

3rd anniversary of the invention of Cubeball

Today marks the third anniversary of when [Ian Frosst](#) and I invented the game of Cubeball. This occurred because the product we were both working on at the time took an obscenely long time to build, and there was nothing to do but wait in the meantime. This waiting led to boredom, and boredom led to Cubeball.

Read The official rules of the WCBA (World Cubeball Association) below.

W.C.B.A. Official Cube Ball Rules (Second Draft)

1. Equipment

1.1. Playing equipment shall consist of not less than:

- ◦ one (1) superball, of a size agreed upon by both players;
- one (1) item, preferably symmetrical, to be used as a target for the previously-mentioned superball;
- one (1) barrier, approximately four (4) to six (6) feet in height, stretching the entire width of the playing area, and with sufficient width to support the target on the barrier's top edge (the separating wall between adjacent cubicles is often used as this barrier); and
- two (2) wheeled chairs, as are normally found in modern offices.

2. Playing Area

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2.1. The barrier, if it is not already fixed in place, shall be stood upright in such a fashion that it divides the total playing area in to two equal halves.

2.2. To decide which player plays on which side of the barrier shall be determined by a coin toss. The winner of the coin toss can either choose on which side of the barrier they shall play, or they may choose to have the first throw.

2.3. Players shall choose one of the wheeled chairs for their use until the end of the game. If so desired, this may be determined by a separate coin toss.

2.4. If the winner of the coin toss chooses to have the first throw, then the loser of the coin toss can choose which side of the barrier they want, and vice versa.

3. Gameplay

3.1. Basic Cube Ball

3.1.1. The object of the game is to hit the target on the top of the barrier using the superball.

3.1.2. The superball must make contact with the ground before striking the target in order for points to be awarded, or for a successful clearing of the barrier to be accepted. I.e., players cannot simply 'toss' the superball over the barrier.

3.1.3. Players must be in their respective wheeled chair while throwing the superball.

3.2. Scoring

3.2.1. Hitting the target in accordance with the rules specified in section 3.1, and knocking it down from atop the barrier, results in one (1) point for the player knocking the target down. This maneuver may henceforth, in this document, be referred to as a 'knock off'.

3.2.2. Hitting the target in accordance with the rules specified in section 3.1, but not knocking it down from atop the barrier, results in three (3) points for the player hitting the target. This maneuver may henceforth, in this document, be referred to as a 'hit'.

3.2.2.1. When the target is hit, but not knocked off the barrier, the target shall not be restored to its original position until it has been knocked off the barrier. **3.2.3.** Hitting the target multiple times in the same throw is possible. Points should be counted for each hit.

3.2.3.1. If the superball hits the target twice, but does not knock it off the barrier, the throwing player shall be awarded six (6) points.

3.2.3.2. If the superball hits the target twice, and knocks it off the second time, the throwing player shall be awarded four (4) points.

3.2.4. Hits on the target when it is not atop the barrier do not count. I.e., if, during the same throw, the target is knocked off, and then hit while it is down, only points for the knock off are awarded to the thrower.

3.2.5. Players have two chances to get the superball over the barrier to their opponent. Failing to do so results in a point for the opposing player.

3.2.6. After a player has tried and failed two (2) times to get the superball over the barrier, and their opponent has been awarded one (1) point, each subsequent failure to get the superball over the barrier shall result in one (1) point awarded to their opponent.

3.2.7. If, at any time, the superball makes contact with the ceiling, the thrower's opponent shall be awarded one (1) point.

3.2.8. If, due to a player's throw, the superball has cleared the barrier successfully but does not make (or would not have made) contact with the ground in their opponent's half of the playing area before coming to a halt, then one (1) point shall be awarded to the thrower's opponent. (This rule has not been introduced in regular season games pending a decision by the WCBA Cube Ball Rules Committee.)

3.3. Winning

- **3.3.1.** The first player to achieve ten (10) or more points and be two (2) or more points ahead of their opponent's score shall be declared the winner.

4. 'House' Rules

- **4.1.** Due to the wide variety of barriers, superballs, and targets that may exist in different games of Cube Ball, and although the WCBA encourages strict adherence to this document, the WCBA sees fit to allow some variation to these rules and to the methods used for awarding points; within individual leagues.

4.2. If it is found that a particular target is too stable, and does not fall when hit, then an adjustment may be made to the amount of points awarded for such a hit; perhaps switching the number of points awarded for a hit vs. a knock off.

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