

QUIDDITCH (open)

2016

AUS Quidditch competitions are conducted in accordance with the rules of [United States Quidditch](#) (USQ) except where these differ from AUS sports rules; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 10
- Maximum registered players – 21
- Maximum cross registrations – 0
- Minimum number of players that can take the field without incurring a forfeit – 7
- Maximum number of players of one gender on the field at any one time – 4

2. Substitutions

- 2.1. Teams may make unlimited substitutions.
- 2.2. Substitutions that are deemed 'time wasting' by the Head Referee will be penalised accordingly.

3. Game time/duration

- 3.1. All games will be 40 minutes in duration or until the snitch is caught (which will end the match).
- 3.2. A summary of game time/duration is also available via the [AUS supplement – game times summary](#).

4. Point score

- 4.1. Points for each game shall be awarded as follows;
 - Winning team: 3 points
 - Drawn match: 2 points per team
 - Losing team: 1 point
 - Forfeited team: 0 points
- 4.2. In the event of two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
 - a) The team with the highest points differential % (points for – points against) (with a max value of +/- 120 points per game)
 - b) The winning team of the match between the two tied teams will progress
 - c) The team with the highest percentage of snitch catches shall be placed above the other team(s)

5. Drawn matches

- 5.1. If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 4.1
- 5.2. If progression or medal matches are drawn at the end of normal time, one extra "Sudden Death" period of 5 minutes duration shall be played, or confirmation of a good goal by either team, or until the snitch is caught.

6. Forfeits

- 6.1. Quidditch is run under the [AUS Guideline – forfeit of competition requirements](#).
- 6.2. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
- 6.3. The forfeit score is 150 points to nil (0).
- 6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If a full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.



6.5. In the event of a game being abandoned, the [AUS abandonment guideline will be implemented](#).

7. Uniform requirements

7.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform upon request.

7.2. The specific uniform requirements for Quidditch are as per the national sporting organisation standard with the following AUS uniform requirements:

- Coloured cloth or headband, which must be worn on the forehead, distinguishing the player's position
- Shorts/pants and shirt
- Teams must have matching shirts
- Numbering on backs of shirts is compulsory.
- A player's number is to remain the same for the entire championship. Numbering may consist of letters, numerals, OR symbols (Π, ∞, or #).
- Letters and symbols must not be combined with numerals
- Cleats are permitted, however players must not use any cleats which have any metal exposed.
- Broom must meet Broom Regulations 2.4 of the USQ Rulebook 8
- AUS will provide safe brooms of equal length and weight to both teams. Teams may elect to provide their own brooms
- Any form of protective clothing must be approved by Head Referee

7.3. Minimum uniform requirements for AUS events must be met:

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
- Long or sharp fingernails are to be trimmed short
- All participating competitors are to be correctly attired in appropriate, matching team uniforms
- Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
- All participants must retain the one number throughout the tournament (if numbered jerseys are used)
- Numbers on shirts are restricted to one or two digit numbers
- Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

8. Team duties

8.1. Team duty requirements for Quidditch are:

- One person from each team competing in the current match will be required to assist with timing and scoring

8.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

8.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).

9. Award ceremonies

9.1. Medal ceremonies will be held at the completion of the competition.

9.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd and 3rd in the competition.

Previous rule amendments

February 2015
