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| **Hoop Ball Positions** |
| * **Keepers** are the goalies defending the hoop targets from the quaffle (deflated volleyball). * **Chasers** are offensive players trying to score by throwing the quaffle through the hoop targets. * **Beaters** are defensive players attempting to tag Chasers, Keepers, or Seekers on the opposing team. * **Seekers** are looking for the * Snitch. If a Seeker pulls the flag of the Snitch it ends the game. * **Snitch** (identified with a flag belt) is not playing on either team and stays hidden until directed by the teacher to begin running around the pitch. |
| **Hoop Ball Rules** |
| * Only a Keeper is allowed in the Keeper’s Box. * Offensive players are allowed to pass or run when they have the quaffle. * If a Chaser throws the quaffle through one of the other team’s hoop targets it is worth 10 points. * If a Seeker pulls the flag belt of the Snitch it is worth 40 points and it ends the game. * If a Beater tags someone with the bludger (foam ball) they have to run to their hoop target, tap it, and then they can re-enter the game. * After a score, the other team will start from their Keeper Box with the quaffle. * If the ball hits the ground, either team can pick it up. Interceptions are allowed. * You may not hit the quaffle or take it out of someone’s hands. |