

# Quidditch Rules

All games will be governed by the rules established by the International Quidditch Association with the following Berry College Intramural Sports Modifications:

## Players & Equipment

1. Eligibility - See Intramural Handbook
2. Each team will have six (6) players, including two (2) chasers, two (2) beaters, one (1) keeper, and one (1) seeker. Teams must have at least five (5) players to avoid a forfeit, including one (1) player at each of the four positions. Rosters may have up to twelve (12) players. Teams are Coed.
3. Each team is required to wear a jersey of the same color. Intramural staff will provide numbered jerseys to those teams who do not have matching shirts.
4. **BYOB** - bring your own broom. Intramurals will provide brooms as need be, but supplies are limited. The intramural staff will provide all other field equipment.
5. **Shoes:** Tennis shoes are the recommended footwear. Sandals, street shoes, combat boots, or hiking boots are not allowed. No player will be allowed to participate in bare feet.
6. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
7. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
8. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
9. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

## Game Format

1. The match will begin with a coin toss to determine which team will attack each goal.
2. Game ends with a successful snitch pull or after 15 minutes. If the snitch is caught, the seeker that caught the snitch will earn an extra 30 point bonus for his/her team. Seekers may leave the playing field to seek the snitch. The team with the most points at the end of the match or the team that catches the snitch will advance in the games.
3. **Starting the game:** The head referee will ask both keepers if they are ready and then, the referee will sound the whistle.
  - o At this point, players may rush to the center to retrieve the quaffle and bludgers.
  - o The snitch will enter the playing field at his or her convenience.

## Player's Positions:

- **Chasers:** These players move the quaffle down the field by running and passing. They may throw or kick the quaffle through the opposing team's hoops to score. Chasers may not shoot on goal from within the opponent's starting line.

- **Beaters:** These players must throw the bludgers at opposing players in order to temporarily knock them out of play. Once a player has been hit by an opposing beater, he/she must drop any ball, dismount the broom, retreat back to his/her set of hoops and touch one of the hoops, and then get back onto the broom. If a beater catches an opposing beater's bludger, he/she is knocked out. Note: The thrower is not knocked out either.
  - **Keeper:** This player is responsible for defending his or her goals to prevent the quaffle from going through it. Outside of the keeper zone, the keeper is treated as a chaser. However, while inside the keeper zone, the keeper is not subject to the knockout rule or the goaltending rule.
  - **Seeker:** This player's job is to chase down the snitch runner and strip him/her of the snitch (flag belt).
1. **Tie:** Should a game end in a tie, a sudden death overtime period will be played. That is, the first team to score a goal or the first team to pull the snitch will win the overtime period. For overtime, the snitch will begin in the middle of the playing field.
  2. **Substitutions:** Substitutes may only enter the field at the starting line, once the player they are substituting for has left the field. A male must sub a male and a female must sub a female.
  3. **Scoring:** A goal is scored when the entire quaffle passes through one of the three hoops.
    - Goals can be scored by either throwing or kicking the quaffle through the hoop.
    - Each goal is worth ten (10) points.
    - Once a goal is scored, the opposing team's keeper must control the quaffle before they can attack. The scoring team must retreat to their starting line before they can attack the quaffle.
    - Any part of a player's body may pass through the hoop to score or prevent a score. Note: Beaters may not touch the quaffle.

## **Fouls and Penalties**

1. Players are forbidden to touch the equipment of another position. That is, only the chasers and keepers may touch the quaffle (deflated volleyball). Only the beaters may throw the bludgers (dodgeballs). Only the seekers may remove the snitch (gold flag belt) from the snitch runner (impartial player dressed in all gold).
2. All players must keep the broom between their legs at all times. Any player without the broom between his/her legs will lose possession of the ball and must return back to their own goals before they can continue back into play. **'Flying' is not permitted and will result in a two (2) minute penalty.**
3. There is no physical contact. Penalties are subject to **two minutes in the penalty box.** This includes but is not limited to tripping, tackling, elbowing, slapping, sliding, diving, stalling, and illegal substitution. Other fouls may be called at the referee's discretion.
4. Players may not dive or slide to catch, secure, or avoid any of the balls in play. Any of these actions will result in a **two(2) minute penalty.**
5. All penalties will result in a direct free throw at the spot of the foul. Like soccer, the offending team must allow 3 yards in any direction of the thrower.