



Winnipeg Rowing Club

Quidditch

Official Rules Handbook

Rules of Play

Purpose:

To score the most points by the end of the allotted time period.

Gameplay:

The gameplay is similar, but not exactly like, a mix between ultimate frisbee and dodgeball.

Equipment:

- 1 soccer field
- 1 scoring ball
- 2 bludger balls

Teams:

Two teams will be randomly picked out of the participants prior to playing.

How to score:

A teammate must successfully pass the scoring ball over the main goal line to another teammate to earn a point.

When a team is scored on, they get possession of all three balls, and get a free throw from centre field to restart the game.

Scoring ball travel and passing:

When carrying the scoring ball, a player is only allowed **three steps** before he/she must pass it. The opposing team may try to deflect or intercept the pass. Play is continuous unless the ball carrier is hit by a bludger, or if a point is scored.

*Beaters are not allowed to handle the scoring ball.

Beaters:

Each team must elect two of its team members to be play as Beaters. Beaters are a very important defensive and offensive tool. These members use the bludger balls to

disrupt the opposing team. Beaters are the only players allowed to use bludger balls. Teams may change Beaters at any point in time.

Bludger ball:

When a regular player is hit by a bludger, they are removed from play until they run back to their own goal line. Once they've reached their goal line they are allowed back into play. If the player was holding the scoring ball, play stops and the other team gets possession of the scoring ball. They perform a **free throw** to resume play. If a regular player **catches** the bludger then they are not out.

Beaters get unlimited steps with a bludger ball, but they only get to carry it for **10 seconds**, this rule is enforced by the opposing teams Beaters. After 10 seconds, the Beater must use/pass/drop the bludger ball. Beaters are not affected if hit by a bludger.

Game start:

To start the game, all three balls must be placed on the centre line. Then both teams must line up on their goal line. Once both teams are ready, a signal (provided by a coach) is sounded and the game begins.

Game finish:

Each game will last approx. 60 minutes. Time will be kept by one of the coaches.

Please enjoy responsibly; remember, rowers don't let rowers play Quidditch incorrectly!