

Know Your Role- Remember to watch the snitch and seekers interactions. Snitch on seeker and seeker on seeker.

Know Your Role- Know the contact and broom rules (lifting, holding and flinging seekers' brooms) for Seekers and Snitch. Best to keep everyone safe.

Know Your Role- Any form of broom throwing by the Snitch is generally to be avoided. No flinging brooms half-way across the pitch (even if towards that Seekers hoop) or off-pitch. If done, dropping the broom straight down to the ground is preferred.

Know Your Role- Make sure you keep up with your Snitch. Stick to them like glue.

Know Your Role- Once the Ref meeting has finished, if you have concerns or points talk with the Snitch. They are your backup pair of eyes. Open dialogue between the Snitch and SR is encouraged. Any contact, warnings, things to watch out etc. Anything you don't like, say something as the SR can call delayed penalties.

Remember Your Warnings- Communicate with the snitch runner. Provide warnings on approaching the boundary, staying within 2m of the boundary too long and leaving the centre line (first handicap).

Remember Your Warnings- Be careful of bias exhibited by the Snitch such as staying in one half too long. Let them know if they are being biased to one side. If warned many times, you can call a brooms down for breaking the 'Snitch runner code of conduct' (section 8.3.1 from IQA Rulebook 2018-2020).

Know Your Equipment- Bring a whistle. It's that simple.

Know Your Equipment- Check the snitch equipment. Is it 10-12 inches? Is it secure? Is it obstructed?

Know Your Equipment- Seekers **must** have mouth guards. Snitches are highly recommended to have them but are **not** mandatory.

Know Your Positioning- Stand about 2-3m away and 30-60 degrees to the side of the snitch so that you can see the tail and contact in 1 sight. Avoid blocking the seekers from the snitch.

Remember Your Calls- If the snitch has been down, remember to do the "3, 2, 1, Go" countdown. Any step towards the snitch is a back to hoops unless they are substituting or in their keeper zone.

Remember the Handicaps- keeper zone lines, midline (1.5m either side), one arm, and ballpoint (1.5m 360 degrees around point) furthest from the score table. If overtime or second overtime occurs only 'between the two keeper zone lines' applies.