

A PRIMER ON QUIDDITCH

According to US Quidditch rules, seven players per team are on the field at a time. Each position wears a different colored headband. Four balls are in play at one time.

THE TEAM



1 SEEKER

chases and catches the snitch to score points and end the game; must grab the tail off of the Snitch's shorts. The snitch is worth 30 points.



3 CHASERS

score goals with the quaffle by throwing or kicking it into the hoops (each goal is worth 10 points).



2 BEATERS

use the bludgers to disrupt other players



1 KEEPER

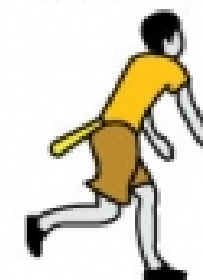
guards the hoops from opposing chasers

THE BALLS

1 SNITCH

The Snitch is a runner dressed in yellow with a velcro tail attached to their shorts. They are released on to the field at the 18th minute and must evade capture. Once one of the seekers pulls their tail, the game is over.

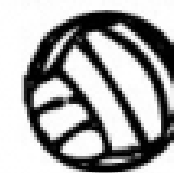
POINTS: 30



1 QUAFFLE

A volleyball is used to score goals by throwing or kicking it into the hoops. The keepers and chasers are the only ones allowed to use this ball. Chasers can use a quaffle to block incoming bludgers.

POINTS: 10



3 BLUDGERS

These balls are used by the beaters to set back other players. When a player is hit with a bludger, they must drop any ball they are holding, return to their side and touch one of their goalposts before re-entering play.

