

The pitch

# MUGGLE QUIDDITCH

## A REAL FANTASY SPORT

The rules and equipment

The history

**Harry Potter** was a childhood friend for many millenials. The magic spells and twisting plots of J.K. Rowling's series made children dream of living a similar life. So it is no surprise, that eight years after the first book was released, the generation that grew up with her magical world figured out how to adapt the popular wizard sport, quidditch, to be played by **muggles**.

To learn more about muggle quidditch, turn this cube in the direction of the arrows. If a word is in **bold**, look for the definition in the glossary on the bottom panel.

The positions and balls



## THE PLAYERS

Seven players per team are on the field at one time. In magical quidditch each position has different equipment. **Muggle** players wear different colored headbands. To see players on the field, turn to the opposite panel.

### 1 SEEKER

chases and catches the snitch to score points and end the game; must grab the snitch out of the **snitch runner's** pants



### 3 CHASERS

score goals with the quaffle by throwing or kicking it into the hoops



### 1 KEEPER

guards the hoops from opposing chasers



### 2 BEATERS

use the bludgers to disrupt other players; magical quidditch beaters use bats, but **muggle** beaters must throw or kick the ball



## THE BALLS

Four balls are in play at one time. In magical quidditch the balls fly through the air. In **muggle** quidditch players kick and throw them.

### 1 SNITCH

The release of this ball starts the game. Muggles use a sock stuffed with a tennis ball tucked into the waistband of the **snitch runner**, who can avoid capture by leaving the field and playing pranks on other players. The game ends once caught.

### 1 QUAFFLE

Muggles use a volleyball to score by throwing or kicking it into the hoops. Only keepers and chasers are allowed to use this ball. Chasers can also use the quaffle to block incoming bludgers.

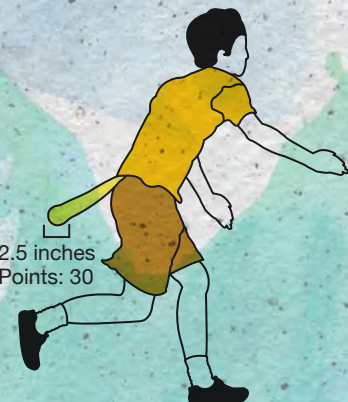
### 2 BLUDGERS

Muggle beaters use dodgeballs to "knock out" other players. When a player is hit they must drop any balls they are holding, return to their side and touch their goalposts before re-entering play. Magical beaters hit their bludgers with a bat.

MUGGLE

MAGIC

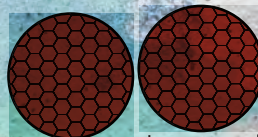
2.5 inches  
Points: 30



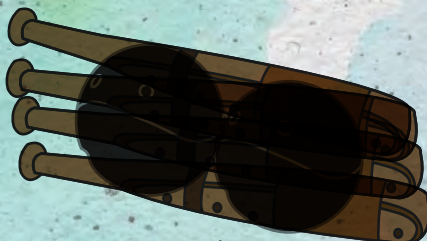
8.2 to 8.4 inches  
Points: 10



12 inches  
Points: 10



8.5 inches



10 inches



walnut-sized  
Points: 150



## THE RULES

Below are rules for playing **muggle** quidditch. See the panel to the right for more information about positions and balls.

### THE BASICS

1. Each team has seven players on the field at a time. A neutral player acts as the **snitch runner** for the game.
2. Any move made without a broom between the legs does not count. If a player breaks this rule while holding the quaffle then the ball is surrendered to the other team.
3. The game ends as soon as the snitch is snatched, unless the score is tied.
4. Points are scored by catching the snitch or throwing or kicking the quaffle through one of the hoops.

### PHYSICAL CONTACT

#### Allowed physical contact:

- tripping
- slide-tackling
- pushing
- shoving
- grabbing with one hand
- body checking
- knocking a ball from another player's hand

#### Banned physical contact:

- cape-grabbing
- punching or hitting
- kicking
- grabbing a player and pulling him or her to the ground

The **snitch runner** can use any physical contact to avoid capture.

## THE EQUIPMENT

### BROOM

a plastic or wooden stick at least 40 inches long with or without plastic, corn or wooden bristles at the end; suggested length is 46 inches

### JERSEY

must be the same color and style for all players on a team; suggested that each player have a distinct number

### HEADBAND

colors distinguish the four positions; see the panel to the right for color designations and position roles



### CLEATS

no metal allowed



### MOUTH GUARD



### GOGGLES



### GLOVES

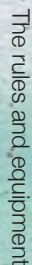
REQUIRED

RECOMMENDED



# STARTING THE GAME

- Once the snitch runner has left, the referee calls, "Brooms up," to begin the game.





The intro

## THE HISTORY

Magical quidditch started in the 11th century on the edge of Queerditch Marsh in the United Kingdom. In 1269, the popular activity of hunting a bird called the Golden Snidget was incorporated into the sport. Below is a picture of a **muggle seeker**. To see more about players, turn the cube to the left.



**JUNE 26, 1997**

J.K. Rowling released the first book in the **Harry Potter** series, "Harry Potter and the Sorcerer's Stone."

**OCTOBER 9, 2005**

first muggle quidditch game played at Middlebury College in Vermont

**NOVEMBER 11, 2007**

first official World Cup played with first intercollegiate match between Middlebury College and Vassar College

**MARCH 10, 2010**

International Quidditch Association becomes official nonprofit and adds board of directors

**FEBRUARY 16, 2011**

University of Vaasa from Finland and Vassar College competed in first intercontinental muggle quidditch match

The players and balls

The pitch



Sources: "Quidditch A History" by J.K. Rowling; "An Unauthorized Harry Potter Companion" by Acascias Riphouse; International Quidditch Association, [www.internationalquidditch.org](http://www.internationalquidditch.org); Interview with Alex Drose, president of UNC-CH Quidditch team; [www.jkrowling.com](http://www.jkrowling.com)

The teams and glossary



## THE TEAMS

Though wizards try to keep quidditch a secret from **muggles**, the sport is spreading widely in the muggle world. Since 2005 hundreds of people around the world have contacted the International Quidditch Association (IQA) for help starting teams. The map shows the number of known teams in the United States.

100

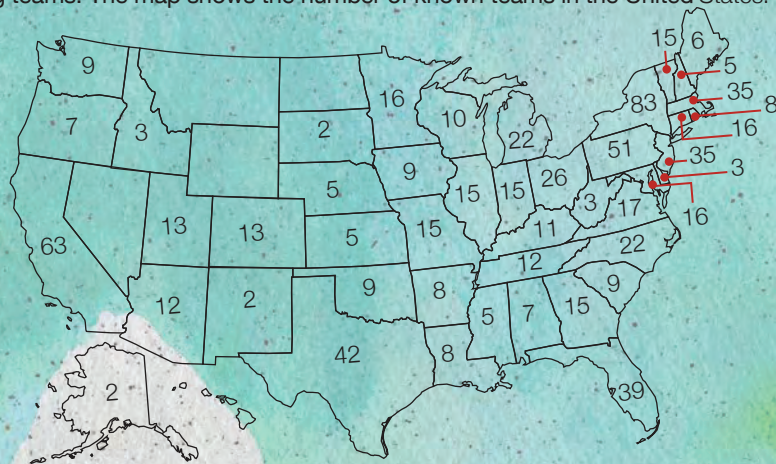
approximate member teams in the International Quidditch Association

13

teams in the Carolinas Quidditch Conference, in which UNC-CH Quidditch participates

2

teams at UNC (UNC-CH Quidditch and Carolina Mudbloods)



## THE GLOSSARY

### Harry Potter

seven-book, eight-movie series about the adventures of Harry Potter, a young wizard learning magic and trying to defeat an evil wizard

### Muggle

non-magical person; muggle quidditch adapts the magical game played in the Harry Potter series

### Pitch

oval quidditch field with three hoops on each side; wizards play in the air, while muggles play on the ground

### Snitch Runner

unaffiliated player who does not use a broom and must avoid capture using tactics like riding bicycles, climbing trees and throwing water balloons