

Muggle Quidditch

Official Quidditch Rules For Royal HS & Santa Susana HS

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Adapted from: Intercollegiate Quidditch Rules and Guidebook
1st Edition (2008) by Alex Benepe



I. Playing Equipment

The Broom – For ALL Players

- Required by all players except for the snitch.
- This is the most essential equipment item of the game!
- Must be a broom, Swiffer, or short lacrosse stick.
- All players (except the snitch) must hold the broom between their legs at all times.
- No forms of artificial attachment are allowed. You must hold it with one hand or grip it with your thighs. Any play made without the broom in place is an illegal play and will not count.



The Bludger (RED Playground Ball) – For Beaters ONLY

- The bludger is a playground ball.
- There are 3 bludgers per game.
- Beaters throw this ball at opposing Players.
- Any player hit by a bludger must drop any ball he/she is holding, de-broom, and run around one of his/her team's Goal Hoops before returning to play.



The Quaffle (white volleyball) – For Chasers and Keepers ONLY

- The quaffle is a volleyball
- Chasers must advance this ball down the field, by running with it or passing it
- Chasers must throw it through one of the opposing team's hoops to score (from either direction)
- Teams are awarded 10 points per score for the side hoops and 20 points for the center hoop.



The Snitch – For The Snitch Runner and Seekers ONLY

- The snitch ball is a tennis ball that hangs out of the snitch's shorts
- When a Seeker successfully "Snatches the Snitch", the game is ended and points are added up.
- The snitch is worth 100 points.



During the game the Runner and the Snitch are referred to collectively as "The Snitch", but in the rulebook the ball/sock is called "The Snitch" and the runner is called the "Snitch Runner" for purposes of clarity.

Referee items

- Whistle
- Jersey
- Red and Yellow wands (bubble wands)



3 Digit Flip Scoreboard

- Make sure to have a 3-digit version for games that go over 100 points!



Bandanas / Headbands

- 2 Yellows, 6 Whites, 4 Blacks, 2 Greens
- Each position has a different colored headband to help both the ref and the players to keep track of who should be using which ball.
 - Seeker – Yellow (1)
 - Chaser – White (3)
 - Beater – Black (2)
 - Keeper – Green (1)



Lacrosse Goggles (recommended)

- Lacrosse goggles are recommended to avoid eye injury, particularly when playing with HS students.



Pinnies

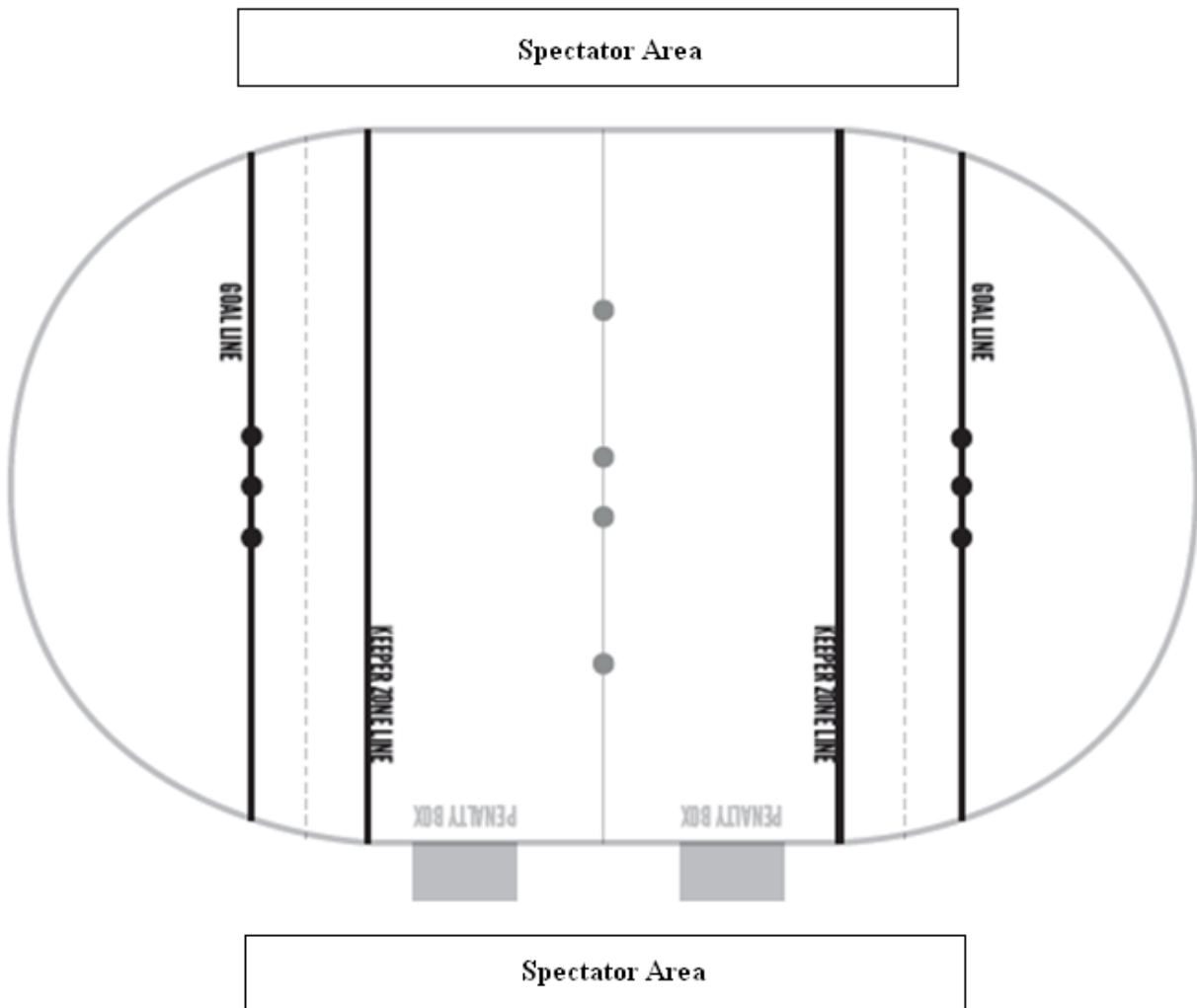
- These help to identify players and distinguish teams.



II. Field Set-Up

The Pitch (field)

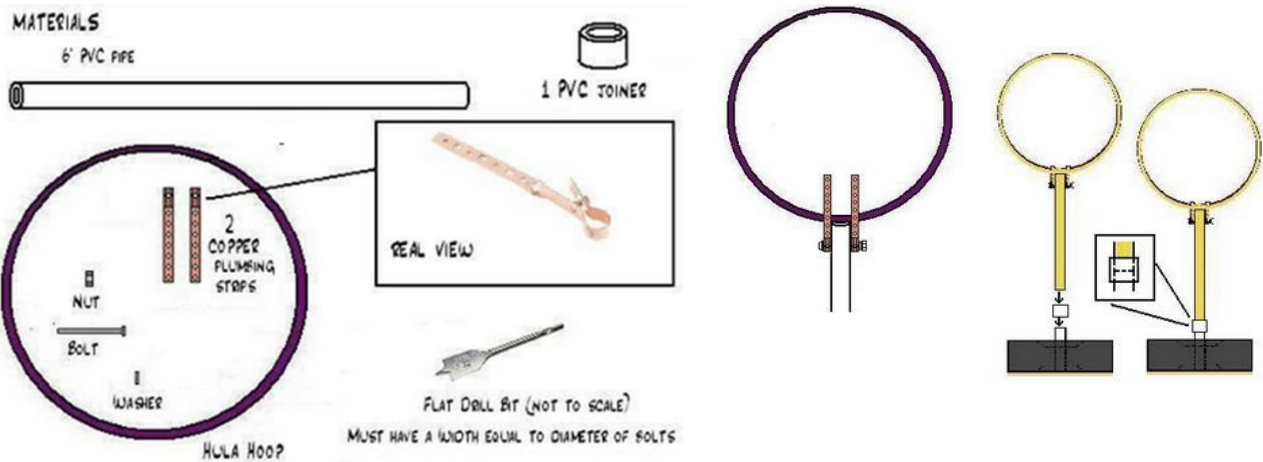
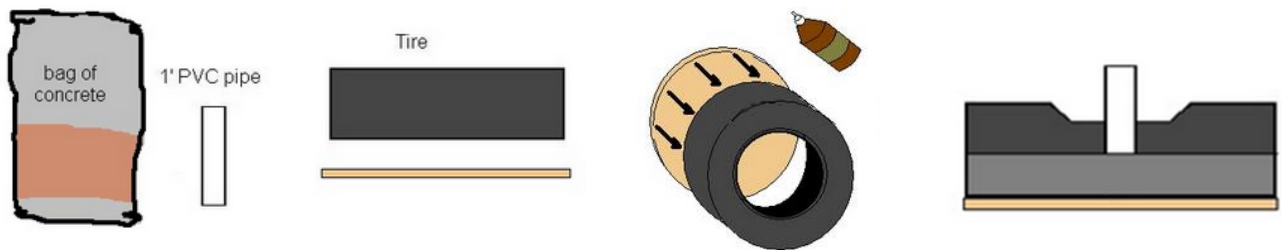
- The pitch shall be roughly an oval.
- The length of the field shall be the width of the RHS / SSHS practice soccer field.
- The field shall be chalked (not painted).
- Mandatory markings include the half line, center circle, keeper lines, goal lines, and spectator lines.
- The spectator zone shall be only between the goal lines and at least 15 feet from the playing field.



The Hoops

The hoops are the goals of the game. The chasers must attempt to throw the quaffle through the opposing team's hoops to score

- There are 3 scoring hoops on each side of the field.
- The center hoop is 10ft. high and the side hoops are 6ft. high.
- All 3 hoops are lined up on the goal line.
- The center hoop must be higher form the ground than the other two hoops.
- The hoops can be scored on from either direction.
- Points are awarded for the quaffle going through the hoops



III. Player Positions

A. Chasers

Chasers per Team: 3

Game Ball Used: Quaffle

Objective: Throw the Quaffle through the opposing team's Hoop Goals to score 10 points.

Headband Color: White



Using the Quaffle

Running – Chasers may run with the Quaffle for an unlimited amount of time.

Passing – Chasers may pass the Quaffle to any Chaser or Keeper on their team.

Shooting – Chasers must throw the Quaffle through the Hoop Goals to score.

Stealing – Chasers may attempt to steal the Quaffle from opposing players, using any legal means necessary (see Physical Contact).

Kicking – Chasers are allowed to kick the Quaffle but may not kick it repeatedly. They are allowed one kick, and then must pick up the Quaffle and carry it in their hands before they are allowed to kick it again.

Deflecting – Chasers may use the Quaffle to block incoming Bludgers. If they are successful and they are not hit anywhere on their body, then the deflection is complete and the Bludger has no effect.

B. The Beaters

Beaters per team: 2

Game Ball Used: Bludger

Objective: Throw the Bludger to hit opposing players.

Headband Color: Black



Using the Bludger

Holding the Bludger – A Beater may hold up to three Bludgers.

Running – Beaters may hold a Bludger and run with it for an unlimited amount of time.

Passing – Beaters may pass any Bludger to a friendly Beater.

Throwing/Hitting – Beaters may use the Bludger to attack opposing players of any type, including Seekers and other Beaters.

Note: It is necessary that the Bludger is thrown with enough force to ensure that the player struck is aware of the impact.

The Knockout Effect – Players struck by a Bludger must drop any Game Ball they are holding and return to the Goal Zone on their side of the field. They may do so as quickly or as slowly as they like, and must circle around their goal zone once they have reached it. Until they circle around the goal zone, these players are effectively “Out of Play” and may not interact with any players or balls in any way, and may not substitute until they reach their Goal Zone. Once they have circled around the Goal Zone they have officially re-entered play and may immediately use or interact with Game Balls or other players.

Note: Players struck by a Bludger must DROP any ball they are holding. They may not pass, throw, or even lightly toss the ball – it must be dropped right at the player’s feet.

Any play made after a player has been struck by a Bludger is counted as null and may even qualify the player for a penalty (see the Physical Contact section).

Defensive Catching – Beaters and Beaters ONLY, may catch a Bludger that is thrown at them by an opposing player. If a Beater catches a thrown Bludger, the Knockout Effect does not occur and the player may continue play as normal. Note that a caught ball has no effect on the thrower either.

Kicking – Beaters are allowed to kick the Bludger but may not kick it repeatedly. They are allowed one kick, and then must pick up the Bludger and carry it in their hands before they are allowed to kick it again.

Note: Any player hit by a legally kicked Bludger is subject to the Knockout Effect.

Deflecting – Beaters may use the Bludger to block incoming Bludgers. If they are successful and they are not hit anywhere on their body, then the Deflection is complete and the incoming Bludger has no effect.

C. The Keeper

Keepers per Team: 1

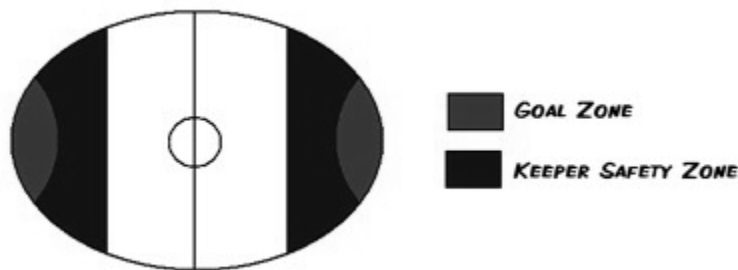
Game Ball Used: Quaffle

Objective: Prevent opponents from throwing the Quaffle through the Goal Hoops.

Headband Color: Green



Playing the Keeper Position



Outside the Keeper Zone – While outside the Keeper Zone, the Keeper is subject to all of the same rules as a Chaser.

Inside the Keeper Zone (note the Goal Zone counts as the Keeper Zone as well) – While inside the Keeper Zone, the Keeper is subject to all of the same rules as a chaser with the following exceptions:

Kicking – The Keeper may kick the Quaffle as much as he/she likes while in his/her own Keeper Zone.

Possession – When the Keeper is in sole possession of the Quaffle while in the Keeper Zone, opposing players are not permitted to attempt to steal it from him/her.

Knockout Effect Immunity – While in the Keeper Zone, the Keeper is immune to the Bludger Knockout Effect. Beaters may continue to throw Bludgers at the Keeper, but the Keeper is not subject to any effects if he is hit.

Note that the Keeper may always use the Quaffle to block incoming Bludgers, just like any Chaser.

D. The Seeker

Seekers per team: 1

Game Ball Used: The Snitch

Objective: Snatch the Snitch!

Headband Color: Yellow



Playing the Seeker Position

Snatch The Snitch: The Seeker must follow the Snitch Runner on foot and attempt to firmly pull the Snitch from the back of the Snitch Runner's shorts.

Clean Grab: The Snatch must be a Clean Grab. This means that the player may not attempt to assault, impede, molest, or otherwise subdue the Snitch Runner. If the Snitch Runner falls onto his/her back, play is halted and the Snitch Runner is given three seconds to run before play resumes.

Note: Often the Snitch runner has fallen on his back with the Snitch itself in a Seeker's hands. This does not constitute a successful Snatch unless the Snitch was entirely removed from the Runner's waist before the Runner fell. Remember, the objective is to Snatch the Snitch, not wrestle it to the ground.

Fish in a Barrel: Seekers, like all players, may be targeted by Beaters, and are subject to the Knockout Effect as usual.

Note: Seekers may not use or touch any other Game Ball besides the Snitch.

E. The Snitch

Snitches per game: 1

Game Ball Used: The Snitch

Objective: Prevent the capture of the snitch ball by the seekers.

Note: The Snitch is composed of two elements, the Snitch Runner, and the Snitch Ball. Together they combine to form the Snitch.



Having a skilled, fast, tough, acrobatic runner as the snitch is the center point of Muggle Quidditch. It is the crowd pleaser and THE main aspect of what has made this version of the rules so popular and successful.

Be The Snitch

Finding a good snitch is essential and is not always easy. Here are the Snitch qualities ranked in order of importance from most important to semi-important:

- 1) **Endurance** – The Snitch must be able to run a fast pace for at least an hour. Varsity Cross Country runners, ex-cross country runners, or soccer players are recommended.
- 2) **Attitude** – The Snitch’s sole task is to humiliate the Seekers. He can run from them, hide from them, or dodge away just as they dive for them and leave them eating his dust.
- 3) **Agility** – Mere speed isn’t enough to escape sometimes. The Snitch should be able to do simple acrobatic maneuvers. Handsprings, Rolls, Somersaults, and even flips are all very useful to evade capture when maneuvering a small area (like the quidditch pitch).
- 4) **Size** – This is not the most important.

The Snitch’s Boundaries

The Snitch is allowed to traverse a much wider space than the field. The boundary for the snitch is the Royal athletic fields (practice field, FR baseball, exterior of VAR baseball, the grass around tennis courts). Snitches cannot climb buildings, trees, Sea-Trains or any building structure.

Hiding

The Snitch is allowed to hide whenever and wherever he/she wants, as long as it is outdoors. The Snitch may not enter buildings.

Starting the Game

As mentioned in the Referee/Commissioner section, the Snitch is given a head start. After announcing THE SNITCH IS LOOSE during which point the teams have their eyes closed, wait until the Snitch is out of sight or almost out of sight. That way the Seekers may have to spend some time looking for the Snitch before they can even begin the chase.

Snitch Uniform

Your snitch should wear as much yellow or gold as possible to stand out. Yellow shirts, socks, shorts, and running shoes are highly recommended.

IV. Length of Game

- The game begins with all players lining up, heads down, on their goal lines.
- The referee asks players on both sides if they are ready.
- The referee says “The Snitch is Loose” and the snitch gets a head start on seekers.
- The referee then gives the command “Brooms Up” to start the game.
- Four 5 minute quarters are played, with 2 minutes rest between quarters.
- The balls are reset on the midline for the beginning of each half of play.
- The team that has the ball at the end of the 1st and 3rd quarters, starts with the ball at the beginning of the next quarter.
- At the end of the 3rd quarter, the snitch is summoned to the pitch and gets chased by the seekers on the pitch for the remainder of the game.
- The game ends immediately if the snitch is caught. Points are then totaled to determine the winner.
- If the teams are tied after the snitch has been caught, the team who caught the snitch wins.

V. Penalties and Game Calls

Players may not:

- Contact the snitch runner (except for seekers).
- Kick an opponent.
- Head-butt an opponent.
- Elbow an opponent.
- Make contact with an opponent's head, neck, or groin.
- Initiate contact at or below the knees of an opponent.
- Initiate contact from behind an opponent.
- Trip an opponent.
- Slide tackle an opponent.
- Push an opponent with arms moving away from the body.
- Charge an opponent.
- Wrap an opponent.
- Tackle an opponent.

Players may:

- Put hands on the shoulders and backs of other players.
- Knock a ball away by hitting the ball.
- Use any other physical body contact allowed in girl's high school soccer.

Game Calls

1 Main Field and 2 Goal Referees make all official game calls. All calls by the Main Field Referee are final. The Commissioner keeps the official score of the game. Assistants to the Commissioner keep record of players and penalties.

Each referee will carry a yellow wand and a red wand. A Yellow Wand is a warning. Any player who repeats a yellow wand level action will receive a red wand, which expels the player from the game.

The Penalty Zone

The penalty zone is much the same as it is in other sports. There are two designated areas where penalized players must stand, one for each team.

Forbidden Physical Contact and Respective Penalties

Action	Penalty
Cape grabbing, uniform grabbing	Yellow Wand
Using or touching a ball inappropriate for the respective position (ex: a Beater kicking a Quaffle)	Yellow Wand
Ignoring a Bludger hit	A) Flagrant: Yellow Wand or B) Questionable: 30 Seconds in Penalty Zone
Broom grabbing	Yellow Wand & 30 Seconds in Penalty Zone
Hitting a player (includes punching, slapping, kicking etc.)	Yellow Wand & 30 Seconds in Penalty Zone
Tripping	Yellow Wand & 30 Seconds in Penalty Zone
Elbowing	Yellow Wand & 30 Seconds in Penalty Zone
Charging or slide tackling an opponent	A) Flagrant: Red Wand (out of game) or B) Questionable: Yellow Wand & 30 Seconds in Penalty Zone
Initiate contact at or below the knees of an opponent.	A) Flagrant: Red Wand (out of game) or B) Questionable: Yellow Wand & 30 Seconds in Penalty Zone
Initiate contact from behind.	A) Flagrant: Red Wand (out of game) or B) Questionable: Yellow Wand & 30 Seconds in Penalty Zone
Assaulting, impeding, or in any way molesting the Snitch	A) Flagrant: Red Wand (out of game) or B) Questionable: Yellow Wand & 30 Seconds in Penalty Zone
Make contact with an opponent's head, neck, or groin.	A) Flagrant: Red Wand (out of game) or B) Questionable: Yellow Wand & 30 Seconds in Penalty Zone
Headlocks, neck grabbing, or any physical contact directed towards the head or neck	Red Wand (out of game)
Intentional throwing the ball at the head of another player	Red Wand (out of game)
Bodily tackling, or wrapping another player	Red Wand (out of game)
Body checking	Red Wand (out of game)

Referee signals



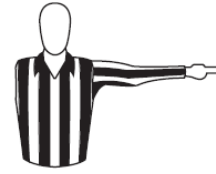
Goal

One long whistle blast.
Two arms raised straight up.



No goal or bad snitch catch

Two arms out at the sides.



Knocked out

Yell "Beat," player's jersey color and number. Point at hoops with two fingers.



Own zone keeper possession
Yell "Keeper." Arms crossed at shoulder level, fists clenched.



Good snitch catch

Three long whistle blasts.
Wave both arms above head.



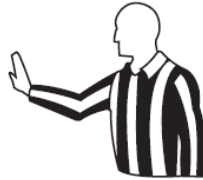
Stop play

Paired whistle blasts.
One arm raised straight up.



Resume/restart play

One short whistle blast.
One-armed chopping motion.



Warning

Hold out one arm, palm outward, to offending player.



Unsportsmanlike conduct

Hands at hips.



General illegal contact

Fist chopping arm above head.

The referee signals above are taken from the International Quidditch Association Rulebook, 7th Edition, by Will Hack.