MATCH PLAY
Matches will be allotted 40 minutes for completion. There will be two 13 minute halves with a 2 minute halftime. When the referee begins play, the Quaffle will be released. At the end of the 2nd half, the team with the higher score wins. There is no snitch or seeker.

TEAMS
A team roster may have a maximum of 20 players on it. A minimum of 6 players is necessary to compete.

Open Leagues: There are no gender restrictions in Open Leagues
CoRec Leagues: Teams may have no more than 4 players of any single gender on the field at one time.

FORFEITS
Forfeits will be called 5 minutes after the game’s scheduled time. The forfeit score will be 20-0. Forfeits will be called by the supervisor on duty.

DEFAULTS
A game will be called a default in the event that an injury causes a team to fall below the minimum number of players to compete (<6). If the defaulting team was losing the score will remain the same. If the defaulting team was winning they shall keep their score and the opposing team will win by 1 point.

TIME-OUTS & SUBSTITUTIONS
There will be allowed one 1 minute timeout per team per game. Time outs may only be called after a goal is made. They will be able to move again with the officials whistle resuming play.

In the event of an injury the official will stop the clock and allow the team to make a substitution if necessary.

Substitutions may only be made after a team has scored or during a time out. All substitutes must report to the supervisor before entering the field. Substitutes may enter the game at all Keeper, Beater and Chaser positions.
NOTE: If a Beater is subbing out, he or she must drop the broom and bludger (if they are possessing one) where they are before they sub out. The incoming sub will then pick up the broom and bludger from this location. Additionally, beaters must drop their brooms and bludgers when a timeout is called. After the timeout has ended, the beaters will return to where they last were.

THE FIELD
The games will be played on Hutch Field. The field will be 200 feet long and 120 feet wide. Keeper lines (indicating the areas in which Keepers can play the Quaffle, and are safe from Bludger attacks) are 12 feet from the endline. An Offensive restriction zone (the Keeper’s Zone) will be an 18 foot ellipse.

THE EQUIPMENT
There are six goals (three for each team), of which two are 3 feet tall, two are 4.5 feet tall, and two are 6 feet tall. These goals are located in the Keeper’s circle.
Every participant will be provided with a broom which must be kept between their legs at all times during play.
The Quaffle is a volleyball deflated enough to be gripped in one hand, yet inflated enough to maintain its spherical shape.
The Bludgers are foam dodgeballs.
There is no Snitch
Keepers, Chasers, and Bludgers will wear different colored flags in order to signify their role.

**Participants must wear athletic shoes, preferably cleats. No metal cleats are allowed.**

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 or fan, the official shall display a yellow card.
    This player will be suspended from play for the duration of that half.
  - The second card displayed to a previously cautioned player shall be a red card.
    This player will be suspended from play for the next game and may be suspended for the duration of the league (depending on severity of the act).

  Note: A team may not substitute for a red carded player.
When a player is ejected, the team captain must provide the official with the ejected player’s name. The supervisor on duty must be immediately notified when an ejection occurs. Player must leave the field (out of sight and sound) within two minutes. If this does not occur, the game will be defaulted.

Cautioning a fan can result in a card being issued to the Captain or team representative of the offending teams fan.

A team must average a 5 fairplay throughout the regular season in order to make playoffs.

THE GAME
Quidditch is a fast-paced sport with six athletes on each team playing three different positions and using two 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 that they are in possession of and must immediately return and touch their side’s end lines before re-entering play.

Positions are indicated by the color of the flags worn around the waist of the players: Chasers wear White, Beaters wear Green, Keepers wear Orange.

Chasers
Three players per side are called chasers. Their objective is to score goals (worth 2 points each) with the Quaffle. They advance the ball down the field by running with it or passing it to teammates. Chasers are not permitted to pick up Bludgers.

Beaters
Two players per side are called beaters. They use dodgeballs called Bludgers to disrupt the flow of the game by “knocking” other players. Quidditch uses three Bludgers, and beaters cannot be in possession of more than one at a time. “Knocked out” players are temporarily removed from play and must drop any game balls and immediately return and touch their side’s end line before re-entering play.

Legal Bludger throws must be released from the Beater’s hands and may not contact the head. Should a Bludger throw contact any part of the body of an opponent below the head or any part of the Broom, the opponent is “knocked out.” Beaters cannot tap opponents with
the Bludger while still in their possession. The ball must be released from the Beater’s hands to “knock out” an opponent.

A Bludger is live after being thrown until that Bludger touches the ground or hoops. Every opposing player struck by the Bludger before it touches the ground is subject to the knockout effect. The Beaters may catch the Bludgers and avoid the “knock off” effect for themselves. The thrower is not knocked out if their throw is caught. Beaters are also allowed to block a bludger thrown at them with their own bludger if they possess one. If they attempt to block the bludger with their bludger and it gets deflected and hits their body and falls to the ground, then that person is "knocked off". Additionally, if a beater attempts to block a bludger throw with their own bludger but their bludger gets knocked out of their hands, the beater who attempted to deflect the bludger is “knocked off”.

Keepers are immune from the “knock out” effect within their own goal areas.

Friendly Fire - If a beater hits a teammate with a Bludger, there is no knock-out. The beater who initially released the Bludger cannot be knocked out by his/her own Bludger.

Beaters are not permitted to pick up the Quaffle.

Keepers
Each team must have one Keeper whose job is to defend the goal hoops from opposing chasers. The Keeper is immune from Bludger hits within the Keeper Zone, however if the Keeper were to exit the Keeper Zone they are subject to the same rules as Chasers. Keepers are not permitted to pick up Bludgers.

Keeper Zone Rules: No one is allowed in the keeper’s zone at any time besides the respective keeper. An exception to this rule is that a beater may enter the zone to retrieve a bludger. The beater may not throw that bludger until they have exited the keeper’s zone. Additionally, a keeper may exit the keeper zone to grab a quaffle and return to their zone for safety.

Beginning Play
Before the start of the game, there will be a coin toss. The winner of the coin toss decides if they want to start with both bludgers or one bludger and one quaffle. The other team starts with the ball that is not chosen. The referee will begin play by yelling “Brooms Up” to signal
that the game is starting. The head referee will then blow his or her whistle, at which point, the Chasers and Beaters may advance down the field.

Goal
In order to score a goal, a Chaser must throw the Quaffle through one of the three hoops. The entire ball must pass completely through the hoops to receive the **2 points for a goal**. Goals may be scored from either side of the hoops. There is an offensive restriction zone where the offense is not allowed to enter. You cannot shoot from within this circle. If a chaser enters the restriction zone (i.e. foot touches or crosses the line), the chaser is “knocked out” and must return to their side and touch their goal line to be reinserted into play.

Restarting Play
Following a goal or stoppage of play foul, play will be stopped while the Quaffle is retrieved. During this time, all Chasers must return to their goal line. **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 blow their whistle to resume play. The keeper starts off with the ball in a restart of play if a goal is scored. A chaser may restart play if no goal occurred during stoppage of play.

FOULS
There is no contact allowed between players.

There is no contact with goals.
During play, players are forbidden from taking certain actions, or fouls. Players who commit fouls face different consequences depending on the severity of their offense. A contact foul results in a player sitting out of the game for 30 seconds. A “back-to-hoops” foul indicates that a player must stop and return to their goal end line, as though they were knocked out. A cautionable foul, or caution, indicates that a player has received a yellow card. A sending off foul indicates that a player has received a red card, and is barred from the rest of the game.

Contact Fouls
- Unintentionally committing any illegal physical contact or interaction.
- Stiff arming, or holding an opponent.
- Intentionally running into a stationary player as an offensive player
• Attempting to steal a ball from the opponent by either stripping it or poking it loose

NOTE: If a player commits a contact foul, he or she must sit out of the game for 30 seconds. The 30 seconds will start as soon as the player makes it to the supervisor table. During this time, the team may not substitute a player in for the player who committed the foul. Three contact fouls of any type will result in a yellow card.

“Back to Hoops” Offenses

NOTE: If a player commits a “Back to Hoops” offense, he or she must return to their side’s end line, not the actual hoops within the keeper’s zone.

• Failing to return to her defensive line before defending, after a goal is scored.
• Not allowing the opposing team to recover the third Bludger. NOTE: Guarding bludgers is NOT allowed.
• Dismounting the broom at any time.
• If a knee, elbow, or butt hits the ground.
• If a Chaser or a Beater runs out of bounds
• If your flags come off

Cautionable Offenses (Yellow Card and play will be stopped)

• Committing any act of unsportsmanlike 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. i.e. charging or tackling an opponent.
  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.
• Intentionally throwing a ball off the pitch.
• Illegally entering play.
• Illegally substituting.
• 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 the verbal referee commands with intent to deceive other players.

The team captain will receive a yellow card for: 1. use illegal player or set of players

Send-off Offenses (Red Card)
• Receiving two yellow cards 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 and/or gestures.
• “Using excessive force” is defined as when a player exceeds by far the necessary use of force and is in danger of injuring his opponent. A player who uses excessive force must be sent off.

• Throwing the broom

Operation of a Penalty Shot
A penalty shot is awarded when a Chaser while in possession of the Quaffle (not juggling) or about to obtain possession, is flagrantly prevented from executing a shot on goal, i.e., pulled down from behind, not from the side. The infraction must be in the shooter’s offensive half of the court and must have a clean scoring chance at the discretion of the official with no player between the goalkeeper and shooter.

NEW RULE: A penalty shot will also be awarded to a team if their opponents break the “Keeper Zone” rule 3 times. This means that if a Beater or Chaser on the defensive team steps into the boundaries of their Keeper’s Zone, a penalty shot will be given to the offensive team after the rule is broken three times. The referees will issue a warning for the first two times that a Beater or Chase steps within the Keeper’s Zone, but a penalty shot will be awarded if the rule is broken a third time.
While the penalty shot is being taken, players of both teams must withdraw to the sides of the field. The Quaffle shall be placed by the referee midfield. The player awarded the shot may maneuver from this spot with the Quaffle and shoot at any time (within 5 seconds) after the official blows the whistle. The penalty shot must be taken by the fouled player unless they are physically incapable of taking the shot. In such a case, the team captain will decide who is to take the shot. Before play begins, the referee shall explain the operation of the penalty shot rule to the player who takes the shot. If a penalty shot is not scored, play is DEAD; play will restart with Quaffle given to the Keeper of the defending team. No physical contact may be made with the shooter by the keeper. The restriction zone for the offense is still enforced for a penalty shot.

During any penalty shot, the goalkeeper must be situated inside the Keeper Zone before the official's whistle sounds, but may make a play on the Quaffle anywhere after the whistle.

All penalty shots must be taken within five (5) seconds of the referee's whistle and only one attempt will be allowed during each five (5) second interval.

**Overtime**

During the playoffs, if a tie were to occur, a 5-minute sudden death match will be played. This means that the first team to score will win the game. If the score is still tied following the sudden death, penalty throws will begin. Each team will select 3 players who have played throughout the match to each throw 1 penalty shot. The team with the most made will win. All previous rules regarding penalty throws still apply (see above).

**DELAY**

The official is given sole discretion in matters of delays. The three types of delays are:

1. Holding the Bludger for any amount of time greater than what is needed to complete a play.
2. Remaining out of bounds for more time, or taking more time than is necessary to retrieve a ball that has gone out of bounds.
3. Leaving the “goal area” early at the start of the game.

**PROTESTS**

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

**US QUIDDITCH**
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.

Note: Not adhering to these rules can result in a player being suspended from play.

Any rules not covered in this document will be governed by US Quidditch.