



QUIDDITCH *Cheat Sheet*

ROSTERS

- A full team on the field for 7 on 7 with a maximum of 4 people that identify as the same gender
- The minimum number of players required to not default is 5 total; maximum of 3 that identify as the same gender
- Only 1 keeper, 3 chasers, 2 beaters, and 1 seeker may be on the field at a time

GAME PLAY

- Two, 18-40 minute games with 10 minutes in between. Points from both games are combined to get the final score. The game ends after 40 minutes, regardless if the snitch is caught, and the score will stand
- To score points, 3 chasers and one keeper must work together to pass the quaffle through the opponent's hoops (which will earn them 10 points), as well as defend their own hoops.
- Two whistles from the Head Referee signifies a stop in play. All players must dismount by dropping their brooms. The Head Referee may stop play at any time to call fouls or when the snitch is caught
- A beat refers to when a beater uses their bludger (dodgeball) to hit another player
- When a) a broom is out of the player's control and not between both legs or b) a player is beat, players must dismount and touch into their hoops before they can remount and enter play
- Within the keeper zone, the keeper: Is immune to beats; Cannot be interacted with, or have the quaffle stolen by opposing players once they have possession; Is allowed to goaltend (goal tending is defined as extending or passing through a hoop to block shots); Loses keeper abilities once the opposing team gains possession
- After a goal, the quaffle is returned to the keeper whose team was scored on
- Beaters can catch bludgers and that is not a beat
- Players that are beat **MUST** drop the ball immediately. Failure to drop the ball will result in a turnover of the ball
- When one team has possession of both bludgers (bludger superiority or BS) and the third bludger is loose, the opposing beater can raise their fist to claim knockout immunity to retrieve the loose bludger. Players with knockout immunity cannot be beat
- When one team has BS, they may not guard the third bludger. However, they can throw their own bludger **TOWARDS** the opposing team's hoops. Alternatively, they can attempt a beat on an opposing player
- Quaffles that leave the hard boundaries is a turnover, unless the keeper blocks the shot and it goes out of bounds. The closest beater gains possession when the bludger leaves boundaries
- The snitch runner is released at 17 minutes and must remain between the two keeper zone lines and within the soft boundaries. Seekers are released at 18 minutes. The snitch runner's handicaps are as follows:
 - At 23 minutes, the snitch runner must remain within roughly 1.5 yards of the midline
 - At 28 minutes, the snitch runner can only use one arm
 - At 33 minutes, the snitch runner must remain within roughly 1.5 yards of the intersection of the midline of the pitch and sideline of the pitch
- Snitch runners can pull players off broom by pulling their flags. The snitch runner's knees or butt must not touch ground, or the snitch ball is reset and the snitch runner given 3 seconds head-start on the seekers
- Snitch catches are legal when one team holds sole possession of the snitch. The seeker cannot impede the movement of the snitch at any point and the seeker must not have been on the ground. The seeker must have had both flags on at the time of the catch
- Snitch catches result in an extra 30 points and signify the end of game

PENALTIES AND VIOLATIONS

- 'Pick Plays' are illegal by the offensive team
- Blocking and physical contact **MUST** be avoided at all times
- A ball carrier cannot guard their flags with their hands or jump in any fashion to avoid having their flags pulled
- A defender is not allowed to prematurely take the flags off of an offensive player's belt or slow a player down by grabbing onto the body or clothing. Snitch runners may pull flags off seekers at any time
- Players cannot interact with other players that are not of the same position
- A player is only allowed to be in possession of one ball at a time and must have both flags attached. When a player's flag is pulled, they must **DROP** the ball. Chasers may not regain possession until another chaser or keeper has touched the quaffle.