

# INSTRUCTIONS FOR USING WORLD WISER SPORT COMMITTEE — “WISER GAME RECORDING SHEET”

## I. Introduction to User Interface of “WISER GAME RECORDING SHEET”:

- A** The positions of ball numbers of the White and Red teams shown on the recording sheet represent their corresponding positions of players standing on each team’s respective serving line in a Wisser group competition.
- B** Each ball’s action status: ○ indicates “Contesting Ball”; ● indicates “First-Lock”; ●● indicates “Second-Lock”; ●●● Indicates “Strike-Out.”
- C** Each individual player’s foul record: □ indicates no foul; ■ indicates foul
- D** The record of three consecutive times (or instances) of ball-setting conducted by each team: □□□ No ball-setting; ■□□ Ball-setting once; ■■□ Ball-setting twice; ■■■ Ball-setting three times;
- E** The area shall be filled out by the referee only.







- It's the Red team's turn to attack, but it does not hit any White ball. Because the Red team has attempted to hit the White ball (regardless of whether the attack is successful or not), the Red team can reset the counts of their previous ball setting(s) to zero and regain three new consecutive chances to set their balls again.
- Now it's White team's turn to attack. The White 4 hits the Red 5. Since the Red 5 has been hit three times, it is now being ruled as "struck out" and the Red 5 is eliminated from the game.

**3** Use three solid dots ●●● to indicate that the Red 5 has been hit three times. The Red 5 is ruled as "struck out."

**1** Because the Red team has attempted to hit the White ball (regardless of whether the attack is successful or not), the Red team can reset the counts of their previous ball setting(s) to zero and regain three new consecutive chances to set their balls again.

**2** The White 4 hits the Red 5.

**4** Draw a cross "X" on the Red 5 to indicate that the Red 5 has been "struck out" and eliminated from the game.

DATE: / / ENDING TIME: AM/PM

FOULS BALL'S STATUS

RED TEAM

WHITE TEAM

BALL'S STATUS

FOULS

RESULT: WHITE / RED (CIRCLE THE WINNING TEAM)

NAME OF RECORD KEEPER: SIGNATURE:

NAME OF REFEREE: LEVELS:  REFEREE-IN-TRAINING;  GRADE 1;  GRADE 3;  GRADE 2;  GRADE 1

REFEREE'S SIGNATURE:

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b. Scenario (B):

1. For example, let's say the Red 1 has, at some point, hit and "first-locked" the White 2 first and then subsequently hit the White 5 during the next turn of the Red team's attack.

**WORLD WISER SPORT COMMITTEE — "WISER GAME RECORDING SHEET"**

DATE: / / STARTING TIME: AM/PM, ENDING TIME: AM/PM

| FOULS  | FOULS             | FOULS             | FOULS  | FOULS   | FOULS             | FOULS             |
|--|-------------------|-------------------|--|---|-------------------|-------------------|
| □□□□□□   | □□□□□□            | □□□□□□            | □□□□□□   | □□□□□□  | □□□□□□            | □□□□□□            |
| BALL'S STATUS  | BALL'S STATUS     | BALL'S STATUS     | BALL'S STATUS  | BALL'S STATUS   | BALL'S STATUS     | BALL'S STATUS     |
| ○ ○ ○ ○ ○ ○  | ○ ○ ○ ○ ○ ○       | ○ ○ ○ ○ ○ ○       | ○ ○ ○ ○ ○ ○  | ○ ○ ○ ○ ○ ○   | ○ ○ ○ ○ ○ ○       | ○ ○ ○ ○ ○ ○       |
| <b>RED TEAM</b>  | <b>RED TEAM</b>   | <b>RED TEAM</b>   | <b>RED TEAM</b>  | <b>RED TEAM</b>   | <b>RED TEAM</b>   | <b>RED TEAM</b>   |
| ②  | ③                 | ④                 | ①  | ⑤   | ⑥                 | ⑦                 |
| ①  |                   |                   |  | ③   |                   |                   |
| The Red 1 hits the White 2 first.  |                   |                   |  | Later, the Red 1 hits the White 5.  |                   |                   |
| Use numbers in ascending order to specify the chronological order of multiple balls being hit and locked by the same opponent's ball. For example, the number 1 indicates that the White 2 was hit by the Red 1 first. |                   |                   |  | The number 2 indicates that the White 5 was hit by the Red 1 subsequent to the White 2. |                   |                   |
| <b>WHITE TEAM</b>  | <b>WHITE TEAM</b> | <b>WHITE TEAM</b> | <b>WHITE TEAM</b>  | <b>WHITE TEAM</b>   | <b>WHITE TEAM</b> | <b>WHITE TEAM</b> |
| ②  | ③                 | ④                 | ①  | ⑤   | ⑥                 | ⑦                 |
| ②  |                   |                   |  | ④   |                   |                   |
| The White 2 is then "first-locked."  |                   |                   |  | The White 5 is then "first-locked."   |                   |                   |
| BALL'S STATUS  | BALL'S STATUS     | BALL'S STATUS     | BALL'S STATUS  | BALL'S STATUS   | BALL'S STATUS     | BALL'S STATUS     |
| ● ○ ○ ○ ○ ○  | ○ ○ ○ ○ ○ ○       | ○ ○ ○ ○ ○ ○       | ○ ○ ○ ○ ○ ○  | ● ○ ○ ○ ○ ○   | ○ ○ ○ ○ ○ ○       | ○ ○ ○ ○ ○ ○       |
| FOULS  | FOULS             | FOULS             | FOULS  | FOULS   | FOULS             | FOULS             |
| □□□□□□   | □□□□□□            | □□□□□□            | □□□□□□   | □□□□□□  | □□□□□□            | □□□□□□            |
| WHITE / RED (CIRCLE THE WINNING TEAM)  |                   |                   | NAME OF RECORD KEEPER:   |   |                   |                   |
| REFEREE:   |                   |                   | LEVELS: <input type="checkbox"/> REFEREE-IN-TRAINING; <input type="checkbox"/> GRADE 1; <input type="checkbox"/> GRADE 3; <input type="checkbox"/> GRADE 2; <input type="checkbox"/> GRADE 1 |   |                   |                   |
| REFEREE'S SIGNATURE:   |                   |                   |  |   |                   |                   |

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2. Later, the White 7 hits the Red 1. The Red 1 is then “first-locked.” According to the rules, hitting the opponent’s ball once can only be used to rescue their team’s balls locked by that opponent ball one at a time. Whichever ball got hit and locked by that opponent’s ball first will be rescued first. Therefore, the “first-locked” White 2 hit by the Red 1 first is rescued first. Its status then changes back to the “contesting ball.”

**WORLD WISER SPORTS COMMITTEE RECORDING SHEET**

DATE: / / STARTING TIME: AM/PM

|               |        |        |        |        |        |        |        |
|---------------|--------|--------|--------|--------|--------|--------|--------|
| FOULS         | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ |
| BALL'S STATUS | ○○○○○○ | ○○○○○○ | ○○○○○○ | ●○○○○○ | ○○○○○○ | ○○○○○○ | ○○○○○○ |
| RED TEAM      | ②      | ③      | ④      | ①      | ⑤      | ⑥      | ⑦      |
| WHITE TEAM    | ②      | ③      | ④      | ①      | ⑤      | ⑥      | ⑦      |
| BALL'S STATUS | ✕○○○○○ | ○○○○○○ | ○○○○○○ | ○○○○○○ | ●○○○○○ | ○○○○○○ | ○○○○○○ |
| FOULS         | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ | □□□□□□ |

RESULT: WHITE / RED (CIRCLE THE WINNING TEAM)      NAME OF RECORD KEEPER:      SIGNATURE:

NAME OF REFEREE:      LEVELS:  REFEREE-IN-TRAINING;  GRADE 1;  GRADE 3;  GRADE 2;  GRADE 1

REFEREE'S SIGNATURE:

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