



NU Intramural Sports

Quidditch

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. The match will begin with a coin toss to determine which team will attack each goal. The match is best of three (3) games.
2. The game ends with a successful snitch pull or after 15 minutes. If the snitch is pulled, the seeker that pulled the snitch will earn an extra 30 point bonus for his/her team. Seekers may leave the playing field to seek the snitch. The match is played the best of three games.
3. Each team will have six (6) players, including two (2) chasers, two (2) beaters, one (1) keeper, and one (1) seeker. Teams must have at least five (5) players to avoid a forfeit, including one (1) player at each of the four positions.
4. Players are forbidden to touch the equipment of another position. That is, only the chasers and keepers may touch the quaffle (deflated volleyball), Only the beaters may throw the bludgers (dodgeballs). Only the seekers may remove the snitch (gold fig belt) from the snitch runner (impartial player dressed in all gold). See pictures below:



Quaffle



Bludger



Snitch

5. Substitutes may only enter the field at the starting line, once the player they are substituting for has left the field.
6. All players must keep the broom between their legs at all times. Any player without the broom between his/her legs will lose possession of the ball and must return back to their own goals before they can continue back into play. **Flying is not permitted and will result in a two (2) minute penalty.**
7. There is no physical 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 substitution. Other fouls may be called at the referee's discretion.
8. Players may not dive or slide to catch, secure, or avoid any of the balls in play. Any of these actions will result in a two (2) minute penalty.
9. Starting the game: The head referee will ask both keepers if they are ready and then, the referee will sound the whistle.
 - At this point, players may rush to the center to retrieve the quaffle and bludgers.
 - The snitch will enter the playing field at his or her convenience.
10. Scoring: A goal is scored when the entire quaffle passes through one of the three hoops.
 - Goals can be scored by either throwing or kicking the quaffle through the hoop.
 - Each goal is worth ten (10) points.
 - Once a goal is scored, the opposing team's keeper must control the quaffle before they can attack. The scoring team must retreat to their starting line before they can attack the quaffle.
 - Any part of a player's body may pass through the hoop to score or prevent a score. **Note: Beaters may not touch the quaffle.**
11. Player's Positions:
 - Chasers: These players move the quaffle down the field by running and passing. They may throw or kick the quaffle through the opposing team's hoops to score. Chasers may not shoot on goal from within the opponents starting line.
 - Beaters: These players must throw the bludgers at opposing players in order to temporarily knock them out of play. Once a player has been hit by an opposing beater, he/she must drop any ball, dismount the broom, retreat back to his/her set of hoops and touch one of the hoops, and then get back onto the broom. If a beater catches an opposing beater's bludger, he/she is knocked out. **Note: The thrower is not knocked out either.**
 - Keeper: This player is responsible for defending his or her goals to prevent the quaffle from going through it. Outside of the keeper zone, the keeper is treated as a chaser. However, while inside the keeper zone, the keeper is not subject to the knockout rule or the goaltending rule.
 - Seeker: This player's job is to chase down the snitch runner and strip him/her of the snitch (flag belt).
12. Should a goal fall over during play, that goal may not be scored upon until stood upright. It is the responsibility of the goal referee to stand up the fallen goal once the quaffle exits the zone.
13. Should a team that is short-handed be scored upon, the next player that would be released will be released prior to the ball being put back into play.
14. All penalties will result in a direct free throw at the spot of the foul. Like soccer, the offending team must allow 3 yards in any direction of the thrower.
15. If a player "falls off" his/her broom or is hit by an opponent beater, that player is temporarily knocked out. Before that player may return to play, he/she must dismount their broom and raise one hand over their head while returning to their own starting line.
16. Should a game end in a tie, a sudden death overtime period will be played. That is, the first team to score a goal or the first team to pull the snitch will win the overtime period. For overtime, the snitch will begin in the middle of the playing field.
17. All rules not explicitly stated here will follow those rules established by the International Quidditch Association (Exception: there is never any contact in intramural quidditch).