

# QUIDDITCH ABRIDGED: FOR PLAYERS

By Natalie Astalosh 2017

This document is adapted from the International Quidditch Association's Rulebook 2016-18 v2.

There is no substitute for reading the Rulebook in its entirety. This document is aimed at beginner to intermediate players requiring a functional knowledge of how the game works and how to play. It does not cover every situation or every rule: please consult your captain, coach, a head referee or knowledgeable person if you have any questions.

This document is **not** intended for study by referees: many of the complexities of the sport have been condensed into easy to understand language for players and gloss over the technical aspects you need to be aware of in order to fulfil your duties.

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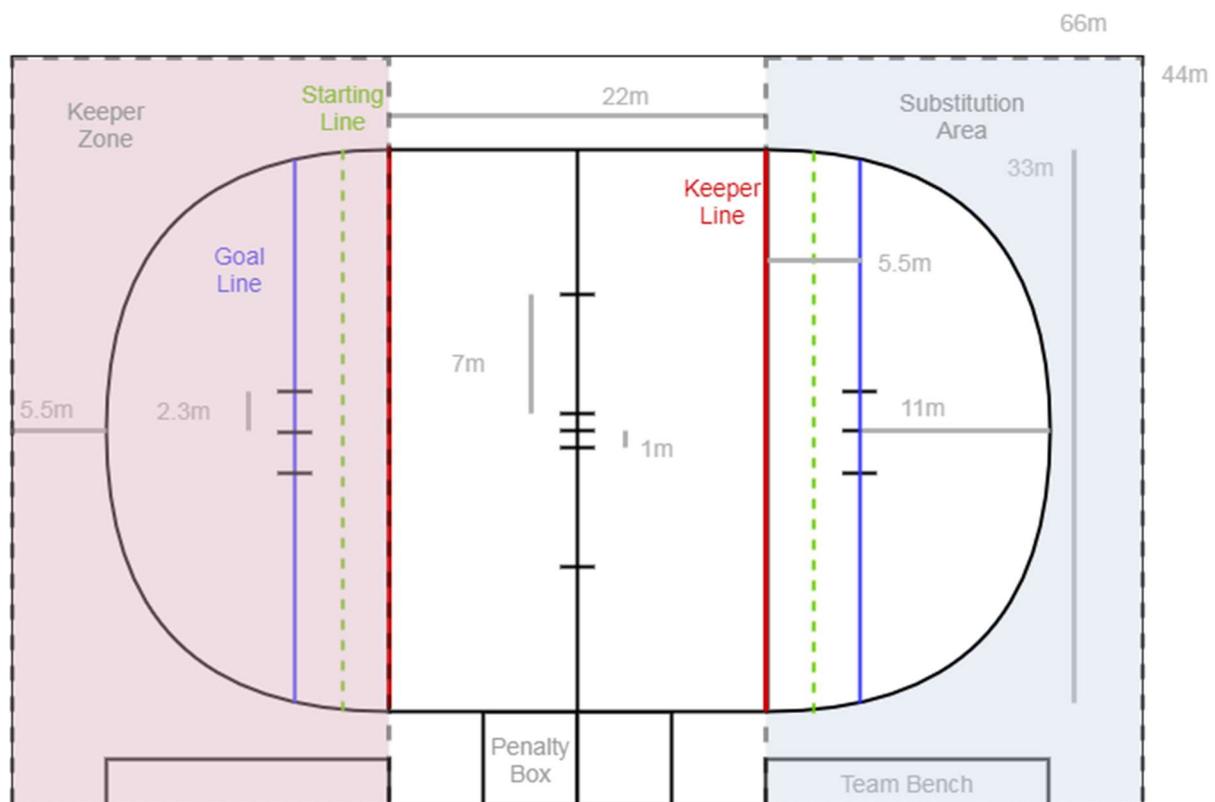
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# 1 GENERAL RULES

## 1.1 EQUIPMENT

- You must wear a headband distinguishing your playing position: chasers wear white, beaters wear black, keepers wear green and seekers wear yellow.
- You must not wear any jewellery while playing (including if taped).
- Fingernails must be short and smooth.
- You may wear cleats (metal or plastic) as long as they are not sharp or jagged.
  - o Some states or tournaments may prohibit wearing metal cleats, check with the Tournament Director in advance.
- You may wear padding or athletic braces, if they do not make a knock sound when tapped with a knuckle, are less than an inch in thickness and have any hard elements covered. You may wear gloves. You may wear a mouthguard.

## 1.2 THE PITCH



- Quidditch has two boundaries: the oval shaped “pitch” or “soft boundary”, and the rectangular “player area” or “hard boundary”.
- Try and stay within the pitch. You may attempt to force players over the pitch boundary. If outside the pitch, you must attempt to return play to the pitch.

- Chasers may throw a ball further away from the pitch only if attempting to score or pass to a player on the pitch. Beaters may throw or carry their bludger further from the pitch if attempting to knockout an opponent.
- You may not exit the player area, except to retrieve a ball. No plays may occur outside the player area. You may not deliberately propel a ball with the intent of sending it out of the player area.
- In general, if a quaffle exits the player area the opposition receives the ball.
- If a bludger exits the player area, the nearest beater (under direction from a referee) receives the ball. If players are equally distant, a player from the team who did not last touch it should receive the ball.

### 1.3 THE BROOM

- If your broom breaks during a match, you must attract the attention of the head referee, who will stop play.
- You must be “**mounted**” on your broom to complete any plays. To be mounted, the broom must be between your legs, and touching some part of your body.
- If you are not mounted, you are “**dismounted**”. To re-join play, you must return to complete the knockout procedure (see below).

### 1.4 THE GENDER RULE

- At any point in time, teams may have no more than four people who identify as the same gender on the field. This includes the seeker.
- The gender with which you identify is your gender. If you believe you may be misgendered, speak with your captain, and they will communicate your gender to the referees before the match.

### 1.5 PENALTIES

- A **back to hoops** is for minor offences, or unintentional offences you immediately adjust. If you commit a back to hoops foul, a referee will call “Back to hoops” and your jersey number. You must dismount your broom, and return to and touch your hoops before you can re-enter play.
- A **blue card** is for technical fouls: fouls that are relatively minor and not committed against another player. You must report to the penalty area for one minute, or until your opponent scores. Multiple blue cards do not lead to a yellow card.
- A **yellow card** is for moderate fouls. You must report to the penalty area for one minute, or until your opponent scores. Two yellow cards result in an automatic red card.
- A **red card** is for serious offences. Violent or dangerous play may result in a straight red card. You are ejected from the game, must vacate the vicinity of the player area and your captain will select another player to serve a full two minutes in the penalty box.

## 1.6 STARTING THE GAME

- Each team must have a keeper, three chasers and two beaters to start.
- The referee will call for players to take their positions on the starting line (the dashed line in the above diagram). You may move anywhere behind this line until the referee calls “Brooms Down!”
- Your body must be entirely behind the starting line. Your broom must be in your hand, but otherwise flat on the ground.
- The referee will:
  - o Ask if each team is ready
  - o Call “Brooms Down”
  - o Identify who the snitch runner is [this may occur before Brooms Down]
  - o Call “Ready!”
  - o Call “Brooms Up!”
- You may begin running from the first “B” of the “Brooms Up!” call.

## 1.7 STOPPING PLAY

- To stop play, the head referee will blow their whistle in short, paired bursts.
- When you hear this, you must stop all movement, drop your broom, and drop any ball in your possession.
- To restart play, the referee will call “remount!” at which point you may pick up your broom and any ball you had previously. Play then resumes on the referee’s whistle.

## 1.8 TIMEOUTS

- Each team may call one timeout before the 17 minute mark of the match.
- The timeout must only be called by the captain or keeper.
- A timeout must only be called when the keeper has possession of the quaffle and is a protected keeper (see 4.3 below).
- You may not substitute during a timeout.

## 1.9 SUBSTITUTIONS

- You may substitute at any time in the game, provided play has not been stopped.
- You must not be dismounted or beat when you substitute: dismount *after* you cross the pitch boundary.
- Substitutions may occur anywhere along the pitch boundary, as long as it is behind the keeper zone line and the player substituting in enters at the same place as the player substituting out
- You may change positions with a teammate if you are both off pitch.
- When you are not substituting in or out, you must remain within the “team bench” area.
- As a substitute, you must make every reasonable effort to get out of the way of play that comes near you.

## 1.10 ENDING THE GAME AND OVERTIME

- The game ends when the snitch is caught. 30 points are awarded to the catching team.
- First Overtime: if the score is tied at the end of regulation time, the match proceeds to overtime. First overtime ends when the snitch is caught, or after the expiration of five minutes. The team with greater points after either of these events wins.
- Second overtime: if the score is tied at the end of first overtime, the match proceeds to second overtime. Second overtime is “sudden death”, and the first team to score by a goal or snitch catch wins.

## 2 GAMEPLAY RULES

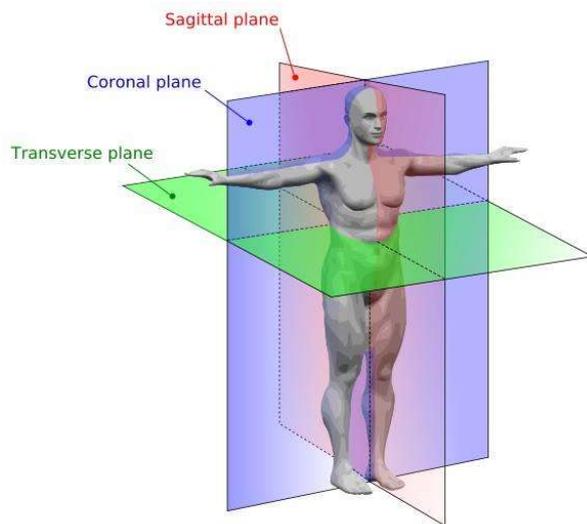
### 2.1 GENERAL RULES

- You must not intentionally contact a player of another position (except for chasers/keepers).
- You must not kick, knee, headbutt, elbow, trip, slide or dive into an opponent.
- You must not jump onto or carry an opponent or teammate.
- You must not contact an opponent’s head, neck or groin, or exert force at or below the knees of an opponent.
- You must not play recklessly.
- You must not make contact with excessive force (force that exceeds by far the necessary force required to complete an action, and as a result is in danger of injuring an opponent).
- You must not strike or deliberately injure or attempt to strike or deliberately injure any person.
- You must not taunt, be rude to, antagonise, threaten or engage in physical altercations with players, referees, spectators or event staff.
- You must not use explicit, vulgar, extreme or abusive language or gestures.
- You must not feign an injury or pretend to be fouled.
- You must not disrespect a referee.

### 2.2 INTERACTIONS

- **Slides and Dives:** you must not slide or dive directly at an opponent in a way that requires them to change their movement to get out of the way.
- **Screens/Picks:** You may not set a screen on a player of a different position. To screen a player without a ball, you must set your feet and not be moving.
- **Kicks near hands:** You must not kick a ball that an opponent’s hand is touching. In addition, it is always illegal to play recklessly (with complete disregard to player safety).

## 2.3 BEHIND CONTACT



- Some forms of contact are illegal if initiated from behind (see below).
- To initiate contact from the front, your bellybutton must be to the front of your opponent's coronal plane. You may contact any part of their body that is otherwise legal, as long as *you* are in front of them, in this manner.
- If you initiate contact from a legal position, then end up in a behind position without letting go of the opponent, you may continue the contact.
- If an opponent initiates contact by leading with their back, or spins immediately prior to your contact, your contact may continue.
- If you contact someone illegally and immediately readjust, you may avoid being carded and instead be sent back to hoops.

## 2.4 CONTACT RULES

Type of contact	Definition	Can you perform this action:				Notes
		If your opponent does not have a ball?	If your opponent is a helpless receiver?	If you are behind your opponent?	Using two arms or hands?	
Grappling	Placing a hand or hands on an opponent.	Yes	Yes	Yes	Yes	
Stealing	Extracting a ball from an opponent by either stripping or poking it loose.	N/A	N/A	Yes	Yes - unless reaching around	It is illegal to reach over the shoulder or around the neck to steal a ball, even if contact is not made. It is illegal to wind up and swing at the ball to punch it loose.
Body blocking	Initiating force (but not the entire force of the player) on an opponent using body parts other than arms/hands.	Yes	Yes	No	N/A	
Pushing	Initiating force on an opponent with an extended arm.	Yes	No	No	No	The arm may be extended during or before the initiation of contact.
Charging	Forcefully bumping into an opponent to stop them, knock them off balance or knock them to the ground.	YOU must have a ball	No	No	N/A	It is illegal to initiate the contact of a charge with a single point of the body, e.g. lowering a shoulder or leading with an elbow.
Grabbing	Holding any part of an opponent with a closed hand.	No	No	No	No	It is illegal to grab an opponent's broom or clothing. It is illegal to yank (apply sharp, sudden force) an opponent's arm.
Wrapping	Encircling an opponent's torso or any body part with an arm.	No	No	No	No	
Tackling	Wrapping a player and bringing them to the ground.	No	No	No	No	Players are expected to learn and utilise safe tackling techniques. Unsafe tackles (e.g. dropping an opponent on their head) will be penalised as 'playing recklessly'.

Table adapted from Morgyn Benstead

- A helpless receiver is one in the process of catching a ball, regardless of if they are in the air or not.
- The penalties for illegally performing these actions vary from a back to hoops to a red card.

## 3 GAMEPLAY RULES: ALL PLAYERS

### 3.1 THE KNOCKOUT EFFECT

- A bludger is **live** if it is propelled by a beater. A bludger becomes dead if it touches the ground, travels outside the player area or is caught by a beater.
- You are “knocked out” if struck anywhere on your body or equipment by a live bludger.
- An assistant referee will call “BEAT!” and your number and team name, to indicate you have been knocked out.
- After you are knocked out, you must immediately dismount your broom, and **drop** any ball in your possession. You must not throw, roll or place the ball on the ground: you must drop it.
- You must retreat to your hoops, and touch the hoop loop or pole (not the base) with part of your body (not your broom), and then remount your broom.
- Once knocked out, you may not start any new plays, until you complete the above procedure and remount. You must avoid interaction with other players, including as you return to your hoops.
- **Natural motion:** If you are in the final motion of an action you may complete the action, if it cannot be stopped. If you have not yet touched a ball (e.g. a kick), you cannot contact that ball even if done in one motion.
  - o If you are still touching a quaffle when you are struck, it cannot be used to score. The quaffle becomes scorable again when touched by a quaffle player teammate, or is possessed by any player.
  - o If you are still touching a bludger when you are struck, it is not live.
- Chasers, keepers and seekers are knocked out immediately when they are struck: beaters may attempt to catch the bludger, and are not knocked out until that bludger becomes dead.
- A successfully caught bludger has no effect on the thrower. All players struck before the bludger is caught are beat, except for the catching beater.
- **Deflections:** You may use a held ball to deflect incoming bludgers: if you are not hit anywhere on your body before, during or after the deflection (including fingers), you have not been knocked out.
- **Friendly fire:** If you are hit by a bludger propelled by a teammate, you should still dismount, but a referee will call “SAFE!” to indicate you can immediately remount and continue play.

### 3.2 USING THE BALLS

- You may only possess, touch, kick, throw or otherwise use the ball associated with your position (the quaffle for chasers and keepers, the bludgers for beaters, the snitch for seekers).
  - o Chasers, keepers and seekers may swat at live bludgers using a quaffle they are holding or throwing. They must not interact with a dead bludger.
  - o Beaters and seekers must not intentionally attempt to block the quaffle with their body or a bludger they are holding. They may *throw* their bludger at a quaffle at any time.
- You may kick a quaffle or bludger once: to kick it again, it must be picked up and possessed by any player.

## 4 QUAFFLE PLAYER RULES: KEEPERS AND CHASERS

### 4.1 SCORING

- A goal is scored when the quaffle passes entirely through a hoop. It may be thrown, kicked, placed or otherwise propelled. You do not need to let go of the quaffle.
- You can score from either side of the hoop.
- Ten points is awarded to the scoring team, and the referee will blow a single, long whistle to indicate the goal was good.
- It is possible to score an own goal.
- You may not score on a hoop that is dislodged (broken, displaced, knocked down), unless it is in the process of dislodging as the quaffle passes through.
- **Goaltending:** the keeper may block a ball by reaching through a hoop, or stopping the ball exiting the hoop. If a chaser completes this action the goal is awarded.

### 4.2 KEEPER RESTART

- The quaffle is dead after a goal is scored. It becomes live again when the formerly defending keeper touches it.
- If the keeper is the first to touch the quaffle, this may occur anywhere in their defensive half. If anyone else touches the quaffle first, the keeper must receive the ball in their keeper zone.

### 4.3 PROTECTED KEEPERS

- Inside the keeper zone, keepers have some special powers: they are a “protected keeper”. These powers cannot be used by the offensive team after they have possessed the quaffle outside the keeper zone, even if the keeper runs back to their zone. They can become a protected keeper again after the opposition possesses the quaffle.
- A protected keeper may kick the quaffle any number of times while in their keeper zone.
- Once a protected keeper has sole possession of the quaffle, opposing players may not contact them or attempt to steal the quaffle.
- A protected keeper is immune to the knockout effect.
- A protected keeper who blocks a shot that causes the quaffle to exit the player area receives possession of the quaffle.
- A protected keeper with possession of the quaffle must immediately advance out of their keeper zone, pass to a chaser or drop the quaffle.

### 4.4 DELAY OF GAME AND RESETTING

- You must not significantly impede the advancement of the quaffle game.
  - o You may pass to a teammate or run the quaffle back towards your hoops, to allow your offence to establish. You may slowly but consistently move up the pitch.
  - o You must not stop moving completely, tiptoe, zigzag, or otherwise take extreme measures to move slowly or erratically, unless forced to do so by the defence.
- A team may not reset the quaffle into their own half, or further from the midfield line if in their own half, without attempting to pass to an eligible receiver or score a goal.

- An eligible receiver is a fellow quaffle player (chaser/keeper) who is not beat, at the time of the arrival of the quaffle.
- A loose ball cannot be illegally reset (unless made loose for that purpose).
- This rule only applies if reasonably considered a “reset”.

## 5 BEATER RULES

### 5.1 USING THE BLUDGERS

- You may throw or kick bludgers to attempt to knock out opponents.
- You must release the bludger, you cannot “tap” opponents.
- A beater without a bludger may swat or otherwise interact with a live bludger on its first contact with you, but it will remain live for the team that initially propelled it. After you have been struck, you may only try to catch it.
- A beater may attempt to catch a bludger thrown at them.
- A beater cannot interact with two bludgers at the same time.
  - You may not kick a bludger if you are already holding one.
  - You may attempt to catch a second bludger if you are already holding one, but must immediately drop one bludger.
- A bludger is only in your possession while you are touching it: you may pick up and throw a second bludger while your first released bludger is still live.

### 5.2 GUARDING

- Guarding a bludger is taking any action that would prevent or significantly delay the opposing team from gaining possession of a bludger.
- Guarding the third bludger is illegal when your team possesses two bludgers.
- You may legally take the following actions when your team has two bludgers:
  - Throw a possessed bludger at an opponent in an attempt to knock them out, and take possession of the third bludger.
  - Relinquish control of a possessed bludger by throwing it towards the opposition’s hoops
  - Attempt to knock out the beater recovering the third bludger if that beater has not claimed immunity.

### 5.3 KNOCKOUT IMMUNITY

- If the other team possesses two bludgers, and your team possesses none, one beater on your team may raise their fist above their head and claim knockout immunity.
- A beater with their fist up in this manner becomes immune to the knockout effect, until they have retrieved the third bludger.
- You must directly and immediately proceed to gain possession of the third bludger.
- If the situation changes (the third bludger is otherwise moved, or the opposing team no longer has two bludgers), you must lower your hand and no longer have immunity. You may choose to make a different play.
- You cannot claim immunity on a bludger until that bludger is dead.

- You must not claim immunity after you have released a bludger, unless you released it to knock out an opponent.
- If the team with two bludgers releases one bludger, the immune beater retains their immunity unless the bludger was thrown to knock out an eligible player or relinquished to the opponent's hoops.

## 6 SEEKER RULES

### 6.1 THE SNITCH

- The snitch is a ball in a sock attached to the pants of the snitch runner, a person on neither team.
- The snitch runner is released onto the field at the 17 minute mark.
- Seekers are released by the timekeeper and may enter the pitch after 18 minutes of game time.
- The seekers attempt to detach the sock from the snitch runner.
- Snitch Handicaps are enforced to prevent excessively long matches:
  - o The snitch must always remain between the keeper zone lines.
  - o After 23 minutes the snitch must remain within 1m of the midline of the field.
  - o After 28 minutes the snitch must only use one arm.
  - o After 33 minutes the snitch must remain within 1m of the intersection of the midline and pitch boundary opposite the team benches.

### 6.2 SEEKERS AND THE SNITCH RUNNER

- A seeker may grapple, body block, or complete other forms of incidental contact with the snitch runner but **cannot impede the snitch runner's mobility.**
- A seeker must not push, grab, hold, charge, wrap, tackle or leap onto a snitch runner.
  - o You may push their arms only, and incidentally.
- You must not grab the snitch runner's clothing
- If the snitch runner is declared "down", you must cease pursuit of the snitch. The snitch runner receives a three second head start (to be counted aloud by the snitch referee) before they can be pursued again

### 6.3 A GOOD CATCH

- To be a good catch, a seeker must remove the snitch ball from the snitch runner. They must have sole possession, have committed no fouls, and not be dismounted or knocked out. Their team must have committed no cardable offence, or impeded the snitch runner in anyway.

### 6.4 SEEKER INTERACTIONS WITH OTHER PLAY

- Seekers are still subject to the knockout effect
- Seekers must not interact with any other game ball
- Seekers must not interact with or physically contact players of any other position