



Greetings students!

Welcome to the 2017-2018 Quidditch season at Daphne High School!

In the fall, there will be Monday Open Scrimmages on October 16, 23, 30, and Nov 6, 13, and Dec 4th from 3:15-5:00pm; and the spring, we will began House Scrimmages on Mondays, and end with our Quidditch Cup Tournament in April 2018.

Our Fall banquet is at 5:30pm on Oct 9, 2017 in Trojan Theater. At this event, we will sort new members into houses.

This will not be a club that requires an enormous amount of time commitment; however, we will do one major volunteer/charity fundraiser per school year. This year will be a Relay for Life team.

We are looking for dedicated young people who want to be part of something positive, something slightly ridiculous, something meaningful and helpful, and something fun. If this is you, then welcome to DHS Quidditch!

Daphne forever!

Respectfully and with great excitement,

Professors Peterson, Lawrence, Brendel, and Davis; and Asst Headmaster Comer



Rules

Quidditch is a co-ed contact sport with a unique mix of elements from rugby, dodgeball, and tag. A quidditch team is made up of seven athletes who play with brooms between their legs at all times. While the game can appear chaotic to the casual observer, once familiar with the basic rules, quidditch is an exciting sport to watch and even more exciting to play.

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.

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.

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.

POINTS: 30



POINTS: 10



Three **chasers** score goals worth **10 points** each with a volleyball called the **quaffle**. They advance the ball down the field by running with it, passing it to teammates, or kicking it. Each team has a **keeper** who defends the goal hoops. Two **beaters** use dodgeballs called **bludgers** to disrupt the flow of the game by “knocking out” other players. Any player hit by a bludger is out of play until they touch their own goals. Each team also has a **seeker** who tries to **catch the snitch**. The snitch is a ball attached to the waistband of the **snitch runner**, a neutral athlete in a yellow uniform who uses any means to avoid capture. The snitch is worth **30 points** and its capture **ends the game**. If the score is tied after the snitch catch, the game proceeds into overtime.

During play, players are forbidden from taking certain actions, or fouls. Players who commit fouls face different consequences depending on the severity of the offense. A back to hoops foul indicates that a player must stop and return to their hoops, as though knocked out. A yellow card indicates that a player must spend one minute in the penalty box. A red card indicates that a player is barred from the rest of the game.