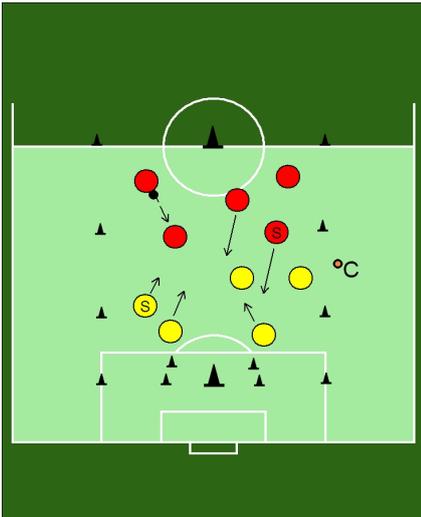




### Quidditch

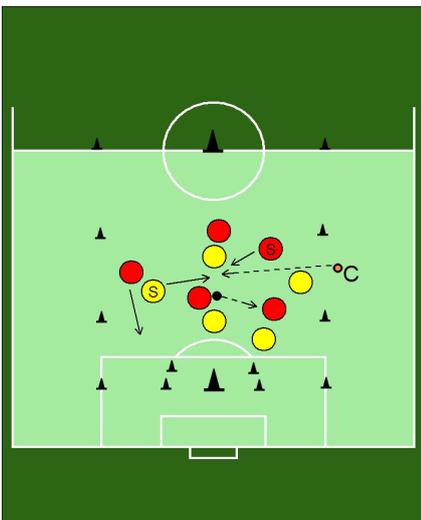


#### How it works

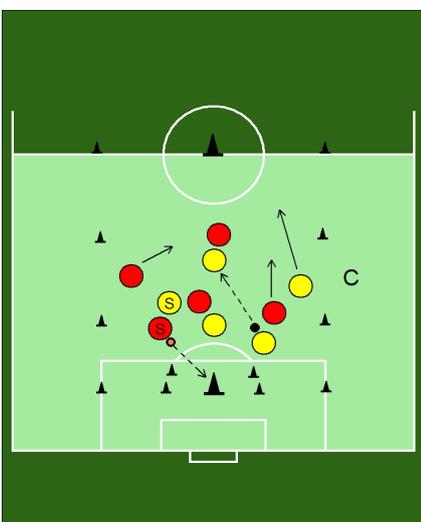
Play two teams against each other in the area shown. (Place cones to complete a semi-circle with the penalty area D). Either have a ball balanced on the top of a large cone or a raised target of some kind at each end of the playing area.

Nominate one player on each team to be the 'Seeker' (S). The Seeker is allowed to play in the game but are the only players who will be allowed to touch the Snitch.

Play normal rules but players are allowed to pick the ball up and pass/shoot with their hands when inside the semi-circle at either end of the playing area. Score by hitting the ball off the cone or passing the ball through a raised hoop or at some kind of target.



At any time during the game the Coach shouts 'Snitch' and passes a different coloured ball into the playing area. The two Seekers must then compete for the ball and try to win the game outright by hitting the ball off the cone or passing the ball through the raised hoop or other target, but are NOT ALLOWED to pick the ball up.



If successful the game is instantly won, but if not the game continues with other goals being scored in normal play. The coach can play the Snitch in again at any time. If the game has not been won outright after 5/10 minutes then the Seeker can be changed if you wish.

#### Possible changes

When the Snitch is played in by the coach the other players can either continue playing with the normal ball or stop and cheer on their Seeker.

Play any number of players on each team but you may need to increase the size of the playing area. If the numbers are larger you could have two Seekers on each team to compete for the Snitch 2 v 2.