

McGill Intramural Quidditch Rules 2013

Autumn

THE TEAM

A team may have 10 to 20 players. Each team should have 7 players on the field at a time. A minimum of 5 players are necessary to compete. There are no restrictions on gender, though teams are encouraged to have a minimum of 2 players of each gender on the field.

TIME-OUTS & SUBSTITUTIONS

There will be no time outs during games. Substitutes are allowed for any player, at any point in the game. To make a substitution, the player subbing on must wait until their teammate has stepped off the pitch before they are allowed to step on. To substitute properly, a player must leave all game balls that they are in possession of on the field, leave the playing area and transfer their headband and broom to the new player who is able to enter play after putting on the headband and broom. Improper substitution can result in a verbal warning for the team if unintentional and possible cautionary offenses if any team has more than 7 players on the field.

MATCH PLAY

Matches will be allotted 30 minutes for completion. Seekers will be held on pitch for 5 minutes before beginning to chase the snitch. If the snitch is caught before 15 minutes, the game will extend until the 20 minute mark of the match. At this time, the match will end and the team with the highest score wins. If at 30 minutes the snitch is not caught, the game will end and the highest score wins.

The snitch must return to the field by the 15 minute mark of the game, but may roam the campus, within the field restrictions, before hand.

THE FIELD

The games will be played on the Lower Field. There will be no markings on the terrain, but hoops will be placed 43m apart. The width is approximately 30m wide. On the side of the field that is designated for each team there is an area called the Keeper Zone where the Keeper is free from Bludger attacks and stripping the ball loose. This area extends roughly halfway from the midpoint line to the back of the field; roughly 4m. Players are able to take a shot on one of the three hoops from anywhere on the pitch, both in front of and behind the hoops.

The snitch runner and seekers play within a larger perimeter until the 15 minute mark. It consists of the road that runs east-west through the Y-intersection, Sherbrooke street, the McLennan library and behind Burnside building. They are not permitted into buildings.

THE EQUIPMENT

Every participant will be provided with a broom which must be kept between their legs at all times during

play. The broom is defined as a shaft that can be easily held and is a reasonable length between three and four feet. Bristles on the end are recommended, but not required. Brooms will be supplied.

- The Quaffle: A volleyball deflated enough to be gripped in one hand, but not so deflated that a majority of the ball can be taken in one hand.
- The Bludgers: Dodgeballs.
- The Snitch: A neutral individual wearing yellow (snitch runner), with a tennis ball in a sock attached to the back of their shorts (the snitch itself).
- Athletic shoes. They may not be metal cleats.
- Headbands: for members of each team to designate different positions. Green for Keepers, white for chasers, black for beaters, and yellow for seekers.
- There are 3 goals, of varying heights positioned on each side of the field.

OFFICIALS' DISCRETIONARY POWER

The Official has the discretionary power to:

- Caution any player of misconduct or unsporting behavior (persistent infringement of any of the rules of the game)
 - When cautioning a player, the official will display a yellow card, which will remove the player from the field for a two minute period.
- If a player exhibits the intention to harm a player on the opposing team, the Officials, using their discretion, may display a red card. Also any player that receives two yellow cards in a game, regardless of the offences must receive a red card after being shown the second yellow. This player would be suspended from play for the duration of the match. In addition, another player on the team who will substitute in for the player must sit in the Penalty Box on the side of the pitch next to the scorekeeper for two minutes and will remain there until the opposing team scores or the time runs out on his or her penalty.

THE GAME

Quidditch is a fully co-ed sport with seven athletes on each team playing four different position and using three different balls. Every player must have a broom between their legs at all times. If a player “falls off” their broom, they are “knocked out”, meaning they are required to drop any balls in their possession and immediately return and touch their team’s hoops before re-entering play. Falling off one’s broom occurs when the broom is no longer between a player’s legs, or when they are hit by a bludger thrown by an opposing beater.

The players wear headbands to indicate their positions: Chasers wear white, Beaters wear black, Keepers wear green and Seekers wear yellow.

Chasers

Three players per side are called chasers. Their objective is to score goals (worth 10 points each) with the Quaffle, a semi-deflated volleyball. They advance the ball down the field by running with it or passing it to teammates. One kick is allowed before a player must pick up the Quaffle. Chasers are **not permitted** to interact with Bludgers or Beaters in any way, except for being “knocked out”.

Keeper

Each team must have one Keeper. The Keeper is immune from Bludger hits and having the ball stripped from them within the Keeper zone (4m around the hoops). However, when a Keeper exits the Keeper Zone, then they are subject to the same rules as Chasers. Keepers are **not permitted** to interact with Bludgers in any way, except for being “knocked out”. Only the Keeper may prevent the quaffle from going through the hoops by reaching through or around the hoop. If a chaser sticks their hand or any body part through the hoops from behind to stop a goal it is a foul called goaltending that can result in either a warning or a cautionary offense.

Beaters

Two players per side are called beaters. They throw dodgeballs, called Bludgers, in order to disrupt the flow of the game by “knocking out” players on the opposing teams. Quidditch uses three Bludgers, and any one beater cannot be in possession of more than one bludger at a time. “Knocked out” players are temporarily removed from play, and must drop any balls in their possession, remove their broom from between their legs, and immediately return and touch their side’s goal hoops before re-entering play.

Legal Bludger throws must be released from the Beater’s hands before making contact with the target. Beaters are not able to tap a nearby player with the Bludger without it leaving their hands. Intentionally deceiving a player about knocking them out is a back to the hoops offense. A Bludger to the head is not considered to be a “knock out”, and the player may remain in play.

Beaters may catch the Bludgers to avoid being “knocked out” by the other team’s beaters. Keepers are immune from being “knocked out” within their own goal areas (4m around the hoops), and are thus off limits to beaters. Beaters are **not permitted** to interact with the Quaffle in any way.

A Bludger is live after being thrown until that Bludger touches the ground. Every opposing player struck by the Bludger before it touches the ground is subject to being “knocked out”, and must remove themselves from play, as with any hit.

A Bludger may also be kicked once before it is picked up by a Beater, and Bludgers that are kicked into the air may “knock out” other players.

Friendly Fire- if a beater hits a teammate with a Bludger, there is no effect.

Beaters with Bludger advantage (wherein both beaters on a team each have a Bludger) may not knock out a beater from the opposing team as they collect the third Bludger. In this situation, the Beater of the team with no Bludgers holds one hand above their head in a fist to designate having so called “third bludger immunity” and they are able to freely recover the remaining Bludger. Attempting to control all three Bludgers or ignoring this immunity is a back to the hoops offense.

Beaters and Chasers can use the ball in their possession (Bludger and Quaffle respectively) to block a

thrown Bludger. If they successfully block the Bludger, they are **not** knocked out.

Seekers

Each team must have one seeker. The seeker's responsibility is to catch the Snitch. The Seeker from each team will not be permitted to actively pursue the Snitch for five minutes at the start of the game while the snitch leaves the field of play; this is called the seeker floor. After this period, the seekers are released to try and find the snitch. Seekers are subject to Bludger throws and must return to their hoops if "knocked out". Seekers must keep their broom between their legs at all times. Seekers are **not permitted** to interact with the Quaffle or Bludgers in any way, except to be "knocked out" by beaters.

Beginning Play

All players start with one knee touching the ground of their goal line, with the Quaffle and Bludgers placed at the center line. The players must keep their heads down, and eyes closed as the referee calls, "The Snitch is released", starting the five minute seeker floor, where the Snitch has the liberty to run away from the seekers. The referee will begin play by yelling "Brooms up!" at which point, the chasers, beaters and keepers may advance to retrieve the Quaffle and Bludgers. After the five minute seeker floor, the seekers may start searching for the snitch.

Scoring a Goal

In order to score a goal, a chaser must throw the Quaffle through one of the three hoops defended by the opposing team. The entire ball must pass completely through the hoops to receive the 10 points for a goal. Goals may be scored from either side of the hoops, and keepers are allowed to reach through the hoops to stop the opposing team from scoring. A Chaser is allowed to put their hand through the hoop to get a goal if they are holding onto the Quaffle to ensure that it goes in.

Restarting the Play

Following a goal or any other event resulting in the stopped of play, then chasers must return to their side of the field. Beaters must freeze in place. Beaters may keep Bludgers already in their possession, however they cannot pursue uncontrolled Bludgers. Any thrown Bludgers will be considered "dead" upon release until play is resumed. When the Quaffle has been retrieved the referee will say "Brooms Up" to resume play. The keeper starts off with the ball in a restart of play if a goal is scored. The chaser who was last in possession of the Quaffle will start if no goal occurred during the stoppage of play. If the stoppage of play resulted from a foul, a chaser from the opposing team starts with the Quaffle.

FOULS

There is no contact allowed between players, the aim should always be the ball, not the body.

During play, players are forbidden from taking certain actions, or fouls. Players who commit fouls face different consequence depending on the severity of their offence. A "back-to-hoops" foul indicates that a player must stop and return to their hoops, as if they were knocked out. A caution indicates that a player has received a yellow card, and must be substituted.

Back to Hoops Offences

- Failing to return to their defensive half line before defending, after a goal is scored.
- Unintentionally committing any illegal physical contact or interaction
- Not allowing the opposing team to recover the third Bludger.
- Dismounting the broom at any time.
- Stiff arming, holding, charging or tackling an opponent
- A chaser with the Quaffle may not charge an opponent

A player may steal a ball (Quaffle or Bludger) from an opponent by either stripping or poking it loose. A player **MAY NOT** reach over the shoulder, or around the neck of an opponent in an attempt to strip the ball. A player must not punch a ball loose. A punch occurs when a player winds up and swings at the ball, or attempts to poke the ball loose and hits the player in possession. Any illegal steal attempt results in a “back to hoops” foul.

Cautionable Offences

- Committing any act of unsporting behavior, including but not limited to:
 - a) Attempting to deceive the referee by feigning injury or pretending to have been fouled.
 - b) Intentionally playing a ball illegally.
 - c) Willfully ignoring a Bludger hit.
 - d) Intentionally committing any illegal physical contact or interaction.
 - e) Intentionally altering any equipment that is part of the game.
 - f) Playing in a dangerous manner, including intentionally slide-tackling or tripping another player.
- Persistently infringing the rules of the game.
- Persistently or intentionally leaving the pitch when in play (does not apply to seekers).
- Intentionally throwing a ball off the pitch.
- Illegally entering play, or substituting.
- Interacting with a seeker before the seekers are released.
- Intentionally and repeatedly moving after the referee has stopped play.
- Repeatedly delaying the game.
- Showing disrespect to an official or persistently questioning the referee’s decisions.
- Using verbal referee commands with the intent to deceive other players
- Using illegal equipment (must use equipment provided + no metal cleats)

Send-off Offences

- Receiving a second caution in the same match.
- Attempting to hurt or deliberately hurting another player. This includes but is not limited to:
 - a) Using intentional physical contact to the head, neck or groin.
 - b) Striking or attempting to strike an opponent.
- Committing serious foul play.
- Exhibiting violent conduct or using excessive force, as defined below.

- Spitting at an opponent.
- Using offensive, insulting, or abusive language/gestures.
- Delaying an opposing seeker who has snatched the snitch from returning to the pitch (where the game ends).

“Using excessive force” defined: A player exceeds by far the necessary use of force and is in danger of injuring his opponent. Players who use excessive force must be immediately sent off.

Snitch Rules

Each team has a seeker whose job it is to catch the Snitch. The Snitch runner is a neutral party, without a broom, who has very few rules placed on them. They can use stiff arm, or their body to avoid the snitch being captured, but may not tackle seekers. A snitch cannot be caught if the snitch runner is on the ground, and unable to defend the snitch. If a snitch is pushed to the group or falls down in such a way that catching the snitch is made illegal, the seekers must allow the snitch to regain their footing and take a three count to start snitch play again.

A game of Quidditch does not end until the snitch has been cleanly snatched from the Snitch runner, and returned to the pitch. The team whose seeker catches it receives **35** points. If a snitch is caught before the 15 minute mark, play will continue until the 20 minute mark is confirmed. If it is not caught by the 30 minute mark, the game will end, and whichever team has the highest score will win.

Protests

Protests will only be accepted in cases involving use of an ineligible player or rule misinterpretations. Protests of judgments calls will not be accepted under any circumstances.

INTERNATIONAL QUIDDITCH ASSOCIATION

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

Rules adapted from UC Davis' intramural Quidditch League