

Quidditch

Rules and More

Objective: Score against the opposing team by throwing a quaffle through the opposing team's hoop(s), also capture the snitch for additional points and to end the game.

Players:

11 Players – 3 Chasers, 2 Beaters, 1 Keeper and 1 Seeker

Chasers- Pass the Quaffle down through the pitch to attempt to score.

Beaters- Throw/Kick the Bludger at opposing players to knock them out.

Keeper- Defend the hoops from the opposing team's Chasers.

Seeker- Attempt to catch the snitch to earn additional points and end the game.

10 Points for Scoring with the Quaffle

150 Points for Catching the Golden Snitch

General Rules:

- Points may be scored on either side of the hoop
- Any player hit by a Bludger is knocked out
 - Any player knocked out while holding the quaffle/bludger must drop the quaffle/bludger where they stand.
 - If passed to a teammate, possession goes to the opposing team
 - To re-enter the game, the knocked out player must reach and touch their corresponding team's hoops
- Substitutions are allowed once the quaffle is dead (a team scored)
 - Roles may be changed during this time
- Contact is referred to as contact with the Quaffle/Bludger only
 - No intentional physical contact is allowed
 - If opposing team hits the Quaffle while you are in possession of it, your steps are reset
- The game does not end until the snitch is caught by one of the team's seeker
- If the game ends in a tie: Enter Overtime
 - First Overtime: 5 Minutes added to the time, snitch is re-released, everything is reset, and teams switch hoops.
 - Second Overtime: (Sudden Death) First team to acquire point by the quaffle or snitch is declared the winners, snitch must stay in the pitch, and players are reset.

Game and Equipment:

Quaffle/Bludger/Hoops:

- The Quaffle is a volleyball
 - Only one Quaffle
- The Bludger is a dodgeball
 - Two Bludgers
- The Quaffle/Bludger can be moved either by passing, kicking or rolling them
 - In order to kick the Quaffle again it must be picked up
- The Quaffle/Bludger can be used to block incoming bludgers
- The Bludger may alter the trajectory of the quaffle or bludgers
- Avoid aiming at someone's face while throwing Quaffle/Bludger
- There 3 Hoops per team:
 - Hoop: Ø 1.5-2 feet
 - The Right Hoop: the pole is 5 feet tall
 - The Center Hoop: the pole is 6 feet tall
 - The Left Hoop: the pole is 4.5 feet tall

Commands to Start the Game:

- **Brooms Down:** All Players on one knee on the starting line.
- **The Snitch is Loose/Release the Snitch:** the Golden Snitch Runner is free to start running.
- **Brooms Up:** all players can begin to play, except the seeker (Who must wait for 2 minutes on the seeker floor).

Players:

Chasers:

- Once in possession of Quaffle, a Chaser may take three steps only
 - They then have the option to pivot on one foot or pass the Quaffle
 - A Two-Footed Hop is the equivalent to two steps
- Any part of the player's body may accompany the quaffle through the hoop
 - Jumping through the Hoop is **NOT RECOMMENDED**
- Chasers can dodge the bludger in any way seen fit
- Chasers cannot make contact with the Bludger unless they are hit by it
 - They cannot catch or reflect it with their hands or legs
- If knocked out, they must run back to their corresponding team's hoops
 - If in possession of the Quaffle they must drop it

Beaters:

- A Beater may only have one bludger at a time
- If a beater manages to catch a bludger thrown at him/her, they will not be knocked out. (Anyone hit before the catch is still knocked out)
- A Beater may not hold the Bludger for more than 15 seconds
 - If they do, they must drop the ball where they stand and run back to their corresponding hoop
- In order to knock someone out the bludger must be thrown at someone
 - If it is held by the Beater, it does not count
- Friendly-Fire is possible
- Beaters may not make contact with the Quaffle in any case

Keeper:

- The Keeper may defend the hoops in any way seen fit
 - They are not allowed to physically hurt someone
 - They are able to use any part of the body
- They are immune to being knocked out (Bludgers won't hurt them)
 - As long as they are in the Keeper Zone
- Keepers may move out of the Keeper zone and act as a Chaser (Not Recommended)
 - This is completely situational

Seeker:

- The seeker must look for Snitch, and capture one of his/her flags
- Seekers must wait two minutes before they begin to chase the snitch
- If the snitch enters a safe zone they must run to a specific place chosen by the snitch
- Seekers cannot interfere with the ongoing game
- Seekers may be knocked out
 - They can only dodge bludgers
 - They must run to and touch their corresponding hoops

The Golden Snitch:

- The snitch is a person wearing a flag football belt
- Areas marked with a cone are safe zones
 - Once a snitch enters a safe zone they can point at any location where the seekers must run to in order to continue to chase the snitch
 - The Snitch is not allowed to camp in a single safe zone (20 second limit)
 - The Snitch is not allowed to jump from safe zone to safe zone (5 minute intervals)
- The snitch may be allowed to have plans of diversions (water balloons, silly string, etc.)
 - They must be approved by the Headmaster
- The snitch may dodge Seekers in anyway seen fit
 - They cannot hurt them... too badly
- The Snitch may only be caught by Seekers
- They are immune to being knocked out (Bludgers won't hurt them)
 - If they are hit by anything that is not the Seeker, the responsible team's Seeker must sit out for 1 minute (on the first offense, it continues to add 2 minutes for each offense)