

FULL LIST OF PROPOSED CHANGE RESULTS FOR THE IQA RULEBOOK

The following list contains the contents and results of the rules change proposals the IQA Rules Team released last month. Proposals that are listed as “Passed by Insufficient Objection” were passed with only text based discussion, due to there being 2 or fewer committee members submitting official objections or otherwise nominating the proposal for further debate. Most proposals passed in this manner.

Proposals listed with only one vote received enough votes to pass or fail in the first set of votes.

Proposals reaching the second set of votes were sent back to the rules team with suggested revisions. The rules team revised them and returned them to the rules committee, which then conducted an instant runoff vote between the revised proposal, the original proposal, and leaving the rule unchanged from the previous rulebook. Where a “3rd Vote” is shown, that is the second part of the previously mentioned instant runoff vote.

The following abbreviations are used when listing the votes.

For=In favor (first vote only)

Rev=Send back for revision (first vote only)

Aga=Against

RP=Revised Proposal (second and third votes only)

OP=Original Proposal (second and third votes only)

Abs=Abstain

DNV=Did not vote

The winning option shall be bolded.

Please note that the most popular choice is not necessarily the winner. In the first vote, “in favor” can only win with a majority of non-abstaining voters, “against” can only win with at least half of non-abstaining voters. If neither reaches that threshold, “revise” will win the first vote, even if there is only one vote for revise.

The following were the two major changes proposed during this cycle.

Please note that these proposals needed to receive at least 75% support from the non-abstaining committee members to pass.

6.2.4.-Allow two arm wraps and tackles.

This proposal was to allow two arm wraps and tackles.

Result: ***Passed with Revisions***

This proposal was sent back to the rules team for revision. The rules team proposed 3 revisions to the proposal.

1) When a player initiates contact on a push, body block, charge or wrap after dismounting, they shall receive a yellow card (Unlike when a player is beat, there shall be no leeway for players who dismount in the final step before contact).

2) When a player dismounts their broom after legally initiating contact, and then adds force to the contact that knocks their opponent down, they shall receive a blue card.

It was also clarified as part of the proposal that this would also make stealing with one arm while wrapping with the other legal (however two arm pushes will remain illegal).

1st Vote: (For:7, **Rev:6**, Aga:4, Abs:1, DNV:1)

2nd Vote: (**RP:14**, OP:1, Aga:3, Abs:1, DNV:0)

1.2.3.-3 Max Gender Rule

Having a 3 max gender rule during times when there is no seeker.

RESULT: **Failed to Pass**

As a major change, in order to progress to revision, 75% of non-abstaining voting members would have needed to vote in favor or for revision combined. This threshold was not reached. As a result, this proposal did not progress past the first vote.

1st Vote: (For:4, Rev:4, **Aga:6**, Abs:4, DNV:1)

Technical and Terminology changes (No effect on the on field experience)

1.2.1.-Moving 1.2.1.A.i.b. and 1.2.1.A.i.c. to being 1.2.1.B. and 1.2.1.C respectively.

Passed by Insufficient Objection

1.3.3.-Add speaking captain penalties to the substitution exception list.

Passed by Insufficient Objection

2.3.2.-Adjust the description of bludgers so that the circumference and diameters mathematically match.

Passed by Insufficient Objection

2.3.3.-Rename the “Snitch Sock” to “Snitch Flag.”

Passed by Insufficient Objection

Please note that this name and section will likely be changed, along with the names of the other balls, if and when those are renamed by the IQA. That renaming will occur outside of this rulebook process.

6.1.9.-Reword current subsections C-E to use similar wording when referring to a play’s legality.

Passed by Insufficient Objection

9.1.6.-Add the words “foul or” to the opening sentence of the rule.

Passed by Insufficient Objection

General-Change all uses of “while play is not stopped” to “while play is live.”

Passed by Insufficient Objection

General-Change the term “knocked out” to “off broom” and “knocked off broom” as appropriate.

Passed by Insufficient Objection

Definitions for terms used outside of other proposals.

“Joint hold”

When two or more players have a grip on, or otherwise share control of the same ball, leaving neither player with possession.

Passed by Insufficient Objection

Grounded (player)

When a player is in contact with the ground with any part of their body other than their hands or feet.

Passed by Insufficient Objection

Threat

Verbally or nonverbally signaling intent to cause harm outside of legal gameplay.

Passed by Insufficient Objection

Clarifications and Codifications of Standards

1.2.1.-Clarify what makes “a legal set of 7 eligible players.”

Clarify that a “legal set of 7 eligible players” to start a game is a set of 7 players who could all play at the same time without violating rule 1.2.3.

Passed by Insufficient Objection

2.4.1.-Broom Tape Clarification

Clarify that no additional tape or other adhesive decorations may be applied to a broom outside of the one allowed 20cm area.

Result: *Passed with Revisions*

This proposal was sent back to the rules team for revision. The rules team proposed the following revision.

Eliminate the requirement that the 20cm area be where the hand normally goes (tape or other adhesives may be applied in one single 20cm area of the broom, but this 20cm area may be anywhere on the broom.)

Note that this will not prevent tape being used as a way of complying with the requirement to cover or cap the end of a hollow broom, within reason.

1st Vote: (For:8, **Rev:8**, Aga:0, Abs:2, DNV:1)

2nd Vote: (**RP:16**, OP:1, Aga:1, Abs:1, DNV:0)

2.5.5.-Medical Alert Bracelets

Medical Alert Bracelets that are specifically designed for sports shall be allowed, and shall not be treated as jewelry.

Passed by Insufficient Objection

3.3.3.-Body Repositioning During A Stoppage (near a loose ball)

During a stoppage, while preparing for play to resume, players may lean towards a ball, as long as they do not move their feet, but they may not place any part of their body or equipment directly over the ball, unless it is impossible to avoid being directly over the ball.

Passed by Insufficient Objection

3.3.3.-Body Repositioning During A Stoppage (near an opponent)

During a stoppage, while preparing for play to resume, players may lean towards and reach around their opponents to prepare for contact after the whistle. But they must not contact their opponent.

Passed by Insufficient Objection

6.2.3.-Leaving your feet before a charge

Clarify that the prohibition on leaving your feet while applying the primary force of a charge applies to cases where the player left their feet just before contact as well.

Passed by Insufficient Objection

9.1.6.-Penalty for Ejected Players Returning to Play

This proposal would have specified in the rulebook that the appropriate penalty for a player who returns to play after being ejected is a speaking captain yellow card for having an illegal set of players in play (except in cases where the forfeit penalties are specifically appropriate). The illegally returning player would then be required to leave the vicinity of the pitch, not just the player area.

Result: **Failed to Pass**

This was voted on with the understanding that failure to pass would result in the situation being handled in the casebook, in line with pre-existing rules

1st Vote: (For:4, Rev:2. **Aga:8**, Abs:3, DNV:2)

9.1.7.-Concession Option for OT Forfeit Penalties

If a forfeit penalty would be assessed to a team during overtime, the head referee must first offer the offending team's speaking captain the opportunity to concede the game prior to the forfeit penalty being administered.

Result: **Passed**

1st Vote: (**For:10**, Rev:3. Aga:1, Abs:3, DNV:2)

Pitch Changes

2.1.8.-Optional Expanded Bench

Event Directors may exercise the option to extend the bench outside of the player area. This extended bench area could extend outside the current player area up to a total bench width of 7 meters, at the discretion of the event director. The portion of the bench outside the player area will be available to substitutes and staff both as a place to be, and as a place to store extra equipment, bags, and other items that may not be in the player area. Like the player area, this expanded bench area must be off limits to spectators.

Passed by Insufficient Objection

Please note: There was an error in the originally announced description of this proposal. The original announcement indicated the bench could be expanded by an additional 7 meters, but the proposal was only to allow it to be expanded up to a total width of 7 meters.

Equipment Changes

2.5.2.-Metal Cleats

Metal cleats shall be allowed, but with restrictions. First, they must meet certain shape requirements, including not being blades, having minimum widths at the base and top, and having no sharp edges or points. Second, if an event's venue's rules prohibit metal cleats, metal cleats shall be treated as illegal for that event.

Result: *Passed*

1st Vote: (**For:11**, Rev:0, Aga:6, Abs:1, DNV:1)

2.5.2. Shin Guards Knock Test Exception

Shin Guards shall be exempted from the knock test.

Result: *Passed with Revisions*

This proposal was sent back to the rules team for revision. The rules team proposed the following revision.

Only plastic shin guards shall be exempted from the knock test. Shin guards made from other materials (such as carbon fiber or metal) shall not receive an exemption.

1st Vote: (For:4, **Rev:7**, Aga:6, Abs:1, DNV:1)

2nd Vote: (RP:9, OP:3, Aga:6, Abs:1, DNV:0)

3rd Vote: (**RP:12**, Aga:6, Abs:1, DNV:0)

2.5.5.-Expanded Equipment Rule Exemptions.

Players shall be able to request equipment exemptions from the appropriate governing body for an event (usually their NGB or IQA depending on the event). Previously this was only possible for "additional equipment" and only due to injury or disability. This proposal officially allows NGBs to consider exceptions to other equipment rules and for reasons beyond injury or disability (such as religious constraints).

Passed by Insufficient Objection

Note that a player who receives an exemption from their NGB for a piece of equipment shall only have received that exemption for games played under that NGB. When planning to attend an event directly governed by the IQA, a separate request for an exemption shall need to be made to the IQA.

Minor Changes

1.4.1.-Substitution area restrictions.

Substitutes who are not about to substitute into the game shall be required to remain in the bench, and outside of the substitution area.

Passed by Insufficient Objection

1.4.2.-Coaching from outside the bench

Coaching may occur from outside of the bench, but the coaching individual must remain outside of the field of play, inside the player area, and must not move into or beyond their team's penalty box. If the coach is wearing a jersey, it must be covered while they are coaching from outside of both the bench and substitution area. Any player or team staffer may act as a coach under this proposed rule, but only one person at a time may coach from outside of the bench.

Passed by Insufficient Objection

5.5.2.-Keeping the fist raised for immunity

Players claiming third bludger immunity must keep their fist up to retain the immunity. They would still maintain their immunity after lowering their fist if it was lowered to reach down to take possession of the third bludger.

Passed by Insufficient Objection

7.5.3.-Forced out by Illegal Contact

Players forced out of bounds due to illegal contact by their opponent shall not be ruled out of bounds, as long as they return to the field as soon as reasonably possible.

Passed by Insufficient Objection

Moderate to Significant Changes

3.3.3.-Process Expansion for Jointly Held Balls or Player to Player Contact During a Stoppage

The current processes for cases where two grounded players have joint hold of a ball when play is stopped, or when a player has another player wrapped on the ground when play is stopped, shall be expanded to cover ALL cases of where balls are jointly held or a player has their opponent legally wrapped when play is stopped respectively, regardless of whether either player is grounded.

Passed by Insufficient Objection

3.4.2.-20 minute seeker floor

The seeker floor shall be extended to 20 minutes

Passed by Insufficient Objection

6.1.9.-Contact from Behind While Stopped

Contact shall be allowed to be initiated from behind if the initiating player both plants their feet and completely stops their momentum towards their opponent prior to making contact. After stopping their momentum, they may lean or step towards their opponent, but must make initial contact with their opponent prior to picking up their back foot in order to make contact from behind under this rule.

Result: ***Passed with Revisions***

This proposal was sent back to the rules team for revision. The rules team proposed the following revision.

This exception shall only be able to be used to make contact with an opponent who is in possession of a ball.

1st Vote: (For:8, **Rev:6**, Aga:3, Abs:1, DNV:1)

2nd Vote: (**RP:13**, OP:0, Aga:4, Abs:1, DNV:1)

7.4.2.-Two Resets on the Same Action

A single resetting action that carries or propels the quaffle backwards across both restrictor lines shall be treated as two separate resets.

Passed by Insufficient Objection

New Rule-Heat Index Triggered Breaks

During days where an event venue is predicted to have a heat index of greater than 32c during the event hours, all games at that venue that day shall have a 4 minute stoppage called by the officials roughly 15 minutes into the game. Additional 2 minute stoppages shall be called at 25 minutes, and every 5 minutes of gametime thereafter.

These times were adjusted to account for the extension of the seeker floor to 20 minutes. Additionally, there was an error on the length of the breaks from the announcement of the original proposal. The originally announced proposal gave the lengths of the breaks as 2 and 1 minute, but the proposal was for 4 and 2 minutes respectively.

Result: ***Passed with Revisions***

This proposal was sent back to the rules team for revision. The rules team proposed the following revision.

When humidity information is not reasonably available to an event director, they may instead use the “feels like” or similar metric from their local forecast.

As a clarification, there will be a table in the appendix showing temperature and humidity combinations that equate to a heat index of 32C.

1st Vote: (For:8, **Rev:4**, Aga:5, Abs:1, DNV:1)

2nd Vote: (**RP:10**, OP:2, Aga:5, Abs:1, DNV:1)

New Rule-Head Beat Restrictions

Beats to the head shall be significantly restricted, with specific standards on which beats to the head are legal or illegal. The restrictions will apply to beats made with excessive force, as well as beats that are thrown from less than approximately 5 meters from the opponent and either

initially hit any opponent in the back of the head, initially hit a seeker or chaser without the quaffle anywhere on their head, or drive the opponent's head into the ground. Exceptions will apply for cases where the struck player changed their movement after the throw began (causing their head to be hit when it wouldn't otherwise have been) and where the contact to the head was only grazing or the force of the hit was otherwise negligible.

Passed by Insufficient Objection

New Rule-Stalled Quaffle Procedure

If the quaffle is not significantly moving toward either set of hoops, and the quaffle is either possessed by a grounded player who is in contact with an opponent, or the quaffle is jointly held by multiple players at least one of whom is grounded, the head referee shall start a 10 second count. If the conditions last for 10 seconds, the quaffle will be declared stalled. The stalled quaffle shall be treated as out of bounds at the nearest point on the pitch boundary. It will be inbounded by the team that was on defense at the time when the quaffle (or the player holding the quaffle) initially hit the ground or became grounded respectively. This will generally be done without stopping play. There is one exception within the process. If the quaffle would be awarded to a team within their own keeper zone, and their protected keeper is one of the players with a partial hold of the quaffle, then it shall simply be given to that keeper where they are, instead of on the boundary.

Passed by Insufficient Objection