

List of Rule Changes for 2026

Rule 1.3.2

Change to wording to only make attack and neutral zone lines different when using both playing formats.

Rule 1.3.3.1

Remove due to it being Foam-specific rule

Rule 1.3.3

Change to allow for more longer extension of center line

Rule 1.3.4

Change to remove Foam-specific wording

Rule 1.3.5

Change to measure from back of the court instead of center line to keep throwing distance equal should local rules change court size.

Rule 1.3.6

Change to measure from center of court to make it easier for local rules to change court size.

Rule 1.4.1

Change to explicitly exclude boundary lines.

Rule 1.4.6

Rename to playing court to avoid confusion with overall playing area.

Rule 2.1

Change to remove Foam-specific wording

Rule 2.2

Change to be Rule 2.4 and clean up wording

Rule 2.3

Split into Rule 2.2 and 2.3 and clean up wording

Rule 2.4

Remove due to it being Foam-specific rule

Rule 3.1

Split into Rule 3.1 and 3.2

Rule 3.2

Change to be Rule 3.3

Rule 4.7

Clean up wording

New Rule 5.4

Add to allow players to act as team leaders when not active, to allow smaller teams to have team leaders

Rule 6.1

Change to allow for different cuts and lengths and add explicit exemption for damage and blood injury

Rule 6.2

Change to remove name requirement and add a requirement for a number in the front to allow referees to identify players more easily. Require number in the back to be on top part of uniform (for streaming purposes).

Rule 6.3

Change to require team captains to be clearly identified

Rule 6.5

Change to loosen restrictions on team leaders

Rule 6.6

Change to loosen restrictions on referees

Rule 7.7.1

Clean up to unify language (head referees instead of match officials)

Rule 7.7.3

Change to allow exceptions by head referees.

Rule 8

Change to limit the ruleset to Cloth

New Rule 9.1.3

Add to have procedure for side of court choice

Rule 9.2.2

Change to remove Foam-specific wording and change to "maximum duration"

Rule 9.2.3

Change to be Rule 9.2.5

New Rule 9.2.3

Add to explicitly state when a set starts

New Rule 9.2.4

Add to explicitly state when a set ends

Rule 9.3

Change to remove requirement on being present 5 minutes before the match (move to any tournament-specific regulations)

Rule 9.4.2 (3)

Remove due to it being a Foam-specific rule

Rule 9.5

Change to remove disclaimer about being Cloth-specific

Rule 9.7.2

Change to remove Foam-specific wording

Rule 9.7.3

Change to remove Foam-specific wording

New Rule 9.7.4

Add to have a procedure for side choice

Rule 9.8.3

Change to remove Foam-specific wording

Rule 9.8.8 - First occurrence

Change to allow any balls not located in the neutral zone to be picked up by players

Rule 9.8.8 - Second occurrence

Change to Rule 9.8.9 to fix numbering and explicitly state how a play should continue (reset)

New Rule 9.9

Add to define reset procedure

Rule 10.2.2

Change to remove Foam-specific wording

Rule 10.2.4

Remove in favor of 10.3

New Rule 10.3

Add to define draws explicitly

New Rule 11.3

Add to define procedure for match forfeits when teams are late

Rule 12.1

Change to remove Foam-specific wording

Rule 13.5.1

Change to be Rule 13.5

Rule 13.5.2

Change to be Rule 13.6

Rule 13.5.3

Change to be Rule 13.7

Rule 13.5.4

Change to be Rule 13.8 and add sanction to it

Rule 13.5.5

Change to be Rule 13.9

Rule 13.5.6

Change to be Rule 13.10

Rule 13.6

Remove due to it being a Foam-specific rule

Rule 13.7.1

Change to be Rule 13.11.1 and explicitly state that the ball cannot hit a player out

Rule 13.7.2

Change to be Rule 13.11.2

New Rule 13.11.3

Add to allow designated balls that are being knocked to the opponent's territory are immediately live and close gap what happens to non-activated balls that have been thrown.

Rule 14.2.1

Change to be Rule 14.2

Rule 14.2.2

Change to be Rule 14.4

Rule 14.3

Remove due to it being a Foam-specific rule

New Rule 14.3

Add to ensure eliminations during false starts are explicitly voided

Rule 14.4

Change to be Rule 14.5

New Rule 14.4

Add to determine procedure for false starts

New Rule 14.6

Add to govern false starts by both teams

Rule 15

Change to be Rule 16, keeping 15.1 to 15.3 the same with new numbering.

Rule 15.4

Change to be Rule 16.4 and remove wording about being Cloth-specific as well as removing the limitation of having to make a block attack into the opponent's territory (allowing for block attacks in the neutral zone).

Rule 15.5

Change to be Rule 16.5 and reduce the number of ways a ball can become dead allowing for balls touching other live and dead balls.

Rule 16.1

Change to be Rule 17.1

Rule 16.2

Change to be Rule 17.2 and define "plays" as non-throwing plays to more explicitly state what is an attempt or not.

Rule 16.3

Change to be Rule 17.3 and remove Foam-specific wording

Rule 16.4

Change to be Rule 17.4 and remove wording about being Cloth-specific

Rule 16.5

Change to be Rule 17.5 and remove wording about being Cloth-specific

New Rule 17.6

Add to allow players to make catches without worrying about the dropped ball being an invalid attempt (e.g. rolling into the opponent's territory)

Rule 17.1

Change to be Rule 18.1 and simplify to remove Foam-specific wording (Cloth only ever used (1) for determination).

Rule 17.2.1

Change to be Rule 18.2

Rule 17.2.2

Change to be Rule 18.3

Rule 17.2.3

Change to be Rule 18.4

Rule 17.2.4

Change to be Rule 18.6

Rule 17.2.5

Change to be Rule 18.7 and change wording to attempt a clearer explanation about when to call a player out for failing to make an attempt

Rule 17.2.6

Change to be Rule 18.8

Rule 17.2.7

Change to be Rule 18.9

Rule 17.2.8

Change to be Rule 18.10

New Rule 18.5

Add to allow referees to delay calling "play n balls" in case a team is already making an attack

Rule 18

Change to be Rule 19, keeping 18.1 and 18.3 the same with new numbering

Rule 18.2

Change to be Rule 19.2 and explicitly state the penalty

Rule 19

Change to be Rule 15 and to define “out at the moment of the hit”

Rule 20

Change to be Rule 23 and keep 20.2 to 20.5 the same with new numbering

Rule 20.1

Change to be Rule 23.1 and define what an elimination and an exiting player are (supporting “out at moment of the hit” change)

Rule 20.6

Change to be Rule 23.6 and remove wording about being Cloth-specific

New Rule 23.7

Add to explicitly mention that exiting player’s throws can be caught

Rule 21

Change to be Rule 20, keeping 21.1 and 21.2 the same with new numbering

Rule 21.3

Change to be Rule 20.3 and remove wording about being Cloth-specific

Rule 22

Change to be Rule 21

Rule 23

Change to be Rule 22, keeping 23.1, 23.2 and 23.4 to 23.6 the same with new numbering

Rule 23.3

Change to be Rule 22.3 and change to include other live players.

Rule 23.7

Remove due to it being a Foam-specific rule

Rule 24.3

Change to allow players to pass balls to players and receivers with restrictions to speed up the game.

Rule 24.4

Change to only apply when the player that left the queue would be allowed back in

Rule 24.5

Change to remove wording about being Cloth-specific

Rule 25.2

Change to clear up wording (“make contact with the ground within the boundary lines”)

Rule 26.1

Change to explicitly include player’s hair and clothing

Rule 26.2

Change to explicitly include player’s hair and clothing and exclude ball retrievers and active players from causing outs when transferring balls.

Rule 26.3

Change to explicitly include player’s hair and clothing

Rule 26.4

Change to explicitly include player’s hair and clothing, remove wording about being Cloth-specific

Rule 26.7

Change to include ball retrievers and active players to cover change of 26.2

Rule 27

Change to remove wording about being Cloth-specific

Rule 28

Change to remove wording about being Cloth-specific

Rule 28.3

Change to include the risk of contact not just actual contact

Rule 28.4

Change to add consequences for multiple sacrifice plays

Rule 28.5.1

Change to allow hits with a single ball, instead of all balls.

Rule 28.5.3

Remove as players are already considered out with “moment of hit” change

New Rule 28.7

Define when a sacrifice play starts

Rule 28.8

Define when a sacrifice play ends

Rule 29.3

Change to remove Foam-specific wording

Rule 30.1

Change to explicitly specify live players

New Rule 30.2

Add to prevent players from stealing balls in a player's possession

New Rule 30.3

Add to penalize players from stealing balls in a player's control

Rule 31.2

Change to include indirect interference with live balls

Rule 31.4

Change to clean up and remove duplicate wording

Rule 31.7

Change to include indirect ball transfers

Rule 31.8

Change to include all opponents not just retrievers

New Rule 31.11

Add to allow penalty of ball transfer in addition to or instead of warning/card

Rule 31.11.1

Change to be Rule 31.12

Rule 31.11.2

Change to be Rule 31.13

Rule 31.11.3

Change to be Rule 31.14 and add clarification that incorrectly passed balls may not be active

Rule 32.2

Change to allow substitution due to injury

Rule 32.6

Remove rule as it's better suited to be in a competition document

New Rule 32.6

Add to allow match officials to issue warnings and penalties before the start of the match

Rule 33.1

Remove as its purpose is to make the rule Cloth-specific

Rule 33.2

Change to become Rule 33.1

Rule 33.3

Change to become Rule 33.2

Rule 33.4

Change to become Rule 33.3

New Rule 33.4

Add to resolve an edge case when one or both teams don't have enough players to start a set

Rule 34.1.2

Remove as it mentions a red card and is identical to 32.1.5

Rule 34.1.3

Change to become Rule 34.1.2

Rule 34.2

Change to use consistent wording (playing area instead of court)

Rule 34.3.3

Change to explicitly mention team yellow cards

Rule 35.1.3

Remove rule as it's better suited to be in a competition document

Rule 35.1.4

Remove rule as it's better suited to be in a competition document

Rule 36.1

Move to become Rule 36.2

New Rule 36.1

Add to mention honesty and integrity and allow penalizing dishonest participants

Rule 37.2

Allow challenges to also be made by team captains (in case smaller teams don't have team leaders)

Rule 37.3

Change to be Rule 37.4 and add that participation of ineligible and ejected players is a valid challenge

New Rule 37.3

Add to limit when a challenge can be made

Rule 37.4

Change to become Rule 37.5

Rule 37.5

Change to become Rule 37.6

Rule 37.6

Change to become Rule 37.7

Rule 37.7

Change to become Rule 37.8 and change wording from "WDBF official" to "official"

Rule 38.1

Change to clean up the wording

New Rule 38.7

Add rule to govern where injured players should be treated

Rule 40.1

Change to introduce "referee in charge" for subsequent rules

Rule 40.9

Change to clean up wording

New Rule 40.11

Add to resolve differing opinions by head referees on calls

New Rule 40.12

Add to handle situations where there are not enough match officials

New Rule 40.13

Add to limit when a referee can change their call

Rule 41.6

Remove as it is already in Rule 45 (formerly Rule 46)

Rule 44

Remove rule as this is included in Rules 40f and remove “final authority” to allow overruling by match observers during a tournament

Rule 45

Change to become Rule 44 and clean up wording (“An official” to “Match officials”)

Rule 46

Change to become Rule 45 and clean up wording

Rule 47

Change to become Rule 46