

**Intramural Quidditch Handbook**

**Intramural Sports Policies and Procedures Manual**

* All participants are required to adhere to the Policies of the Colorado Mesa Intramural Program.
* The Participant Handbook can be downloaded at: <http://www.coloradomesa.edu/studentlife/documents/ParticipantCMU.docx>
* **All participants must present a valid Colorado Mesa ID card at every game. Failure to present a valid Colorado Mesa ID will result in not being allowed to participate. NO EXCEPTIONS!**

**All games will be held on the Rugby Pitch.**

**Rule 1: Equipment**

1. No jewelry allowed (watches, earrings, facial piercings, necklaces, etc.)

**Exception:** Medical alert tags are not considered jewelry and may be worn, provided all of the chain, necklace, band, etc., is taped to the body with the tag visible.

1. No pants or shorts with belt loops or pockets allowed.
2. All players must wear like colored, numbered jerseys or t-shirts, at official’s discretion.
3. Shirts must be worn underneath the intramural jerseys.
4. Sweatbands and soft caps on the head are allowed. No hats with a hard bill, bandanas, or other headgear are allowed.
5. Players are allowed to wear braces, soft casts, and protective coverings provided they are covered with ½ inch high density padding or wrapped with similar material.
6. Game Balls will be provided by the Intramural program.

**Rule 1.1 Broomsticks**

1. Participants are required to provide their own brooms for this tournament.
2. Brooms may consist of any shape, however, the stick must be composed of either wood, or plastic. Metal broomsticks are dangerous and are not permitted for use.
   * 1. TIP: Check local dollar store for brooms!
3. During the course of play, if a broomstick becomes dangerous, e.g., the stick breaks or splinters, that broom will be disqualified and cannot be used for the duration of competition.
   * 1. Illegal broomsticks will be spray painted to help officials identify them.
4. Brooms must be between legs at all times. If a player “falls off” their broom or gets hit with a bludger, they are “knocked out,” meaning they are required to drop any balls they are in possession of and must immediately dismount their broom, put one hand up in the air and return and touch their side’s goal hoops before re-entering play.

**Rule 2: Timing**

1. All games shall consist of one, 20 minute, running clock period, with no timeouts.
2. Snitches will be released at the broom up signal, and seekers will be released at the 2 minute mark.
3. If the snitch is captured, the game shall be declared over, and the team whose seeker captured the snitch shall be awarded 30 points.
4. If the snitch is not captured, the game shall be declared over at the 20 minute mark.
5. **Overtime:** In the event of a tie at the end of regulation time, a 5 minute overtime period will be played.
   1. At the 3 minute mark of overtime, snitches and seekers will be released.
   2. If the snitch is captured, rule 2.C is in effect.
   3. If the snitch is not captured, rule 2.D is in effect.
      1. **Exception:** The game will be declared over at the 5 minute mark.

**Rule 3: Players**

* 1. Each team will have seven players, including three chasers, two beaters, one keeper and one seeker.  Teams must have at least six players to avoid a forfeit.
  2. Open Tournament: There are no gender restrictions for this tournament.
  3. Substitutions may be made on the fly at the half line except no player may replace the seeker position.
  4. Player positions:
     1. **Chasers** (wear blue, 3 persons each team) take the quaffle ball (main ball – slightly deflated volleyball) and score through the hoops (3 hoops – worth 10 points each). They advance the ball down the field by taking a maximum of three steps with the ball, passing it to teammates, or kicking it. Each team has a keeper, whose job is to defend the goal hoops from opposing chasers. Chasers are not permitted to pick up Bludgers
     2. **Beaters** (wear Red, 2 persons each team) job is to hit and “knock out” the chasers with the bludger (dodge ball) which makes the chaser out of play and they must then drop the quaffle if they have it, dismount their broom and return to their end line. Once they have touched their end line they can return to play. Quidditch uses three Bludgers, and beaters cannot be in possession of more than one at a time. The bludger should not be aimed at the head of any player. If a player is hit in the head they will still be in play while the beater (thrower) will receive a two minute penalty, if thrown intentionally. If a chaser catches a thrown bludger, they are still knocked out.
     3. **Keepers** (wear orange, 1 person) are goalies. The Keeper is immune from Bludger hits within the Keeper Zone, however if the Keeper were to exit the Keeper Zone (12 yards from endline) they are subject to the same rules as Chasers. Keepers are not allowed to pick up the bludgers.
     4. **Seekers** job is to catch the snitch and capture the snitch without actually touching the snitch. The Snitch is not on either team, does not use a broom, and may stiff arm or flag guard to avoid “capture.” A game of Quidditch ends when the flag has been cleanly snatched from the Snitch and returned to the field of play. The team who’s Seeker catches it receives 30 points.
  5. Snitch- The Snitch is a player not on either team who is dressed in a yellow/golden shirt. They will have a tennis ball that is inside of a sock tucked into the back of their pants, and their job is to avoid having the ball captured by either team’s seeker. The snitch may go anywhere within the “Snitch Floor” and is not bound by the confines of the playing arena. They are not required to have a broom between their legs, and can hide.

**Rule 4: General Playing Rules**

1. Quidditch is **non-contact**! Penalties are subject to two minutes in the penalty box.  This includes but is not limited to tripping, tackling, elbowing, slapping, sliding, diving, stalling, and illegal substitutions.  Other fouls may be called at the official’s discretion.
2. Players are forbidden to touch the equipment of another position.  That is, only the chasers and the keepers may touch the quaffle (volleyball), only the beaters may throw the bludgers (dodgeballs) and only the seekers can remove the snitch (flag belt) from the snitch runner (impartial player).  If a player does touch/use the equipment of another position it will result in a two minute penalty.
3. **Start of Game:**
   1. All Chasers and Beaters start with one foot on their end line. The Quaffle and Bludgers will be placed at the center line. The Seekers will be held out of play. The referee will begin play by yelling “Brooms Up” at which point, the Chasers and Beaters may advance to retrieve the Quaffle and Bludgers. The Snitch will be released by the referee and will have a two-minute head start before the Seekers are “released” and may begin pursuing the Snitch.
4. **Scoring a Goal:**
   1. In order to score a goal, a Chaser can throw or kick the Quaffle through one of the three hoops.
   2. The entire ball must pass completely through the hoops to receive the 10 points for a goal.
   3. Goals may be scored from either side of the hoops.
   4. There is an offensive restriction zone where the offense is not allowed to enter. You cannot shoot from within this circle.
   5. A goal is worth ten points
5. **Restarting Play:**
   1. Following a goal the keeper must retrieve the quaffle to resume play while the offensive chasers return to their own end line before returning to play.
   2. To restart play after a penalty or foul has been called the chaser or keeper will take a direct free throw from the spot of the penalty/foul.  All beaters must freeze in place when the play is called dead. 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.

All rulings not specifically addressed in this rulebook will be at the discretion of Intramural Sports staff.

“And it’s Johnson, Johnson with the Quaffle, what a player that girl is, I’ve been saying it for years but she still won’t go out with me —”  
“JORDAN!” yelled Professor McGonagall.  
“Just a fun fact, Professor, adds a bit of interest —”   
― [J.K. Rowling](http://www.goodreads.com/author/show/1077326.J_K_Rowling), [*Harry Potter and the Order of the Phoenix*](http://www.goodreads.com/work/quotes/2809203)