

The Seven Seas Quidditch League, authority over the Quidditch competitions in the Pan-Magical Games, has publicized the rules for this generation's Trade Winds Quidditch Tournament and Aeolian University House play.

Teams

Number of Players and Reserves: Each team in the Trade Winds Quidditch Tournament will have between seven and eleven players: 2 Chasers, 1 Keeper, 2 Beaters, 1 Seeker and up to four reserves. Any player may be designated a reserve by the team captain at any time. On game day all those choosing to play will be randomly placed on teams by choosing colored arms.

Player Positions

2 Chasers: Chasers are responsible for the bulk of scoring during Quidditch matches. Chasers will pass the Quaffle among them in an attempt to pass it through the other team's hoops.

1 Keepers: Keepers are responsible for guarding their designated hoops from opposing Chasers.

2 Beaters: Beaters are responsible for directing Bludgers toward members of the other teams, in an attempt to slow their progress or interfere with their play.

1 Seekers: Seekers are responsible for locating and capturing a variety of decoy Snitches, as well as the Golden Snitch. A Seeker's capture of the Golden Snitch ends the match.

2 Captains: Each Trade Winds Quidditch Tournament team will elect a team captain who will represent the team within the League and make team decisions during matches, including player substitutions, time-outs and appeals of referee decisions.

Playing Time: Captains must play all team members for at least five minutes during every match, unless the player waives this right.

Equipment

Arm Bands Each player will wear a colored arm band to denote which team they are playing on.

Balls

1 Quaffle: The Quaffles will be small balls that players are able to hold in one hand. Tournament officials, reserve players, and others on the sidelines may retrieve Quaffles that have left the boundaries of the pitch. Quaffles that have been retrieved from outside the pitch boundaries must be given to (i) the opposing team from the team responsible for the out-of-bounds ball; or (ii) in the case of a missed goal attempt, the defending Keeper. Following a successful score, the defending Keeper will return the Quaffle to game play.

2 Bludgers: Bludgers will be balls that are 5-8" in diameter.

Any player who is struck by a Bludger, regardless of which team's player caused the strike, must stand

still with their hands in the air for 10 seconds. Chasers struck by Bludgers must drop the Quaffle, if it is in their possession at the time of the strike. Bludgers striking players who are already standing still from a Bludger strike will have no additional effect. Players must abide by this rule even if the referees do not call Bludger strikes.

3 Snitches: A variety of Snitches, gold and otherwise, will be used. Decoy Snitches will be any color other than gold; the Golden Snitch will be gold. Snitches will be enclosed in a piece of cloth in the Snitch Substitute's hand to prevent the Seekers from ascertaining which Snitch is currently in play. Once a Snitch, decoy or otherwise, has been chosen to enter play, that Snitch will remain the current Snitch until it has been captured. The Snitch Substitute may exit and re-enter the boundaries of the pitch, but neither another Snitch nor another Snitch Substitute may enter play until the current Snitch has been captured or the current Snitch Substitute has left the boundaries of the pitch. Capture of the Golden Snitch will end the game.

Hoops: Each end of the pitch will have three hoops raised above the field of play. The hoops will be of varying heights, and each hoop will be 3-7' off the ground.

Pitch: As the Trade Winds Quidditch Tournament travels the world, the Seven Seas Quidditch League has never standardized a pitch size. Pitches will be 50-75' wide and 66-100' long. The ratio of pitch width to length will always be three to four. The League has at least managed to keep that constant while traveling from the jungles of Borneo to the ice of Siberia. Each end of the pitch will have a Keeper's Box that will be 6-8' wide and will run the width of the pitch.

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Weather: As is traditional, the Trade Winds Quidditch Tournament and its related amateur events will be played regardless of the weather. Players are advised to prepare for sun, humidity, wind, rain, heat, cold and the occasional swarm of overeager reporters, as happened during the 1951 Tournament.

o Referees: Each game will be staffed by 1 referee. The referees will apply the Seven Seas Quidditch League's rules to all professional and amateur play, including administering jump balls and out-of-bounds Quaffles, penalties and fouls, and time-outs. Referees' decisions are final, binding and not subject to appeal.

o Snitch Substitutes: Each game will have 2 Snitch Substitutes. Each Snitch Substitute will carry a piece of cloth with which he or she will enclose the Snitch while that Snitch is in play. Starting 10 minutes into each match, the Snitch Substitutes will choose Snitches at random from the assortment of decoy and Golden Snitches, one of which will be the current Snitch for purposes of game play. The Snitch Substitute who holds the current Snitch will enter the pitch from the sidelines and attempt to evade the Seekers while traversing the pitch to another sideline. When the Snitch Substitute exits the pitch, the Seeker must cease pursuit. Once the current Snitch has been captured, provided it was not the Golden Snitch, a new current Snitch will be chosen. Current Snitches will be chosen at random, regardless of which Snitch Substitute holds them. Snitch Substitutes will not provide any team with an advantage of

any kind, and will take all possible care to prevent injury to players.

Game play

General

o Time-outs: Each team shall receive two 3-minute time-outs per match. Only team captains may call a time-out. Should the referees feel a match has lasted an unusual amount of time, in no case less than 45 minutes, the referees may award additional time-outs or may call breaks in gameplay.

o Player Substitutions: Team captains may substitute any active player for a reserve player at any time, so long as the active player has left the pitch before the reserve player enters it.

o Position Substitutions: Team captains may change players' positions at any time, though each position substitution needs to be approved by a referee.

Positions

2 Chasers:

+ Each game will start with a jump ball between two Chasers in the middle of the field, much like Muggle basketball.

+ Chasers must keep one foot planted at all times when holding the Quaffle. Chasers may move at will when not holding the Quaffle, unless struck by a Bludger. When passing the Quaffle, Chasers must attempt to transfer it to another Chaser on his or her team; Chasers may not bounce Quaffles off other players, roll the Quaffle and then pick it up again, or attempt other maneuvers designed to circumvent the planted foot rule. Chasers may retrieve the Quaffle after legitimately blocked passes.

+ Chasers must stay a minimum of five feet from the other Chasers on their team.

+ Chasers may pass the Quaffle by any method they choose, including without limitation, throwing, tossing underhand, bouncing or rolling. Quaffles must be passed by hand; kicking the Quaffle is not allowed.

+ Other players may not attempt to steal a Quaffle while a Chaser is holding it.

+ If a Chaser causes the Quaffle to leave the boundaries of the pitch, the Quaffle will be turned over to a Chaser of the other team at the place where it left the pitch. Gameplay will not halt while the Quaffle is retrieved and reenters the pitch.

+ Following a successful score, the defending Keeper will return the Quaffle to gameplay.

+ Chasers must stay within the boundaries of the pitch while they are active.

+ Chasers may not enter the Keeper's box, unless and until the Keeper has left his or her Keeper's box.

1 Keeper:

+ The Keeper will block Chasers' Quaffle shots from going through the hoops.

+ The Keeper may move while carrying the Quaffle.

+ The Keeper must remain in the Keeper's box at all times.

+ Following all successful and missed shots, the Quaffle will be retrieved by or given to the defending Keeper, who may then pass the Quaffle to his or her team's Chasers.

2 Beaters:

- + Beaters will strike the Bludgers with their feet. No other method of propelling the Bludgers is permitted.
- + Bludgers must remain on the ground at all times.

1 Seekers:

- + Each Seeker must chase down the Snitch Substitutes.
- + To capture a Snitch, the Seeker must grab the piece of cloth hiding the Snitch.
- + The Seeker must take all necessary precautions to avoid injuring the Snitch Substitutes.

Scoring

- o Quaffles: Passing the Quaffle through a hoop scores 10 points. Only Chasers are permitted to attempt to score, though purely accidental scores caused by other players will be counted. Chasers are encouraged to pass the Quaffle through the opposing team's hoops; regardless of which team's player caused the score, any Quaffle that goes through a team's hoop is worth 10 points.
- o Snitches: Catching a decoy Snitch is worth 10 points. Catching the Golden Snitch is worth 50 points, and halts the match.

Fouls and Penalties

The referees have sole authority to call penalties fouls and award penalties. Penalties and fouls may be appealed to the Gameplay Manager like any other referee decision. Players are strongly encouraged to abide by the spirit of the tournament rules and to engage in good sportsmanship; failure to do so, even if the action in question is not expressly prohibited by these rules, may result in a penalty.

Fouls include: (i) more than incidental contact of any kind during play, including with Snitch Substitutes or referees, (ii) not stopping for 10 seconds when struck by a Bludger; (iii) entering the Keeper's box while the Keeper is in it; and (iiii) so forth.