

# Modified WDBF Ruleset

## Dodgeball Ontario Event Assistance

### DEFINITIONS

- Live Ball** ..... A live ball is a ball that has been thrown and can get a player out.
- Dead Ball** ..... A dead ball is a ball that can no longer get a player out.
- Dead Object** ..... A dead object is anything that is not an active player in bounds or a live ball.
- Live Player** ..... A live player is an active player that is not out.
- Out Player** ..... An out player is an active player that has been deemed out.
- Entering Player** ..... An entering player is an active player that is in the process of reentering play.
- Exiting Player** ..... An exiting player is an active player that is deemed out and in the process of returning to the queue.
- Possession** ..... A ball is in possession of a team if it is within a team's half of the court. The ball does not have to be within the boundary lines to be in possession.
- Control** ..... A ball is in control of a team if it is held by a live player

**THE TEAM** Teams can consist of any number of players, but only 6 players are allowed on the court during a set. Out players can support their team by retrieving balls that are outside the court only on their team's side.

**THE FIT** Headbands and protective helmets are the only permitted headgear for players. Prostheses may be worn. All casts, braces and splints with exposed hard surfaces must be padded. No player will be allowed to play, should a match official determine that their equipment poses a risk to the safety of other players or that the use thereof changes the fundamental nature of the game or give the player any other advantage. Gloves must not be worn except when medically necessary. Exposed jewelry, judged as dangerous by the match officials, must be removed and may not be worn during the match. Shoes must be worn at all times, and should be made of canvas, leather or similar material with a rubber non-marking sole.

**THE COURT** shall be a rectangle approximately 18 m in length by 9 m in width, divided into two equal sections by a centerline and clear lines. On each court, an attack line is drawn, whose rear edge is 3 m back from the axis of the centre line. Court boundaries consist of soft lines for the outside of the court; meaning players can go out of these boundaries to collect balls, as long as they put their hand up to indicate to the officials they are doing so. The center line is a hard line; players who cross the center line will be deemed out. .

**THE MATCH** consists of **10** minutes of game play. The game clock will run continuously and will not stop between each set. A new set may not be started if there is less than 10 seconds remaining at the point of time when players are ready to start. When the whistle is blown teams will run to the centre line to retrieve balls that

are to the designated right center line area on their half of the court, and the balls must clear the attack line BEFORE they can be thrown at their opponent. Intentionally kicking or spiking a ball in an unsporting manner may result in the offending player being deemed out by the official. The team with ball advantage has 10 seconds to make an attempt. This time resets if any ball is thrown. If a ball has not been thrown within 10 seconds of having advantage, the offending team must forfeit all balls in their possession to the opposing team. Players are allowed to block during round robin games. A live ball becomes a dead ball once it is caught, or hits the wall, ground, ceiling, official or any players who are in the out queue.

Whichever team wins more sets when the game clock expires will be the winner of the match. Whichever team has more players on the court when the time ends will win the set. Games can end in a tie during round robin matches. At the end of the clock, the team with more live players on the court will win the set point. Each win is worth +3 points, ties are worth +1 and losses are worth 0 points. Score differential values will be considered when teams are ranked.

**PLAYOFFS** occur after the round robin is complete and teams are ranked. Only the top **8** teams from each division will make the play-off rounds (can be expanded to top 16). A Match consists of **10** minutes of gameplay. The game clock will run continuously and will not stop between each set. A new set may be started if there is more than 10 seconds remaining from when the last set ended. Whichever team wins more sets when the game clock expires will be the winner of the match. If a match is not completed when the time ends, the set must be played out, and If there is a tie at the end of time, an additional 3 minute sudden death game with no blocking will be played to determine the winner. When a single player is eliminated from either team the game ends immediately and the team with the most number of players left will be declared the winner.

## **CODE OF CONDUCT**

It's pretty simple. Play nice and honestly.  
Most of all, have fun!

*Last revised November 26th, 2025*