

Quidditch

Rules and Regulations

Purpose:

Members of the Order of DeMolay should be challenged to work as a team and develop strategies to achieve goals while maintaining physical fitness and having lots of fun. Additionally, fun activities should be updated to be relevant with current times and trends among the youth. As such, Quidditch, a fictional team game based off of the Harry Potter book series, provides an example of the adaptation to newer generations' interests and experiences. Providing a fun, intuitive, team building game, chapters will be able to provide exciting experiences which could draw new members and challenge current ones to work together, while building friendships and good sportsmanship expected in the Order of DeMolay.

Overview:

Quidditch begins with two teams of six or more competing head to head to outscore the other team in a twenty minute match. Participants play while **riding brooms** (pool noodles) during all parts of the match on the **Pitch** (field). Teams work together to score by throwing the **Quaffle** (volleyball or soccer ball) through one of three goals on the opposing side of the game field. To aid in defense, selected team members may throw **Bludgers** (dodgeballs) at opposing players in an attempt to make them drop any ball they may be carrying and cause them return to one of their goal posts before returning to the game. Near the end of the match, teams can also score additional points by having a seventh player attempt to capture the **Snitch** (a flag or tail attached to a non-team participant). Direct physical contact should be avoided and may result in a penalty play for the opposing team or ejection from the game. Strategy and team work are critical factors in achieving success while playing Quidditch.

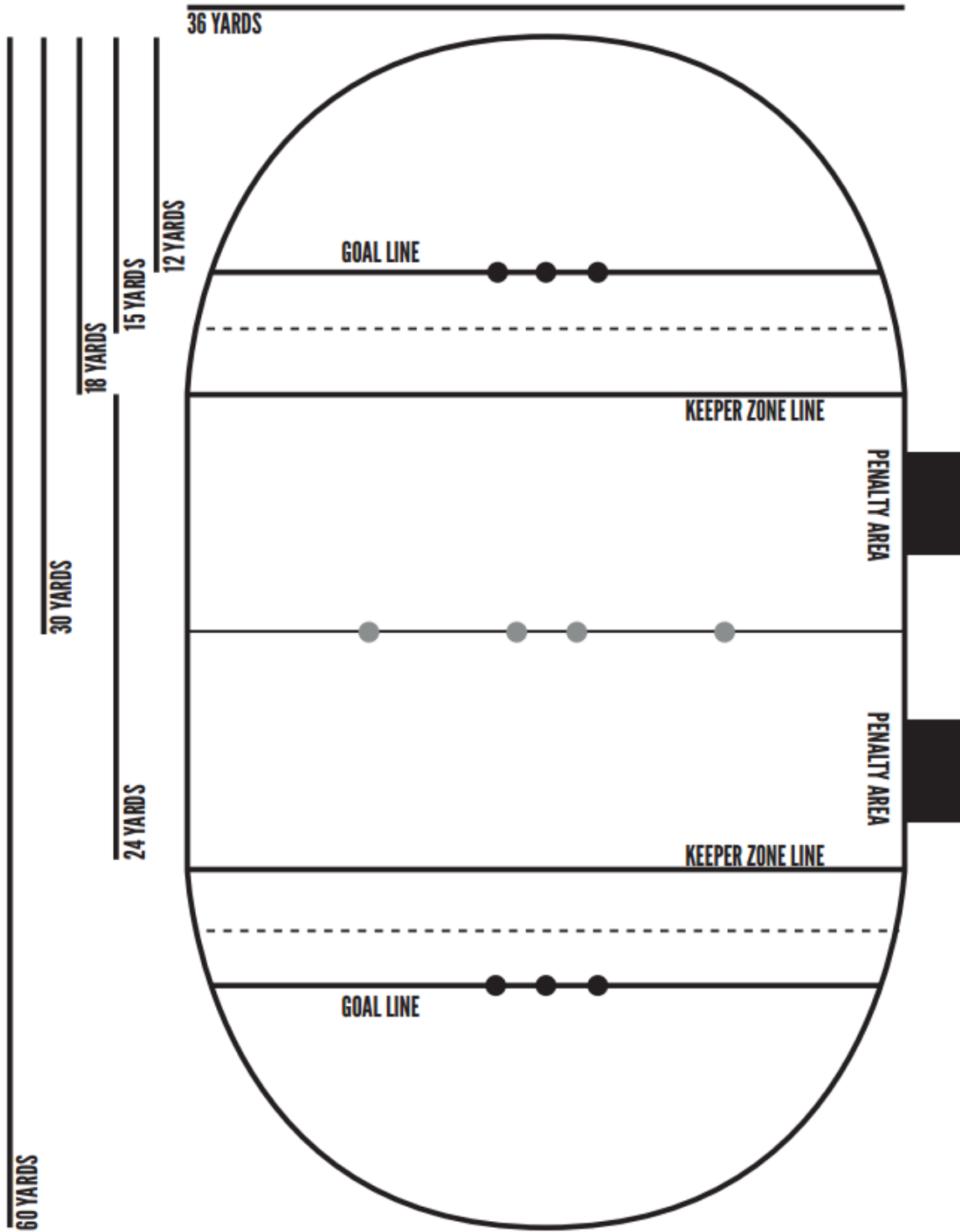
Required Equipment:

Quidditch is meant to be played using cost efficient and readily available equipment which can be purchased from any sports equipment and hardware store.

1. Pool Noodles – QTY 12
2. Head Bands or handkerchief
 - a. Gold – QTY 2
 - b. White – QTY 6

- c. Black – QTY 4
- d. Green – QTY 2
- 3. Volleyball or Soccer Ball – QTY 1
- 4. Dodgeball – QTY 3
- 5. Flag Football Belt with single flag or towel – QTY 1
- 6. Round Goals or Large Hula Hoops – QTY 6
- 7. PVC Stands for Goals – QTY 6

Pitch (Field) Specifications:



Pitch Shape

The pitch is composed of three parts: a rectangle and two semicircles capping the width of the rectangle. With the semicircles capping the rectangle, the entire pitch is pill-shaped. While these boundaries create the desired shape of the pitch, they do not strictly bind the players to this area.

1. Sidelines and keeper zone lines - The rectangle forms the main body of the pitch. The vertical straight edges of the rectangle are the sidelines. The horizontal edges of the rectangle are the keeper zone lines.
2. Backlines and backpoints - A backline is a semicircle which extends from the keeper zone line and joins each end of the same keeper zone line. The midpoint of each backline, the point along this semicircle that is farthest from the keeper zone line, is the backpoint. There are two backlines and two backpoints on a pitch.
3. Midfield line and center mark - The pitch is divided lengthwise into two halves by a midfield line that joins the midpoints of the two sidelines. The center mark is located at the midpoint of the midfield line.

Goals

1. Three hoop goals are positioned on each goal line starting from the center position of the line and being spaced apart by five feet.
2. The center goal will be elevated six feet from the ground
3. Left and Right goals will be elevated five feet from the ground

Pitch Starting Configuration

At the beginning of a match, the field and players will be placed as follows:

1. Players will be behind their Restricted Zone line (Between goal line and keeper zone Line).
2. The Quaffle and Bludgers will be placed on the center line evenly spaced across the pitch

Game Positions:

Keeper

The goalie that guards the team's hoops from opposing chasers. Keepers have the ability touch and throw the Quaffle. They are recognized by wearing a green headband.

Chaser

The scorers for the team. Chasers can throw or kick the Quaffle into the opposing team's goals. They are recognized by wearing white headbands.

Beater

The defenders for the team. Beaters use the bludgers to disrupt opposing players by throwing and hitting them. This forces that opposing player to disengage any play he/she is currently doing and return to their goal before entering the game once again. Beaters are recognized by wearing black headbands.

Seeker

Chases and attempts to catch the snitch for additional points. The seeker enters the game during the last two minutes of the match. They are recognized by wearing a yellow headband.

Coach/Team Captain

In charge of overall strategy for the team as well as regulating who can be on the field at any given time. The coach should maintain observation of the players and make judgement calls on when to swap players out.

Head Referee

In charge of keeping time for the match and evaluating fouls and administering penalties. Additionally, the head referee has the ability to modify the rules of the game at any time to better meet the needs of the game or wellbeing of the players.

Assistant Referee

Directly focuses on observing players of a specific team to identify any and all fouls. Upon observing any foul, the team referee will notify the involved player(s) and the head referee.

Rules:

General Rules

1. Matches will last for twenty minutes.
2. Teams will have no more than six players on the field at any time with the exception of rule 3. These positions are:
 - a. 1 Keeper [goaltender] who wears a green headband
 - b. 2 Beaters [defenders] who wear black headbands
 - c. 3 Chasers [offensive players] who wear white headbands
3. In the final two minutes of the match, seekers may enter the field once notified by the head referee in which they are to chase and attempt to capture the Snitch. The game ends after the two minute period, or when the Snitch is caught.
4. The game begins with one Quaffle and two Bludgers at the mid-field line, and all players behind their Restricted Zone line (Between goal line and keeper zone Line). Time begins with the Referee's whistle.
5. Players must place the broom between their legs and maintain at least one hand on their broom at all times
6. Players who remove both hands or otherwise drop their boom must immediately stop any play he/she is doing, drop any Quaffle or Bludger in their possession and return to their nearest goal post with their broom before he/she can rejoin the game.
7. If a player makes contact with a Bludger that is thrown from a Beater of the opposing team, he/she must immediately drop his broom/Quaffle/Bludger and return to his team's goal with their broom only before rejoining the game.
8. Teams may replace players at any point, but they must maintain the above mentioned positions.
 - a. Players may play multiple positions throughout the game.
 - b. Seekers may have played a previous position.
9. Excessive contact and unsportsmanlike conduct between players is strictly prohibited. This includes but is not limited to:
 - a. Fighting
 - b. Tripping other players

- c. Shoving
 - d. Use of foul language
 - e. Purposefully aiming for head, groin or other known soft or injured parts
10. All calls by the Head Referee are final. There will be no discussions or re-evaluation requests made by team players or coaches.

Offense Rules

1. Scoring is accomplished in two ways:
 - a. Throwing the Quaffle [volleyball or soccer ball] through one of the three goals on the opposing team's side of the field for 10 points.
 - b. Capturing the Snitch during the last two minutes of the match for 30 points.
2. Only Chasers or Keepers may touch the Quaffle.
3. If the Quaffle goes out-of-bounds, it will revert to the opposite team at the point where the Quaffle left the field.
4. Upon scoring with the Quaffle, the Quaffle will be given to the other team's keeper who will then enter it into play once again.

Defensive Rules

1. The Bludgers [dodgeballs] are used to knock out opposing players.
2. They may only be touched by Beaters. Opposing Beaters may catch thrown Bludgers.
3. Chasers cannot be knocked out of the game via the Bludger.
4. Beaters can only hold the Bludger for thirty seconds at a time.
5. Out-of-bounds Bludgers will be returned to the field by the Referee.
6. The Keeper acts as the goalkeeper.

Special Considerations:

Main of the rules and regulations for Quidditch in this document were gathered and modified from the official US Quidditch rulebook which can be found at <https://www.usquidditch.org/>. Additional rules, guideline and clarification can sought in the official document. However, all rules must be approved and enforced by the Head Referee before they can take effect.

All rules and regulations specified in this document can be modified to meet the needs of the field, players, equipment and game. Depending on the facility where the game is being played, additional rules can be added to ensure the safety of players and equipment. Rules may also be relaxed where it makes sense to do so. All changes to the rules and regulations will be dictated and enforced by the Head Referee and the Assistant Referees. Any and all questions to the matter of rules should be asked to the referees before the start of any match.