

TWU Fitness and Recreation
Intramural Sports
Quidditch Rules

****www.twufitnessandrec.com****

ACCIDENT INSURANCE

The State of Texas and Texas Woman's University cannot accept liability for injuries. Participants are encouraged to provide their own accident or personal insurance.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to:

- ✓ Keep roster up-to-date
- ✓ Know the rules and abide by them
- ✓ Respect and cooperate with the officials

It is the responsibility of the team captain to:

- ✓ Insure proper behavior on the part of his/her team's fans
- ✓ Be responsible for his/her team for all the above

Friendly competition and good spirited rivalry are expected, however:

- ✓ Officials and student sport supervisors are university employees and will not tolerate verbal abuse or physical threats from or amongst players, captains or spectators
- ✓ Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension to calling DPS.

Sportsmanship Ratings will be assigned by the captains and Intramural Sport Student Supervisor following each contest:

- ✓ A team must have a "B" average to be eligible for the play-offs, regardless of their win/loss record. During playoffs, a team receiving a sportsmanship rating lower than a "B," will not be allowed to advance regardless of victory.

GENERAL

You must show a valid TWU, Fitness and Recreation, or Texas ID to participate:

- ✓ ID cards will be collected by officials prior to contest
- ✓ No ID, no play, no exceptions
- ✓ Any problems with a lost or misplaced ID must be taken care of prior to game time in the Assistant Director's Office between 10a.m. - 4p.m.

Team captains, and only team captains, may address the officials:

- ✓ May only address matters of rule interpretation or essential game information and must do so in a courteous manner
- ✓ Any verbalization directed toward an official other than outlined above, will result in ejection from the game

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BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is sufficiently covered (preferably by a trained individual), or all pieces of the uniform that have blood on them are removed and replaced.

FORFEITS

Game time is forfeit time:

- ✓ One forfeit during the season automatically removes you from playoffs and possibly from the rest of the season (unless the Assistant Director says otherwise).
- ✓ Each team is allowed only one default. Notification of a default to the Assistant Director before noon on the day of play will result in a loss but will not result in removal from playoffs, and possibly the rest of the season.

PLAYERS

Roster size is limited to 10 players:

- ✓ Players must be TWU students, Fitness and Recreation members, or faculty/staff
- ✓ Teams must have a minimum of 7 players to register as a team
- ✓ Rosters are final at 5p.m. **the FIRST Friday after your first game.**

Players on field:

- ✓ Keeper (1 per team)
 - Objective: Prevent the other team from scoring by protecting the goals.
 - Ball: Quaffle
 - Cannot be tagged with a bludger
 - Stays within the keeper's box
 - When outside the goal zone they are subject to the same rules as Chasers.
- ✓ Seeker (1 per team)
 - Objective: To catch the Snitch and win the game.
 - Ball: Snitch
 - They can go anywhere except the goalie box, they have no boundaries on the field
 - Must seek the snitch itself, not try to take down the person running to get to it
- ✓ Beater (2 per team)
 - Objective: Knock out opposing players by hitting them with bludgers.
 - Ball: Bludger
 - Only players that are allowed to use the bludgers.
 - Each beater can only use the colored ball that was assigned to them.
 - Only person that can catch an opposing bludger that is thrown at them.
- ✓ Chaser (3 per team)
 - Objective: Score on the opposing team using the Quaffle.

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- Ball: Quaffle
- Cannot enter the Keeper's box to score.
- ✓ Snitch Runner (Independent)
 - Objective: Avoid capture by the either team by any means necessary.
 - Ball: Snitch
 - Snitch will be attached to the back of the player. Remember, the snitch ball is the target objective, not to take down the person running the snitch.

Starting the game:

- ✓ Minimum of 7 players to start

EQUIPMENT

- ✓ All game equipment will be provided by Fitness and Recreation including brooms, balls, and capes. Bring any extra equipment that you think might be needed such as snacks, water, gloves, possibly cold weather gear, Harry Potter paraphernalia, or goggles.
- ✓ Balls (provided)
 - Quaffle
 - Players Allowed: Keepers and Chasers
 - This is the big ball that is used to score goals.
 - Must be held or tossed to players by hand, it may be kicked once but cannot be repeatedly kicked.
 - Each goal scored with the Quaffle earns that team 10 points.
 - Can be used to block Bludgers, only if the bludger does not touch the player.
 - Bludger
 - Players Allowed: Beaters
 - May be thrown at any player except the keeper (while they are inside the goal zone).
 - If a player is hit by a bludger they must drop any ball that they are holding and return to their goal zone and run around the goal zone once to be allowed back in the game.
 - Any plays made after a player has been hit are null
 - Each Beater will be assigned a certain bludger.
 - Snitch
 - Players Allowed: Snitch Runner and Seekers
 - Attached to the back of the Snitch Runner
 - When caught by a Seeker three times, that team receives 150 Points.
 - Goals (provided)
 - There is one goal zone per team and 3 hoops per zone.
 - Each score on any hoop is worth 10 points.

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- Only the Keeper is allowed in the goal zone. Once they leave the goal zone, anyone can enter this area.

Shoes:

- ✓ No bare feet
- ✓ Tennis shoes

GAME SET-UP AND TIME

1. All games will last for maximum of 30 minutes
2. **Game time is forfeit time:**
 - ✓ According to the official's watch

FIELD PLAY

- ✓ Riders must stay on their brooms at all times holding with one hand.
 - Dismounting or dropping a broom is counted as a fall and that player must return to their goal zone and circle it once before being allowed back in the game.
- ✓ Players hit by bludgers (except for the Keeper while in the goal zone) must drop any ball they are holding and return to their goal zone and circle it once before being allowed back in the game.
 - Any plays made by a player after they have been hit by a bludger are null.
- ✓ No tackling.
- ✓ To start the game, the balls will be placed in the middle of the field with the players at their own goal zones. The players will be told to close their eyes and the Ref will announce "The snitch is up!" The snitch runner will be allowed to run and hide for the next 10 seconds. After that the Ref will announce "Brooms up!" and they players may pick up their brooms and run to get the balls on the middle line.
- ✓ Game play is very similar to the movie but with a few modifications. The snitch must be caught three times by one team in order for them to earn the 150 points. Game play will last for a maximum of 30 minutes. If the snitch has not been caught 2 times by one team then they will return to the field and each snitch catch will be 75 points added to that player's team.
- ✓ The snitch will not run continuously during the match but will instead have a safe zone where he/she can go without being pursued. In this area, the snitch cannot be caught and he/she will have a 2 minute reprieve from being pursued. Once they are in the safe zone, all Seekers must return to their goal area.
- ✓ 1 timeout per match will be allowed by notifying the official when on "offense" only.
- ✓ Substitutions may not be made for a player in penalty.

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INFRACTIONS

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| ✓ 1. Cape grabbing
(ejection) | Yellow wand, repeated is red wand |
| ✓ Hitting another player | Yellow wand, repeated is red wand (ejection) |
| ✓ Headlocks
(ejection) | Yellow wand, repeated is red wand |
| ✓ Tackling
(ejection) | Yellow wand, repeated is red wand |

- ❖ **Yellow Wand:** must return to goal zone and run around it 3 times before being allowed back into play, and a yellow card will be taped to your broom
- ❖ **Red Wand:** must sit in penalty box for 2 minutes then run around goal zone 3 times before being allowed back into play, red wand taped to your broom
 - If another penalty occurs after red wand, player is ejected from the game.

5. **Any participant dismissed for misconduct must leave the facility immediately.** Failure to comply will result in a team forfeiture of the game and a call to DPS will be made.
- ✓ Any player ejected from a game for misconduct will not be allowed to participate in the next played contest, or in any Fitness and Recreation event thereafter, until he/she has met with Assistant Director.