

## QUIDDITCH RULES SUMMARY

USQ Rulebook 14 – Effective for 2021-22 season

### FOR EVERYONE

- This is a team sport with one scoring ball (quaffle) and three defensive balls (bludgers). A snitch runner will come out wearing the snitch, pulling the snitch ends the game. Each player has a position and that position dictates which ball they can handle.
- If you ever come off broom (broom hits ground without being controlled, or getting hit with an opponent's bludger) then get off broom (don't leave it behind), tag back in at your own side's MIDDLE hoop (even if it's tipped over), and get back on broom.
  - Tapping the hoops with the broom is not a legal way to tag in anymore.
- While on broom, you may "play" (pick up, throw, kick, and run with) the ball corresponding to your position. Chasers and keepers may play the quaffle. Beaters may play the bludgers. Seekers may play the snitch.
  - You may only kick a ball once, except for keepers in their keeper zone. Do not kick a ball if someone else is reaching for it or holding it.
- Stop play whenever the referee blows the whistle.
- Do what the referees say. If they tell you "back to hoops" for a minor foul, dismount from your broom and tag back in. If they tell you "turnover," give them or the other team the ball in your possession.
- Make contact ONLY with people playing the same ball as you.
  - Contact must be from the front, below the neck and above the knees.
  - You may strip balls and hip-check or push players going for the same ball as you.
  - Two arms may be used for contact, but you must stay on broom to continue the contact; only wrap someone if they have the ball in hand. Body-slammings (charging) is also only permissible if one of you has a ball.
  - Any contact with a player playing a different ball is illegal.
- Taking or throwing balls out of bounds is a turnover.
- Beats from your own teammates do not knock you out. However, the bludger is live until it hits the ground so double- and triple-beats can happen if you're all clumped together.

### PENALTY SYSTEM

- Referees can tell any player committing a minor infraction to get off broom and go back to hoops.
- Referees can award a yellow card for illegal or dangerous play; the player must go to the "penalty box" by the timekeeper and comes back in after one minute or after a goal is allowed. You are off broom when in the penalty box and MUST tag in at your own hoops before playing, or you get another yellow card.
- Referees can award a red card for dangerous play or for three consecutive yellow cards. This removes the player permanently from the game. Another player takes their place in the penalty box and remains in for two minutes regardless of how many goals are scored.

## FOR CHASERS/KEEPERS

- Your job is to run, pass, shoot and dunk to score points for your team.
- Once a goal is scored, the ball must go to the team's keeper to be live. The keeper makes it live in their own keeper zone, or if they are the first to touch it, anywhere on their half.
- You may physically block someone with your body from getting to a ball-carrier, but you may not body slam them (pick or screen as in basketball). You may make contact with your arm(s) but you may not fully extend the arm to shove an empty-handed player.
- You cannot push or tackle keepers in their keeper zone. They are also immune to beats.
- Only Keepers may put their hand through a hoop to block a shot. If a chaser does this, it is automatically a goal for goaltending.
- You may jump up for a contested quaffle; you may NOT tackle someone jumping for a quaffle, as they are a defenseless receiver. This is the easiest way to get a red card.
- You may use the quaffle to block a bludger (if the bludger hits any part of you before hitting the ground, you are still beat).

## FOR BEATERS

- Your job is to protect your teammates by knocking out opponents with bludgers.
- If one team has both bludgers in hand, the other team's player(s) may put up their fist to signal they are claiming the loose third bludger, and are immune to beating.
- You cannot guard the third bludger or throw it back to your own hoops. It will be a 2x turnover.
- Do not "call" your own beats (inform people they are beat) in official games, that must be done by the referees.
- A beater may only control one bludger; you may catch a bludger and immediately drop your own, or drop your bludger to kick one, or throw your own bludger and then pick up another one.
- Kick-beats are legal beats but the bludger is still dead once it hits the ground
- You cannot alter the trajectory of a quaffle with a bludger in hand. You may, however, throw a bludger to move/block a quaffle. Yes I have seen a beater block a goal this way.

## FOR SEEKERS

- Your job is to pull the snitch from the snitch runner to gain 30 points and end the game.
- There is an intermission at 20 minutes. Seekers are released after the intermission to attempt to pull the snitch after that countdown is complete.
- The snitch takes on handicaps after a period of time, and is instructed to be unbiased.
- The snitch can basically do whatever they want, including grabbing your broom, grabbing you, arm-locking/tackling/wrapping/shoving you. Watch out.
- You are just as vulnerable to beats as any other player. Try to get beater protection.
- The snitch pull is worth 30 points. Pulling when down by 30 causes the game to go to overtime.
- OVERTIME: Teams switch sides, a new brooms-up runup occurs, and play goes for 5 minutes. The seeker floor is 30 seconds, then the seekers go back after the snitch again. After 5 minutes or at snitch pull, overtime ends. If the snitch pull ends with a tie score in overtime, the team that pulls the snitch wins.