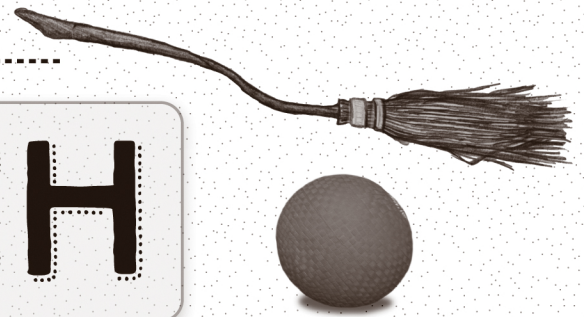


RULES FOR QUIDDITCH



You are going to require:

- ☐ **A minimum of 14 players**
- ☐ **a soccer or volleyball (quaffle)**
- ☐ **4 smaller foam balls** or shortened pool noodles (bludgers),
- ☐ **6 hula hoops** (goals) that can be strung up off the ground, either hanging from a tree or football goal, or else stuck into the ground on a stick (see pictures).
- ☐ **People can either bring their own brooms or the library can provide them.** You can also play without.



On each team there are **7 players** including **1 keeper** (goalie) who guards the goal posts (3 hula hoops); **3 chasers** (goal scoring members) who try and get the ball through the goal posts, **2 beaters** (troublemakers) who run around and disrupt game play by tagging members of the opposite team with the smaller balls or pool noodles, and **1 seeker** who only looks for the **golden snitch**.



Neutral Players

There needs to be a **referee** (i.e.: not a parent). There needs to be one person who will be the **snitch**. If you don't have enough people, you can hide the snitch somewhere on the pitch instead.

Team members should wear all the same color shirts, or vests, or headbands. The snitch should be dressed in yellow, or else have a yellow flag hanging from their waistband.



There Are Three Games Being Played Simultaneously.

1. The first part of the game involves the chasers trying to score goals on the opposite team's keeper with the quaffle. They throw or kick the quaffle through the hoops and try to take the quaffle from each other. **Each goal is worth 10 points** and there is no limit on goals scored.



2. The second part of the game involves the beaters. The beaters on each team run around trying to tag out everyone on the opposing team with a bludger. They cannot tag the keepers, only distract them. Beaters can also tag the opposing team's beaters. **Anyone tagged by a beater has to drop the quaffle** (if they are holding it) **and run and touch their own goal before returning to the game.**



3. The final part of the game involves the seeker. Each seeker is looking for the golden snitch. You have two options for a golden snitch: you can hide a small yellow object somewhere in the playing zone (good option for younger players or if you don't have enough people), or you can dress a fast runner up in yellow (or put a yellow flag in their waistband) and have them be a mobile snitch that needs to be caught. Seekers chase the golden snitch but can only catch it when it is within the parameters of the pitch. The golden snitch, if it is a runner, is more than welcome to appear and disappear during the course of the game. **A caught snitch is worth 30 points and once the snitch is caught the game is over.** However, just because you catch the snitch does not mean that your team wins the game. The team with the most points wins the game. Some teams might find it better to not catch the snitch right away if they need to catch up on points.