

North American Flying Federation Rules



141st Merlin's Cup Tournament

General Instructions

Every player must sign a Liability Waiver before taking the pitch. Players under 18 years of age at the time of the event must have a Quidditch Liability Waiver signed by a parent or guardian; chaperones may not sign the Liability Waiver. Liability waivers should be turned in to the registration desk at Infinitus.

Flagrantly violent play will result in expulsion from all match play and possible ejection from Infinitus. Players shall make every effort to avoid contact, including deliberately blocking an opposing player to disrupt their game play.

Captain selection will occur prior to the beginning of the Merlin's Cup events.

Rule interpretation concerns can be brought, only by the captain, to the referee and then the coordinator. All judgment decisions are final.

Tournament Information

Teams: Each team will be made up of three Chasers, two Beaters, one Keeper, and one Seeker. Merlin's Cup Teams can have up to 4 reserve players.

Merlin's Cup: The tournament is limited to a maximum of 12 teams of 11 players each (132 total per event, 7 field players and 4 reserves per team). Substitutions can be made due to injury or at team captain's prerogative. Substitutions can only occur during game stoppage time. Players with questions about the Merlin's Cup should email Hedwig.HPEF@gmail.com

Further information about the tournament will be posted on the Infinitus web site,

Infinitus Games Yahoo Group, and registered players will be advised by email of tournament information in the spring of 2010.

Teams have 2 1-minute timeouts during each match. Official and injury timeouts are not counted in this total.

Player Descriptions

The Chasers

Games begin when the head referee tosses the Quaffle between two Chasers

in the center of the pitch in a jump ball manner. Chasers then advance toward the opponent's hoops by passing the Quaffle between Chasers. Chasers must keep their one foot, their 'plant foot,' stationary while holding the Quaffle but can take up to two steps while moving to pass the Quaffle.

The Quaffle will be a soft, plastic, round ball that can be held in one hand.

Quaffles that leave the field shall be turned over, by the last team to touch it, to an opposing player.

Chasers must stay a minimum of five feet from the other two Chasers on their team during game play. Quaffles can be passed between Chasers in any manner the player chooses. Chasers have ten seconds to release the Quaffle after receiving it from another player.

A Quaffle thrown more than twenty five feet up-field over the mid-field line must be caught on the fly. If dropped, the Quaffle is turned over to an opposing chaser.

Each time a Chaser throws the Quaffle through one of the opposing team's goals their team receives 10 points.

The Keepers

The Keeper may only leave the Keeper's area to retrieve missed shots.

The Keeper is the only player allowed in the Keeper's area.

After a shot, the Keeper shall restart game play by tossing the Quaffle to one of their Chasers. Throw-ins can not be past mid-field.

The Keeper will block shots by maintaining position in front of the three hoops that lie directly behind the Keeper's box in order to defend against opponent's Quaffle shots.

The Keeper is not required to pause in their play after a Bludger hit.

The Keeper may roam freely in the Keeper's box, even while carrying the Quaffle.

The Beaters

The Beaters will roam the pitch carrying a Beater's stick to deflect Bludgers toward members of the opposing team.

Beaters may not strike a bludger that has left the field of play. They shall return it, by hand, to the field and then resume game play. Out-of-bounds bludgers can be retrieved by either team regardless of who hit it last.

A player (except the Keeper) who is hit by a Bludger must hold their position for 10 seconds. Chasers, who are hit, must also turn over the Quaffle to the nearest opposing Chaser. The spectators are encouraged to count off the 10 second penalty. Players who ignore Bludger hits will be penalized.

Swings are not to be higher than the Beater's waist and all caution must be taken to avoid striking another player.

The Seekers

The Snitch is moved onto the field by a Snitch Mover.

Seekers chase down the Snitch Mover and grab their belt loop.

If the Snitch caught is the 'Golden Snitch', the game concludes and that Seeker's team receives 35 points. Regular game play continues while the Snitch Mover is determining type of snitch caught.

The Seeker is still susceptible to bludger hits, but will continue to chase the Snitch Mover irrespective of field play except during an official's timeout.

Tournament Play

Tentative: Each team will play one round to seed the teams into a Quarterfinal draw that will allow all teams to play at least two matches. Teams will be seeded into the quarterfinals based on first round results. Seeding will go in the order of: 1) Points for : points against, 2) Total points, and 3) Coin flip. Final tournament design will be determined based on scheduling and number of players that sign-up.

Liability Waivers

All Quidditch players will be required to sign liability waivers before playing the game. Signing a

liability waiver — or having your parent or guardian sign and notarize a liability waiver for you if

you are younger than 18 — is a prerequisite for all Quidditch participation. (Chaperones, other than parents or legal guardians, may not sign waivers for the attendees they accompany.) HP Education Fanon, Inc. and Infinitus 2010 accept no liability whatsoever for any health issues of or injuries to players sustained during the Quidditch matches.

Forms

Liability Waiver (over 18) - [Word Version](#) / [PDF Version](#)

Liability Waiver (under 18) - [Word Version](#) / [PDF Version](#)