headbands or bandanas – enough for two teams: yellow for the seekers (2), white for the chasers (6), black for the beats (4), and green for the keepers (2). These serve to distinguish one player from the other.
- B. Athletic shoes or cleats
- C. Pinnies or similar colored shirts for each team
- D. Mouthguards for each player

The Pitch

A quidditch pitch is a rectangle roughly half the size of a full size soccer field (see 2.1 Field lines and marks). At either end are the goals, three per team. During a game, players should remain in “team bench” areas alongside one of the long edges of the pitch. This is also where players should sub in and out.

Starting A Game

Officials

For your first game, we recommend you have the following officials:

- A. A head referee who starts the game, tells players when they are beat or knocked out (see 5. Bludgers and the Knockout Effect), calls if a goals are good or no good, and in the event of a snitch catch, determines if the catch is good or no good.
- B. A snitch runner, the person who runs around the pitch while wearing the snitch shorts and tail described above.

Starting Procedure

Here’s you you begin a game of quidditch (see 3.2 Starting a Game).

- A. The players starting the game must line up in any way within their own keeper zone.
 - i. You need three chasers, one keeper, and two beaters.
- B. Set up the quaffles and bludgers in their appropriate starting positions at the center of the pitch.
- C. Whoever is serving as head referee begins the “Brooms Up” procedure, which at the end will release the players to run towards the balls in the center. Here is our suggested script:
 - i. “Team A, are you ready?”
 - ii. “Team B, are you ready?”
 - iii. “Brooms down!”



- iv. “Ready!”
- v. “Brooms up!”
 - i. When “Brooms up” is called, players should mount their brooms and start playing.

Releasing the Snitch and Seekers

For your first game, we recommend you do a shortened “seeker floor,” which is the length of time between when a game starts and the seekers are released (see REFERENCE). The official length of the seeker floor is 15 minutes. So, 7-10 minutes would be a good length to start with.

Ending A Game

Here’s how a game of quidditch ends (see 3.5 Game Periods).

- A. The team with the most points at the end of the game period wins the game.
- B. The main part of the game, regulation time, ends when the snitch is caught. Whoever catches the snitch is awarded 30 points. If there is a team with more points than the other by this time, then the team with the most points wins. If there is a tie, then you may proceed to overtime.
- C. Overtime is 5 minutes long. The seekers are released after 30 seconds. Overtime ends either when the snitch is caught or when the clock runs out, whichever comes first. If the teams are still tied, you can proceed to second overtime.
- D. Second overtime is 5 minutes long. It ends with the first goal of any kind.



1. TEAM COMPOSITION AND SUBSTITUTIONS

1.1. LEADERSHIP AND TEAM STAFF

1.1.1. Mandatory speaking captain

Each team must designate one player on the team's official roster to serve as the speaking captain for a game.

- A. The speaking captain has the power to speak for the team when conversing with officials.
 - i. Players may speak to officials on their own behalf.
 - ii. Officials may direct any person to stop talking with any official.
- B. If the team's speaking captain is unable to continue the duties of the position for any reason, their team must select an alternate speaking captain.
 - i. If the team's original speaking captain for the game legally returns to the bench or pitch, they shall resume the role of speaking captain.
- C. Speaking captains must not enter the pitch while play is not stopped unless they are entering as an active player.
 - i. If the speaking captain substantially illegally enters the pitch or affects play while illegally on the pitch, they are encroaching on the pitch.

▀ Penalty: Blue Card—Encroaching on the pitch

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.
 - b. If the head coach is ejected, or needs to leave the field for any reason, another coach shall be designated as the head coach.
 - 1. If no coaches remain for a team, that team shall forfeit the match.
- B. Team staff are not eligible to enter play.
- 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.
- D. Team staffers must not enter the pitch while play is not stopped.

- i. If a team staffer substantially illegally enters the pitch or affects play while illegally on the pitch, they are encroaching on the pitch.

▀ Penalty: Blue Card—Encroaching on the pitch

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.
- G. No penalty shall be given if teams are lacking a full complement of players either due to an active substitution or if a seeker accidentally neglects to enter the field at the end of the seeker floor.
- H. If a team cannot field a full set of players because doing so would cause that team to exceed the gender maximum (see 1.2.3.), the team may continue to play with fewer than the required number of players on the field.
 - i. A team may not start a game if they cannot field a full legal set of players.

- ii. One keeper, one beater, and one chaser are compulsory in play, even when there are fewer than seven players in play.
 - a. This includes players in the penalty box.
 - b. After conclusion of the seeker floor in any period, a seeker is also compulsory.
- iii. If the team regains the ability to legally field a full team, the team must do so.
 - a. In this instance, the player enters from the bench.

▀ 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, 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

1.2.4. Correcting illegal sets of players

When the team receives a penalty for having an illegal set of players in play, they must correct the violation with as few substitutions as possible before play is restarted.

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.
- C. If any other equipment must be traded (including headbands) it must be traded while off the pitch.
- D. The substitute entering play must mount the broom in the substitution area and step onto the pitch before interacting with play.
 - i. The substitute enters the pitch along the boundary of the team's substitution area.
 - 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.
 - i. If the entering player interacts with play before the call, or before correcting the substitution violation, they must be penalized for an illegal substitution.
 - ii. A player who repeatedly commits substitution violations must be penalized for an illegal substitution.

▀ Penalty: Repeat Procedure—Substitution violation

▀ Penalty: Blue Card—Illegal substitution

1.3.3. Substitution guidelines

- A. Players may only change positions by substituting before switching their headband and re-entering the game.
- B. Substitutions may only be made while play is not stopped with the following exceptions:
 - i. Replacing an ejected player (See: 9.1.6. Ejection).
 - ii. Replacing an injured player (See: 1.3.4. Substitutions due to injury).
 - iii. A keeper changing positions with another player in play when sent to the penalty box (See: 9.4.2. Proceeding to the penalty box).
 - iv. Replacing a player in play with a fouling substitute (See: 9.4.5. Penalties to substitutes and team staffers).
 - v. Correcting violations after receiving a penalty for having an illegal set of players in play (See: 1.2.4. Correcting illegal sets of players).



1.3.4. Substitutions due to injury

- A. The head referee may, at their discretion, require that a player leave the player area to receive medical attention.
- B. If a player is injured and play is not stopped, any substitution must follow all of the substitution procedure as outlined in 1.3.1. Substitution procedure.
- C. Play must be stopped for an injury when a player in play is openly bleeding or is down and too injured to continue to play or substitute while play continues.
 - i. Play should be stopped immediately if the injured player is obstructing gameplay or has a serious injury, including any non-superficial head injury.
 - ii. If the injury is not serious and the player is not obstructing active gameplay, the head referee should allow play to continue until stopping play would not significantly advantage either team or play moves into the area of the injured player.
- D. If a player is injured and play is stopped:
 - i. The injured player may leave the pitch to be replaced by a substitute.
 - a. If play is stopped for a player's injury, that player must leave the pitch.
 - b. A bleeding player may not re-enter play until the bleeding has stopped. The head referee may require a player to be checked out for any injuries they determine to be severe before being allowed to return to play.
 - ii. Any injured player who leaves the pitch must be replaced by an eligible substitute.
 - a. While play is stopped, the substitute replaces the player at the point indicated by the broom.
 - b. If there is no eligible substitute that conforms to the gender maximum rule, a team may play a player down instead of substituting.
 - 1. If this would leave a position without at least one player, another player in play must change to the position and location of the injured player.
 - c. If a player is forced, by rule, to leave the pitch for a non-severe injury and there is no eligible substitute, that player may take their broom and resume play at the boundary of their substitution area.
- E. A player may not feign an injury for any reason.

■ Penalty: Yellow Card—Feigning an injury

1.3.5. Substitutions between periods

Teams may make substitutions between periods without following the substitution procedure.

- A. Any player serving time in the penalty box may not be substituted out between periods.



- B. If a player receives a penalty card for a foul occurring after the head referee signaled the end of the period, it shall be treated as a penalty against a substitute, and the speaking captain may choose the position at which the penalty shall be served.

■ Penalty: Team Blue Card—Illegal substitution between periods

1.4. SUBSTITUTION AREA AND THE TEAM BENCH

1.4.1. Team bench and substitution area restrictions

- A. All substitutions must occur in the substitution area and not in the team bench.
- B. Substitutes and team staff must remain in the team bench or substitution area whenever play is not stopped and must not crowd the pitch boundary line unless about to substitute into the game.
 - i. If a team is repeatedly illegally crowding the pitch boundary line, the officials may require all substitutes on that team to remain in the team bench unless about to substitute into the game.
- C. Any extra equipment or property not necessary for play that is brought into the player area by a team must be kept securely stored in the team's bench.
 - i. Any extra balls kept in the bench must be stored in a bag or other storage container.

1.4.2. Leaving the substitution area, bench, or player area

- A. One substitute or team staffer at a time may leave the substitution area or team bench to check information with the scorekeeper or timekeeper but must neither interfere with the scorekeeper or timekeeper's duties, nor enter the pitch.
- B. Coaches may leave the player area in order to communicate with tournament staff.
 - i. A coach may not leave if this would leave their team with no coaches in the player area during play.
- C. Any person in need of medical attention may leave the player area to receive it.
 - i. All players who leave the player area in this way may return to the game if they are medically cleared.
 - ii. If necessary, anyone designated by one of the team's coaches may leave the player area to attend to an injured teammate.

1.4.3. 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

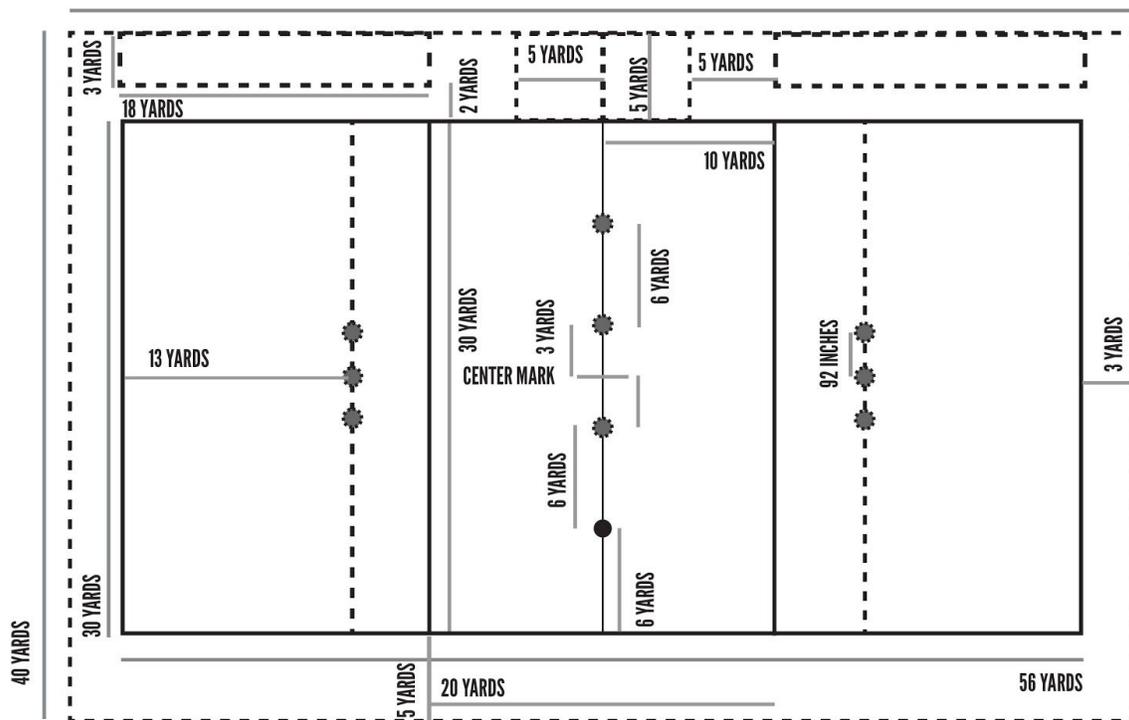
The full field lining guide for youth is available to download on our website:

http://www.usquidditch.org/files/USQ_Youth_Rulebook_2_Field_Lining_Diagram.pdf



US QUIDDITCH YOUTH FIELD RULEBOOK 2 - FIELD LINING DIAGRAM

The black lines are required. The dashed lines are optional. The grey lines denote dimensions.



2.1.1. Boundary lines

The pitch consists of four boundary lines which form a 30 by 56 yard rectangle.

- A. The 30 yard boundary lines are the endlines.
- B. The 56 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 10 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 15 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 5 by 5 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 18 by 2 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 2 yards away from the sideline.

2.1.8. Team benches

Each team's bench is a 18 by 3 yard rectangle that extends 3 yards farther from the pitch behind their substitution area.



2.1.9. The player area

The player area is a rectangle enclosing the pitch with the pitch at its center.

- A. This rectangle is:
 - i. 40 yards wide and 62 yards long.
- B. The player area must be clear of obstacles and dangerous terrain.
 - i. No tournament-specific obstructions, such as a scorekeeper's table, may be set up within the player area.
- C. During gameplay, the player area is reserved for:
 - i. Players on the active roster of the teams in play.
 - ii. Referees and officials assigned to the game currently in play.
 - iii. Tournament staff given access to the player area (at their own risk) at the discretion of the head referee or tournament director.
 - iv. Team staffers as designated in 1.1.2. Team staff.
- D. No spectators may enter the player 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.
- B. The following markings are optional, though recommended:
 - i. The goal lines as described in 2.1.4.
 - ii. The penalty boxes as described in 2.1.5.
 - iii. The remaining ball positions as described in 2.1.6.
 - iv. The team benches as described in 2.1.8.
 - v. The player area as described in 2.1.9.
 - vi. The hoop positioning as described in 2.2.3.
 - a. These markings must not interfere with the stability of the hoops.

2.1.11. Using adult fields

If the game is being played at the location of an adult, college, or high school event, the game may be played on an adult sized pitch.



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.
 - i. Referees must disallow any hoops or bases that they believe are dangerous to the players.

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 feet, and 5 feet.
- B. If the game is being played at the location of an adult, college, or high school event, the game may be played with two 3 foot posts and a 4.5 foot post.
- C. A hoop loop must be fastened to the top of each post.
 - i. The inner diameter of each hoop loop must be 33 inches.
 - ii. The attachment of the hoop loop must not make the total height of the post exceed the required post heights.

2.2.3. Hoop positioning

- A. Three hoops are positioned on each goal line.
 - i. The 5 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 5 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 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.

2.3.4. Defective balls mid-play

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

- A. The head referee must stop play immediately when any ball becomes defective.
- B. If a ball was in midair when it became defective, the replaced or repaired ball is returned to the player who last held possession, except the quaffle after a good goal.
 - i. If this player is knocked out or dismounted before play is stopped, then the ball is given to the nearest eligible player on the same team to this player's current location.
 - a. If no such player exists, then the ball shall be left at the player's current location.
- C. No goals or knockouts may happen with a ball an official recognized as defective before the knockout or goal occurred.



- D. If a bludger becomes defective while hitting a player, the knockout counts and the bludger is considered dead.
 - i. If the bludger becomes defective in the final motion of being otherwise successfully caught, that catch shall count.
- E. If the snitch becomes defective during the snitch catch (e.g. the sock breaks in half and the seeker gets half of it), the catch counts if the seeker cleanly removed the actual ball.
 - i. If the snitch becomes defective before the catch, the catch must be called no good.

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 24 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.

- A. It is illegal to knowingly initiate a new play while using a broken broom.

▀ Penalty: Red Card—Knowingly initiating a new play with a broken broom

2.4.3. Providing brooms

The tournament director for a game must provide equal brooms to both teams. Teams may provide their own brooms unless this is disallowed by event policy prior to the event.

2.4.4. Limited brooms in the player area

- A. For the first 14 minutes of game time, each team may have a maximum of six brooms within the player area, excluding any extra brooms securely stored in the team bench.
- B. The broom limit is increased to seven after 14 minutes of game time.
 - i. Seekers will receive their team's seventh broom when called to the scorekeeper's table.
- C. All additional brooms, including replacements for broken brooms, must be stored outside the player area, at the scorekeeper's table, or securely in the team bench.



- i. These additional brooms must not enter the pitch or substitution area unless replacing a broken broom during a stoppage of play.
- ii. If a team illegally brings an additional broom into the pitch or substitution area, they must be penalized for exceeding the broom limit.

▣ Penalty: Team Blue Card—Exceeding the broom limit

2.5. PLAYER EQUIPMENT

2.5.1. Safety

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

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. This headband must be at least a half inch wide.
- 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.
 - ii. The primary jersey color may not be yellow or gold.
 - iii. The jersey design must not primarily consist of vertical black and white stripes.
- C. Some sort of bottom (such as shorts, pants, or a skirt).
 - i. The primary color of the outermost layer of the bottoms must not be yellow or gold.
 - ii. Some form of undergarment must be worn under the bottoms.
- 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.
- C. Hats or other headgear may not be used as headbands.
 - i. The positional headband must be worn over the headgear and the headgear must be a color that is clearly distinguishable from the headband.
 - ii. Headwear that is both in the shape of a band and is a positional color shall be considered a headband.
 - a. No other positional headband may be worn over this item.
- D. If a player's headband is lost mid-play, they may continue to play without it. However they must replace the headband whenever any of the following occur:
 - i. They are knocked out.
 - ii. There is a stoppage in play.
 - iii. A goal is scored.
 - a. Seekers and beaters do not have to replace their headband when goal is scored.
- E. If an official deems a player's headband unacceptable for any reason, the player must immediately correct the issue.
 - i. If this cannot be completed immediately on the pitch, the accidental equipment infringement procedure shall be applied (See: 2.5.7. Accidental equipment infringement).

■ Penalty: Back to Hoops—Illegally failing to replace a lost headband

2.5.4. Jersey numbers

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

- A. The number may not exceed two digits including preceding zeros.
- B. No two players in the player area for the same team may share the same number.
 - i. Leading zeros are ignored when determining a player's number.
 - ii. If a team is penalized for having two players wearing the same number in the player area, the head coach must designate one of the players to change their number.



- a. The designated player is ineligible to be in play until they have a new number affixed to their back and the new number is reported to the scorekeeper.
- C. If a player's number becomes damaged beyond recognition while in play:
 - i. Play is not stopped.
 - ii. The referee informs the player that their jersey number has been damaged.
 - iii. The player must fix the number the next time they substitute out of the game, or during the next stoppage in play, whichever occurs first.
 - a. If there is a stoppage in play and the number cannot be quickly fixed, the player must substitute out during that stoppage.
 - b. If the issue can only be addressed by giving the player a new number, that new number must be reported to the scorekeeper.
- D. No player may enter play without a legal and recognizable number on their back.

▀ 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

2.5.5. Additional equipment

The following are considered “additional equipment” and may be worn with the listed limitations.

- A. Padding—All padding must:
 - i. Be one inch or less in thickness. If the player is wearing multiple pads, they may not exceed this total thickness.
 - ii. Pass the “knock test,” i.e. when a referee raps on it with a knuckle, it should not make a knocking sound.
 - iii. Bend easily when a minimal amount of force is applied to it.
- B. Braces—Athletic braces are allowed but must generally meet the standards of padding above.
 - i. A brace may include a hard element; however, any hard plastic or metal in a brace must be covered at all times during a game and, once covered, must pass the knock test.
 - ii. If any hard plastic or metal becomes exposed, the player must leave the pitch and fix the problem (See: 2.5.7. Accidental equipment infringement).
 - iii. Referees reserve the right to refuse any brace that they believe presents a danger to anyone on the field.
- C. Athletic supporters—Athletic supporters (cups) which are used to protect the groin are allowed.
- D. Glasses and eyewear—Players may wear glasses, goggles, or other eyewear.

- i. No eyewear actually made of glass is allowed unless it is worn underneath goggles so the glass is not exposed.
 - ii. Goggles made of metal, such as lacrosse “cage” goggles, are not allowed.
- E. Gloves—Gloves are allowed and are subject to the same rules as padding.
- F. Special equipment—Individuals with disabilities or recovering from injuries may require other specific equipment. Such equipment must be approved by the governing league’s equipment waiver policy prior to its use in any official game.
- G. Any additional equipment must be approved by the head referee before the game. Any equipment that the referee determines to be dangerous or unfair to either team must not be permitted.

▣ Penalty: Blue Card—Using illegal additional equipment in play

2.5.6. Approving additional equipment

All padding, braces, and special equipment must be presented to the head referee or their designated representative before each game for approval whether or not the officials choose to perform a full team equipment check.

▣ Penalty: Red Card—Using equipment in play that was disallowed by a game official

2.5.7. Accidental equipment infringement

In the event that a player’s previously legal equipment becomes illegal as a result of play:

- A. Play is not stopped unless the referee determines the infringement presents a danger to players.
- B. The player at fault must leave the pitch to correct the infringement immediately and may be replaced with a substitute.
 - i. Players do not need to leave the pitch to replace a broken broom.
- C. Any player required to leave the pitch to correct equipment must not re-enter until the equipment has been replaced, repaired, or removed.
 - i. Mandatory equipment must be replaced or repaired.
 - a. If there is no replacement for a broom or headband available, the head referee must stop play until the equipment is provided.
- D. If the player does not leave the pitch upon being informed of the infringement, or re-enters play without correcting the infringement, that player is subject to penalty for disregarding an official’s directive.

▣ Penalty: Yellow Card—Disregarding an official’s directive



2.5.8. Venue specific equipment restrictions

Tournament directors may ban non-required equipment in order to comply with venue requirements.

▀ Penalty: Red Card—Using equipment explicitly barred by the tournament director

2.5.9. Intentionally altering equipment

It is illegal to intentionally alter any game equipment, including the game balls and hoops, in order to gain an advantage.

▀ Penalty: Red Card—Illegally altering game equipment

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. Grip enhancing substances which might transfer to and affect a ball.

▀ Penalty: Red Card—Wearing forbidden equipment

2.5.11 Mouthguards

Mouthguards are highly recommended for all players, but are not required.

2.5.12 Jewelry

- A. Players are not permitted to wear jewelry of any kind while in play.
 - 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.
- B. Players wearing forbidden jewelry that does not impact gameplay will be ejected from the game. Their team is not required to send a substitute to the penalty box, and may continue to play at full strength.
- C. Players wearing forbidden jewelry that impacts gameplay or the other team must receive a straight red card.



3. GAME PROCEDURES

3.1. PRELIMINARIES

3.1.1. Pregame meeting

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

- A. Each team must designate one person to serve as speaking captain to represent the team during the game.
 - i. The speaking captain must attend the pregame meeting.
 - ii. Additional team representatives may also attend the pregame meeting.
- B. At this time, the head referee should discuss the following with the team representatives:
 - i. Any ground rules specific to the field.
 - ii. The identity of the snitch runner.
 - iii. Any players the officials should be aware of regarding the gender maximum rule.
 - iv. Any other concerns from the attending parties that are specific to the game.

3.1.2. Coin toss

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

- A. If either team requests a coin toss, the head referee and opposing team must accommodate the request.
- B. The toss shall be called while the coin is in the air by the team that has traveled farthest from its point of origin.

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.
 - ii. Players may line up in any formation within their keeper zone.
 - iii. Players may change position headbands and location behind the keeper zone line until the head referee calls “Brooms Down!”



- iv. Any player who receives a penalty card prior to the start of the game (or their substitute in the case of a red card) must start the game in the penalty box instead.
- 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.
 - ii. Any ball which moves, for any reason, must be reset before the head referee calls “Brooms Up!”
- C. The head referee confirms that both teams, all assistant referees, and any other officials are ready.
- D. The head referee shouts “Brooms Down!”
- E. Once “Brooms Down!” has been called:
 - i. Players may not change their position headbands or location.
 - ii. No part of a player’s body may contact the ground in front of 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!”
- 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.
 - ii. If there is a false call of “Brooms Up!” the head referee resets the players and repeats the full brooms up procedure.
 - iii. In the event of any foul prior to the “Brooms Up” call, the head referee adjudicates the penalty, resets the players, and repeats the full brooms up procedure.
- 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 or location 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.
- B. The timekeeper stops the game time and all other time clocks.
- C. All players currently in play must stop, drop their brooms, and hold their respective positions.
 - i. The players maintain any balls they possessed at the stoppage whistle, unless the ball is turned over.
 - a. Players must not take hold of or otherwise move any other balls during a stoppage.
 - ii. Any players who are paused in an illegal position are adjusted immediately to a legal position.
 - iii. Any players who accidentally and significantly moved after the whistle are returned to their location at the time the whistle was blown.

▀ Penalty: Yellow Card—Intentionally illegally moving during a stoppage

▀ Penalty: Yellow Card—Intentionally illegally moving or taking hold of a ball during a stoppage.

3.3.2. Stoppage procedures

While play is stopped:

- A. The head referee consults with other officials as necessary.
- 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.
- C. If a change of possession occurs, the appropriate procedure shall be followed before play is restarted.
- D. Any loose live ball that was propelled and had not touched anything (including other players, equipment, or the ground) before the whistle to stop play is returned to the player who propelled it.
 - i. This rule does not take effect if the ball is otherwise turned over.
 - ii. If the propelling player is not eligible to receive the ball, it shall not be moved by this rule.
- E. Any loose ball that became out of bounds after the whistle to stop play is placed two yards inside the point where it crossed the boundary line.
 - i. The ball is inbounds and does not need to be inbounded by either team.



- ii. This rule does not take effect if another rule would move this ball elsewhere.
- F. Any external interference is removed.
- G. Any other concerns, including injured players and defective equipment, are addressed.
- H. If the quaffle will be dead when play is restarted, it is given to the formerly defending keeper.

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.
 - a. If two or more players on the ground each had a grip on a ball at the moment when play was stopped, they still must stand. Once standing, each may retake hold of that ball. They do not need to hold it in the same way they had on the ground.
 - iii. Players may otherwise reposition themselves to prepare for the restart but must not commit a false restart.
 - a. It is a false restart if a player does any of the following before the restart whistle:
 1. Begin the forward motion of a throw.
 2. Initiate new contact.
 3. Begin to move off of their location.
 4. Attempting to directly affect a ball which the player does not solely possess.
 - b. If there is a false restart, play remains stopped, and any player who moved is returned to their previous location.
 - c. The first false restart of a stoppage will result in a warning to all players on the field.
 1. Any subsequent false restart by any player on the same stoppage shall result in a penalty.
- B. The head referee blows one short whistle blast. On this whistle blast:
 - i. Play resumes.
 - ii. The timekeeper resumes the game time and all other time clocks.

▀ Penalty: Back to Hoops—Second false restart



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).
 - a. Any player who is not mounted on their broom at the restart whistle is dismounted.

3.4. REGULATING GAME TIME

3.4.1. Game time

Game time is measured beginning from the first “B” sound of “Brooms Up!”

- A. The game time, and any time associated with it, must be paused for all complete stoppages of play and resumed when play is resumed.

3.4.2. Seeker floor

The seeker floors are the first 15 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 14 minute mark of game time in regulation.
 - i. Seekers are considered substitutes during the seeker floor and may not enter the pitch until they are released by the timekeeper.
 - ii. Each team’s initial seeker for regulation or overtime must check in with the timekeeper and be released into the pitch directly from the penalty box.
 - a. A seeker who enters the pitch before being released by the timekeeper has committed a seeker false start and must serve the penalty time as a seeker.
- D. The snitch runner must enter the player area between the 14 and 15 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.

▀ Penalty: Blue Card—Seeker false start

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.
- D. The head referee or snitch referee, as appropriate, shall stop play with paired whistle blasts upon the apparent end of the period.
 - i. After confirming with all officials that there are no remaining issues or penalties to address in the period, and confirming that the period is over, the head referee must blow three long whistle blasts indicating the end of the period.
 - a. If the score is not tied at the end of a period, the game ends, and the team with the most points wins.
 - b. If the score is tied, the game proceeds to an additional 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.
- D. If the previous period ended in a snitch catch, the catch counts as a single score for the purpose of releasing players from the penalty box.

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.
 - i. Prior to the “Brooms Up!” call of overtime, the seekers should check in with the timekeeper to be released from the penalty box when the 30 second seeker floor has concluded.
 - ii. If a seeker’s penalty time extends into overtime, the seeker’s penalty clock will not run until the seeker floor has ended.
 - a. The seeker remains in the penalty box and is ineligible to play at any position during the seeker floor.
 - b. Scores during the seeker floor do not release the seeker.
- G. Overtime lasts 5 minutes of game time or until the snitch has been legally caught.
- H. H. Timekeeper role in overtime:
 - i. The timekeeper must announce the time remaining after each full minute has passed in overtime (4, 3, 2, 1).
 - ii. The timekeeper must announce 30 seconds and 15 seconds remaining in the period.
 - iii. The timekeeper must count down from 10 seconds remaining in the period.
 - iv. If a referee makes an advantage or delayed penalty call, the timekeeper must stop the overtime clock as soon as the head referee’s arm is raised or their advantage marker is thrown. The overtime clock must remain stopped until the foul is resolved.
 - v. If a stoppage occurs due to a penalty during the final 10 seconds of overtime, the timekeeper must reset the game clock to 10 seconds remaining in the period.

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.

3.6. FORFEITS

3.6.1. Declaring a forfeit

- A. The head referee must declare a game forfeit if:



- i. The speaking captain or head coach of a team officially requests a forfeit.
 - ii. A team refuses to resume a suspended game without the agreement of their opponent and the tournament director.
 - iii. A forfeit penalty is administered.
 - iv. All of a team's coaches are ejected or otherwise unavailable to remain in the player area with their team.
- B. A game may be declared forfeit due to violations of league or tournament policy.
- C. In the event of a forfeit:
- i. The game is over immediately and the forfeiting team is declared the losing team.
 - ii. All players should clear the pitch.

3.7. SUSPENDED GAMES

3.7.1. Declaring a suspended game

- A. The head referee or tournament director may declare a game suspended due to weather, safety concerns, extreme or inappropriate misconduct, or external interference.
- B. Suspended games must be recorded with the current game time, score, players in play, and possession of all game balls.
- C. Suspended games should be resumed as soon as possible after it has become safe to do so.

3.7.2. Resuming a suspended game

- A. If any of the game's original officials are unavailable, the tournament director or head referee shall replace them.
- B. All players in play at the suspension must line up behind their respective keeper zone lines.
 - i. If, while play was suspended, a player who was in play became unavailable to play for any reason, another player on the roster may replace them.
- C. Game balls must be given to the appropriate players based on the possession information recorded at the time the game was suspended.
 - i. Any balls which were not possessed when play was stopped shall be placed at one of the four ball positions on the midfield line, filling the inner positions first.
 - a. If the quaffle was unpossessed, it must go on an inner position.
- D. If the suspension occurred after the seekers were released, the snitch runner should enter the player area before the game resumes and the seekers must line up behind their keeper zone lines.
 - i. Any snitch handicaps that had been implemented prior to the suspension are still in effect when the game resumes.
- E. The head referee calls "Brooms Down!"



- F. All starting players should be stationary with their broom flat on the ground as in the regular start of game procedure (See: 3.2.1. Brooms up procedure).
- G. The head referee shouts “Ready!”
- H. The head referee shouts “Brooms Up!”
 - i. On the first “B” sound of “Brooms Up!” all players may begin play.

3.7.3. Abandoned games

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



4. SCORING

4.1. GOAL SCORING

4.1.1. Good goal

Ten points are scored for a team when the quaffle passes entirely through their opponent's hoops, 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).
- B. The quaffle becomes dead as soon as a good goal has been scored.
- C. The head referee must confirm that a goal is good by blowing one long whistle blast and raising both arms.
- D. Any otherwise good goal made after the snitch was legally caught must be disallowed (See: 4.4.3. Closely timed plays).

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.



- B. A beater or seeker who intentionally goaltends has committed intentional interposition goaltending.

▀ Penalty: Red Card—Intentional interposition goaltending

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.
 - i. Substitutes may pass the dead quaffle to their keeper in this manner, but must always remain in the substitution area or bench while doing so.
- B. The formerly offensive team may not pick up or otherwise intentionally interact with the 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.
 - i. This shall not apply if the player is ruled to be acting with the intent to affect the restart of the quaffle game.
- D. If a penalty turns over a dead quaffle to the formerly offensive team, the quaffle becomes live upon the restart after the turnover.

▀ Penalty: Blue 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. The keeper must possess the quaffle in their own keeper zone to make it live if:
 - i. The quaffle is touched by anyone else after the goal
 - ii. The quaffle leaves the pitch boundaries
 - iii. The quaffle enters the opposing team's half
- B. The referee shall pass the quaffle to the keeper at their request or if the keeper must possess the quaffle in their zone and doing so would expedite the quaffle restart.
- C. The head referee shall blow one short whistle blast after quaffle play is restarted by the keeper's possession.



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, knocked down, or in any way unplayable.

- A. If a hoop is in the process of being dislodged when the quaffle passes completely through it, the goal still counts.
- B. A hoop is dislodged if:
 - i. 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.
 - ii. The hoop loop detaches from the pole.
 - iii. If any part of the hoop breaks such that it cannot serve its function.
- C. 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.
- D. 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.
- B. Any dislodged hoops must be reset to their proper positions during any stoppage.
- C. If play is not stopped for a dislodged hoop, it must be fixed while play has moved away from the area.
- D. The quaffle carrier may request play be stopped to fix an opponent's dislodged hoop if the quaffle carrier is in their own half of the player area and is not contacted by an opposing player.

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 the 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.

4.4.3. Closely timed plays

- A. When a valid snitch catch and either a foul by the catching team or a good goal by either team occur in quick succession, the head referee must determine which happened first based on the available evidence.
 - i. Only statements by game officials shall be treated as evidence.
 - ii. If an otherwise good goal was scored after a valid snitch catch was made, the goal must be disallowed.
 - iii. If during second overtime a good goal was scored before the otherwise good snitch catch was made, the snitch catch must be disallowed.
 - iv. If a valid snitch catch occurred before the foul, the snitch catch must be counted.
 - v. If, and only if, there is no evidence whatsoever available as to which event occurred first, the head referee may declare the events synchronous.
 - a. If a snitch catch-negating foul and an otherwise good snitch catch are declared synchronous, the snitch catch shall be disallowed.
 - b. If an otherwise good goal and an otherwise good snitch catch are declared synchronous, both scores must be counted.
 - 1. If this occurs during second overtime, then it shall result in a win for the team that caught the snitch.

4.4.4. Declining the catch

In limited situations, a team may choose to decline an otherwise good snitch catch.

- A. A snitch catch cannot be declined unless one of the following occurred:
 - i. The snitch catch occurred between the scoring of a good goal and the head referee's confirmation of that goal.



- ii. A goal or no-goal call by the head referee is reversed pursuant to rule 10.2.4. (Adjusting a goal call), and the catch occurred between the original goal or no-goal signal by the head referee and the official reversal of that call.
- B. A snitch catch cannot be declined unless the change in score from the goal or no-goal call affects whether the period would end in a tie.
- C. If a catch is declined, play restarts as though the catch had been ruled no good.



5. BLUDGERS AND THE KNOCKOUT EFFECT

5.1. THE MOUNTED BROOM

5.1.1. Mounting the broom

All players must be mounted 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.
 - c. The following players are not knocked out when struck by an opponent's live bludger:
 1. Protected keepers (See: 7.2.2. Keeper-specific powers).
 2. Beaters with knockout immunity (See: 5.5.2. Knockout immunity).
 3. Inbounding players while out of bounds to inbound a ball (See: 7.5.4. Inbounding procedure).
 - 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).
- i. Players must not willfully ignore being knocked out.

▀ Penalty: Yellow Card—Willfully ignoring being knocked out

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."

5.2.3. Held bludgers

- A. A beater may not attempt to deceive an opponent by contacting them using a held bludger.
 - i. Incidental contact with a held bludger shall not be penalized.

▀ Penalty: Blue Card—Illegally contacting an opponent with a held bludger



5.2.4. Friendly fire

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

5.2.5. Safe calls

If a player is struck by a bludger which cannot knock them out, the referee shall call that player “safe” or “clear” unless they otherwise become knocked out.

- A. Players struck by a bludger should dismount and begin the knockout procedure immediately (unless the player is a struck beater attempting to catch the live bludger).
 - i. If a player has been struck by a bludger, and is not called “safe” or “clear” by an official, then that player is subject to the knockout effect.
- B. If the player dismounts due to being struck by a bludger but is then called “safe” or “clear,” the player may remount at an official’s direction and continue play.
 - i. If the player does not quickly remount at the official’s direction, that player must instead complete the knockout procedure.
- C. If the player fails to begin the knockout procedure immediately, a penalty may apply.
 - i. If the final call on that bludger hit is “safe” or “clear,” play shall continue and no penalty shall apply.
 - ii. If an official called the player “safe” or “clear” but the call changes to “beat,” the player shall receive no penalty for failing to dismount as long as the player responds to the “beat” call by dismounting.
 - iii. If no referee called the player “safe” or “clear” and the final call on that bludger hit is “beat,” the player shall be considered to be willfully ignoring being knocked out.
 - a. If the official believes that the player was unaware that the bludger touched them, then the official may treat it as an unnoticed knockout (See: 5.3.4. Unnoticed knockout).
 1. A player’s belief that they are otherwise safe from the bludger shall not be taken into consideration when determining any appropriate penalty.

▀ Penalty: Yellow Card—Willfully ignoring being knocked out

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.
 - i. The player must touch either the hoop loop or pole, not the hoop base.
 - ii. The player must touch the hoop with some part of their body, not with their broom.
- 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

5.3.3. Making contact as a knocked out player

- A. A knocked out player may not initiate any physical contact, other than incidental contact.
 - i. If a player is in the final motion of making contact before becoming knocked out, they may complete that motion if it could not reasonably be stopped.
 - a. The player still must immediately act to cease that contact under the provisions of 5.3.3.B.
 - b. If a player takes multiple steps between being knocked out and initiating contact with an opponent, then that contact is illegal.
- B. If a knocked out player is already in contact with an opponent before becoming knocked out, they must immediately act to cease contact safely and with as little effect to the opponent as reasonably possible.



▀ Penalty: Yellow Card—Illegal contact 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 dismounted or hit by an opponent's live bludger, they shall be penalized for affecting play while unknowingly knocked out.
 - i. If the player makes otherwise legal contact while unaware of being knocked out, they are only subject to this penalty for that contact.
 - 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.
 - i. If the referee determines that the player was not reasonably aware that the bludger was either dead or made live by their own teammate, and the play was otherwise legal, the player shall not be penalized.

▀ Penalty: Blue 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.
 - a. This rule does not prohibit batting a live bludger with a held bludger (See: 5.4.1. Blocking and batting bludgers).
 - 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.
 - i. This rule does not prohibit batting a live bludger with a held quaffle (See: 5.4.1. Blocking and batting bludgers).

■ 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.
 - ii. After the initial hit, any intentional attempt by the struck beater to change the direction of any bludger, in any manner, other than to attempt to catch the bludger that struck them is a struck beater violation.
- 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.

- i. A struck beater still incurs the knockout effect from all live bludgers propelled by opponents which hit them while they are a struck beater unless they also catch those bludgers before they become dead.
- 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.
 - ii. The two bludgers turned over for third bludger interference are chosen at the referee's discretion, but should generally include the third bludger.

■ 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.
 - i. The beater may approach the ball from any direction they prefer.
 - ii. Taking any other action while immune is an immunity violation.
 - iii. The beater loses their immunity once they gain possession of the bludger.
 - a. The beater remains immune while attempting to pick up the third bludger, even if their fist is lowered in doing so.
- B. The beater may not give up their immunity unless they lose their immunity by rule or the opposing team loses a bludger.
 - i. The beater must give up their immunity if they are no longer attempting to directly recover the third 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.
 - a. Any motion begun after the player is knocked out does not qualify as a natural motion.
 - 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.
 - i. 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 considered 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.
 - ii. The picked player shall not be penalized for failing to attempt to avoid charging the picking player if they are judged to have not been aware of the presence of the picking player in time to do so.

▀ 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.
- B. If a player jumps so as to reach over or past another person, including but not limited to attempting to make a throw or catch the snitch, and they come back down on the same side of the would-be hurdled person, this shall not be ruled a hurdle.
i. If a player attempts to jump or dive fully over any person, but fails to do so, this shall be ruled as an attempted hurdle.
- C. If a player jumps without attempting a hurdle but falls over another person due to being contacted while in the air, it shall not be ruled as a hurdle.

☛ 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.
- D. A player who the referee determines to have thrown a ball to themselves in an attempt to draw a card for illegal contact with a helpless receiver shall not be considered a helpless receiver on that throw.
- E. It is not illegally contacting the player if the referee determines contact was incidental in an attempt to play the ball.

▣ 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.



- C. For the purposes of contact between the stealing player and the player being stolen from only, the player being stolen from is considered to have sole possession during the steal attempt until they lose direct control of the ball.

■ 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.
 - i. This includes changing the type of contact.
- C. If a player initiates contact by leading with their back, the opposing player may continue the contact and there is no foul.
- 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.
- E. If a player outruns or runs by an opponent attempting to initiate contact and the contact is initiated from behind, this is still a foul.

■ 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.
- B. Limited contact from behind is allowed in the following circumstances:
 - i. Jostling for position.
 - ii. During an attempt to steal.
- 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.
 - i. The player's readjustment must not use or further the illegal contact.
 - ii. If the player has enough time to adjust to a legal position prior to initiating contact, they must do so.

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



6.1.14. Knocking opponents to the ground

It is illegal to knock an opponent to the ground during any form of intentional contact, including body blocking, pushing, or wrapping.

- A. If the contacted player trips and falls to the ground during or after contact that the referee judges would not have normally knocked that player down, no penalty shall apply.
 - i. If there is any notable doubt about whether the contact would have normally been enough to knock the player down, the referee should call the foul.
- B. A player who is legally picking an opponent shall not be penalized for knocking down that opponent during the pick, so long as the player did not apply any additional force to their opponent beyond blocking their path.
- C. A player shall not be penalized for knocking down an opponent if that opponent moved into their previously established path without leaving enough room for the player to stop or otherwise reasonably avoid running into them.
 - i. This exception shall not apply if the player attempts to increase the force of the contact in response to their opponent's presence.
- D. A player shall not be penalized for knocking down an opponent if they were not reasonably aware of the location of their opponent in time to avoid them.
 - i. This exception shall not apply if the player intentionally acted so as to be unaware of opponent's in their path.
 - ii. This exception shall not apply if the player attempts to increase the force of contact after becoming aware of their opponent's presence.

Penalty: Yellow Card—Knocking an opponent to the ground.

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.
- E. Once a wrap has been initiated legally, the wrapping player may continue the already initiated motion of the wrap due to momentum even if the player being wrapped releases the ball.
 - i. The referee must shout "ball out" the moment the ball is released.
 - ii. Once aware of the ball being released the player cannot continue contact beyond previously created momentum.



- 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 to 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.
 - a. If the would-be charge fails to make contact with the legs, waist, or torso of the snitch runner, it shall not be ruled to be a charge.
 - iii. Pushing the snitch runner's legs, waist, or torso.
 - iv. Holding down or grabbing the snitch runner's arms.
 - v. Illegally hurdling the snitch runner (See 6.1.5. Hurdling)
 - 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.
 - a. Minor incidental contact shall not be penalized.
- 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.

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 directed threats or spitting, are egregious unsportsmanlike conduct.

▀ Penalty: Yellow Card—Unsportsmanlike conduct

▀ Penalty: Red Card—Egregious unsportsmanlike conduct

6.5.2. Internal unsportsmanlike conduct

Unsportsmanlike conduct that is undirected or solely directed at one's teammates or oneself is internal unsportsmanlike conduct.

- A. Internal unsportsmanlike conduct is not penalized unless it is either:
 - i. Repeated use of explicit or vulgar language.
 - ii. Egregious.
- B. The penalties for this section apply in lieu of the penalties in 6.5.1. Unsportsmanlike conduct.

▀ Penalty: Blue Card—Repeated use of explicit or vulgar language

▀ Penalty: Ejection—Egregious internal unsportsmanlike conduct

6.5.3. Physical altercations

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

▀ Penalty: Ejection—Engaging in a physical altercation with a teammate

▀ Penalty: Red Card—Engaging in a physical altercation with an opponent, spectator, official, or event staffer

6.5.4. Serious foul play

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

- A. If an instance of serious foul play cannot be attributed to a single identifiable person, the penalty shall be assessed as a team penalty.



- i. If the serious foul play is committed by multiple players or staffers together, all those who are identified as having committed the serious foul play themselves shall be ejected from the game in addition to the team red card.

▀ Penalty: Red Card—Serious foul play

6.5.5. Faking a foul

It is illegal to pretend to be fouled.

▀ Penalty: Yellow Card—Pretending to be fouled



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.
 - i. Swatting a ball out of an opponent's hands or out of the air is not considered possession.
 - a. Swatting a ball that is on the ground is considered possession.
- 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.
 - a. In this scenario, the beater must drop one of the two bludgers immediately to avoid penalty.
- C. Players may not use a ball associated with their position to mimic the actions of a ball of a different position.
- D. Players may not use a ball of their position to intentionally interact with the snitch runner.
- E. 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—Using a ball to intentionally interact with the snitch runner

▀ 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. Not doing so and being hit is failure to avoid a propelled quaffle.
 - i. It is minor failure to avoid a propelled quaffle if the player attempted to avoid it and failed, but the overall play was not affected.
 - ii. Intentionally moving into, or remaining in, the path of the quaffle to block it or unintentionally preventing a goal is interposition ball interference
 - iii. 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.
 - a. This rule does not prohibit a chaser or keeper from using a held quaffle to bat a live bludger or from throwing a quaffle at a live bludger.
 - b. If a player is repeatedly illegally swatting bludgers, no harm no foul may not be called.
 - c. The penalty for an illegal bludger swat shall be given in lieu of the penalty for interposition ball interference.
 - ii. If the referee determines that the player was not reasonably aware that the bludger was either dead or made live by their own teammate and the play was otherwise legal, the player shall not be penalized.
- C. Players may legally possess a dead quaffle to return it to the formerly defending keeper after a score (See: 4.2.1. Dead Quaffle).
- 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.
- F. Intentionally blocking a score by committing interposition ball interference is intentionally and illegally blocking a score.

▀ 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
- ▀ Penalty: Red Card—Intentionally and illegally blocking a score

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
- ▀ Penalty: Red Card—Intentionally and illegally blocking a score

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.
 - a. If the referee determines that the player was not reasonably aware that the airborne bludger was either dead or made live by their own teammate and the play was otherwise legal, the player shall not be penalized.
- 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 and results in a turnover of the affected ball.

- ▀ 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 touching their own keeper zone line or behind it is considered to be in the keeper zone until they touch only the ground outside of their keeper zone or the entirety of their body is in front of the keeper zone line.

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).
 - a. Sole possession of the quaffle must be established before this immunity from contact goes into effect.
 - 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 inbounding 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.

7.3.2. Offense and defense

- A. During a team's drive, they are the "offensive team."
 - i. The opposing team is the "defensive 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.
 - ii. After a goal, the keeper on the formerly defensive team must not substitute out of the game until they have made the quaffle live.
- 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.
 - i. Teams must respond immediately to this warning to avoid a penalty for delay of game. Multiple warnings may be given for delay of game during a single game, as the referee determines to be appropriate.
 - ii. Warnings do not need to be issued before calling delay of 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. i. The team’s own keeper zone line.
 - ii. ii. The midfield line.
- B. The quaffle is considered to have crossed a restrictor line when it touches either the ground or an object or person that is entirely on the other side of the line.
 - i. A player touching the ground on both sides of the restrictor line is not considered to have crossed the line.
- C. 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.
 - a. This includes if the deflection is done with a bludger.
 - 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.
 - b. If the player started the drive while engaged in physical contact with an opponent, they may carry or propel the quaffle backwards across the restrictor lines during or immediately after that contact without it counting as a reset, provided they did not significantly advance the quaffle during that contact.
- D. If a single resetting action causes the quaffle to cross backwards across both restrictor lines, it shall be considered a single reset.
- i. This action is still subject to all other rules, including delay of game and stalling.
- E. Upon the first legal reset of each drive, the head referee shall loudly declare “reset used” and signal the same by swinging one arm out, palm down, towards the offensive team’s hoops.
- F. 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.
- G. If an illegal reset is called, play must be stopped.
- i. If the opposing team would clearly recover the quaffle without the turnover call, the referee may allow play to continue under a “no harm no foul” call.

■ 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 inbound 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 inbound 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.
- F. When a dead quaffle goes out of bounds after a score, it is returned to the formerly defending keeper, and does not need to be inbounded.
 - i. Play is not stopped for a dead quaffle going out of bounds unless 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.
- H. A ball that is out of bounds cannot be used to knockout an opponent or score a goal until it has been properly inbounded.

▀ 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.
 - ii. If a ball possessed by a player touches the ground out of bounds, that player is also out of bounds.
- 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.
 - ii. A player who legally goes out of bounds must directly and immediately return inbounds once the reason for legally going out of bounds no longer applies.
- C. Players may attempt to force opponents out of bounds through otherwise legal contact.
 - i. Once the opposing player is out of bounds, the forcing player must discontinue contact as soon as they can safely do so.
 - ii. There is no penalty for being forced out of bounds by an opponent.
 - a. This does not negate any out of bounds turnovers.
 - b. The player must directly and immediately act to return inbounds.

- iii. If the ball carrier is forced out by a player who is knocked out, they are not considered out of bounds.
 - a. To avoid being called out, the ball carrier must act to return inbounds immediately.
- 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.”
 - i. If the ball is thrown, it is considered inbounds once it completely crosses the sideline or endline.
 - ii. If the ball is carried inbounds, it is considered inbounds once the player re-establishes themselves inbounds.
 - 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 inbound player from re-entering the pitch

7.5.5. Determining the inbound player

- A. An inbound 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 inbound player for another currently out of bounds ball.
- B. When a loose bludger goes out of bounds, the inbound player is the nearest eligible player to the ball at the time that the bludger became out of bounds.
 - i. If the inbound player becomes ineligible for any reason before gaining possession of the out of bounds bludger or declines to pursue the out of bounds bludger, the next nearest eligible beater shall be designated as the inbound player.
 - ii. If there are no eligible beaters near the inbound point and no beater on either team is attempting to pursue the out of bounds bludger, the nearest official shall retrieve the bludger and place it approximately two yards inside the inbound point.
 - a. This ball no longer needs to be inbounded.
- 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 inbound player.
 - a. If the keeper is or becomes ineligible, they remain the inbound player.
 - ii. In any other situation, the inbound player is the nearest eligible quaffle player to the inbound point who is on the team that did not last touch the quaffle.
 - iii. The inbound quaffle player is immune from being knocked out by live bludgers from the time they are designated as the inbound 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 inbound player is the nearest eligible player on the opposing team.

8. THE SNITCH RUNNER

8.1. ROLE OF THE SNITCH RUNNER

8.1.1. Role of the snitch runner

The role of the snitch runner is to prevent the snitch ball from being caught by either team's seeker for as long as possible while also serving as a fair and impartial official.

8.1.2. The snitch runner's uniform

- A. The snitch runner must wear shorts 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.
- B. The snitch runner must wear a shirt or jersey and be easily identifiable as distinct from either team.
- C. The snitch runner's shorts or pants should be all yellow or gold.

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 14 and 15 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.

8.2.2. Remaining on the pitch

Once the snitch runner has been released onto the pitch, the snitch runner may not intentionally leave the pitch until the period ends.



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. 20 minutes into the game, the snitch runner is required to remain within roughly 1.5 yards of the midfield line.
 - iii. 25 minutes in to the game, the snitch runner is required to use only one arm.
 - iv. 30 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).
- B. Snitch runners may choose to further handicap themselves during a game, however tournament staff and game officials must neither order nor request that they do so.
- C. No snitch catch shall be invalidated due to a snitch runner not being in compliance with the handicaps.
- D. Repeated violations of the handicaps is grounds for the replacement of the snitch runner.
- E. If a game proceeds to overtime, all handicaps on the snitch runner are removed for the remainder of the game, except for the requirement to remain between the keeper zone lines, and no further handicaps shall be implemented.

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.
- Q. Attempt to intentionally knock any player to the ground.

8.3.2. Breach of standards by the snitch runner

- A. The head referee may remove any snitch runner due to injury, breach of the standards listed in 8.3.1. Snitch runner code of conduct, or for being overly aggressive or irresponsible.
- B. A referee may warn the snitch runner of minor violations or breaches of the standards listed in 8.3.1. Snitch runner code of conduct prior to replacement.
 - i. Major violations may warrant removal of the snitch runner without a previous warning.
- C. If the snitch runner commits a major violation against one seeker, play should be stopped immediately and any snitch catch by the opposing team between the violation and play being stop must be called no good.

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.
- B. The snitch runner must not delay the restart of play.

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.
 - a. The snitch tail itself touching the ground does not cause the snitch runner to be considered down.
 - 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 tail and it did not release from the shorts, the snitch runner shall not be considered down until the seeker lets go of the snitch tail so long as the seeker did not also grab other parts of the snitch runner's clothing.
 - a. This does not prevent or delay the snitch runner from being ruled as down for reasons other than the clothing needing to be adjusted.

8.4.3. 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.

- A. The player does not need to return to the location of the violation unless it is necessary to complete the procedure correctly.
- B. The player is ineligible to otherwise interact with play until the procedure is correctly completed.

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.
- B. If play is not stopped to complete the turnover:
 - i. The referee calls for the turnover.



- ii. If a player on the fouling team has the ball, they must drop it.
 - iii. If the ball is loose any eligible player for the receiving team may retrieve it.
 - iv. The referee may pass the ball to the nearest eligible player.
 - v. The fouling team may not touch the ball until the receiving team gains possession of it or declines the turnover.
 - vi. The fouling team may not delay the receiving team from getting the ball.
 - vii. The receiving team must immediately move to possess the ball or decline the turnover.
 - a. Failure to do either after being clearly informed of the turnover shall be treated as declining the turnover.
- C. If play is stopped to complete the turnover:
- i. The referee stops play.
 - ii. The referee gives the ball to the closest eligible player to the location of the ball.
 - a. If the ball was thrown during or after the foul, the ball is turned over to the closest eligible player to the spot of the throw.
- D. If there is no eligible player to receive the ball, the ball is placed at or thrown to the center hoop of the receiving team.
- i. If there are no eligible players to receive a bludger because all the receiving team's beaters already have bludgers, the ball is dropped or left in place instead of being turned over.
- 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.
 - iii. If both teams commit fouls that tie for the most severe, and one has committed more than the other, the procedure for the last of those fouls committed by that team shall be followed.

▀ 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.
 - a. All requirements and procedures for ejected players must be followed (See: 9.1.6. Ejection).
- 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.
- B. If the player refuses to leave the pitch:
 - i. One of the player's coaches or their speaking captain must assist in escorting the player off of the pitch.
 - ii. If the player persists in refusing to leave or becomes dangerous, the head referee may end the game resulting in a forfeit for the fouling player's team.
- 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.
 - i. If a coach is ejected, that coach must leave the player area, and must not communicate with any officials, or other people in the player area, for the remainder of the game.
 - a. This rule does not prohibit the ejected coach from cheering for their team.
- D. If the ejected player was in play, the team must substitute a player in for the fouling player.

- i. If the ejected player had no penalty time and there is no eligible substitute that conforms to the gender maximum rule, a team may play a player down instead of substituting.
 - a. If this would leave a position without at least one player, another player in play must change to the position and location of the ejected 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.
 - i. If the ejected player was not in play, then the speaking captain must designate a player on the pitch to go to the penalty box and serve that time.
 - ii. If the player was serving time for their own penalty and was ejected with a red card, the remaining time for the previous penalty is waived, and only the two minutes for the red card are served.
- 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.

▣ Penalty: 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

9.1.7. Forfeit

If a foul results in a forfeit penalty, the fouling team forfeits the game (See: 3.6.1. Declaring a forfeit).

- A. If both teams receive forfeit penalties on the same play or incident, a double forfeit shall be declared.

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 a 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.

9.2.3. Bench fouls

In certain limited cases, when substitutes or team staffers commit fouls, the penalty may be assessed as a team penalty.

- A. If a single identifiable substitute or team staffer commits a foul, only the fouling individual shall be assessed the penalty.
- B. If a single substitute or team staffer commits a foul but the individual cannot be identified, the penalty shall be assessed as a team penalty instead.
- C. If multiple substitutes or team staffers jointly commit the same or directly related offenses, the penalty shall only be assessed as a team penalty.
 - i. If the penalty for the offense is a straight red card or ejection, all substitutes and team staffers who are identified as having committed the red card or ejection offense themselves shall be ejected from the game.



- ii. If the penalty for the offense is a yellow card, all substitutes and team staffers who are identified as having committed the yellow card offense themselves shall be credited with a yellow card for the game.
 - a. This shall not result in any additional players in the penalty box or penalty time served, beyond that of the assessed team penalty.
 - b. If a player who is credited with a yellow card in this manner already has a yellow card in that game, they shall be ejected.
 - 1. This shall not result in additional penalty time for the player serving the team penalty.
- D. If multiple unconnected offenses are committed by substitutes or team staffers, they shall be treated as separate incidents for the purposes of applying this rule.

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.

9.3.3. Fouls after a goal.

- A. If a player on the formerly defending team receives a penalty for a foul committed while the quaffle is dead:
 - i. If the foul was committed as part of a play to defend against the goal, the penalty shall not result in a turnover of the quaffle.
 - ii. If the foul was not committed as part of a play to defend against the goal, the penalty is assessed in full including any prescribed turnovers.
 - iii. The goal does not negate any penalty time for the foul.

9.3.4. Fouls prior to the game

If a player receives a penalty card before the game begins:

- A. The offending team begins the game with the offending player (or the player's replacement in the case of a red card) in the penalty box and one less player in the keeper zone.
- B. The player's penalty time officially begins at the call of "brooms up."

9.3.5. Fouls after the end of the period

- A. A player who receives a penalty card for a foul that occurred prior to the referee signalling the end of a period ending in a tie shall serve their penalty time in the subsequent period at the position at which they were playing.
- B. A player who receives a penalty card for a foul that occurred after the referee signaled the end of a period ending in a tie shall serve their penalty time in the subsequent period at the position of their speaking captain's choice.
- C. If a player is assessed a foul after the game ends, the penalty must be noted normally on the scorecard for the game.

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.
 - a. A single score may only count toward the release of one player.
 1. If two players on the same team have the same amount of time remaining in the penalty box for releasable penalties, the head referee shall use their discretion to designate which one is released first.
 2. If a player is serving time for multiple penalty cards simultaneously, scores will only count toward their release if no other player on their team has less time remaining for a blue card or yellow card penalty.
 - b. An own goal counts as a score by the team for which the goal is counted.
 - 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 dismounted at their current location instead.

- a. If there are multiple blue or yellow cards, only the penalty time of the player who would have been released on a score first is negated.
 - b. If the penalized player receives multiple penalty cards for fouls occurring prior to play being stopped and the score would count against their time, the penalized player still goes to the penalty box, and their opponent's score counts as the first score toward their release.
- 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.
- C. Stacking penalty time:
- i. Whenever a person receives a red card for any reason, they are ejected, all other penalty time for fouls by that individual is negated, and only the penalty time for the red card is served.
 - ii. If a person receives multiple penalty cards on a single stoppage without receiving a red card, the penalty time shall be one minute per card received, or until the opposing team scores a number of times equal to the number of cards received, whichever occurs first.
 - iii. If a person who is serving time in the penalty box for their own penalty receives another penalty card without receiving a red card, they shall have a minute added to their penalty time and an additional score shall be required to release them per card.
 - iv. If a player receives a penalty card while serving time for a teammate's penalty:
 - a. Another substitute must serve the remainder of the original penalty.
 - b. The offending player's penalty shall then be treated as a foul by a substitute (See: 9.2.3. Bench fouls).

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.

- A. Any substitution or position change made by the fouling player after the foul and before receiving the penalty card must be undone, and the fouling player must serve their penalty time at the position at which they committed the initial foul.
 - i. If the foul is illegal substitution, the entering player receives the penalty card and time.
- 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.
 - i. The keeper must not switch with a player who is serving time in the penalty box.

- ii. If all of the team's chasers are already serving time in the penalty box, the keeper must switch headbands with a seeker or beater on their team instead.
- C. The person going to the penalty box must proceed immediately to the penalty box without delay and remain there until the penalty expires.
 - i. If a player is given a blue or yellow card but is deemed to be too injured to serve their penalty by the head referee or the fouling player themselves, the speaking captain must choose an eligible substitute to serve the penalty.
 - a. If a carded player is replaced in the penalty box due to an injury, that player may not re-enter play until their substitute is released from the penalty box.
- 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.
 - i. This does not apply to cases where a player is serving time for a team staffer's penalty.
- C. Players in the penalty box are subject to the same restrictions and penalties regarding interacting with play as substitutes.
- D. Players serving time in the penalty box may not be mounted on a broom.
- E. If a player illegally substitutes while serving time in the penalty box, the substitution must be undone, and a penalty for an illegal substitution in the penalty box must then be assessed to the player attempting to substitute into the penalty box in lieu of the penalty for a regular illegal substitution.

▀ Penalty: Yellow Card—Illegal substitution in the penalty box

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 dismissed and must follow the knockout procedure to re-enter play.
- ii. Any player serving time in the penalty box may return to the pitch as soon as their penalty time expires.

9.4.5. Penalties to substitutes and team staffers

If a substitute or team staffer receives a penalty card, that team must play a player down. The following procedure applies:

- A. The speaking captain must designate a player in play who is not already serving penalty time.
 - i. If more than one substitute or team staffer is sent to the penalty box, a separate player in play must be designated for each.
- B. If a substitute receives a blue or yellow card, they substitute into the game for the designated player.
 - i. The fouling substitute proceeds to the penalty box.
 - ii. The designated player returns to the bench and is eligible to substitute back into the game through the normal substitution procedure.
- C. If a substitute receives a red card, they are ejected and the designated player must proceed to the penalty box to serve the two minutes of penalty time.
- D. If a team staffer receives a penalty card, the designated player proceeds to the penalty box and serves the penalty time.
 - i. If the team staffer was not ejected, they must join the designated player in the penalty box.
 - a. Once the team staffer's penalty time expires, the player is released and the team staffer shall return to the team bench.

9.4.6. All players in the penalty box

If all players in play for a team are simultaneously serving time in the penalty box, that team must forfeit the game.

- A. If both teams reach this situation on the same play or incident, a double forfeit shall be declared.

■ Penalty: Forfeit—Having all players in play serving penalty time



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 including but not limited to the following situations:
 - a. The fouling team gains possession of the quaffle.
 - b. A goal is scored for the fouled team.
 - c. The fouled team is not actively moving to score.
 - d. The fouled team commits a separate foul.
 - e. There is a snitch catch by either team.
- B. When advantage abates, the referee must stop play, and any penalties shall be adjudicated as normal.
 - i. If no penalty is assessed against the team that was on defense during the advantage call, play shall be restarted as though advantage was not called.

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 spot of the foul and is given the quaffle before play is resumed.
 - a. If this player has been knocked out, they are returned to the spot of the foul as an eligible player.
 - b. If this player committed a back to hoops foul during the advantage or has been sent to the penalty box, the eligible quaffle player from that team nearest to the spot of the foul shall move there and receive the quaffle instead.
 - c. If the quaffle is turned over to the originally fouling team, no players shall be moved to the spot of the foul.

- ii. All other players remain where they were at the time of the stoppage and, if knocked out before the stoppage, continue to be knocked out.
- iii. Play is resumed by the head referee.

9.6. DELAYED PENALTIES

9.6.1. Delayed penalties

All blue, yellow, and red card penalties called by officials other than the head referee are considered delayed penalties.

- A. If the head referee also sees and calls the foul themselves, then it is not treated as a delayed penalty.
- B. If play is stopped under this procedure and no cards are assessed as a result, it shall be treated as though it was not a delayed penalty.

9.6.2. Calling a delayed penalty

- A. If an official other than the head referee sees a player or team staffer commit a foul, that official raises their hand and play continues as a delayed penalty.
- B. The assistant referee may send the fouling player back to hoops during the delay if the situation warrants.
- C. The referee visually and verbally signals to the head referee that a foul has occurred and which team committed the foul.
 - i. If the head referee determines that it is appropriate to immediately stop play, the head referee may do so.
 - ii. The head referee may allow play continue as in an advantage situation until the advantage abates in any way, unless the foul continues or escalates.
 - a. If the head referee continues play as in an advantage situation, they shall raise their own arm as well.
- D. If another foul is committed by either team during a delayed penalty, the head referee should stop play and adjudicate both fouls immediately.
- E. After all penalties are adjudicated, play is restarted.



10. GAME OFFICIALS

10.1. THE OFFICIALS

10.1.1. The head referee

- A. Tournament officials must appoint a head referee for each game.
- B. The head referee has the authority to enforce the rules and take disciplinary action from the moment they enter the player area until they leave the player area after the final whistle.
- C. The head referee may stop play at any time in order to enforce rules or otherwise facilitate safe and fair gameplay.
- D. The head referee is the only official who may directly issue penalty cards.
 - i. Other officials may advise the head referee to issue penalty cards.
- E. The head referee may replace any official with an appropriate replacement if the official is injured or, in the opinion of the head referee, needs to be dismissed.
- F. The head referee may be replaced at the discretion of the tournament director if, and only if, the head referee has demonstrated gross violation of their responsibilities or is too injured to continue officiating. i. The replacement referee must review the scorecard prior to resuming the game.
- G. All other officials must defer to the authority of the head referee.

10.1.2. Appointing additional officials

The head referee or tournament officials must appoint at least two assistant referees, a snitch referee, a scorekeeper, and a snitch runner and may appoint other officials (up to two additional assistant referees, a timekeeper, and two goal judges) for each game.

- A. The snitch referee may act as an assistant referee until the snitch runner is released onto the pitch if there are less than four other assistant referees appointed for the game.
- B. The snitch referee must be appointed in addition to the two required assistant referees.

10.1.3. Officiating with a minimum crew

It is highly recommended that two goal judges and a timekeeper are appointed for each game.

- A. If a separate timekeeper is not appointed, the scorekeeper assumes the responsibilities of the timekeeper.
- B. If goal judges are not appointed, the head referee assumes the responsibilities of the goal judges.



10.1.4. Assistant referees

- A. The primary focuses of the assistant referees, subject to the discretion of the head referee, are:
 - i. Calling whether players are subject to the knockout effect.
 - ii. Watching plays away from the quaffle.
 - iii. Watching for balls and players going out of bounds.

10.1.5. Snitch referee

- A. The primary focuses of the snitch referee, subject to the discretion of the head referee, are:
 - i. Watching plays around the snitch runner including knockouts and potential catches.
 - ii. Ruling whether the snitch runner is down and counting the three second head start.
 - iii. Enforcing snitch handicaps.
- B. The snitch referee must not provide any additional advice or warnings to the snitch runner during the game to help them avoid being caught, including but not limited to the locations, substitutions, and tactics of the seekers.
- C. The snitch referee may stop play only in the following instances:
 - i. They believe that a snitch catch may have been successful.
 - ii. The snitch runner is injured or needs to be replaced.
 - iii. The snitch ball or snitch shorts become defective and need to be replaced.

10.1.6. Goal judges

- A. The primary focuses of the goal judges, subject to the discretion of the head referee, are:
 - i. Watching shots taken toward the goals.
 - ii. Ruling whether the quaffle is out of bounds on their endline.

10.1.7. Scorekeeper

- A. The primary focuses of the scorekeeper are:
 - i. Keeping track of the game's score.
 - ii. Updating the game's scoreboard.
 - iii. Recording the player number and reason for all penalty cards.
 - iv. Announcing the score at regular intervals and upon request.

10.1.8. Timekeeper

- A. The primary focuses of the timekeeper are:



- i. Keeping track of game time.
 - ii. Keeping track of penalty time and releasing players from the penalty box after their penalty time is served.
 - iii. Acknowledging the seekers and snitch runner when they report to the scorekeeper's table and releasing them onto the pitch at the appropriate time.
 - iv. Watching for seeker false starts.
 - v. Applying the overtime timing rules and announcing the time remaining in overtime (See: 3.5.3. Overtime).
- B. The game clock does not need to be displayed in a way that is visible to the players on the pitch. However, if the game clock is displayed it must:
- i. Be directly and solely controlled by the timekeeper.
 - a. If there are multiple displays on the field, the displays must be controlled by a single set of controls such that the displays cannot fail to match.
 - ii. Be clearly and fairly visible to both teams.
 - iii. Be the official clock.
 - a. No displayed game clock may ever be unofficial.
 - b. If a displayed game clock malfunctions or otherwise ceases to be the official clock, it must be turned off unless and until it is corrected and becomes the official clock again.

10.1.9. The snitch runner

- A. The snitch runner is an official and may advise the other officials on any call.
- B. The snitch runner may only make direct calls on down calls when their clothing is askew and needs to be adjusted.
- C. If the snitch runner and another official disagree on a direct call, the snitch runner must defer to the other official while play is live.

10.2. OFFICIALS' CALLS

10.2.1. Referee's discretion

In cases where intent or severity are relevant to a call, the referee retains full discretion in judging that severity or intent.

10.2.2. Basis of calls

Calls made by any official must be made only based on their observations and those of the other officials appointed for the game.



10.2.3. Adjusting calls during a stoppage

The head referee may freely change calls made during a stoppage before resuming play.

- A. Once the head referee blows the three whistles indicating the end of the period, goal and snitch catch calls for that period become final and must not be adjusted.

10.2.4. Adjusting a goal call

The head referee may adjust a goal or no-goal call at any time prior to the formerly defending team having possession of the quaffle outside of the keeper zone and a subsequent significant interaction or play by the player with possession of the quaffle.

10.3. PLAYERS AND OFFICIALS

10.3.1. Interactions with officials

- A. Players and team staff must abide by the decisions and directives of the head referee and all other officials.
- B. Players and team staff must not show disrespect to any official including persistently questioning the decisions of the officials.

▀ Penalty: Blue or Yellow Card—Disrespecting an official

▀ Penalty: Yellow Card—Disregarding an official's directive

10.3.2. Using referee commands

Players and team staff may not use verbal or visual referee signals or commands.

▀ Penalty: Blue Card—Illegally using verbal or visual referee signals or commands



APPENDIX A: DEFINITIONS

Adult—A person over the age of 18 who no longer attends high school.

Bat—To propel a ball by hitting it with another ball that is still in one’s possession at the time of the hit.

Beaters—Two players on each team who must wear black headbands and throw, kick, or in any way propel the bludgers to disrupt the flow of the game by “knocking out” other players.

Bludger—One of three 8.5 inch diameter inflated rubber balls which may only be used by the beaters and are used to temporarily knock opponents out (See: 2.3.2. Bludgers).

Chasers—Three players on each team who must wear white headbands and throw, kick, or in any way pass the quaffle through the opposing team’s hoops to score 10 points and attempt to stop the other team from doing so. Chasers are quaffle players.

Dead bludger—A bludger which cannot inflict the knockout effect due to not being live (See: 5.2.2. Live bludger).

Dead quaffle—A quaffle during the time between when a good goal is scored and when quaffle play is restarted. A dead quaffle cannot be used to score. (See: 4.2.1. Dead quaffle).

Free bludger—A bludger that is not in the possession of a beater on either team.

Gender maximum rule—The rule which allows each team to have a maximum of four players, during a seeker floor, or five players, after the seeker floor, who identify as the same gender in active play on the field at the same time. (See: 1.2.3. Gender maximum rule).

Game—A singular competition between two teams for the purpose of declaring a winner. A game must follow all rules in this rulebook as well as any applicable USQ regulations to be considered official.

Game time—The official time of any given game, measured from the first “B” sound of brooms up until the end of the final period of the game but paused for stoppages in play and between periods.

Good goal—Ten points are scored for a team when the quaffle in any way passes entirely through their opponent’s hoops and the goal is confirmed as good (See: 4.1.1. Good goal).

Helpless receiver—A receiver who is in the process of catching a ball that is in the air. The receiver does not have to leave the ground in order to be considered a helpless receiver. It is illegal to push, charge, tackle, or wrap a helpless receiver (See: 6.1.7. Helpless receiver).



Hoop—A hoop-loop and the pole it is attached to (See: 2.2.2. Hoop Shape). The hoop base is not considered part of the hoop. Players must touch one of their non-dislodged hoops before remounting to complete the knockout procedure.

Hoop-Loop—The 32-34” inner diameter circle through which the quaffle must pass to score a goal (See: 2.2.2. Hoop Shape).

Incidental—Occurring merely by chance or without intention or calculation.

Intentional—An action performed with a specific purpose in mind.

Keeper—The quaffle player on each team who must wear a green headband and is a quaffle player but has special additional rules related to preventing opponents from scoring with the quaffle.

Kick—To strike with a foot or feet, or with any part of the leg below the knee. At the time of a kick the player striking the ball is considered to have possession of that ball, if they are the only player in contact with it. A player may kick a ball they are able to play once, but it must be picked up before they may kick it again. It is illegal to kick an opponent.

Knockout immunity—A player with knockout immunity is not knocked by live bludgers. A protected keeper is immune in that keeper’s own keeper zone. A beater retrieving the third bludger gains knockout immunity by raising a hand in a fist above their shoulder. (See: 5.5.2. Claiming knockout immunity).

Live bludger—A bludger that has been thrown, kicked, or otherwise intentionally propelled by a beater who is in play, unless they are inbounding the ball, knocked out, or struck. A live bludger can inflict the knockout effect upon opponents (See: 5.2.2. Live bludger).

Live quaffle—A quaffle that is not a dead quaffle, whenever play is not stopped.

Natural motion—A player’s continued movement in making a play, one singular natural motion that the player had already started, if that motion cannot be stopped (See: 5.6.1. Natural motion).

Opponents’ keeper zone—The keeper zone containing the hoops that a team is assigned to attack.

Opponents’ half—The half of the pitch or player area containing the hoops that a team is assigned to attack.

Opponents’ live bludger—A live bludger most recently made live by the player’s opponent



Overtime—Overtime is an extra period in a game that occurs when a snitch catch in regular time causes a game to be tied. Overtime lasts five minutes or until the snitch is caught again (See: 3.5.3. Overtime).

Own keeper zone—The keeper zone containing the hoops that a team is assigned to defend.

Own half—The half of the pitch or player area containing the hoops that a team is assigned to defend.

Penalty box—A 5x5 yard box bordering the midfield line, the pitch, and the player area boundary where players must remain for a certain amount of time after committing a foul. Each team has a penalty box on their own side of the midfield line. Players in the penalty area may not interact with play, but are considered in play for purposes of the gender maximum rule and positions (See: 2.1.5. Penalty boxes).

Penalty time—The time a player must spend in the penalty box due to a foul. Penalty time is measured in game time and therefore does not run during a stoppage of play.

Period—A segment of a game. There may be up to three periods in any given game: regulation time, which occurs in all games; first overtime, which occurs when the teams are tied at the end of regulation time; and second overtime, which occurs when teams are tied at the end of first overtime.

Pitch boundary—The 30x56 yard rectangular area marked by the boundary lines into which play is generally restricted (See: 2.1.1. Boundary lines).

Player—Any person on a team's roster who is eligible to be in play.

Player area—The 40x62 yard rectangular area which includes and surrounds the pitch. Spectators may not enter the player area. Anything outside the player area is the spectator area (See: 2.1.9. The player area).

Possessing Team—In the context of the third bludger, the possessing team is the team that initially possessed two bludgers when the remaining free bludger became the third bludger.

Possession—Complete and sole control of a ball. A player who is intentionally kicking a ball is considered to have possession of that ball while they are the sole person in contact with the ball. A player who is swatting a ball that is on the ground is considered to have possession of that ball while they are the sole person in contact with the ball (See 7.1.1. Use of the ball).

Protected Keeper—A keeper within their own keeper zone, except in the situation described in 7.2.2.B.

Quaffle—The ball used by chasers and keepers to score goals (See: 2.3.1. The quaffle).



Quaffle carrier—The player in possession of the quaffle.

Reckless—Playing with a complete disregard for the consequences of one's actions.

Regulation time—The initial period of a game from the call of “Brooms Up!” until the first good snitch catch. Regulation time excludes any overtimes.

Scorekeeper’s table—The location outside the player area, approximately along the extension of the midfield line, where the scorekeeper and timekeeper are stationed. This is not always an actual table.

Scoring team—The team for which a snitch catch is made or a goal is scored, regardless of which team directly caused the score.

Second overtime—The second overtime period is instituted if overtime ends in a tie. In second overtime, the first team to score by any method is pronounced the winner (See: 3.5.4. Second overtime).

Seeker—The player on each team who must wear a yellow headband and who attempts to remove the snitch ball from the snitch runner to score 30 points and end the game.

Seeker floor—The time during a period in which the snitch is ineligible to be caught. In regulation time the seeker floor is 15 minutes. In first overtime the seeker floor is 30 seconds (See: 3.4.2. Seeker floor).

Snitch—The snitch is a ball contained within a fabric sleeve or sock. Seekers attempt to catch the snitch to earn 30 points and end the game. (See: 2.3.3. The snitch).

Snitch ball—See: Snitch

Snitch runner—A game official who is tasked with protecting the snitch from being caught (See: 8. The snitch runner).

Speaking captain—The designated player on the team who is the only player who may speak for the team when conversing with officials (See: 1.1.1. Mandatory speaking captain).

Spectator area—The area outside of the 40x62 yard player area.

Stoppage—The time within a period between a referee stopping play and when the head referee resumes play. The time between two periods is not a stoppage.

Struck beater—A struck beater is a beater who has been hit by a live bludger propelled by an opponent (See: 5.4.3. Struck beater).

Substitute—A player who is not currently in play.



Substitution area—A designated zone for each team existing outside of the pitch boundary where all of that team’s substitutions must take place (See: 2.1.7. Substitution areas).

Third bludger—The only free bludger when one team has possession of the other two. The bludger can remain the third bludger when the possessing team loses a bludger under certain conditions (See: 5.5.1. The third bludger).

Tripping—Any attempt to knock a player off their feet through contact below their knees. Tripping is always illegal physical contact.

Unscorable quaffle—If a player inbounds the quaffle by throw, or is touching a quaffle when struck by a live bludger and releases it or propels the it according to natural motion, the quaffle becomes an unscorable quaffle. An unscorable quaffle cannot result in a goal, even if the quaffle goes entirely through a hoop (See: 5.6.3. Unscorable quaffle).

Yank—To pull with sudden sharp force.



APPENDIX B: DIFFERENCES FOR HIGH SCHOOL QUIDDITCH

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.

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

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.

2.1.7. 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.



2.1.9. The player area

The player area is a rectangle enclosing the pitch with the pitch at its center.

- A. This rectangle is:
 - i. 48 yards wide and 72 yards long.

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.

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.

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

2.4.4. Limited brooms in the player area

- A. For the first 17 minutes of game time, each team may have a maximum of six brooms within the player area, excluding any extra brooms securely stored in the team bench.
- B. The broom limit is increased to seven after 17 minutes of game time.

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.



- i. Seekers are considered substitutes during the seeker floor and may not enter the pitch until they are released by the timekeeper.
 - ii. There is no penalty for failing to report to the timekeeper prior to the 17 minute mark of game time. However, each team's initial seeker for regulation or overtime must check in with the timekeeper and be released into the pitch directly from the penalty box.
 - a. A player who enters the pitch as a seeker before being released by the timekeeper has committed a seeker false start and must serve the penalty time as a seeker.
- 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.

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.

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).



APPENDIX C: STARTING A TEAM

So you want to start a quidditch team? Great! There have never been more resources available or a larger player community to help you out. While the process of successfully starting a team is outside the scope of this rulebook, here are a few pointers. Visit <http://www.usquidditch.org/get-involved/team-resources> for more comprehensive information.

Recruitment & promoting your team - Inviting your friends to a practice is a great place to start for recruiting team members. Create a Facebook event inviting people or make some flyers to pass around inviting anyone to participate. Our 'New Team Info Packet' available on the team resources pages also provides some help with creating those things. When thinking about your 'elevator pitch' for recruiting members, highlight the number of people in our community (we have thousands of athletes worldwide!), your passion for the sport, that individuals can be part of a new sport that is still growing, etc.

As your team grows, be sure to continue to promote your team. Host practices in high traffic areas, create a team email address and social media pages so people can find you. Also feel free to create a simple website for your team. You'll also want to make sure you add your team to the US Quidditch teams directory to help provide visibility for your new team. Info can be found on the team resources page of the USQ website.

Find equipment & learn the rules —There are a few options for a new team regarding purchasing or procuring equipment. Your first set of equipment doesn't need to look good; it just needs to get the job done. All you need is 14 brooms, pool noodles, or lengths of PVC pipe, a volleyball, three dodgeballs, a tennis ball, a long sock (for the snitch runner), and three hula hoops attached to just about anything for starting hoops. It's useful to have two sets of pinnies to distinguish between scrimmage teams and headbands to distinguish between positions, but they aren't necessary right away. When you're ready to upgrade, there are resources on the USQ website to help at <http://www.usquidditch.org/get-involved/resources/equipment>.

When it comes to learning the rules, the rulebook is a great place to start! If looking for other resources for learning, visit <http://www.usquidditch.org/get-involved/team-resources>.

Reach out to other teams—Are there other quidditch teams near you? If so, email or Facebook message them! Ask if you can attend their practices or if they'll play a best out of three series with you. If you don't know if there are teams near you, our Membership Department can get you in touch with your local USQ Regional Coordinator. You can reach us at youth@usquidditch.org for help finding the right contacts.

Identifying leadership— Identifying team leadership is an important step to ensure the stability and longevity of your team. So once you have your full team, start consider what type of



roles you would like to have filled by your teammates. Below are some recommendations for leadership roles.

- Coach (and Assistant Coach)
 - Find a parent, teacher, or school administrator who can be your team coach. Optional if you would also like to have an assistant coach. A coach should:
 - Serve as an advisor and mentor to a team
 - Be responsible for overseeing skill development, safety, sportsmanship, and most importantly fun during practices and games
 - Learn the rulebook
 - Be responsible for the setup, storage, and possibly creation/acquisition of your teams equipment
 - Schedule practices and games (plus reserve the field), and then communicates them to players and parents
 - Serve as the leader for any fundraising activities or recruitment activities (though feel free to have a parent involved who may want to help)
 - Optional (but strongly encouraged):
 - [Safe Sport](#) certification, which trains you in creating a respectful and safe environment for athletes. Please note there is a small fee to become Safe Sport certified
- Team Captain
 - Find a member of your team who can be your team captain. You can choose to all vote on a person, or have your coach make the decision between those who want to be captain. You can also choose to rotate your captain. A captain should:
 - Lead team warm-ups and cool downs (with assistance from the coach)
 - Set a good example for your team
 - Provide positive encouragement to every team member during practice and games, even if your team is losing
 - Make an effort to bond with every player on the team
 - Assist the coach with set-up or tear-down of equipment (if necessary)

Practice - Resources for warm-ups and drills during practice can be found on USQ's website by visiting <http://www.usquidditch.org/get-involved/team-resources>

It will take a few practices to find your groove, so don't be afraid to try new drills or ask a nearby team for help. Youth drills are available on the team resources page under 'Workouts & Practice Drills'.

Fundraise—Everyone loves clever t-shirts, so quidditch shirt fundraisers are usually a big success. Bake sales, communal garage sales, youth workshops, and car washes are also tried and true options. Many quidditch teams host very successful "Yule Balls" open to the whole community, as well as crowdfunding campaigns through such platforms as IndieGoGo and



GoFundMe. You are also welcome to reach out to local businesses to see if they may be willing to sponsor your team. More help for fundraising ideas and resources can be found on USQ's website by visiting <http://www.usquidditch.org/get-involved/team-resources>.

Start competing—If your team is feeling ready to test out your skills, sign up for tournaments to compete in! USQ's event calendar is a great resource for seeing what events are happening that you may have an interest in participating in. Competing at tournament is also a great way to meet people in the quidditch community and to learn tactics other teams use that you may want to try out yourself. To access the event calendar, visit <http://www.usquidditch.org/events/calendar>

If you ever have questions about specific events, or how to host a tournament yourself, feel free to reach out to events@usquidditch.org.

Join USQ—Add yourself to USQ's team directory to be part of the quidditch network! Visit <http://www.usquidditch.org/teams> to learn how to sign-up.

