



## Interim Rule Amendments V1 2020-2021

### Purpose

This year, in light of the constraints placed on the season, the department is releasing its *Interim Rule Amendments (Version 1.0)*. The document is being released now - although testing the rules through actual play is not possible across the country at this time - in order to receive feedback from the Canadian quidditch community on proposed changes. As feedback is given, the Gameplay department will work to improve on the proposed changes, and release a second iteration of this ruleset in January.

It is the plan of Quidditch Canada's Gameplay department to solidify the ruleset through comprehensive play-testing once COVID-19 restrictions are lifted, tentatively scheduled to occur over the summer of 2021, and have a final version ready for release in time for the 2021-22 season.

### Document Format

The document is broken down into several sections, addressing key aspects of the game. The rules are not presented sequentially but are instead organized to highlight key aspects of the game which are being adjusted, to enhance the Canadian quidditch experience. Justifications for the amendments are provided where we feel more context would be beneficial to understand why amendments are being proposed.

As has been the case with previous Quidditch Canada Amendments, we encourage the use of USQ's Rulebook as the base rulebook for this ruleset. This year, the proposed changes reference USQ's most recent rulebook, [Rulebook 13](#), as the base ruleset. The base rulebook may be changed in the future as new versions are released.

### Contact

For more information regarding the proposed amendments, please contact [gameplay@quidditchcanada.com](mailto:gameplay@quidditchcanada.com)

# Changes to Defensive Play

## 6.2.4. Wrapping

**Justification:** *Wrapping and tackling is a critical part of defensive play in full contact quidditch. The use of only one arm for wrapping is ineffective, and also dangerous when compared with two arm “form” tackling. While a lot of players have adapted to the use of one arm, it is exceedingly difficult to tackle a larger opponent leading some quaffle players to feel less outmatched on defense. When larger defensive players are tackling smaller players, there is also the risk of whiplash or “clothesline” tackles that have resulted in injury (i.e. concussions). Additionally, one arm wrapping and tackling puts a lot of strain on the shoulder and elbow of the tackling player leading to injuries for both the offensive and defensive player. There have been many attempts to introduce form tackling into quidditch. With feedback from its testing in MLQ, we feel confident that it can be a safe and effective method that can and should be used in quidditch. However, we understand that many players are concerned that form tackling is more dangerous and introduces new issues (ex. Offensive player being restricted from controlling how they land after being tackled, broom spearing opponent as you attempt to wrap without a hand on the broom, etc.). To ease these concerns, we are proposing a compromise which looks to gain the benefits of form tackling while avoiding the downsides and allow for a smoother and safer transition from one arm wrapping to two arm form tackling. This proposed rule forces players to initiate contact with one arm as they have been doing for years, but allows the option for players to complete the contact with a form tackle.*

A wrap consists of encircling any part of an opponent with an arm or arms. The arm includes the hand.

- A. It is illegal to wrap an opponent who is not in possession of a ball.
- B. It is illegal to **initiate a wrap** using both arms.
  - i. Once a wrap has been initiated legally with one arm, both arms can be used to wrap the opponent.**
  - ii. It is illegal to initiate a wrap without having one hand holding the broom.**
  - iii. Once a wrap has been initiated legally, the wrapping player may continue the natural motion of wrapping with both arms even if the initial contact is lost.**
- C. It is illegal for a player to leave the ground during a wrap in an attempt to spear or otherwise propel their body into an opponent.
- D. Once a wrap has been initiated legally, the wrapping player may continue the already initiated motion of the wrap due to momentum even if the player being wrapped releases the ball.
  - i. The referee must shout “ball out” the moment the ball is released.
  - ii. Once aware of the ball being released the player cannot continue contact beyond previously created momentum.
- E. It is illegal to wrap if contact was initiated from behind (See: 6.1.9. Initial point of contact).
- F. A grab is a form of wrap that involves holding an opponent or any part of an opponent with a closed hand.
  - i. It is illegal to grab an opponent’s broom or clothing.
  - ii. It is illegal to yank any part of an opponent or pull their arm that is holding the broom during a grab.
- G. A tackle is the act of wrapping a player and bringing them to the ground.

Standard Contact Penalty—Illegal wrap

### 6.2.3. Charging

**Justification:** *As we introduce safer methods for contact we are also removing the ability for a protected keeper to charge a quaffle carrier. We are confident that the addition of form tackling gives keepers an effective method for bringing an opponent to the ground which is also safer than charging into them. A ball carrier is still allowed to charge, though we have kept our previous amendment of prohibiting a charge with a lowered shoulder to further help reduce the risk of injury.*

- A. It is illegal to charge using the head, legs, or feet.
- B. It is illegal to charge an opponent unless the player charging is a ball carrier **or protected keeper:**
  - ~~a. Protected keepers may only charge opposing keepers and chasers who are in complete and sole possession of the quaffle.~~
  - b. Should a player without a ball initially commit a charge on an opponent in the act of wrapping or tackling them, such contact shall be considered a wrap rather than a charge and is subject to 6.2.4.**
- C. It is illegal to initiate contact during a charge so that a single point of the charging player's body initiates the contact, such as leading with the point of a shoulder or elbow.
  - a. Point-of-shoulder to point-of-shoulder contact is allowed.
- D. It is illegal to have a lowered shoulder when initiating contact.**
- E. It is illegal for a charging player's feet to completely leave the ground while applying the primary force of a charge.
- F. It is illegal to charge if contact was initiated from behind (See: 6.1.9. Initial point of contact).

## Changes to Beater Play

### 5.5.1 The third bludger

**Justification:** *Over the past year the interpretation of what is considered a reasonable beat attempt has caused a lot of confusion and has led to the abuse of this rule. Beaters are now attempting to make beat attempts that are “close” but still miss so that the team attempting to gain possession of the third bludger is further delayed from getting back into play. The abuse of this rule goes against the spirit of why these rules are in place - to allow the team without a bludger to get one back as soon as possible. For this reason we are changing the rule to remove ambiguity and interpretation by the referees while promoting a play style more in line with the intent behind the rules. Additionally, we are adopting last year's changes to the third bludger rule so that teams may no longer toss a bludger back to the opponent to gain possession of the third bludger. This change shortens, and simplifies our rules while continuing to promote the ability for teams to get a bludger back and get back in the play as fast as possible.*

When one team has possession of two bludgers and the remaining bludger is unpossessed and dead, this bludger becomes the third bludger.

- A. This bludger remains the third bludger until one of the following occur:
  - i. The possessing team makes a clear and reasonable beat-attempt on a player who is eligible to be knocked out (ie. an opposing player who has not rightfully claimed knockout immunity, or who is not already knocked out).
    - a. **A beat attempt that is successful, blocked, or causes the opponent to make a clear move to dodge the bludger are considered to be clear and reasonable.**
    - b. **All other beat attempts are considered unreasonable, resulting in the bludger remaining the third bludger.**
  - ii. The possessing team loses a bludger directly due to the actions of an opposing beater.
  - iii. The team without a bludger gains possession of any bludger.

## Changes to Offensive Play

*From statistics taken from this year's games we have found that a goal is being scored, on average, every 1.5 minutes. The addition of form tackling is expected to improve defensive play, which may result in further reduced scoring. To balance the changes to defense and promote stronger offensive play (and thus more scoring) we are making a number of targeted offensive changes.*

### 2.2.3. Hoop positioning

**Justification:** *To promote more shooting, and more scoring opportunities, we are implementing the hoop placement first introduced to great success in MLQ.*

- A. Three hoops are positioned on each goal line.
  - i. The 1.83 meter (6 foot) hoop must be placed at the center of the goal line.
  - ii. The other two hoops are placed on the goal line, **2.74 meters (108 inches)** away from the 1.83 meter (6 foot) hoop on either side.
  - iii. Facing either set of hoops from midfield, the 0.91 meters (3 foot) hoop must be on the left and the 1.37 meter (4.5 foot) hoop must be on the right.
- B. The hoop loops must be in line with the goal line.

### 5.3.1. Knockout procedure

**Justification:** *MLQ also introduced a change to the knockout procedure in which players may only remount after touching the central hoop. We are also introducing this rule to allow teams to better clear out driving or shooting lanes while also preventing beaters from being able to sit on the hoop line tagging up instantly after being knocked out by an opposing beater.*

Knocked out players remain knocked out until they complete the following procedure, in order:

- A. Immediately give up possession of any ball by dropping it and dismount their broom.
  - i. The player must not pass, toss, roll, or kick the ball, unless completing a natural motion already begun (See: 5.6.2. Natural motion conditions).
  - ii. A bludger dropped in this way is dead. iii. A quaffle dropped in this way is unscorable.
- B. Touch the **center (1.83 meter (6 foot)) hoop**.
  - i. The player must touch either the hoop loop or pole, not the hoop base.
  - ii. The player must touch the hoop with some part of their body, not with their broom.
- C. Remount their broom before leaving the vicinity of the hoops.

Penalty: repeat procedure—violating the knockout procedure

Penalty: yellow card—intentionally or repeatedly violating the knockout procedure

## Changes to Pace of Play

*An average of 1.5 minutes per goal slows the game considerably and makes it difficult for teams to come-back from a deficit. Statistics taken from the 2019-2020 season show that the average difference in quaffle points by the end of each game is 90, so the ability for teams to come-back is of growing importance. A number of changes are being implemented to speed up pace of play.*

### 7.4.1. Delay of game

**Justification:** *The longest **legal** stall last season from the time the keeper received the quaffle after a goal to advancing past half was 35 seconds. Typically, the time for the keeper to get the ball and move it into active play was around 20-25 seconds. This amount of time contributes to low scoring games that feel slow to watch. The idea of a shot clock similar to basketball has been a point of discussion but is not feasible. This year we are instead implementing a “play clock”. The play clock will be counted down by the referee using a similar hand gesture system to that of inbounding in basketball. The length of the play clock is subject to change based on feedback but we feel this is a good starting point to help speed up the game.*

Delay of game is defined as an attempt to stop or significantly impede the quaffle game from continuing. The exact determination of what constitutes delay of game is at the discretion of the referee, within the following guidelines:

- A. A beater or beaters may guard a quaffle to prevent the opposing team from gaining possession of it. However, it is delay of game if a beater continues to protect the quaffle while their quaffle players are making no reasonable attempt to retrieve it.
- B. Keeper delay:
  - i. A protected keeper must directly and immediately advance the quaffle out of the keeper zone, attempt to complete a pass, or drop the quaffle to the ground.
  - ii. After a goal, the keeper on the formerly defensive team must not substitute out of the game until they have made the quaffle live.
- C. Play clock:**
  - i. When a team has gained possession of the quaffle anywhere in their half of the pitch, they have 15 seconds to advance the quaffle across the midfield line.**
    - a. The head referee shall indicate the countdown with their arms by starting with the arm at the chest, bent at the elbow, then continuing with a motion of extending the arm straight out away from the chest. This motion is repeated for each second of the count. During the final 5 seconds of the countdown the head referee will also verbally countdown.**
    - b. The count is terminated when the quaffle crosses the midfield line,**
    - c. The count is also terminated if the quaffle carrier is blocked by a defender**
      - i. The quaffle carrier is considered blocked by a defender if that defender is between the quaffle carrier and any part of the defender's endline and that defender is:
        - a. An opposing chaser or keeper within approximately 2 yards of the quaffle carrier.
        - b. An opposing beater in possession of a bludger within approximately 4 yards of the quaffle carrier.
    - d. If the quaffle does not cross the midfield line, or the quaffle carrier does not become blocked before the head referee starts saying “zero” then it is considered a delay of game penalty.**
- D. Stalling:
  - i. On each drive, the quaffle players on the offensive team must act with the overall primary intent to score. Players in possession of the quaffle may not act with the overall primary intent to waste time for any reason.
- E. The head referee may issue a warning when the referee determines that the team is beginning to delay the game.
  - i. Teams must respond immediately to this warning to avoid a penalty for delay of game. Multiple warnings may be given for delay of game during a single game, as the referee determines to be appropriate.
  - ii. Warnings do not need to be issued before calling delay of game.

→ Blue Card and Quaffle Turnover—Delay of game

### 7.4.2. Resetting the quaffle

**Justification:** *Another factor contributing to a slow feeling game is the ability for teams to reset the quaffle to try their offense again. This ability has led to repetitive play patterns in which a team will wait for their beaters to clear out the defensive beaters so that they can drive and score, and if their beaters fail they simply reset and try again. To promote more dynamic and exciting defensive and offensive play we are removing resets. This removal also allows for more aggression at the keeper zone line further increasing the pace of play.*

A. Each team has two restrictor lines during their drives, each of which extend completely across the width of the pitch at:

- i. The team's own keeper zone line.
- ii. The midfield line.

B. If an offensive player carries or propels the quaffle backward across one **or more** of their restrictor lines for any reason, it shall be ruled **an illegal reset**, with the following exceptions:

- i. If a defensive player deflects the quaffle, during or after the propulsion and before it travels backward across a restrictor line, this shall not be considered a reset.

a. This includes if the deflection is done with a bludger.

- ii. **If a defender forces the quaffle carrier backwards across a restrictor line through physical contact or strips the quaffle causing it to travel across a restrictor line, this shall not be considered an illegal reset.**

a. **Once the quaffle carrier is free from contact, or the quaffle becomes loose, they or their teammates must act to carry or propel the quaffle forward across that restrictor line as soon as reasonably possible or it shall be considered a reset.**

- iii. The player who initiates a drive when they **have already crossed one or more of their restrictor lines** may carry or propel the quaffle backwards across **one restrictor line** immediately upon the beginning of the drive without it counting as **an illegal reset**.

a. This action is still subject to all other rules, including delay of game and stalling.

b. If the player started the drive while engaged in physical contact with an opponent, they may carry or propel the quaffle backwards across **one restrictor line** during or immediately after that contact without it counting as a reset, provided they did not significantly advance the quaffle during that contact.

**C. If an illegal reset is called, play must be stopped and the quaffle must be turned over to the opposing team's keeper in their keeper zone.**

- a. If the opposing team would clearly recover the quaffle without the turnover call, the referee may allow play to continue under a "no harm no foul" call.

→ Quaffle Turnover—Illegal reset

## Changes to Game Starting Procedures

### 3.2.1. Brooms up procedure

**Justification:** *The current brooms up procedure is one of the most dangerous parts of a quidditch match. Specifically, having two opposing quaffle carriers sprinting at each other to attempt to possess the quaffle and charge through the other team to score has led to many injuries. Given current stay at home policies in place, testing various brooms up options are not possible at this time. We have chosen to propose a change that we feel confident will increase player safety and will work, even without testing. Moving forward we will be looking to test other procedures when it is safe to do so.*

In order to begin the game:

A. The starters on each team must line up on the pitch.

i. Each team must start the game with three chasers, one keeper, and two beaters.

**ii. One quaffle carrier from each team must be designated as the "jumper". These players move to the centre ball position without a bludger, on their team's side of the midline.**

iii. All other players may line up in any formation within their own keeper zone.

iv. Players may change position headbands and location behind the keeper zone line until the head referee calls "Brooms Down!"

iv. Any player who receives a penalty card prior to the start of the game (or their substitute in the case of a red card) must start the game in the penalty box instead.

B. The **bludgers** must be resting in the appropriate positions (See: 2.1.6. Ball positions).

i. Any **bludger** which moves, for any reason, must be reset before the head referee calls "Brooms Up!"

C. The head referee confirms that both teams, all assistant referees, and any other officials are ready.

D. The head referee shouts "Brooms Down!"

i. Players may assume a starting position at the call of "Ready!"

**a. Players may not move from their starting position until they are released from their keeper zone.**

F. The head referee shouts "Ready!"

G. After the head referee shouts "Ready!" the head referee then shouts "Brooms Up!" **and throws the quaffle straight up into the air. When the quaffle reaches its highest point, it is live.**

i. If there is a false call of "Brooms Up!", **or the quaffle is improperly thrown into the air**, the head referee resets the players and repeats the full brooms up procedure.

ii. In the event of any foul prior to the "Brooms Up" call, the head referee adjudicates the penalty, resets the players, and repeats the full brooms up procedure.

**H. On the first "B" sound of "Brooms Up!":**

**i. All players, excluding the jumper, are released from their respective keeper zones.**

**a. If a player leaves the keeper zone before they are released it is considered a false start.**

**ii. The jumpers may attempt to tip the ball.**

**a. The jumpers must wait until the quaffle has reached its highest point before touching it.**

**b. The jumper must not possess the quaffle before another quaffle player has touched the quaffle.**

→ **Quaffle Turnover** - Illegal jumper procedure.

→ **Blue Card** - False start.



## Changes to Game Ending Procedures

**Summary:** The following sections outline the changes being made to the game format to facilitate our proposed method for ending a game. From statistics at regionals the average quaffle point differential in a game is around 90 points with a standard deviation of 50 points. With the current game ending procedure (i.e. snitch catch earns 30 points and ends the game if the game is not tied) a deficit of 90 points is insurmountable because teams need to score to make up the deficit, while dedicating resources to prevent the winning team from catching to end the game. These factors have resulted in approximately 28% of games ending with a “cold catch”.

Clearly something needs to change so that teams feel that trying to come-back from behind is worth doing. However, we do appreciate that some teams cold catch because they enjoy the act of catching the snitch, or because they want to rest players before the next match. We are proposing a solution in which teams can still cold catch, but there is much higher incentive to continue playing in a more exciting end game.

A game of quidditch will now be split into 2 “periods”, the Quaffle Period, and the Snitch Period. The quaffle period will be 20 minutes long, during which the snitch will not enter play. The length of the quaffle period was selected based on feedback that players feel that they are not getting enough shifts before snitch play, as well as allowing more scoring to happen before snitch play. The quaffle period ends with a countdown identical to the current overtime rules.

After the Quaffle Period, teams switch sides and the game proceeds to the Snitch Period. The Snitch Period is essentially the current overtime rules with some key changes. The Snitch Period ends after 5 minutes when the Snitch Period clock expires. **A good snitch catch does not end the period.** If there is not a good snitch catch in those 5 minutes the game proceeds directly into “extra time” which follows the same game ending rules as we currently have (snitch catch ends the game). Additionally, the snitch is now worth 35 points, serving as a tiebreaker, and preventing overtime from being possible.

This new game ending procedure accomplishes a number of things:

1. It brings the excitement of overtime to every game of quidditch by introducing a time limit.
2. It allows for the current excitement of whichever team catches the snitch wins the game to be a part of the game in extra time.
3. It allows for the team that is behind to decide when and if to catch the snitch adding more strategy to the seeker game.

The average snitch catch time is approximately 4 minutes; by setting a time cap just higher than the average snitch catch time, the quality of the snitch runner does not as strongly affect the outcome or length of the match, as the game continues even after the snitch is caught. This format also allows for teams to be more capable of making a come-back to keep the games interesting while still favouring the team that is in the lead.

### 3.5.1. Ending a period.

- A. The Quaffle Period ends after expiration of the Quaffle Period game clock.
- B. The Snitch Period ends upon the expiration of the Snitch Period game clock.
  - i. If a good snitch catch has not occurred during the Snitch Period the game proceeds into Extra Time.
- C. Extra time ends upon a good snitch catch.
- D. The head referee or snitch referee, as appropriate, shall stop play with paired whistle blasts upon the apparent end of the period.
  - i. After confirming with all officials that there are no remaining issues or penalties to address in the period, and confirming that the period is over, the head referee must blow three long whistle blasts indicating the end of the period.
- E. Timekeeper role during the Quaffle and Snitch Periods:
  - i. The timekeeper must announce the time remaining after each full minute has passed in the **Snitch Period** (4, 3, 2, 1).
  - ii. The timekeeper must announce 30 seconds and 15 seconds remaining in the **Quaffle and Snitch periods**.
  - iii. The timekeeper must count down from 10 seconds remaining in the **Quaffle and Snitch periods**.
  - iv. If a referee makes an advantage or delayed penalty call during the **Snitch period**, the timekeeper must stop the **Snitch Period game clock** as soon as the head referee's arm is raised or their advantage marker is thrown. The **Snitch Period game clock** must remain stopped until the foul is resolved.
  - v. If a stoppage occurs due to a penalty during the final 10 seconds of the **Quaffle and Snitch periods**, the timekeeper must reset the **respective** game clock to 10 seconds remaining in the period.

### 3.5.2. The Quaffle Period

- A. The Quaffle Period begins with the Brooms Up Procedure outlined in 3.2.1.
- B. The Quaffle Period lasts 20 minutes of game time.
- C. Timekeeper role in the Quaffle Period:
  - i. The timekeeper must announce 1 minute, 30 seconds and 15 seconds remaining in the period.
  - ii. The timekeeper must count down from 10 seconds remaining in the period.
  - iii. If a stoppage occurs due to a penalty during the final 10 seconds of the Quaffle Period, the timekeeper must reset the game clock to 10 seconds remaining in the period.

### 3.5.3. The Snitch Period Overtime

**Justification:** *We live in Canada, field and weather conditions, in addition to the quality of the hoops can be major factors in a match. For this reason teams will switch sides in between the 2 periods to keep things fair. However, if there is no perceivable reason to switch sides captains may agree not.*

- A. Any player serving penalty time at the end of the **Quaffle Period** serves the remainder of their penalty time in the **Snitch Period** of the game.
- B. The two teams switch ends of the pitch that they are defending.
  - a. **Before the start of the match, the speaking captains of both teams can agree to forgo switching sides.**
- C. The referees reset the pitch.
- D. The head referee must grant the teams approximately three minutes of rest between the **Quaffle Period and the Snitch Period**.
- E. The head referee begins play by following the brooms up procedure (See: 3.2.1. Brooms up procedure).
- F. The snitch must enter the pitch before the **start of the Snitch Period**.
- G. A 30 second seeker floor applies before seekers may pursue the snitch.
- H. Prior to brooms up in overtime, the seekers should check in with the timekeeper to be released from the penalty box when the 30 second seeker floor has concluded.
- I. The **Snitch Period** lasts 5 minutes of game time ~~or until the snitch has been legally caught.~~
- J. Timekeeper role in the **Snitch Period**:
  - i. The timekeeper must announce the time remaining after each full minute has passed in the **Snitch Period** (4, 3, 2, 1).
  - ii. The timekeeper must announce 30 seconds and 15 seconds remaining in the period.
  - iii. The timekeeper must count down from 10 seconds remaining in the period.
  - iv. If a referee makes an advantage or delayed penalty call during the **Snitch Period**, the timekeeper must stop the **Snitch Period game** clock as soon as the head referee's arm is raised. The **Snitch Period game** clock must remain stopped until the foul is resolved.
  - v. If a stoppage occurs due to a penalty during the final 10 seconds of the **Snitch Period**, the timekeeper must reset the game clock to 10 seconds remaining in the period.

### 3.5.3. Extra Time

**After the Snitch Period game clock expires, if there has not been a good snitch catch, the game proceeds directly into extra time.**

- A. **Upon the completion of the timekeeper's countdown from 10 seconds remaining in the Snitch Period the head referee shall declare, "Extra time!"**
- B. **Play continues as normal. (i.e. is not stopped to start extra time).**
- C. **Extra time ends when a good snitch catch occurs.**
- D. **The timekeeper continues the game clock.**
  - i. **The timekeeper no longer needs to stop the game clock during advantage calls.**

#### 4.4.1. The snitch catch

*Thirty-five points are scored for a team. **If in Extra Time, the period ends when a seeker catches the snitch and the catch is confirmed as good, otherwise the Snitch Period continues until its completion.***

### Related Changes

*This section contains some miscellaneous changes that stem from the changes to the game format.*

#### 3.1.2. Coin toss

**Justification:** *Previously the coin toss was “winner-takes-all” where one team chooses to attack a set of hoops for the duration of regulation time. With the introduction of 2 periods the coin toss now determines which set of hoops a team will attack during which period of play. This makes the coin toss more fair to both teams while still giving a competitive advantage to the team that wins the toss.*

Teams may elect to have a coin toss to determine which team will attack which set of hoops **during which period of play.**

- A. If either team requests a coin toss, the head referee and opposing team must accommodate the request.
- B. The toss shall be called while the coin is in the air by the team with the lower **QC** ranking.
  - i. If the ranking is inapplicable or unknown, the team that has traveled farthest from its point of origin shall call the toss.

#### 3.4.2. Seeker floor

The seeker floor ~~s are the first 18 minutes of game time during regulation time and~~ **is** the first 30 seconds of **overtime the Snitch Period**, during which the snitch may not be caught.

- A. Seeker floors must be measured in game time.
- B. During a seeker floor, there are no seekers in play.
- C. A seeker from each team should report to the timekeeper ~~at or~~ before the **snitch period begins 17-minute mark of game time in regulation:**
  - i. Seekers are considered substitutes during the seeker floor and may not enter the pitch until they are released by the timekeeper.
  - ii. Each team's initial seeker ~~for regulation or overtime~~ must check in with the timekeeper and be released into the pitch directly from the penalty box.
    - a. A seeker who enters the pitch before being released by the timekeeper has committed a seeker false start and must serve the penalty time as a seeker.
- D. The snitch runner must enter the player area before **the snitch period begins between the 17 and 18 minute marks of game time:**
- E. At the end of the seeker floor, the timekeeper releases the seekers into play from their respective penalty boxes.

Blue Card—Seeker false start

**Justification:** *With the changes to how the game ends we are removing snitch restrictions to allow the snitch runner to have their full set of defensive options during the Snitch and into Extra Time.*

#### 8.2.3. Snitch Restrictions

### 7.4.1. Delay of game

**Justification:** *With 2 time periods being introduced we can expect a number of players may attempt to stall the game in new ways in order to run out the clock. We have added in some examples to what constitutes a stall to better inform referees of what players may try, while also giving referees the power to decide if a player is stalling. This rule change also now requires head referees to issue a warning before calling delay of game.*

Delay of game is defined as an attempt to stop or significantly impede the quaffle game from continuing. The exact determination of what constitutes delay of game is at the discretion of the referee, within the following guidelines:

D. Stalling:

- i. On each drive, the quaffle players on the offensive team must act with the overall primary intent to score. Players in possession of the quaffle may not act with the overall primary intent to waste time for any reason.

**This includes, but is not limited to:**

- a. **Players intentionally allowing themselves to be wrapped, tackled or otherwise impeded, without an attempt to break the contact, or move the quaffle.**
  - b. **Players allowing an opponent to gain a hold of the quaffle such that neither has sole possession without an attempt to regain sole possession of the quaffle.**
  - c. **Otherwise attempt to delay the advancement of the quaffle through what would otherwise be considered legal play, at the discretion of the head referee.**
- ii. **The head referee must issue a warning before calling a delay of the game.**

Blue Card and Quaffle Turnover—Delay of game

## Miscellaneous Rule Changes

This section includes any rule changes/ amendments that do not fit into the other categories, or are changes that directly stem from other proposed amendments that are included here for clarity.

### 2.4.1. Broom Regulations

**Justification:** *In previous years the rules regarding the composition of the broom had not been altered to allow for teams to continue using the brooms that they have been using for years that had not posed a risk to player safety. However, with several wooden brooms being broken or splintered into sharp points we feel that wooden brooms can no longer be considered safe enough for use, and should be removed. Bristles have not been used for some time and are being removed as part of an effort to shorten and streamline the rules. This now makes this section in line with the IQA and USQ rulebooks but we are noting the change here for clarity”*

The broom:

- A. Must consist of a rigid pole made of ~~wood or~~ plastic between 32 inches (81 cm) and 42 inches (106 cm) long.
  - ~~i. This pole may have bristles made of plastic, corn, wood, or other material attached to the back end of the broom.~~
  - ~~ii. The back of the broom must be to the back of the player~~
  - ~~iii. Should a broom include bristles, its total length may not exceed 48 inches (122 cm).~~
- B. Must not have ~~splinters~~ or sharp points.
- C. If the pole is hollow, its ends must be sealed securely.
- D. Must not be attached to the body, clothing, or other equipment of the player.
- E. Must be allowed if it is specifically approved for play by Quidditch Canada. Approved brooms must meet length and safety guideline

### 3.3.4 Timeouts

**Justification:** *In last year's amendments it was stated that: “The meaning of this rule remains unchanged from our 2016-2018 amendments, but has been included to match the updated wording of the IQA’s 2018-2020 Rulebook.” However, the wording update changed when a timeout could be called, essentially changing the meaning of the rule which was unintended and caused confusion for referees and coaching staff. The rule was still supposed to prevent teams from calling a timeout while the snitch was on pitch to prevent teams from stopping play if the opponent's seeker is in an advantageous position (alone with the snitch). We apologize for the confusion and any negative effects it had for teams. The timeout rule is clarified below to reflect how the rule should be applied, and to match with the proposed changes to game format in previous sections.*

- A. Once during ~~regulation time the Quaffle Period~~, a team may call for a stoppage of gameplay, otherwise known as a timeout, lasting one minute in duration.

### 7.5.3. Players out of bounds

**Justification:** *To address the confusion on how to assign a quaffle that goes out of bounds while two opposing players have a hold of it we are making a clarification to the players out of bounds ruling that is different from that in the IQA. The quaffle shall go to the opponent of the chaser who last had sole possession of the quaffle. This wording brings this scenario more in line with the rest of the rules regarding players out of bounds in addition to making it easier to officiate when this fringe scenario does occur.*

- A. Players are considered out of bounds upon touching the ground out of bounds.
  - i. A player remains out of bounds until the player re-establishes themselves inbounds by touching the ground only inbounds.
  - ii. If a ball possessed by a player touches the ground out of bounds, that player is also out of bounds.
- B. Players may not go out of bounds unless specifically allowed or required by rule.
  - i. A player who accidentally steps out of bounds for a short time shall not be penalized.
    - a. This does not negate any out of bounds turnovers.
  - ii. A player who legally goes out of bounds must directly and immediately return inbounds once the reason for legally going out of bounds no longer applies.
- C. Players may attempt to force opponents out of bounds through otherwise legal contact.
  - i. Once the opposing player is out of bounds, the forcing player must discontinue contact as soon as they can safely do so.
  - ii. There is no penalty for being forced out of bounds by an opponent. a. This does not negate any out of bounds turnovers.
    - a. The player must directly and immediately act to return inbounds.
  - iii. If the ball carrier is forced out by a player who is knocked out, they are not considered out of bounds.
    - a. To avoid being called out, the ball carrier must act to return inbounds immediately.
  - iv. **If, in the process of forcing the opponent out of bounds, the forcing player gains a hold of the quaffle such that one player does not have sole possession, then once the quaffle is out of bounds it is turned over to the opponent of the player who last had sole possession.**
- D. Players may go out of bounds while attempting to force a ball carrier out of bounds.

Penalty: back to hoops—intentionally or egregiously illegally going or remaining out of bounds

### 10.3.1. Interactions with officials

**Justification:** *There were a number of reports of negative interactions between players and referees this past season. Despite the increase in the lack of professionalism and respect being shown towards officials, penalties were rarely given to players engaging in this behaviour. This was, in part, due to referees not wanting to subject teams to harsh (yellow card) penalties. While we continue to address the issue of respectful communication within our community, we are changing the wording of the rule to show a clear distinction to what constitutes a blue card, and yellow card offense in the hope that the penalty will be more enforceable at the blue card level while also adding in clear criteria for referees to elevate the penalty to a yellow card offense. Additionally we are clarifying that all players, including those on the bench can be penalized.*

- A. Players and team staff **in the player area** must abide by the decisions and directives of the head referee and all other officials.
- B. Players and team staff **in the player area** must not show disrespect to any official including persistently questioning the decisions of the officials.
- C. Players and team staff in the player area must not insult, or otherwise verbally abuse any official.**

Blue **or Yellow** Card — Disrespecting an official

**Yellow Card — Egregiously directly insulting an official**



## Amendments Carrying Over from the 2019-2020 Season

As we are temporarily using [USQ 13](#) as the base rulebook, some of the previous amendments no longer apply as they are now included in the rulebook. The previous amendments that are still carrying over are included in this section for convenience.

### 1.2.3 Gender Maximum Rule

*(Note: The meaning of this rule remains unchanged from our 2016-2018 amendments, but has been included to match the updated wording of the IQA's 2018-2020 Rulebook.)*

- A. A team may not have more than four players who identify as the same gender in play at the same time.
  - i. A player serving penalty time is considered in play.
- B. The gender that a player identifies as is considered to be that player's gender.
- C. If a team cannot field a full set of players because doing so would cause that team to exceed the gender maximum, the team may continue to play with fewer than the required number of players on the field.
  - i. A team may not start a game if they cannot field a full legal set of players.
  - ii. One keeper, one beater, and one chaser are compulsory in play, even when there are fewer than seven players in play.
    - a. This includes players in the penalty box.
    - b. After conclusion of the seeker floor in any period, a seeker is also compulsory.
  - iii. If the team regains the ability to legally field a full team, the team must do so.
    - a. In this instance, the player enters from the bench.

**Penalty: Speaking Captain Yellow Card**—Illegal set of players in play

2.5.1. Players must not use any equipment or wear anything that is dangerous to themselves or other players.

- A. Players must not have, at the discretion of the head referee, sharp or long fingernails. **Nails that are visible when the hand is held palm up are generally considered long.**

**Penalty: Red Card**—Using equipment in play that was disallowed by a game official **or entering play with sharp or long fingernails.**

### 2.5.2. Mandatory Equipment

2.5.2.A.i. Toques, hijabs, turbans, and other headwear **excluding** hard-brimmed caps or hats may be worn in lieu of headbands so as long as:

- a) they are approved by the presiding Head Referee (and Tournament Director of the match in question, if applicable), and
- b) they clearly indicate a player's position and do not pose a safety hazard.

Section 2.5.2.E. regarding mouthguards is in full effect for the 2018-2019 season. For information about exemptions, please see [Quidditch Canada's Mouthguard Waiver Policy](#).

### 1.3.4. Substitutions due to injury

B. ii. If the injury is not serious and the player is not obstructing active gameplay, the head referee should allow play to continue until stopping play would not significantly advantage either team or play moves into the area of the injured player. **In such cases, the head referee must signal their acknowledgement of an injury by raising their fist straight in the air with their index finger pointing upwards, as shown:**



### 6.1.1. Illegal physical contact

M. Failing to make a reasonable effort to promptly release or remove oneself from on top of a player **who is not in possession of a ball**.

### 6.2.4 Wrapping (clarification)

**H. If a player initiates contact with the force of a charge but immediately wraps their opponent, the action will be considered a wrap and not a charge.**

- i. Under the above condition, no penalty shall be given to a player who discontinues or releases a wrap after being knocked out or because the quaffle is no longer in their opponent's possession.**

### 7.5.4 Inbounding Procedure

- A. The inbounding player takes possession of the out of bounds ball and moves to the inbounding point.
  - i. The inbounding point for the quaffle is the approximate location where the quaffle crossed the boundary line.
  - ii. The inbounding point for a bludger is approximately at the closest point on the boundary line to the inbounding beater when they take possession of the out of bounds bludger.
  - iii. The inbounding player is immune from being knocked out by live bludgers while out of bounds to inbound a ball.
- B. If play was stopped, the head referee shall restart play.
- C. For the quaffle, the head referee shall count down 5 seconds. **For a bludger, the nearest assistant referee shall count down 5 seconds, if necessary, at their discretion.**
- D. The inbounding player must inbound the ball by either throwing or carrying the ball back inbounds before the official starts saying "zero."
  - i. If play was stopped, the quaffle may only be inbounded by a pass to an eligible teammate.**
    - a. A receiver's eligibility is determined at the time of the pass.**
  - ii. If the ball is thrown, it is considered inbounds once it completely crosses the sideline or endline.
  - iii. If the ball is carried inbounds, it is considered inbounds once the player re-establishes themselves inbounds.
  - iv. No player on the opposing team may physically prevent the inbounding player from fully re-entering the pitch at the inbounding point.
- E. The inbounding player may only move in a primarily perpendicular direction to the boundary line.
  - i. This does not prevent a player from stepping into their throw.
- F. A bludger inbounded by a throw is dead.
- G. A quaffle inbounded by a throw is unscorable (See: 5.6.3. Unscorable quaffle).
- H. If there is an inbounding procedure violation, the player receiving the resulting turnover does not need to inbound the ball.

**Back to Hoops and Turnover**—Inbounding procedure violation

**Back to Hoops**—Illegally physically preventing the inbounding player from re-entering the pitch

### 7.5.5. Determining the inbounding player

- A. An inbounding player must be eligible.
  - i. An eligible player is a player who meets all of the following conditions.
    - a. The player is not knocked out.
    - b. The player is legally allowed to possess the ball.
    - c. The player is not in possession of another ball.
    - d. The player is not already the inbounding player for another currently out of bounds ball.
- B. When a loose bludger goes out of bounds, the inbounding player is the nearest eligible player to the ball at the time that the bludger became out of bounds.
  - i. If the inbounding player becomes ineligible for any reason before gaining possession of the out of bounds bludger or declines to pursue the out of bounds bludger, the next nearest eligible beater shall be designated as the inbounding player.
  - ii. If there are no eligible beaters near the inbounding point and no beater on either team is attempting to pursue the out of bounds bludger, the nearest official shall retrieve the bludger and place it approximately two yards inside the inbounding point.
    - a. This ball no longer needs to be inbounded.
- C. When the quaffle goes out of bounds:
  - i. If a keeper was the last to touch the quaffle and they did so while attempting to save a shot within their own keeper zone, the keeper is the inbounding player.
    - a. If the keeper is or becomes ineligible, they remain the inbounding player.
  - ii. In any other situation, the inbounding player is the nearest eligible quaffle player to the inbounding point who is on the team that did not last touch the quaffle.
  - iii. **The inbounding quaffle player is immune from being knocked out by live bludgers from the time they are designated as the inbounding player, by the head referee until, they return to the pitch after the quaffle is inbounded.**
- D. When a ball goes out of bounds while in the possession of a player, the inbounding player is the nearest eligible player on the opposing team.

## 9.5. Advantage (major)

9.5.1. Calling advantage—If the head referee determines that stopping play due to a foul would provide an advantage in the quaffle game to the fouling team, the referee **must** delay stopping play by calling advantage.

- A. If advantage is called, the following procedure applies:
  - i. The referee raises one hand straight into the air **and verbally announces “advantage”**.
  - ii. The referee **must** send the fouling player back to hoops at the start of the advantage.
  - iii. Play continues until the fouling team would no longer benefit from play being stopped including but not limited to the following situations:
    - a. The fouling team gains possession of the quaffle.
    - b. A goal is scored for the fouled team.
    - c. The fouled team is not actively moving to score.
    - d. The fouled team commits a separate foul.
    - e. The quaffle is propelled out of bounds.
    - f. There is a snatch catch by either team.
- B. When advantage ends, the referee must stop play and any penalties called shall be adjudicated as normal.

- i. **If the head referee deems that advantage ended immediately after it was called and the fouled team did not get a chance to play the advantage, play must resume as follows:**
  - a. The quaffle carrier at the time of the foul (or their substitute) is returned to the location of the foul and is given the quaffle before play is resumed.
  - b. If this player has been knocked out, they are returned to the location of the foul as an eligible player.
  - c. If this player committed a back to hoops foul during the advantage or has been sent to the penalty box, the eligible quaffle player from that team nearest to the location of the foul shall move there and receive the quaffle instead.
  - d. If the quaffle is turned over to the originally fouling team, no players shall be moved to the location of the foul.
- ii. **Reasons for advantage to immediately abate include but are not limited to those given in Section 9.5.1.A.iii., as well as:**
  - a. The quaffle carrier is knocked out.
  - b. The quaffle carrier unintentionally loses possession of the quaffle and it is not immediately recovered by their team.
  - c. The quaffle carrier is injured.
  - d. The quaffle carrier is wrapped.
- iii. **If the fouled team, at the discretion of the head referee, was able to play out their advantage, play restarts as described in Section 9.5.2.**
- iv. If no penalty is assessed against the team that was on defense during the advantage call, play shall be restarted as specified in Section 3.3.3. (Restarting play).

#### 9.5.2. Advantage restart procedure

Play is restarted as follows after an advantage call:

- A. If a goal is scored by the fouled team, play restarts according to Section 4.2. (Restarting after a goal).
- B. If the originally fouled team did not score before the advantage abated **and the fouled team had a chance to play out their advantage:**
  - i. **The head referee will announce "Reposition" and point one hand to the defending team's keeper zone, and the other hand to the offensive team's half.**
  - ii. **All players (or their substitutes) on the fouled team are returned to their own half. All players on the fouling team are returned to their keeper zone.**
    - a. Any unpossessed bludger is given to the closest eligible beater at the time the play is stopped.
    - b. Any contested bludger that is not in sole possession by a beater at the time the play is stopped is given to the beater that had sole possession of it last.
    - c. The quaffle is returned to the quaffle carrier at the time of the foul (or their substitute). If the quaffle carrier has been knocked out during the advantage, they (or their substitute) are returned to their own half as an eligible player, even if they have not completed the knockout procedure.
    - d. If this player committed a back to hoops foul during the advantage or has been sent to the penalty box, the eligible quaffle player from that team nearest to the location of the foul shall receive the quaffle instead.
    - e. All other players, if knocked out before the stoppage, continue to be knocked out and must follow the knockout procedure (See: 5.3. Knockout procedure).
    - ~~f. The fouled team regains the ability to reset the quaffle past the restrictor lines if they had already used their one reset.~~
  - iii. Play is resumed by the head referee.

### 10.1.5. Snitch referee

- A. The primary focuses of the snitch referee, subject to the discretion of the head referee, are:
  - i. Watching plays around the snitch runner including knockouts and potential catches.
  - ii. Ruling whether the snitch runner is down and counting the three second head start.
  - iii. Enforcing snitch handicaps.
- B. The snitch referee must not provide any additional advice or warnings to the snitch runner during the game to help them avoid being caught, including but not limited to the locations, substitutions, and tactics of the seekers.
- C. The snitch referee may stop play only in the following circumstances:**
  - i. They believe that a snitch catch may have been successful.**
  - ii. The snitch runner is injured or needs to be replaced.**
  - iii. The snitch ball or snitch shorts become defective and need to be replaced.**
  - iv. A player is too injured to continue play while obstructing active gameplay or is down with a serious injury.**