

Snitch Referee Resource

Before Seeker Floor Ends

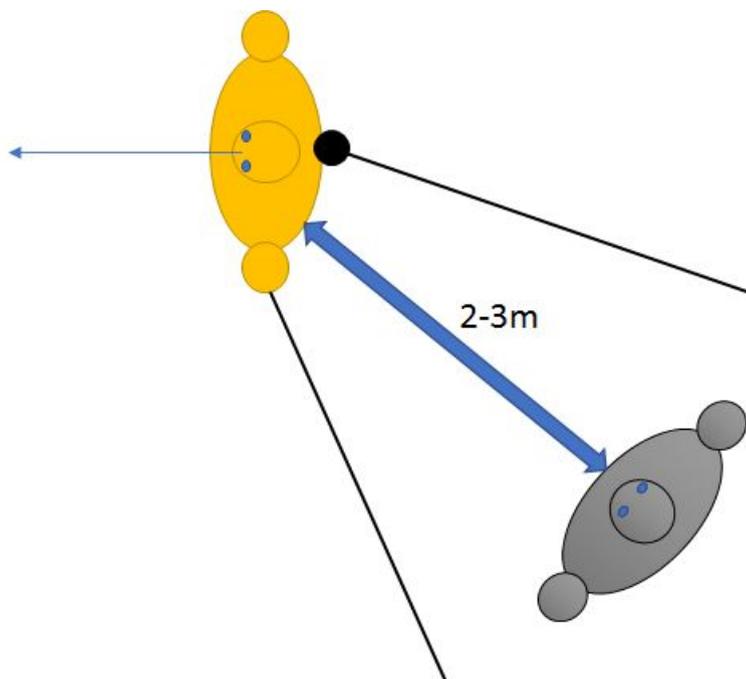
For the first 17 minutes, what should you be doing? If the head referee asks, you're happy to, and you are qualified, you can AR until the 16-minute mark when you should return to the score table. If you aren't, you should remain in the player area and help the referees in other ways such as keeping the benches under control, running any spare equipment to the pitch or helping communicate any referee calls to/from the table.

At the 16 minute mark, you should return to the table, collect your whistle and call the seekers from each team to report to the timekeeper. Introduce yourself and the snitch to them, and tell them anything you feel is necessary for the game. Also, check the snitch equipment at this time.

Snitch on Pitch

At 17 minutes you should run with the snitch onto the pitch, once the snitch has taken their position, you should make sure that no equipment has come loose. Keep your eye on the rest of the game until you hear the countdown for seeker release. Once there, take your position (shown below) and watch the seeker release ensuring that they leave the release box after 18 minutes has passed, there are no beats and there is no illegal contact during the run to the snitch. In the case of Overtime, watch the seeker release box after 30 seconds.

Positioning



You should aim to stand between 30 and 60 degrees to the side of the snitch so that you can see the tail and contact in 1 sight. You should also be aware of your positioning with regards to the seekers to ensure you are not in between them and the snitch.

Calling the Snitch Down

If at any point the snitch's body touches the ground (apart from hands or feet), contacts the ground on or outside the boundary line (any body part), needs to adjust their clothing, or play is restarted after any stoppage, you should shout "snitch is down". The seekers should cease attacking immediately. If they don't you should send them back to hoops and inform the head referee of the foul and suggest a yellow card for ignoring referee directive. Once they have stopped, between then and finishing your "3, 2, 1, Go" countdown, if any seeker takes a step towards the snitch to defend or attack, you should send them back to hoops (this does not apply if they are running past the snitch to substitute and the snitch is between them and the sub box or if they are moving away to avoid getting beat).

Handicaps

Handicaps occur at the 18, 23, 28 and 33-minute mark (5, 5, 5). These are between the two keeper zone lines, midline (1.5m either side), one arm, and ballpoint (1.5m 360 degrees around point) furthest from the score table respectively. If overtime or second overtime occurs, only 'between the two keeper zone lines' applies.

Stopping Play

There are 3 reasons you will stop play as a snitch referee which are:

- The snitch needs to be replaced e.g. they are injured or acting in a dangerous manner that could cause injury to seekers or others
- Defective snitch equipment that cannot be immediately fixed
- There is a snitch catch you believe to be good

These are the **only** times you should blow your whistle in paired blasts. Any penalties should be adjudicated as a delayed penalty in the normal manner

Confirming the Catch

Once you have stopped play, you should ensure there is no obstruction on the snitch and the snitch didn't feel they got charged.

Warning Calls

If you believe the snitch is violating the "Snitch runner code of conduct" (p. 72 of IQA Rulebook 2018-2020) first warn the snitch runner of the breach. If the behaviour persists, notify the head referee.

It is best to give warnings to the snitch when they are approaching the boundary. Use phrases like: "close to boundary" and "approaching boundary". If they have been on one teams' side too long or over 1.5m away from the midline during the first handicap, call "snitch, back to centre". The snitch also cannot stay within 2m of the boundary line for an extended period of time. Notify the snitch of this by using a phrase like "lingering near boundary" and "too long to boundary".

Open communication with the snitch runner is key. Snitches can often see contact better than you and can call beats. Don't be afraid to use delayed penalties.