Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying MSUM students, faculty members, and full-time staff. All players must sign-in with the supervisor at the event site prior to the event starting to participate.

Rule 2: Equipment

Section 1: Equipment
A. Players must wear tennis shoes (no black soled shoes) and athletic wear
B. Goggles are optional but recommended
C. Equipment that will be provided by Intramurals:
   - Brooms
   - Bludger
   - Quaffle
   - Snitch
   - Hoops
   - Pinnies

Rule 3: Team Members

Section 1: Team Qualifications
A. Teams must have a minimum of 7 players and there is no maximum for the roster.
   a. Teams may only have 7 on the field at all times; substitutions are allowed
   b. The team is broken down into 3 chasers, 2 beaters, 1 keeper, and 1 seeker

Rule 4: Positional on the Team

Section 1: The Chasers
A. There are 3 chasers per team
B. The game ball used is the quaffle
C. The objective is to throw the quaffle through the opposing team’s hoop goals to score 1 point
D. Using the Quaffle:
a. **Running:** chasers may run with the quaffle for an unlimited amount of time.

b. **Passing:** chasers may pass the quaffle to any Chaser or Keeper on their team.

c. **Shooting:** Chasers must throw the quaffle through the hoop goals to score. All shots must be made with at least one foot outside of the goal zone (note this is the goal zone, not the keeper zone, from which they are allowed to shoot in).

d. **Stealing:** chasers may attempt to steal the quaffle from opposing players, using any legal means necessary (see physical contact).

e. **Kicking:** chasers are allowed to kick the quaffle but may not kick it repeatedly. They are allowed one kick, and then must pick up the quaffle and carry it in their hands before they are allowed to kick it again.

f. **Deflecting:** chasers may use the quaffle to block incoming bludgers. If they are successful and they are not hit anywhere on their body, then the deflection is complete and the bludger has no effect.

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**Section 2: The Beaters**

A. There are 2 beaters per team

B. The game ball used is the bludger

C. The objective is to throw the bludger to hit opposing players

D. Using the Bludger:

a. **Running:** beaters may hold a bludger and run with it for an unlimited amount of time. Note that a beater may hold up to three bludgers.

b. **Passing:** beaters may pass any bludger to a friendly beater.

c. **Throwing/Hitting:** beaters may use the bludger to attack opposing players of any type, including seekers and other beaters
   
   - note: it is necessary that the bludger is thrown with great force to ensure that the player struck is aware of the impact.

d. **The Knockout Effect:** players struck by a bludger must drop any game ball they are holding and return to the goal zone on their side of the field.
   
   - They may do so as quickly or as slowly as they like, and must circle around their goal zone once they have reached it. Until they circle around the goal zone, these players are effectively Out of Play and may not interact with any players or balls in any way, and may not substitute until they reach their Goal Zone.

   - Once they have circled around the Goal Zone they have officially re-entered play and may immediately use or interact with Game Balls or other players.

   - Note: Players struck by a Bludger must DROP any ball they are holding. They may not pass, throw, or even lightly toss the ball – it must be dropped right at the player’s feet.
• Any play made after a player has been struck by a Bludger is counted as null and may even qualify the player for a penalty (see the Physical Contact section).
e. **Defensive Catching:** beaters and beater ONLY may catch a bludger that is thrown at them by an opposing player. If a beater catches a thrown bludger, then knockout effect does not occur and the player may continue play as normal. Note that a caught ball has no effect on the thrower either.
f. **Kicking:** beaters are allowed to kick the bludger but may not kick it repeatedly. They are allowed one kick, and then must pick up the bludger and carry it in their hands before they are allowed to kick it again.
   • Note: any player hit by a legally kicked bludger is subject to the knockout effect
g. **Deflecting:** beaters may use the bludger to block incoming bludgers. If they are successful and they are not hit anywhere on their body, then the deflection is complete and the incoming bludger has no effect.

**Section 3: The Keeper**
A. There is one keeper allowed per team
B. The game ball used is a quaffle
C. The objective is preventing opponents from throwing the quaffle through the goal hoops.
D. Playing the Keeper Position:
   a. **Outside the Keeper Zone:** While outside the Keeper Zone, the Keeper is subject to all of the same rules as a Chaser.
   b. **Inside the Keeper Zone (note and goal zone counts as the keeper zone as well):** While inside the Keeper Zone, the Keeper is subject to all of the same rules as a chaser with the following exceptions:
      • Kicking – The Keeper may kick the Quaffle as much as he/she likes while in his/her own Keeper Zone.
      • Possession – When the Keeper is in sole possession of the Quaffle while in the Keeper Zone, opposing players are not permitted to attempt to steal it from him/her.
      • Knockout Effect Immunity – While in the Keeper Zone, the Keeper is immune to the Bludger Knockout Effect. Beaters may continue to throw Bludgers at the Keeper, but the Keeper is not subject to any effects if he is hit. Note that the Keeper may always use the Quaffle to block incoming Bludgers, just like any Chaser.

**Section 4: The Seeker**
A. There is one seeker per team
B. The game ball used is the snitch
C. The objective is to snatch the snitch
D. Playing the Seeker Position:
a. **Snatch the Snitch**: The Seeker must follow the Snitch Runner on foot and attempt to firmly pull the Snitch from the back of the Snitch Runner’s shorts.

b. **Clean Grab**: The Snatch must be a Clean Grab. This means that the player may not attempt to assault, impede, molest, or otherwise subdue the Snitch Runner. If the Snitch Runner falls onto his/her back, play is halted and the Snitch Runner is given three seconds to run before play resumes. Note: Often the Snitch runner has fallen on his back with the Snitch itself in a Seeker’s hands. This does not constitute a successful Snatch unless the Snitch was entirely removed from the Runner’s shorts before the Runner fell. Remember, the objective is to Snatch the Snitch, not wrestle it to the ground.

c. **Fish in a Barrel**: Seekers, like all players, may be targeted by Beaters, and are subject to the Knockout Effect as usual.
   - **Note**: seekers may not use or touch any other game ball besides the snitch.

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### Section 5: The Human Snitch

A. The snitch will be provided by the Intramural Department.

B. The snitch is allowed to hide whenever and wherever they want as long it’s outdoors. The snitch may not enter buildings (unless playing indoors).

C. The snitch is given a head start at the beginning of the game. Once the snitch is out of site, the team will be allowed to open their eyes and begin the game.

D. The snitch is allowed to do whatever they would like to avoid being caught, except physical violence.

E. The snitch will wear as much yellow as possible and have a yellow flag on that, if pulled, will result in “catching the snitch” and 10 points for that team.

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### Rule 5: General Game Rules

#### Section 1: Guidelines

A. The game will consist of 2-12 minute halves with a 3 minute intermission.

B. The team with the most points at the end of the game will win.

C. The goal zone will be 5 yards from the goal posts and the chasers must be outside of this zone in order to take a shot at the goal posts.

D. The keeper zone is 3 yards from the outside of the goal posts. ONLY the keeper is allowed to be within in this zone.

E. The chasers and bludgers are allowed to be within the 6 feet of dead zone from the goal to keep zones to attempt to help defend their goal.