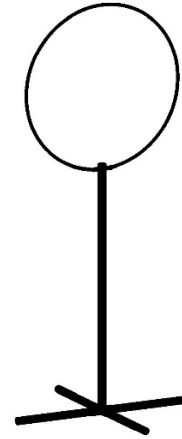
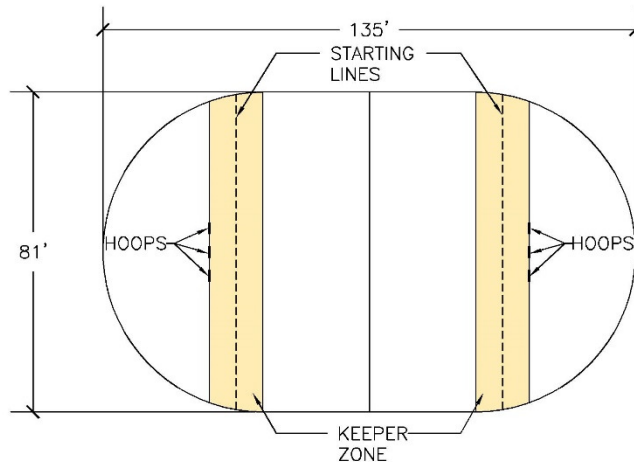


# Quidditch



## Game Play:

Teams of 12, ride brooms and try to throw small dodge balls through one of three hoops to score points.



Now for the complexity.

## Three different types of balls in play:

**Quaffle:** Offensive ball. This is the ball the offensive players will throw through the hoops for points. This is a red or orange ball.

**Bludger:** Defensive ball. The opposing defense will use the bludger to stop the offensive players. This is a black ball.

**Snitch:** The snitch will have a tennis ball in a sock attached their person for players to attempt to take.

## Five positions:

**Chaser:** These are the offensive players who try to throw the quaffle through the hoops. Scoring a goal can occur from either side of the hoops. A goal is worth 10 points. Following a goal, game play stops and each team lines up again in the starting formation. Each team will have (5) five chasers and they will wear white bandanas.

**Keeper:** Think of a goal keeper in soccer. They live in the Keeper Zone and try to prevent opposing chasers from scoring. Each team has (1) one keeper and they will wear green bandanas.

**Beater:** Defensive players who use the bludger to hit opposing chasers to prevent them from scoring. Each team will have (6) six beaters and they will wear black bandanas.

**Snitch:** Each game will have (1) snitch. This is a volunteer dressed in gold with a tennis ball in a sock attached their shorts. Their goal is to not get caught. They have free access to anywhere and are not confined to the field of play.

# Quidditch

**Seeker:** This is a special player who ignores the game completely and tries to catch the snitch. If they are successful in capturing the snitch ball, it is worth 30 points. If the snitch is caught, game play stops and the teams line up again. There is (1) one per team and they wear gold bandanas.

## **Starting Formation:**

Balls are placed along the mid-field line. Each team lines up on the starting line. The head referee will yell "Brooms Down" which indicates game play is about to begin. When both teams are ready the head referee will yell "Brooms Up" at which point play will begin.

After each goal or caught snitch, the teams will line up in the starting formation and resume play until the end of the period.

## **Rules:**

**Knockout Procedure.** This occurs at several points during the game and can be a penalty for a foul. When this happens, the player must dismount their broom and run past the hoops they are defending. Once they are past their hoops, they can mount their broom and continue play.

Keepers can use any part of their body to prevent balls from being thrown through the hoops and are immune to the Knockout Procedure while in the Keeper Zone.

Beaters throw, kick, or otherwise propel the bludgers to prevent Chasers from scoring. If a Chaser is hit by the bludger anywhere below their neck, including the broom, before the ball hits the ground they must following the Knockout Procedure.

If a Chaser catches a bludger, the Beater must follow the Knockout Procedure.

## **Fouls:**

A foul is a penalty for inappropriate behavior. The referees have discretion as to the penalty based on the offense. The penalty may be a Knockout Procedure, time in the penalty box, or expulsion from the game.

Fouls are, but not limited to:

- Knocking a player to the ground
- Hitting a player above the shoulders with a ball
- Striking a player with a broom
- Impeding a player following the Knockout Procedure
- While following the Knockout Procedure, interfering with game play
- Overly aggressive behavior

Remember, a Scout is Courteous. Have fun, but not at the expense of others. We want this to be safe.

# Quidditch

## Campout 100 Logistics:

The goal is to give 2000 Crewvians and Scouts the opportunity to play. As such, it is critical to the flow of the day to be on time (on time is late, early is on time) and ready to play.

Each game will be 15 minutes in length with a (5) five minute transition time between games.

***You will need to register with the number of youth participating and a morning or afternoon preference.***

Once all the registrations are collected, you will be notified of a game time and arrival time. The arrival time will be 20 minutes before game time to get ready to play. You will be contacted prior to Campout 100 with your game time. Additionally, a volunteer will have the schedule of all units for the day at the Quidditch fields. Register here: <http://goo.gl/forms/vp3sA8ded3>

If you do not register, or have a youth that wants to play, they may wait stand-by in case there are available spots. And it will be similar to flying stand-by. Good luck. We will pack the games as full as possible. And please don't register more spots than you need. You may prevent youth who want to play by over estimating your numbers.

***IF YOU ARE LATE YOU MAY LOSE YOUR GAME TIME.*** Stand-by players will get to play once the allotted time for arrival has passed.

We will have (4) four fields running simultaneous games. The fields will be named:

- Gryffindor
- Slytherin
- Ravenclaw
- Hufflepuff

A volunteer representing each field will hold up a clipboard with your unit number where your youth will assemble. When the next game begins, the volunteer will divide up the youth into even teams and distribute the bandannas to identify each position and one team will get blue pennies to differentiate the teams. The method the volunteer uses to establish the teams is at their discretion and each youth will abide by the decision. We simply don't have time to debate who is on what team.

Once they have bandannas and pennies, the volunteer will run through the rules and prepare the teams for play.

***IT IS CRITICAL THAT YOU SHARE THE DETAILS OF GAME PLAY BEFORE HAND.*** There is not time to teach the entire game during this time. ***IGNORANCE OF THE RULES IS NO DEFENSE.*** If a foul is called and the youth proclaims they didn't know that rule, tough.

It is a running 15 minute clock.

Each field will have a unique whistle pattern so as to not confuse adjacent fields with referee's signals. The referee will demonstrate their unique whistle cadence prior to beginning the game.

We are playing a modified version of the US Quidditch Rulesbook, 9<sup>th</sup> edition, rules for middle school. While we used that as a basis, we modified certain aspects of the game to facilitate Campout 100. The decisions by the referees and game volunteers take precedence.