

# WDBF Rule Summary



Here is a quick guide to the differences between the standard Dodgeball Ottawa rules and the WDBF (World Dodgeball Federation) rules. Most of you have experienced some of these rules at other DBO tournaments, 2v2's or at the Barrie tournament.

## Rolling Balls

DBO rules say that if you interfere with a rolling ball when you are out, you must roll that ball to the other side of the court.

### WDBF

When you are sitting off or have been hit out, you are allowed to stop balls that are rolling when they are outside of the court (outside the green sidelines).

Note: You cannot interfere with balls that are on the court (inside the green sidelines). If you do, then the ball still needs to be rolled to the other side of the court.

## Advantage Rules

We are still using the same basic advantage rules as normal but with the following changes:

Advantage is given to the team that;

- a. has the most balls on their half of the court; or (SAME AS DBO)
- b. if the number of balls on each half is equal, has the most live players; or (SAME AS DBO)
- c. if the number of live players on each team is equal, has not thrown last; or (NEW)
- d. if neither team has thrown, that last won a set (NEW)

The team with advantage must throw a ball within 10 seconds. (SAME AS DBO)

1. The 10 second countdown restarts when a ball is thrown by any team. (NEW)

## Sudden Death (No Blocking)

Sudden death only occurs at the end of each half of the game. 1 v 1 situations will be played out as normal and will not trigger sudden death.