Players: Each team will have 6 players on the court. On each team there will be 1 keeper seeker (goalie), 3 chasers (offense), and 2 beaters (defense). A minimum of 6 players is required to start a game. At least 2 females must be in play per team at all times. Rosters are final as of the start of the tournament. Participants can only play on one team.

The Match: Matches will use 4 balls: 1 Quaffle Ball (deflated volleyball) and 3 Bludger Balls (dodge balls). Games will last (N) minutes then the Snitch will be released. Once the Snitch is released the keepers on both teams become the seekers will chase after the Snitch. Once the Snitch is caught the game will end and scores will be added up.

Sportsmanship: Teams must earn at least a 3 in sportsmanship each match to continue to the next playoff round.

The Court: The playing area will be the basketball court but with the corners rounded off by cones creating an oval playing field. The only reason a players is allowed to leave the court boundaries, is to retrieve the game balls. Players not involved in the game must stay outside the court.

Start of the Game: The game will start with the 3 Bludger Balls and the 1 Quaffle lined up on the center of the court. Teams will start behind the baseline of the court with each player having their broom between their legs, resting on the ground. On the official’s command of “brooms up”, teams will pick up their brooms and rush to the center of the court to retrieve the balls.

The Game: There will be three hoops in a line on each side of the field acting as the goal. When the Quaffle is thrown through the hoop it counts as 10 points. When the snitch is caught it counts as 30 points for the team that caught the Snitch.

- All players must run carrying a broom between their legs at all times (unless tagged with a Bludger which knocks them out temporarily). If they ever do not have the broom between their legs, then they can’t fly and obviously cannot participate.
- Keepers will defend the hoops and block shots from Chasers.
- Beaters peg the opposing players (Chasers AND Beaters) with Bludgers. This is called a Knockout. Any player hit with a Bludger must DISMOUNT their broom and run around their own goal; until they complete the circle they are out of play and may not interact with other players on the field. Once they complete the circle they may mount their broom and return to play. (Beaters may not touch the Quaffle. Bludgers should not be thrown intentionally at the keepers. Keepers are not affected by the Bludger.)
  o If a Chaser is hit while carrying the Quaffle they must DROP the Quaffle and it is a turnover.
  o If a Beater is hit while carrying a Bludger they must DROP the Bludger and it can be picked up by any Beater in play.
- Chasers will run or pass the Quaffle down the field and throw it through one of the hoops to score 10 points for their team (Chasers may not touch the Bludgers). The Quaffle is not allowed to be touching any Chaser as it passes through the hoop (aka must be thrown not handed through the hoop).
- This is a non-contact sport. Chasers with the Quaffle have up to 10 steps before they must get rid of it (either by passing it to a teammate or making an attempt to score). There will be a 10 second stalling count.
- If the Quaffle is dropped, it’s a turnover. It is also a turnover if the ball is intercepted by the other team.
- The Snitch will be released when the game clock reaches (N) minutes. (Note: length of game is based on number of teams in the tournament). The Snitch will run around the field trying to avoid the Seekers (who are the former Keepers) while staying within the field boundaries.
- Only Seekers may chase the Snitch. To do so they must successfully grab the flag belt and pull it off the Snitch. This will earn their team 30 points and end the game.
- Teams will wear pinnies and head bands identifying their team and role.

NOTE: Rules are subject to change without notice at the discretion of the Recreation Director.