

Shortened Youth Quidditch Rulebook



YOUTH QUIDDITCH GROUP

1 Overview

1.1 Age Divisions

Foundation	Junior	Minor Youth	Major Youth	Adult
U7/U8	U9/U11	U12/U13	U14/U16	16+

Players may compete and/or train at an age division above their own on the understanding that:

- The rules of the higher age division are followed at all times
- The step up is approved by their current manager and, where applicable, their new manager
- Any relevant risk assessments have been completed



1.2 Positions

Position	Foundation	Junior	Minor Youth	Major Youth	Adult
Chaser	Number in play per team: 3 Game Ball Used: Quaffle Armband colour: White Objective: To score 10 points by propelling the quaffle through the opposing teams hoops		Number in play per team: 3 Game Ball Used: Quaffle Headband colour: White Objective: To score 10 points by propelling the quaffle through the opposing teams hoops		
Beater	Number in play per team: 1	Number in play per team: 2	Number in play per team: 2 Game Ball Used: Bludger Headband colour: Black Objective: To knock out members of the opposing team by hitting them with a bludger		
	Game Ball Used: Bludger Armband colour: Black Objective: To knock out members of the opposing team by hitting them with a bludger				
Keeper	Number in play per team: 1 Game Ball Used: Quaffle Armband colour: Green Objective: To score 10 points by propelling the quaffle through the opposing teams hoops		Number in play per team: 1 Game Ball Used: Quaffle Headband colour: Green Objective: To score 10 points by propelling the quaffle through the opposing teams hoops		
Seeker	Number in play per team: 1 Game Ball Used: Snitch tail/ quaffle Armband / Headband colour: Yellow Objective: To chase after the snitch and gain possession of the snitch sock as well as assist with the passing of the quaffle without propelling the quaffle through the opposing teams hoops			Number in play per team: 1 Game Ball Used: Snitch tail Headband colour: Yellow Objective: To grapple with the snitch and gain possession of the snitch sock to end the game and score 30 points	



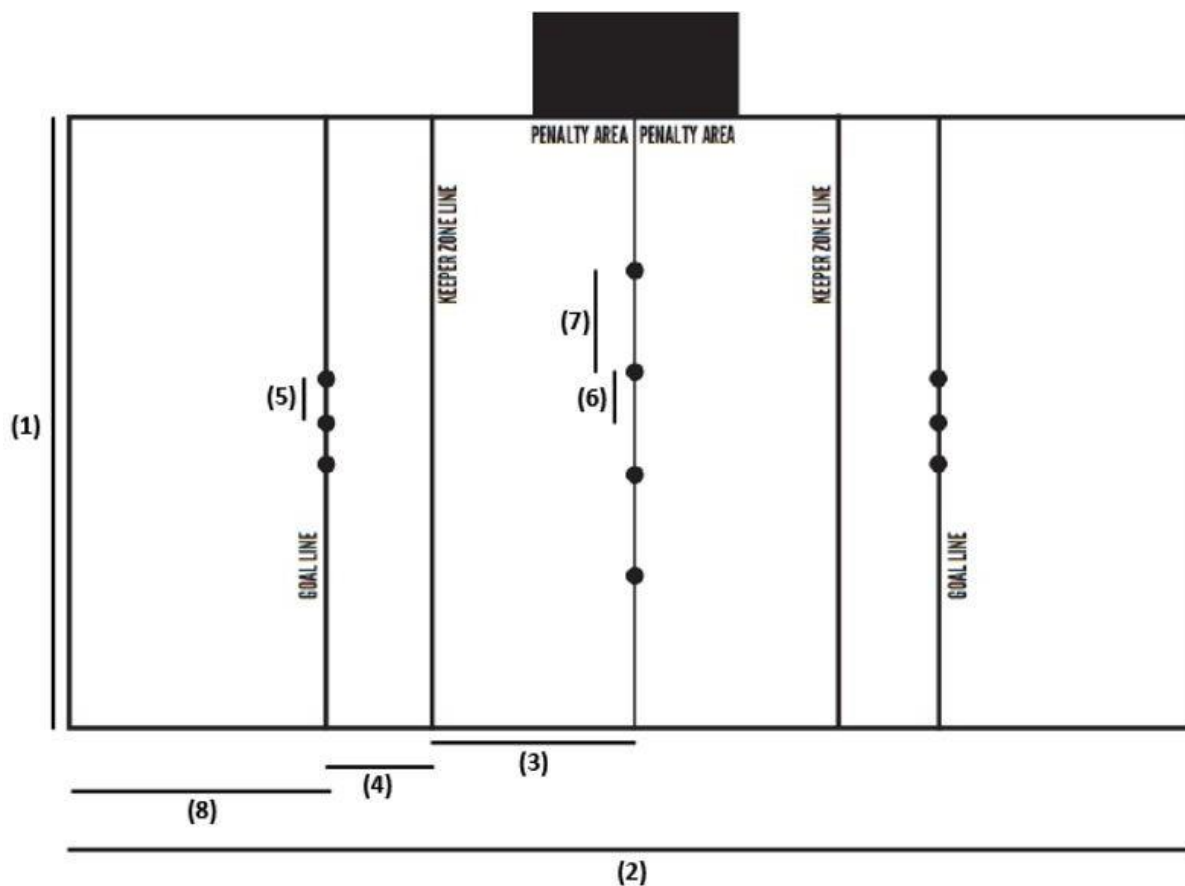
1.3 Game Balls

Ball	Foundation	Junior	Minor Youth	Major Youth	Adult
Quaffle	<ul style="list-style-type: none"> Chasers and Keepers attempt to score goals for their team by propelling this ball through the opposing teams hoops Goals with this ball are worth 10 points Chasers and Keepers may interact with this ball by running with it, passing it to teammates, and picking it up from the floor 			<ul style="list-style-type: none"> Chasers and Keepers attempt to score goals for their team by propelling this ball through the opposing teams hoops Goals with this ball are worth 10 points Chasers and Keepers may interact with this ball by running with it, passing it to teammates, kicking it once or picking it up from the floor when dropped Keepers and Chasers may gain possession of this ball through any form of legal contact with the opposing team 	
Bludger	<ul style="list-style-type: none"> Beaters use this ball to knock out members of the opposing team by hitting them with this ball 			<ul style="list-style-type: none"> Beaters use this ball to knock out members of the opposing team by hitting them with this ball Beaters may gain possession of this ball through any form of legal contact with the opposing team 	
Snitch Sock	<ul style="list-style-type: none"> Seekers attempt to remove this ball from the snitch runner by chasing after them Snitch enters the field 1 minute before the end of the game <ul style="list-style-type: none"> Worth 30 points 			<ul style="list-style-type: none"> Seekers attempt to remove this ball from the snitch runner by grappling with them <ul style="list-style-type: none"> Worth 30 points Catching it ends the game 	



2 Equipment

2.1 Pitch



Distance	Foundation	Junior	Minor Youth	Major Youth	Adult
(1)	20 Metres		33 Metres		
(2)	40 Metres		60 Metres		
(3)	7 Metres		11 metres		
(4)	4 Metres		5.5 Metres		
(5)	1.5 Metres		2.5 Metres		
(6)	1.75Metres		2.75 Metres		
(7)	3.5 Metres		5.5 Metres		
(8)	9 Metres		13.5 Metres		



2.2 Hoops

Hoops consists of one upright pole with a circular hoop attached to the top. They may be made of any material but must not consist of hard metal or concrete. Hoops must be freestanding and able to withstand play.

Hoop facing from midline	Foundation	Junior	Minor Youth	Major Youth	Adult
Left	5 foot		3 foot		
Middle	5 foot		6 foot		
Right	5 foot		4.5 foot		

2.3 Game Balls

Official Youth Quidditch Group-endorsed quaffles, bludgers, and snitch tails, are available from Enrich Education.

2.4 Brooms

Foundation	Junior	Major Youth	Major Youth	Adult
No brooms		28-32 Inches	32-42 Inches	

2.5 Player Equipment

2.5.1 Safety

Players must not use any kind of equipment or wear anything that presents a danger to themselves or other players including, but not limited to, any kind of jewellery.

2.5.2 Mandatory Equipment

- Every player must wear either a headband or armband showing the colour of their position
- Players must wear a shirt, jersey, or bib that matches the rest of their team along with some sort of bottom
- Suitable shoes or studs must be worn, studs must not be firm and must be firmly fixed to the shoe
- Brooms are mandatory for Minor Youth and above



2.5.2 Additional Equipment

- Padding: all padding must be one inch or less in thickness, not make a knocking sound when rapped with a knuckle, and bend easily when minimal force is applied
- Athletic braces: may be worn so long as they comply with the requirements as presented above in "Padding". Braces may contain hard elements so long as once in place on the player, where it may be covered by the player's kit, they do not produce a knocking sound when rapped or have any hard elements exposed.
- Glasses and eyewear: Players requiring corrective lenses that cannot wear contact lenses during the game may wear glasses so long as the lenses are not made of actual glass. True glass lenses must be covered by goggles before a player should be allowed on the pitch.
- Gloves are permitted unless they contain a grip enhancing substance that could transfer to the ball
- Additional equipment not listed above must be approved by the head referee before each game. Any equipment thought to provide an unfair advantage or be dangerous to any player must not be approved for play.

3 Game Length

	Foundation	Junior	Minor Youth	Major Youth	Adult
Regulation Game Time	3 sections of 5 minutes each with breaks in between	2 sections of 10 minutes with breaks in between	1 section of 20 minutes	20 minutes of game time until seeker floor, the game ends when the snitch has been caught or at the hard time cap	20 minutes of game time until seeker floor, the game ends when the snitch has been caught or at the hard time cap
Seeker Floor	30 seconds	4 minutes	15 minutes	20 minutes	20 minutes
First Overtime	N/A	5 minutes	5 minutes	5 minutes	5 minutes
Second Overtime	N/A	N/A	5 minutes	5 minutes	5 minutes
Hard Time Cap	N/A	N/A	N/A	35 minutes	45 minutes



4 Player Conduct and Interactions

4. 1 General Player Conduct

- Players shall abide by all rules and regulations in force for a particular game or tournament
- Players must abide by the directives of the referees assigned to a particular game
- Players must abide by appropriate standards of sporting behaviour in all interactions with players, spectators, officials, and event staff
- It is illegal to use explicit, vulgar, extreme, or abusive language or gestures at any time
- It is illegal to engage in physical altercations with or threaten any players, spectators, officials, or event staff
- It is illegal to commit serious foul play, including egregious conduct and flagrant cheating
- It is illegal to pretend to be fouled in an attempt to deceive a referee

4. 2 Physical Contact

4. 2. General Interactions

Players are allowed to physically interact during play within the guidelines and restrictions as outlined in this section. Each division has a list of allowed physical contact interactions, and this section also lists and defines each of those interactions. The following interactions are always illegal regardless of age division, except in cases where the referee determines the contact to be incidental:

- Any form of intentionally dangerous play
- Intentionally contacting a player of another position, except with regards to chasers and keepers contacting one another
- Intentionally contacting the snitch runner, except for seekers
- Kicking an opponent
- Kneeing an opponent
- Head-butting or otherwise making forcible contact using the crown of the head
- Elbowing an opponent
- Making contact with an opponent's head, neck, or groin.
- Making contact with an opponent at or below the knees.
- Tripping an opponent.
- Sliding or diving into an opponent.
- Jumping or leaping onto a player.
- A player attaching themselves onto an opponent so that the opponent is carrying the player.
- Intentionally lifting or continuing to hold another player off the ground, either an opponent or a player from the same team.
- Contacting an opposing team's protected keeper whilst they are in sole possession of the quaffle.



4. 3. Types of Contact

Form Of Contact	Foundation	Junior	Minor Youth	Major Youth	Adult
Picks	Red	Green	Green	Green	Green
Kicking a Contested Ball	Red	Red	Green	Green	Green
Sliding and Diving	Red	Red	Green	Green	Green
Grappling	Red	Red	Green	Green	Green
Stealing	Red	Red	Red	Green	Green
Body Blocking	Red	Red	Red	Green	Green
Pushing	Red	Red	Green	Green	Green
Charging	Red	Red	Red	Green	Green
Grabbing	Red	Red	Green	Green	Green
Wrapping	Red	Red	Red	Green	Green
Tackling	Red	Red	Red	Green	Green



5 Players

5. 1 Team Composition

Each team is made up of at least 7 players and no more than 21 players

5. 2 Gender Maximum Rule

Each team can have a maximum of four players who identify as the same gender in active play on the field at any time, including when the seekers have been released.

In some cases this rule may be amended through agreement between both team managers and the tournament/league committee, ideally before the match date. Should the rule be amended for a game, both teams are required to play under the amended rule not just the team that cannot reasonably comply with the original gender maximum rule.

5. 4 Player Rules

Chasers and Keepers	F	J	MiY	MaY	A
Quaffle players may touch, carry, and throw the quaffle	Green	Green	Green	Green	Green
Quaffle players may kick the quaffle once	Red	Red	Red	Green	Green
Quaffle players may not kick the quaffle	Green	Green	Green	Red	Red
Quaffle players may attempt to score goals from anywhere on the pitch	Green	Green	Green	Green	Green
Any part of the quaffle players body or equipment may accompany the quaffle through the hoop when attempting to score	Green	Green	Green	Green	Green
Quaffle players may score from either side of the hoop	Green	Green	Green	Green	Green



Keepers Only	F	J	MiY	MaY	A
The keeper is no longer immune if they are on the offensive team and they have quaffle possession outside of their keeper zone	Red	Red	Green	Green	Green
Keepers are immune at all times	Green	Green	Red	Red	Red
Once a protected keeper has sole possession of the quaffle opposing players may not contact, interact with, or attempt to steal the quaffle from the keeper while they are in their keeper zone	Green	Green	Green	Green	Green
After a goal has been scored, the quaffle is considered dead until quaffle play is restarted and the keeper has possession of the quaffle	Green	Green	Green	Green	Green
Beaters	F	J	MiY	MaY	A
Beaters may touch, carry, throw, and kick any bludger but may only be in contact with one at any given time (not including being hit by a thrown bludger whilst holding another).	Green	Green	Green	Green	Green
Beaters may throw, or in any way propel the bludgers to disrupt the flow of the game by knocking out opponents	Green	Green	Green	Green	Green
Beaters may kick a bludger after it has been kicked by a beater it must then be picked up before they are allowed to kick it again	Red	Red	Red	Green	Green
Bludgers must not be kicked	Green	Green	Green	Red	Red



A beater may catch a bludger that has been propelled by another player. If a beater catches the thrown bludger they are considered safe and are not subject to the knockout effect. (If the catch causes the beater to have possession of two bludgers, one must be immediately dropped to avoid penalty. The catching of a thrown bludger has no effect on the thrower.)					
Any beater may use a bludger to bat, swat, block, or otherwise propel a live bludger in an attempt to prevent a knockout. So long as the live bludger does not come into contact with any part of the player's body or equipment they are considered safe.					
Beaters may not use a held bludger to interact with a dead bludger or the quaffle.					
Bludgers may be thrown at live quaffles.					
A team may not stop the other team from gaining the last free bludger					
Seekers	F	J	MiY	MaY	A
Seekers may interact with the quaffle, as long as they do not shoot at the hoops					
The seeker should attempt to gain possession of the snitch tail					
Seekers are subject to the knockout effect and may be knocked out at any time after they are released.					
Seekers may not interact with or physically contact players of other positions except for incidental contact in the course of fielding their position.					



<p>Seekers may not use or intentionally touch any game ball besides the snitch.</p>					
<p>A seeker may push the snitch runner's arms, grapple, body block, or complete other forms of incidental contact with the snitch runner so long as they do not limit the snitch runner's mobility.</p>	Red	Red	Red	Green	Green
<p>A seeker may not push, grab, hold, charge, wrap, or tackle the snitch runner.</p>	Green	Green	Green	Green	Green
<p>A seeker who grabs the snitch runner's clothing must let go immediately. A snitch catch accomplished by, or immediately following, the grabbing of the snitch runner's clothing must be invalidated.</p>	Green	Green	Green	Green	Green
<p>Seekers are subject to stoppages as with other players and must stop play immediately when a referee blows the whistle in paired short blasts.</p>	Green	Green	Green	Green	Green

