

Quidditch – Tzad Aleph

Field is equilateral triangle – but the corners are goals (so three teams can play).

What are the balls that we're using?

2 kinds of quaffles – Frisbees and soccer balls –

- each of these balls are used like they are in their respective sports.

Soccer balls- must stay on the ground and be kicked through an opposing team's goal

Frisbees- must be thrown from person to person. You may not run with a Frisbee. You must catch a Frisbee while standing inside an opposing team's goal in order to score.

Bludgers – large bouncy airy balls

- who may use a bludger? Only beaters may use bludgers.
- How do you use a bludger? You carry it and tag people with it.
- What happens when you get tagged by a bludger? - when you are tagged with a bludger, you need to drop anything you are holding, sit for 3 seconds (3 “Mississippi”s), and then continue playing. If you were holding a Frisbee, you and your team may not be the next person/team to pick it up.

Snitch – we'll scatter 20 pennies around the field, the seeker's job is to find as many of the pennies as possible. When the last penny is found, the game is over

Who are the players?

Keeper: 1 person – all keepers must have blue tape

- blocks the goals. He is the only one who may touch a soccer ball with their hands. He may want to guard a potential frisbee kicker as well.

Beaters: 2 people – all beaters must have black tape

- beaters must hold onto one of these (show plastic ball) at all times. They can only tag people with the ball

Seeker: 1 person

Spends the game looking for the 20 pennies

Chasers: 3 people – all chasers must have red tape

Hanallah referees - We'll spread out, making sure that one person is at each goal and the other two people are on the field.

Score-keeper will sit at a picnic table with the three cups for pennies, and keep track of goals and any points issues or taken away by Josh.

Josh will be point-giver – he can award or take away points as he sees fit, for spirit, participation, etc.

Rules

In order to score a point, a quaffle must make it inside the goal. If it is a Frisbee, it needs to be caught inside the goal, if it is a soccer ball, it needs to be kick inside the goal.

- soccer balls – only use your feet, if you use your hands it's a turn-over, the other team gets the ball
- Frisbees can only be thrown, not run with.

No violence – you will be removed from the game, and your team will spend a minute without you or a sub on the field.

Every 3.5 minutes there must be at least one sub.

Every person in the bunk needs to have at least 3.5 minutes of field time.

Counselors must manage their teams.

Points awarded for cheering, ruach, silent cheers, etc.

Anyone caught using magic to advance or hinder a team will lose 50 points for their own team.

You may not argue with referees.

How do you score points?

5 points for a Frisbee goal

10 points for a soccer goal

20 points for each snitch found

Supplies

2 frisbees

2 soccer balls

orange cones – to mark out of bounds and goal lines

20 pennies

3 cups to put the pennies in

6 bludgers

whistles (5)

stop-watch