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# World Wiser Sport Committee

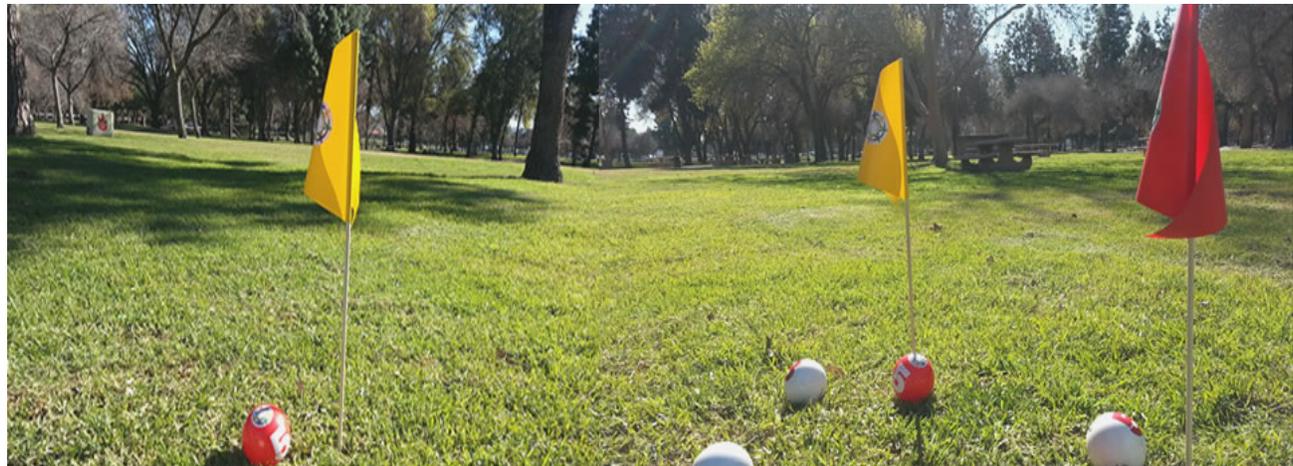
## Rules of Wiser Sport Handbook



**【 For General Promotion and Practice Games 】**

English Version 2.0

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## I. Introduction to the Wiser Sport

The Wiser sport (Wiser Ball) originated as the most prestigious ball sport played in ancient palaces and royal courts by emperors, kings, ministers, scholar-officials, and Western heads of state in order to cultivate the ability to strategize, exercise the body, and engage in a battle of wits. Unfortunately, with the passage of time, this diversion enjoyed worldwide by emperors, kings, and prime ministers has long since become a lost sport.

However, a magnificent, selfless, elder virtuous one has now rediscovered and perfected the Wiser sport for the benefit of the public. This elder virtuous one is the one of noble moral character. In the 112<sup>th</sup> Congress, the United States Senate passed through unanimous consent Resolution 614, which commended this elder virtuous one for the contributions he has made to humanity. When the elder virtuous one had taught all of the techniques and rules of the Wiser sport to World Wiser Sport Committee, he solemnly stated, “You must spread the Wiser sport all over the world and become the headquarters that leads the Wiser sport. Remember that no matter if one is male or female, old or young—everyone has a right to enjoy Wiser. That is because Wiser is purely a ball sport that nature has bestowed upon humanity to strengthen the body and improve health. Everyone has the equal right to enjoy it. Its only purpose is to benefit humanity through strengthening the body, improving health, elevating morality, increasing friendship, and promoting peace in the world.” The World Wiser Sport Committee has now been formally established, with its headquarters located in the United States, the founding nation of the Wiser sport. The inauguration ceremony for installing the World Wiser Sport Committee’s first-term leadership was held in the United States on March 2, 2013.

Wiser is a ball sport in which strategy and exercise are combined, and motion and stillness vie with each other, all in a setting where teams compete against each other. A special playing field is not required. It can be played in any area, no matter how many obstacles there may be. It is extremely safe and suitable for everyone—male, female, old, and young all can play it.

It is an unfortunate fact that some elderly people are not in good health. They may even suffer from limb numbness, which makes it difficult for them to walk. Some have cognitive and memory issues that can impair their ability to function in life. Yet, as long as elderly people are able to play Wiser, the Wiser sport can help them improve their immunity, strengthen their bodies, enhance their stamina, enliven exhausted brain cells, avoid senile dementia, broaden and ease their minds, increase their happiness, prevent rheumatism and chills, and avoid loneliness, insomnia, and numbness of the limbs.

Middle-aged and young people can likewise reap these benefits. Through playing Wiser, they can enhance their wisdom and develop their mental vitality. In addition, playing Wiser can reduce the tendency of the homebodies to be alone, eccentric, and asocial. That is because involvement in Wiser will provide them with opportunities to go outdoors, make friends during matches, increase their self-confidence, and develop wholesome social relations.

Moreover, teenagers and children who play Wiser will become better at thinking independently and will be more courteous and virtuous. They will develop tenacity, physical strength, and intelligence. It is the best sport for cultivating people of talent.

In short, playing the Wiser sport not only builds physical strength but also develops wisdom and brainpower. It does not matter if the player is old, middle-aged, young, a teenager, a child, male, or female. No special playing field is required. An appropriate playing field could be set up based on the conditions that exist at the particular site. Different types of playing fields and various irregularly shaped obstacles are not only part of the setting of the sport but they even provide the key to opening wisdom. Clever planning and intelligence spring from the minds of players as myriad changes take place during the course of a game. Variations in playing fields and changes in obstacles add new challenges for the players. Even if one plays at the same playing field all the time, since each match is unique in terms of its sequence, line, direction, and strength of attacks initiated by members of one's own team and the other team, there is never any repetition within different matches. Each match requires the application of different layout and attack techniques. All of this enables players to improve their wisdom, sharpen their sporting

skills, and experience a delight of extraordinary variety. This is a characteristic of Wiser that all other ball sports lack. A congratulation letter to the World Wiser Sport Committee from the International Olympic Committee and the International Boxing Association enthusiastically praised the Wiser sport as “the most ideal sport of all the ball sports.”

In addition, playing the Wiser sport is extremely safe. Anyone who likes to exercise, wants to strengthen both body and mind, and wants to build moral character can play this sport. It is a sport that truly treats everyone equally. It entails both individual and group strategies and tactics. From the perspective of developing one’s intelligence and thought processes, the Wiser sport is like organizing battle formations in war or playing chess. From the perspective of exercising the body and increasing one’s physical strength, it is a perfect, natural, engaging ball sport. Thus, Wiser is the perfect ball sport for athletes and non-athletes worldwide.

Generally speaking, Wiser has the following seven types of beneficial effects: strengthening the body and improving health, enlivening the spirit, developing brainpower and wisdom, increasing unity and friendliness, improving the body’s immunity, delaying the decline of stamina, and helping to elevate moral character. Experience has shown that everyone who has played the Wiser ball game praises it and wants to keep playing it, for it has clearly given him or her a healthier body and mind.

The World Wiser Sport Committee is a legally established, public-benefit, nonprofit organization. It is the highest, most authoritative Wiser sport organization in the world. The Committee trains different levels of umpires based on the rules of the Wiser sport. It holds international tournaments, guides the work of Wiser Sport Committees in countries and regions around the globe, and leads the expansion of the Wiser sport throughout the world. Its mission is to enable people living in various regions and of different races, ages, and cultures to play the Wiser sport and, in so doing, to rid themselves of sickness, delay the aging process, improve their physical and mental health, enhance their wisdom, make new friends, elevate their morality, and thereby advance peace and happiness to all of mankind.

World Wiser Sport Committee

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## II. Reasons for Publishing this Rules of Wiser Sport Handbook, Version 2.0

Since the World Wiser Sport Committee (WWSC) officially published [the Rules of Wiser Sport Handbook version 1.0](#) on November 30, 2013, the WWSC has continuously received questions, feedback and suggestions regarding some of the rules encountered in the actual games and competitions held during the past few years. Therefore, the WWSC also took this opportunity to incorporate amendments or additions to some of the existing rules into this edition. For example, the types of fouls and their corresponding penalties have been simplified so that they are easier to be followed by players and to be called and executed by referees.

For promotion of Wiser sport and general practice Wiser games, all Wiser sport organizations can use this edition of the Rules of Wiser Sport Handbook, version 2.0. However, when holding any official Wiser ball competitions, all Wiser sport organizations must comply with and use the edition of the of Rules of Wiser Sport Handbook for official Wiser ball competitions, version 1.0.

### III. Pre-Game Preparation and Etiquette of Wiser Sport

#### Balls and Basic Equipment for Wiser Game

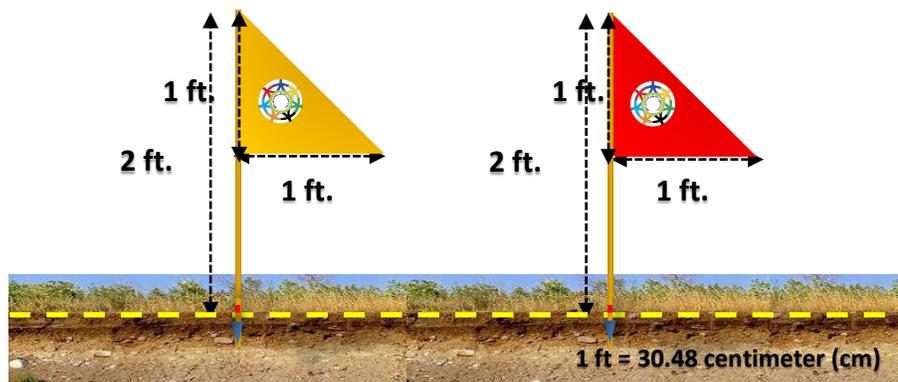
##### 1. The Balls for Wiser Game:

Each ball shall have a diameter of about 90 millimeters (mm) and weighs about 168 grams (g). There are 7 red balls and 7 white balls. The balls of each color are numbered from 1 to 7.



##### 2. The Flags for Wiser Game:

Prepare 10 yellow flags and 10 red flags. The design and size of each flag is shown in the diagram below. The shape of the flag is an isosceles right triangle. The length of two equal sides of the triangle is 30.48 centimeters (1 foot). When inserting a flag into the ground, the pole of the flag should be 60.96 centimeter (2 feet) above the ground.



##### 3. Prepare a 12-meter (m) rope to delineate the **Centerline**.

## Types of Wisier Game Competitions

A Wisier ball game is played between two teams, a Red team and a White team. According to the number of players in each team, there are **three** types of Wisier game as described below:

### 1. **Single Competition:**

Each team has **one** player. Each player controls and plays 5 balls. The balls are numbered from 1 through 5.

### 2. **Double Competition:**

Each team has **two** players. A total of 6 balls are played by each team. Each player controls and plays 3 balls. One player plays balls numbered from 1 through 3, and the other player plays balls numbered from 4 through 6.

### 3. **Team Competition:**

Each team has **seven** players who are numbered from 1 through 7, respectively. Each player plays one ball. The ball number is equivalent to the designated player's number. For example, Player No. 1 plays Ball No. 1; Player No. 2 plays Ball No. 2, and so on. Player No. 1 for each team is the captain who is responsible for coordinating and leading the discussion of the team's tactics with his/her teammates during the competitions.

- Following the tradition of international sports, men's teams and women's teams shall play in separate leagues in official Wisier game competition. However, for practices or informal games, male and female players can be mixed and play in a Wisier game together.
- For a Wisier game, each team can register up to **eight** players, and any **seven** players can be chosen by each team to play. The one remaining player will be on reserve. Once the seven players have been chosen for a game, no substitution is allowed during the game except for emergencies (e.g., illness or injury to a player).

- In addition to players, a game shall also need to have a **referee**, a **record keeper** who records and tracks the progress for the game, and a **flag person** who inserts and pulls out the flags where needed. If needed according to the game situation, one or two assistant referees can also be designated to assist the chief referee in the game.

### **Dressing Requirements for Official Wiser Game**

To be distinguished from other ball sports, Wiser players wear specially designed Wiser sportswear. People from various walks of life in many different countries have praised the Wiser sportswear and have commented that it is the most stylish, attractive, and elegant sportswear in the world. The Wiser sportswear can be worn by Wiser players not only in official international Wiser competitions; the WWSC has also approved that players can wear their Wiser sportswear in their daily lives.

However, for the convenience of people who are learning to play Wiser and to enable them to play more Wiser games in their daily lives for physical exercise, the improvement of wisdom, and the enjoyment of the benefits of playing Wiser, players can feel free to wear any athletic or casual clothing during their practices and informal games.

## IV. Setting up the Playing Field for a Wiser Game

### Playing Field for the Wiser Game

For general promotion and practice Wiser games, the Wiser game can be played in a field with or without grass. The grass can be tall or short. The field can have an uneven ground surface and can have randomly scattered rocks and stones. It can also be a slanted hill or a field with an irregular shape. It can be even played in an indoor environment. In general, the playing field of a Wiser game has no size limitations and can be played based on whatever landscape is available. The size can be as large as a golf course or as small as an indoor room. Whatever obstacles that already exist in the playing field can be kept and used in the game.

### How to Set up the Playing Field for a Wiser Game

The steps for setting up the playing field for a Wiser game are described below and shown in [Figure 1](#).

#### **Step 1: Setting up the Centerline:**

The centerline of the playing field is set by laying down a rope with a length of 12 meters.

#### **Step 2: Setting up Two Teams' Service Lines:**

The two teams' service lines shall be set up on opposite sides of the centerline with a distance of 12 meters from it. (The length of each service line is also 12 meters long.)

### Standing Positions of the Players Before the Game

- The two opposing teams of a Wiser game are the Red team and the White team. In a team competition, each team has 7 players. Each player uses one ball with that player's number on it. However, for regular practices, a team may have fewer than 7 players.

- As shown in [Figure 2](#), in a team competition, players of each team stand on the service line corresponding to its team. Player No. 1 is assigned as the team's captain who shall stand at the center of his/her team's service line. Three players then stand on both sides of the captain. From the position that is closest to the referee, the order of players' standing positions is 2-3-4-1-5-6-7. The players with the same number from each team shall stand facing each other at their designated positions on the service lines.
- Please note that [Figure 2](#) is just an example for illustration. During an actual game, the sides between the Red and White teams can be switched. In addition, the referee can also choose to stand at either end of the centerline before the game.

Figure 1: Setting up the Wiser Playing Field

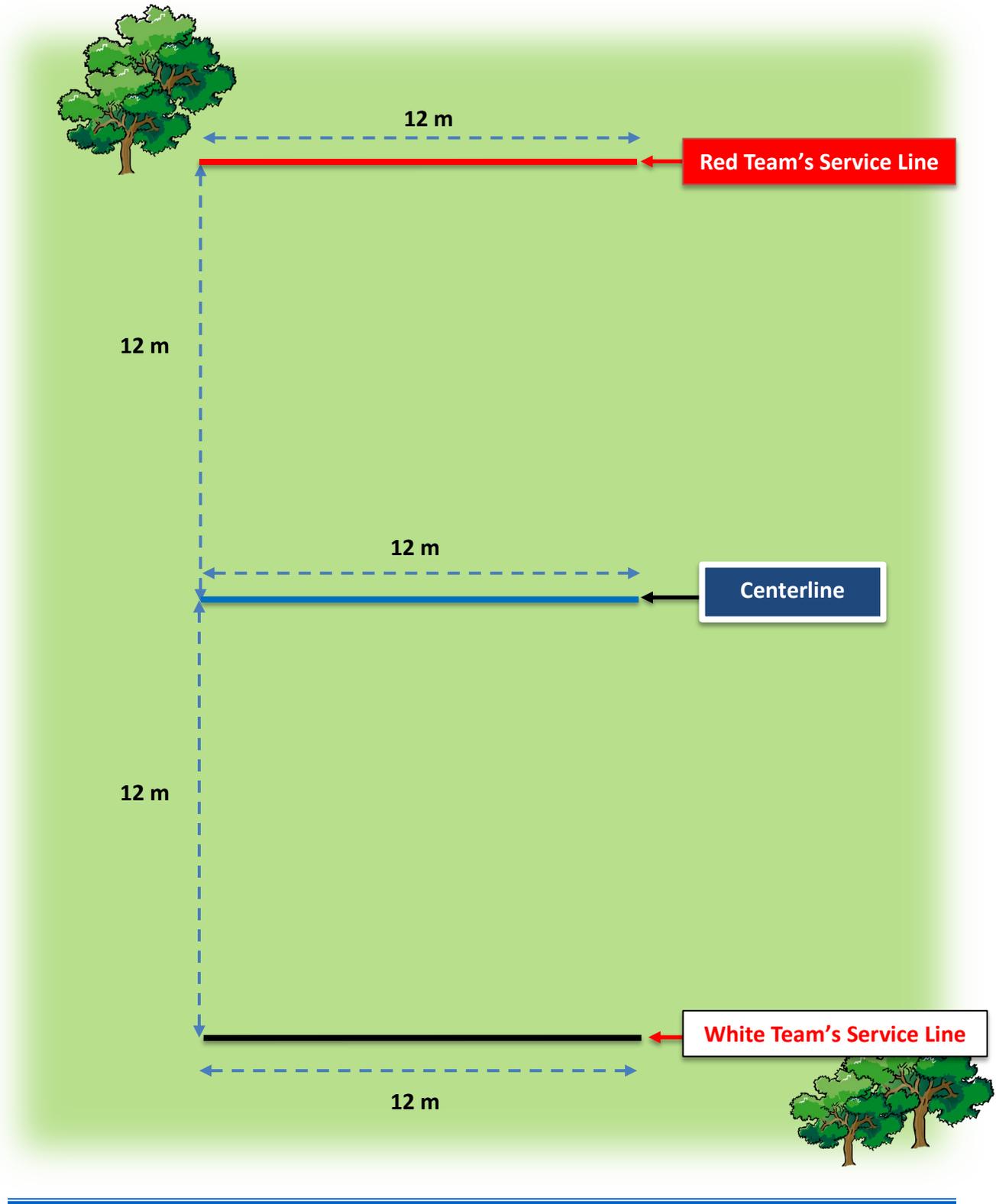
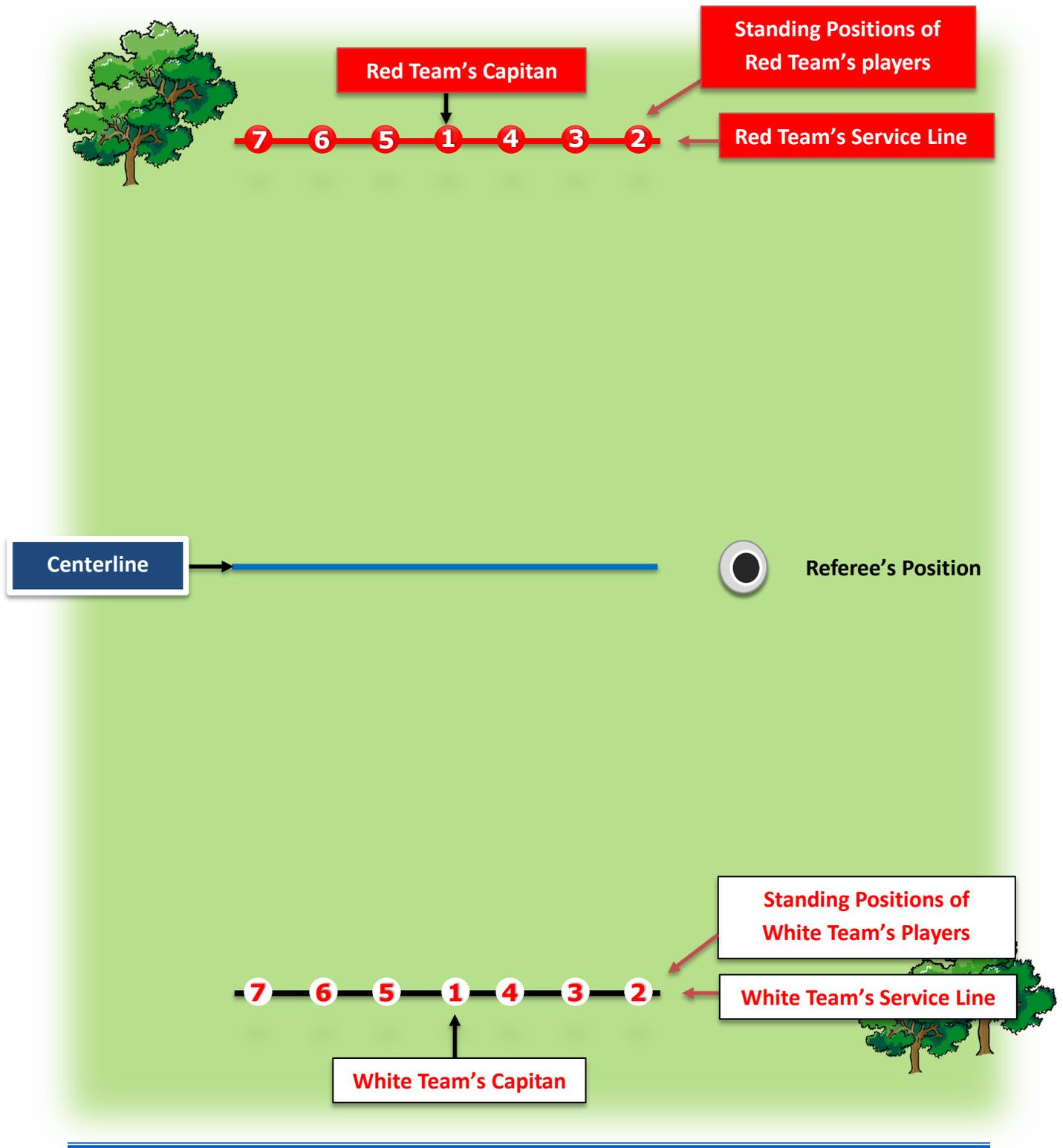


Figure 2 : Players' Standing Positions Before the Game



## V. How to Play Wiser Ball

### Phase I: Ball Serving

#### Rules of Ball Serving

- Before the start of the game, the captains from both teams will use the method of lot-drawing, rock-scissors-paper, or coin toss to determine which team will serve first. For example, if the White team wins the lot-drawing, the White team will serve first. The Red team will serve next. Then, the two teams will serve alternately until all balls from both teams have been served.
- Before serving, the balls of the two teams have to be placed on the ground or on a small cone before the corresponding player's standing position (See [Figure 2.](#))
- When it is a team's turn to serve, **only one player from that team can serve**. However, the order of serving among players doesn't need to follow the order of the balls' numbers.
- When it is a team's turn to serve, players can gather around their captain and quickly discuss the tactics in low voices to decide together who should serve and where to position the ball. The captain can't decide alone and command which player to serve or where to position the ball.
- Prior to each serve, any team's player (not limited to the captain or the serving player) is allowed to walk onto the playing field to observe/scout the positions of balls already being served by the opposing team to determine the intended position for serving the ball. However, when the serving is ready to start, every scouting player must return to the player's designated position at the service line.
- When it is a team's turn to serve, the serving player must stand at the position corresponding to the number of the player's ball at the service line and is not allowed to move to another position to serve. The ball must be served in [the standard standing position](#) and following the [three basic steps of playing Wiser ball](#).
- Prior to each serve, each team has a **20-second** time limit for discussion. The officiating referee is responsible for announcing and monitoring each 20-second discussion time

limit. The duration of each 20-second time limit will include team discussion and deciding which player to serve until the designated serving player picks up the ball after the referee blows the whistle. **If no player from the serving team picks up the ball after the 20-second time limit has expired, the serving team will be ruled as committing a foul.** Additionally, the serving player has to launch the ball out within 10 seconds after picking up the ball. Otherwise, a foul will also be ruled.

- For the team to be qualified for serving balls, each team must also comply with the following requirements:
    - **Team Competition:** a minimum of **2** and a maximum of **5** balls must go beyond the centerline.
    - **Double Competition:** a minimum of **2** and a maximum of **4** balls must go beyond the centerline.
    - **Single Competition:** a minimum of **2** and a maximum of **3** balls must go beyond the centerline.
  - When serving balls, if the ball being served hits any balls of the player's own team or the opposing team, the serving will *not* be ruled as committing a foul. The serving is still valid and can be considered as a kind of effective strategy. The ball being hit will stay where it is and won't need to be placed back to its original position before being hit.
  - There is no restriction in direction, route, or distance when serving balls. A ball can be served anywhere within the entire playing field. When serving the balls, the serving range does not have to be restricted within the rectangular area enclosed by two teams' service lines.
  - During the ball serving phase, each team has an exemption from penalty when the first foul is committed. After that, any subsequent foul is subject to a corresponding penalty. Please note that this exemption can only be used during the ball serving phase. Once the game enters into the next phase: Game Contesting phase, such an exemption no longer
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exists, and all fouls committed are subject to their corresponding penalties. For example, when serving balls, the first foul will not result in a penalty, but the player who serves the ball out must take the ball back and serve again.

- However, after that, when any player commits any serving foul, a corresponding penalty will be imposed. The specific penalty for a serving foul is that the player will take the ball back and put it at its original designated position in front of the service line and will not be allowed to serve again. Only until after all other players of both teams have finished serving and the game contesting phase has started, a team with any players who have not served due to committing fouls must serve their balls first before that team can attack. At this time, the team must also meet the serving requirements of team competition (with a minimum of 2 and a maximum of 5 balls served beyond the centerline).
- For example, let us assume that the Red team won the pre-game lot-drawing to serve first. Then, when serving, the Red 5 player committed a foul during his/her serve. At this time, the Red team has committed its first foul and no penalty will be imposed due to the exemption of the first foul during ball serving phase. The Red 5 player will bring the ball back and serve again. However, suppose any player(s) of the Red team (say, the Red 3 and Red 6 players) committed fouls. These players will be punished by taking their balls back to their original designated positions in front of the service line and cannot serve again until after all other players of both teams have finished their serving and the “Game Contesting” phase has started. Originally the Red team should attack first. However, because the Red team now has the Red 3 and the Red 6 players who have not served yet due to committing fouls, the Red team has to use its turns to let them serve their balls first before the team can attack. As an example, say that the Red team let the Red 6 player serve first. After that, the White team will take its turn to attack, assuming that the White team does not have any player who is subject to a penalty. The attack can be launched right away without waiting for the Red 3 player to serve the ball out at the Red team’s next turn. **However, please especially note that the White team can attack any served**

**Red balls but not the unserved ball of the opposing team (i.e., Red 3 in this case). Hitting any unserved ball during an attack is ruled as committing a foul and the hit is invalid.**

After the Phase I of ball serving is completed, the referee will announce, “Players, stand at your positions.” Then, each player quickly moves from his/her standing position at the service line to the position next to his/her ball and to be ready for next phase — **Phase II: Game Contesting.**

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## Phase II. Game Contesting

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After all balls have been served, the team that won the lot-drawing and served first will also attack first. The other team will attack next. The two teams then attack alternately. **The purpose of this phase is to launch one's ball out and hit the opponent's ball to cause the opponent's ball to be locked or struck-out.**

### Defining the status of Contesting, First-Locked, Second-Locked, and Struck-Out balls

- When the game starts, all balls are **contesting** balls. A contesting ball has the right to attack and is an unlocked ball. A player with a contesting ball can freely use the ball to hit the opponent's ball or set the ball to an intended position.
- When a contesting ball is hit for **the first time** by a contesting ball of the opposing team, the ball being hit is ruled as being **first-locked**. The first-locked ball can't be moved. The flag person will then insert a **yellow flag** next to the first-locked ball.
- If a first-locked ball is hit again for **the 2nd time**, the first-locked ball will then become a **second-locked** ball. The flag person will replace the yellow flag with a **red flag** to identify the ball is a second-locked ball.
- If a second-locked ball is hit again for **the 3rd time**, the ball will then become a **struck-out** ball (i.e., the player and the ball have been eliminated from the game.) The player must pick up his/her struck-out ball and leave the playing field immediately and is not allowed to continue playing in this game.

### Rules of How to Rescue a First-Locked or Second-Locked Ball

*To rescue a locked ball of one's team (either a first-locked or second-locked ball), the player from the same team of the locked ball must hit the opponent's ball(s) that previously hit the locked ball.*

The above rules can be best explained by an example. Let's say that White 2 attacked and hit Red 4. Red 4 has now become a first-locked ball with a yellow flag inserted next to it. To rescue the

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first-locked Red 4, the Red team must hit White 2, which previously hit and thus first-locked Red 4. Once White 2 is hit by the Red team, Red 4's first-locked status will then be removed. The status of Red 4 then changes back to a contesting ball.

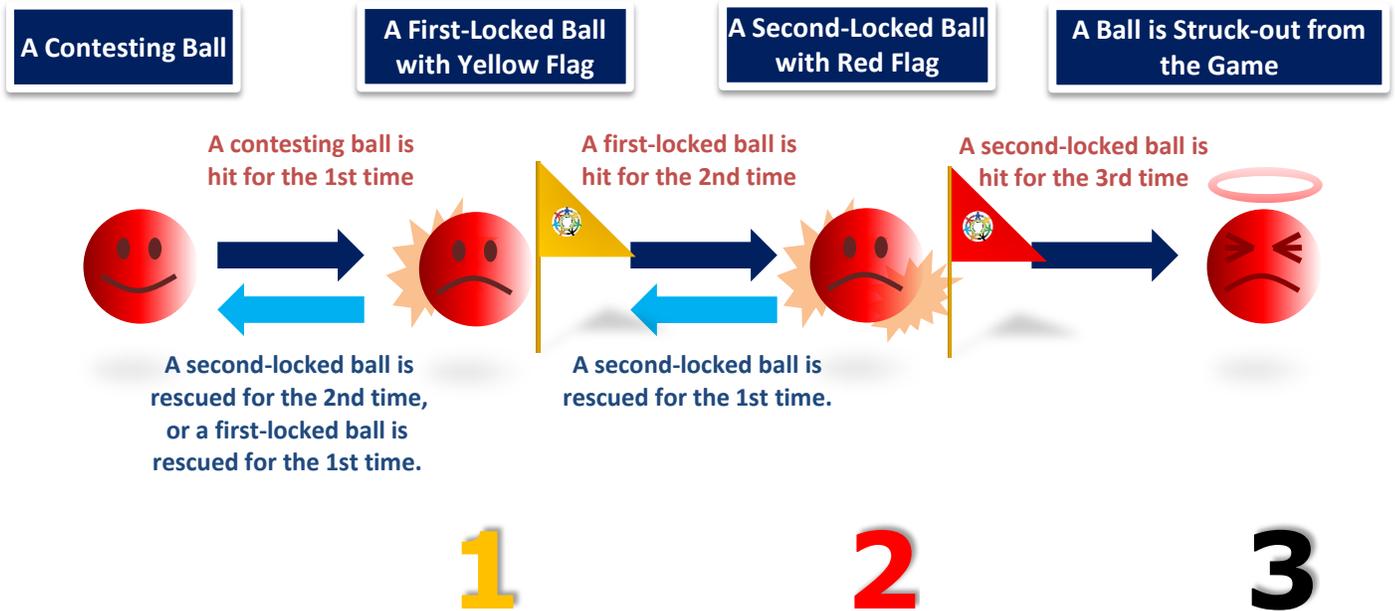
**In order to completely release a second-locked ball (i.e., such ball that has been hit and locked twice), the team of the second-locked ball must rescue it twice by hitting the ball(s) of the opposing team that previously hit this second-locked ball. The first rescue removes one level of locking from the second-locked ball and changes it to a first-locked ball. After the 2nd rescue, the remaining lock is then removed. The first-locked ball then changes back to a contesting ball.**

For example, let's say Red 1 was hit by White 4 first and then hit by White 7 later. The Red 1 has now become a second-locked ball with a red flag inserted next to it.

To rescue this second-locked Red 1, the Red team must hit White 4 and White 7. However, it is not necessary to hit these two balls in the same time order of causing Red 1 to be first-locked and second-locked. In other words, the Red team can hit either White 4 or White 7 first. For the purpose of explanation, let's say that the Red team hits White 4 first. After White 4 was hit, the second-locked Red 1 is rescued for the first time, so one level of locking is removed. The status of Red 1 now changes to first-locked. When the Red team hits White 7 later, the remaining lock of Red 1 will then be completely removed. The status of Red 1 then changes back to a contesting ball.

**Figure 3** summarizes the above-mentioned processes regarding how a contesting ball that was hit becomes progressively first-locked, second-locked, and struck-out ball from the game as well as how the locked ball can be rescued.

**Figure 3 : An Illustration of Basic Rules in Wisier Ball Game (Wiser 1-2-3)**



When two teams are playing the game against each other during a Wiser competition, players can launch their balls in one of the following two ways— **Ball Hitting** or **Ball Setting** :

### **Ball Hitting**

**The goal of ball hitting is to aim at and hit a target ball of the opposing team. The player can roll, toss, or shoot his/her ball to hit the target ball.**

The basic styles of hitting the ball are **rolling hit**, **shooting hit**, and **tossing hit**. In addition, the player's body posture can be **tall standing**, **bow standing (lunge)**, and **squatting**. With each body posture, you can hit the ball in any of the three ways. Feel free to choose any way that you feel comfortable with. During [ball serving](#) and [interception](#), the above body postures can also be applied. (The rules related to [interception](#) will be explained in detail later.)

For demonstrations of body postures by the actual players, please refer to the video tutorial of **How to Play Wiser Ball** published by the World Wiser Sport Committee that has been posted at the following web links:

- <http://youtu.be/RFIru2Bv33w>
- [http://v.youku.com/v\\_show/id\\_XNTY1MzcxMjl0.html](http://v.youku.com/v_show/id_XNTY1MzcxMjl0.html)

### **Ball Setting**

In a Wiser game, in addition to hitting the ball, the player can also set the ball (possibly as a part of the strategy to position the team's balls). Ball setting is a kind of strategic consideration employed in Wiser games. The player can launch the ball to an intended position rather than attacking and hitting a ball of the opposing team. The purpose of setting the ball is to position the team's balls according to a winning strategy. For example, the strategies of ball setting may include making a surprise move, luring the opponent's ball to leave its favorable position, or hiding the ball to wait for the right moment to attack, and so on.

## Three Types of Ball Setting:

1. **Flat Setting:** The player sets his/her ball to travel on the ground to an intended spot on a flat and broad field with relatively few obstacles.
2. **Drop Setting:** When there are obstacles of different heights and some of them may be even taller than an average person's height, the player can't set the ball by using the method of flat setting. In this situation, the player can throw the ball over the obstacle(s) or onto the top of the obstacle.
3. **Hidden Setting:** The player can use hidden setting to set and hide his/her ball so the opponent cannot hit it easily. The goal is to launch an attack from its hiding place. For example, the player can hide the ball in grassy grooves, in a hole of a tree trunk, or behind an obstacle so it is difficult for the opponent to attack.

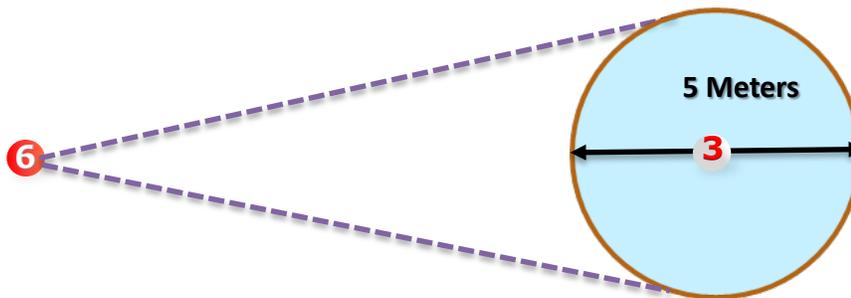
## Rules of Ball Setting:

- When setting a ball, if the ball accidentally hits a ball or balls of the opposing team or the player's own team, the hit(s) will be ruled as valid hit(s).
- Each team has **three consecutive opportunities** to set their balls. On the fourth time, the team must attack. Any attempt to hit the opponent's ball (no matter whether the attack is successful or not) will allow the team to reset the counts of their previous ball setting(s) to zero and regain three new consecutive opportunities to set their balls again. **After three consecutive times of ball setting, if the team continues setting the ball for the 4<sup>th</sup> time without attacking, the team's next successful hit on the opposing team's ball will be invalid. If the team continues setting the ball for the 5th time without attacking, the next two successful hits by the team will be Invalid, and so on.**
- To prevent players from **using fake attacks to set balls** to avoid the penalty on setting the ball more than three times consecutively, the following specific rule is provided to determine whether a player is attacking or setting:

Regardless of whether the attacking player attacks the target ball using the rolling hit on the ground or the tossing/shooting hit in the air, it will be ruled as an attack as long as the attacking ball's flight path in the air or motion path on the ground has ever entered into or has passed through a circle centered at the target ball with a diameter of **5 meters**. Otherwise, it will be ruled as setting the ball once, even if the player announced to the referee an intention to attack.

To be considered as an attack, it is not required that the first landing point of the attacking ball by the tossing/shooting hit in the air must fall within the circular range of 5 meters in diameter of the target ball. However, please note that the referee officiating the game must also make an objective judgment based on the actual situation on the spot to determine whether the player uses fake attacks to set the balls.

In the example shown in the diagram below, Red 6 attacks White 3. As long as the Red 6 ball has ever traveled inside a circle centered at the target ball White 3 with a diameter of 5 meters, it will be ruled as an attack.



## Standard Foot Stance Used in Playing Wiser Ball

Before picking up and launching the Wiser ball, the player must first stand behind the position of his/her ball with either one of his/her feet to be fixed right behind the ball but carefully not touching the ball. The tiptoe of this foot (called the “front foot”) should point toward the direction where the player intends to attack or set the ball. Once the player has picked the ball up and is ready to launch the ball, the fixed front foot is no longer allowed to move or switch to the other foot. Before the ball is launched, the player’s rear foot can move sideways or pull back but should not step past the imaginary horizontal line (the yellow dashed line in the pictures below) marking the position of the fixed front foot.



## Three Required Basic Steps Before Launching a Wiser Ball

After the referee announces that it’s a particular team’s turn to attack, the player designated by that team to attack **must** comply with the following three basic steps to avoid committing a foul:

1. Before **picking the ball up**, the attacking player must first raise one hand to signal to the referee that he/she is ready to launch the ball. Doing so can prevent having more than one player on the same team from launching their balls at the same time and thus committing a foul. (However, this rule does not apply in the situation of an interception.)
2. Then, the player lets the referee know that he/she intends to hit or set the ball. If the player decides to hit, the player **must** call out the number of the target ball of the

opposing team that he/she intends to hit. For example, before the White 2 player picks up the ball to attack Red 4, the White 2 player must call out, “**I am going to hit Red 4!**” This is to let the opposing team have the opportunity to intercept the attacking ball. If the launched ball did not hit the intended target ball but accidentally hit another ball of the opposing team or even a ball of its own team, this hit is still considered **valid** and will be ruled as such accordingly.

3. **After following the standard foot stance, the player *must* wait until the referee blows the whistle before picking the ball up.** Otherwise, the player will commit a foul. However, this rule is also not applicable for the player making an interception. After picking up the ball, the player must launch the ball out within 10 seconds. Otherwise, the player will be committing a foul.

## Other Rules and Important Things to Note When Playing Wiser Ball

- Before picking the ball up, each player must confirm that he/she is using the ball with the correct color and number.
  - When a player is holding the ball and ready to attack, no one is allowed to walk in front of that player. This is to promote courtesy and respect in the game.
  - During a Wiser ball competition, the principle of using the most favorable strategy should take priority in the team's overall disposition. Therefore, the team is not required to play in the order of the balls' numbers.
  - During the Game Contesting phase, the team's discussion time before each attack has the following limitations:
    - When it is a team's turn to attack, each attacking team has a one-minute discussion time, the time-keeping starts from the time when the referee announces it is the team's turn to attack (e.g., "Now the Red team will attack."). The one-minute duration includes the players' discussing and deciding which player to attack until the designated attacking player holds the ball after the referee blows the whistle. All these steps as mentioned must be finished within one minute. Otherwise, a foul will be called. In addition, the attacking player must launch the ball within 10 seconds after picking up the ball. Otherwise, a foul will also be called.
  - The role of the team captain in the game is to gather teammates to discuss and coordinate the tactics for the game. The relationship between the captain and his/her teammates is equal. The captain normally has no authority to give commands or designate which player to play. When it is the team's turn to attack, players can gather around the captain to quickly discuss the tactics in low voices to decide together which player will attack or where the ball should be positioned. When no consensus can be reached before the end of the one-minute discussion time due to different opinions, the captain shall then, however, decide which player is to attack.
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- If Player No. 1, the team's captain, is eliminated from the game, then Player No. 2 will become the succeeding captain. When Player No. 2 is eliminated, then Player No. 3 will be the successor, and so on, based upon the order of ball numbers.
- During the game, players must stand by their own balls all the time, except when participating in the team's discussion or when the player's standing position is blocking a ball's traveling route. Only then can a player temporarily move away from his/her ball.
- No matter what happens on the playing field, players must not quarrel with each other or do anything that will undermine friendship.
- Before launching the ball out, the player is not allowed to remove any obstacles (e.g., tree twigs or rocks) from the ball's travelling route. However, players or field staff can't be considered as obstacles in the field.
- When there are enough qualified referees, each game shall have a chief referee and an assistant referee. The main duties of the assistant referee are to assist the chief referee to confirm whether a ball has been hit or not.
- When attacking, the attacking player may make a request to the referee for temporarily relocating the flag(s) near the target ball as long as the attacking player considers the flag(s) near the target ball may hinder the attack. The reason(s) for requesting to move the flags may be but not be limited to: the flag(s) is/are blocking the intended traveling route of the attacking ball or the flag(s) could block the route of the attacking ball when leaving after the attack. However, **any request to relocate the flag(s) has to be deemed reasonable and approved by the referee.** Only after the approval is granted can the flag person temporarily pull up the flag(s) to facilitate the attack. All flags that were pulled up must be reinserted into their original positions after the attack is completed.
- When any player is ready to launch the ball, no one should make any sound, talk, or use a bodily movement to disturb that player.

- A player who has been struck-out (eliminated from the game) cannot re-enter onto the playing field during the game and cannot provide his/her teammates in the game any strategy suggestions.
- When there are any questions or disagreements regarding the game's records, the team captain on behalf of the team can present the inquiry to the referee.
- Please be cautious when inserting a flag into the ground. To protect the environment and to promote and demonstrate ethical conduct, the flag person has to refill the hole on the grass field caused by inserting the flag using hand or foot once the flag has been pulled up.

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## The Final Phase: Contesting within the Capture Zone

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### How to Set up the Capture Zone

- If any team has **only one contesting ball left**, the capture zone must be set up. Without setting up the capture zone, that remaining one contesting ball would be running around without limit and would never be hit!
- As shown in **Figure 4**, the capture zone is the rectangular area between the two teams' service lines. Its range is 12 meters x 24 meters.

### How to Reposition Balls within the Capture Zone

- After setting up the capture zone, the two teams must *reposition* their remaining **contesting balls** and **locked balls** within the capture zone, respectively.
- The team having more than one contesting balls left will reposition their balls first. Then the team with only one contesting ball left will reposition their balls next.
- As shown in **Figure 5**, the way to reposition is to pick up the balls **by the players** from their original positions in the playing field and then **arrange them at any locations** on a repositioning line. The repositioning line is located one meter inside from each team's service line toward the centerline.
- The flag person rather than players will then help reposition the flags next to the balls of both teams that have been locked previously.

Figure 4 : Setting up the Capture Zone

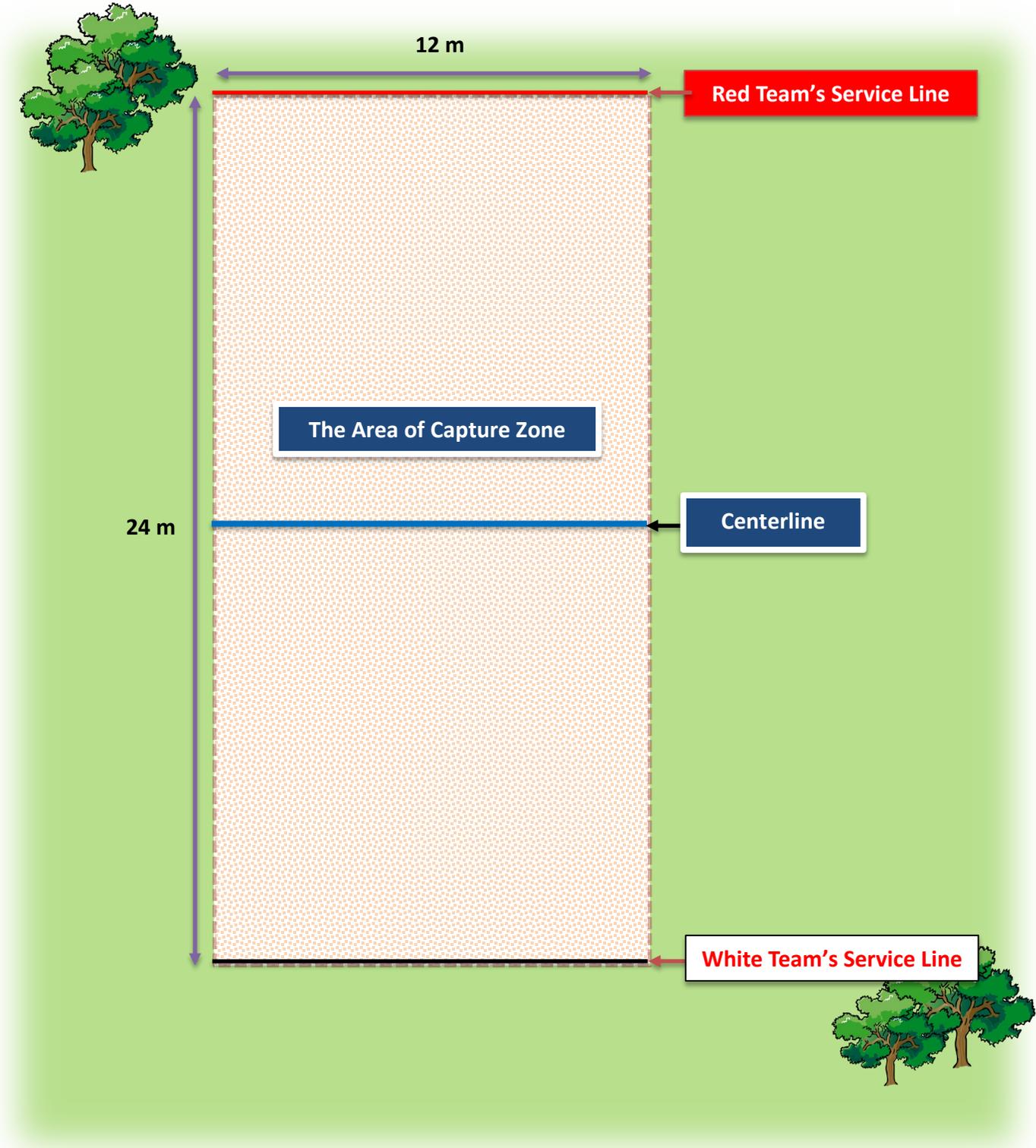
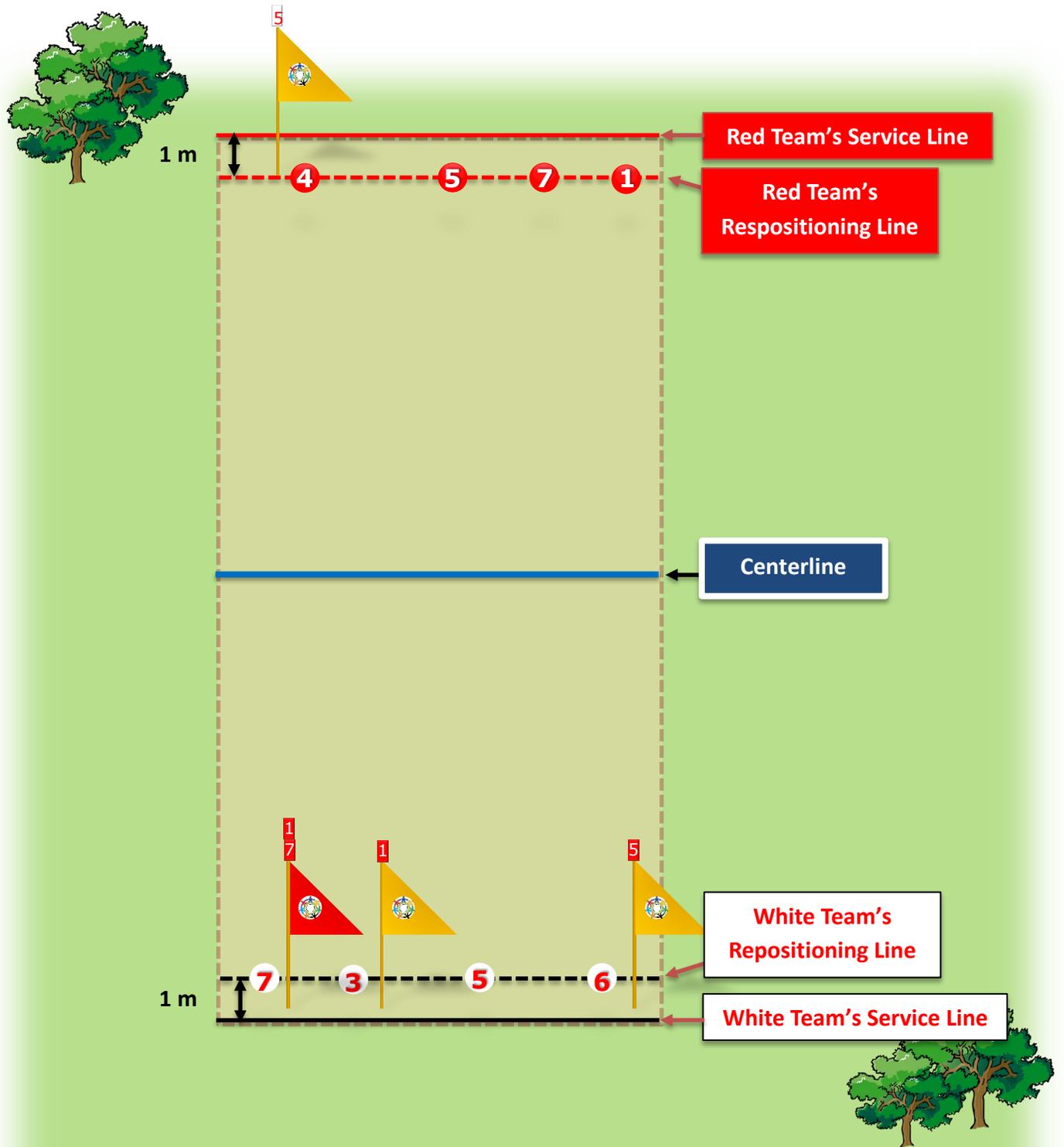


Figure 5 : Repositioning Balls within the Capture Zone



## Rules of Playing within the Capture Zone

- After completing the ball repositioning, the two teams will resume their competition within the capture zone. The team with one contesting ball left will attack first. Except for the range limitation, the rules of playing within the capture zone are similar to those described in Phase II. The players can still hit the opponent's balls or set their balls.
- Under the following conditions during the competition within the capture zone, the team of attacking player will receive a penalty.
  - (1) The player launches the ball out to attack but the ball does not hit its intended opponent's ball, and it goes outside the capture zone.
  - (2) The player sets his/her ball but the ball goes outside the capture zone.

The penalty will be explained through the following example.

Let's say, as shown in [Figure 6](#), the two teams were playing within the capture zone. The Red 7 launched the ball out to attack White 5 but did not hit White 5, and then the ball went outside the capture zone. As a result, the Red team will receive a penalty:

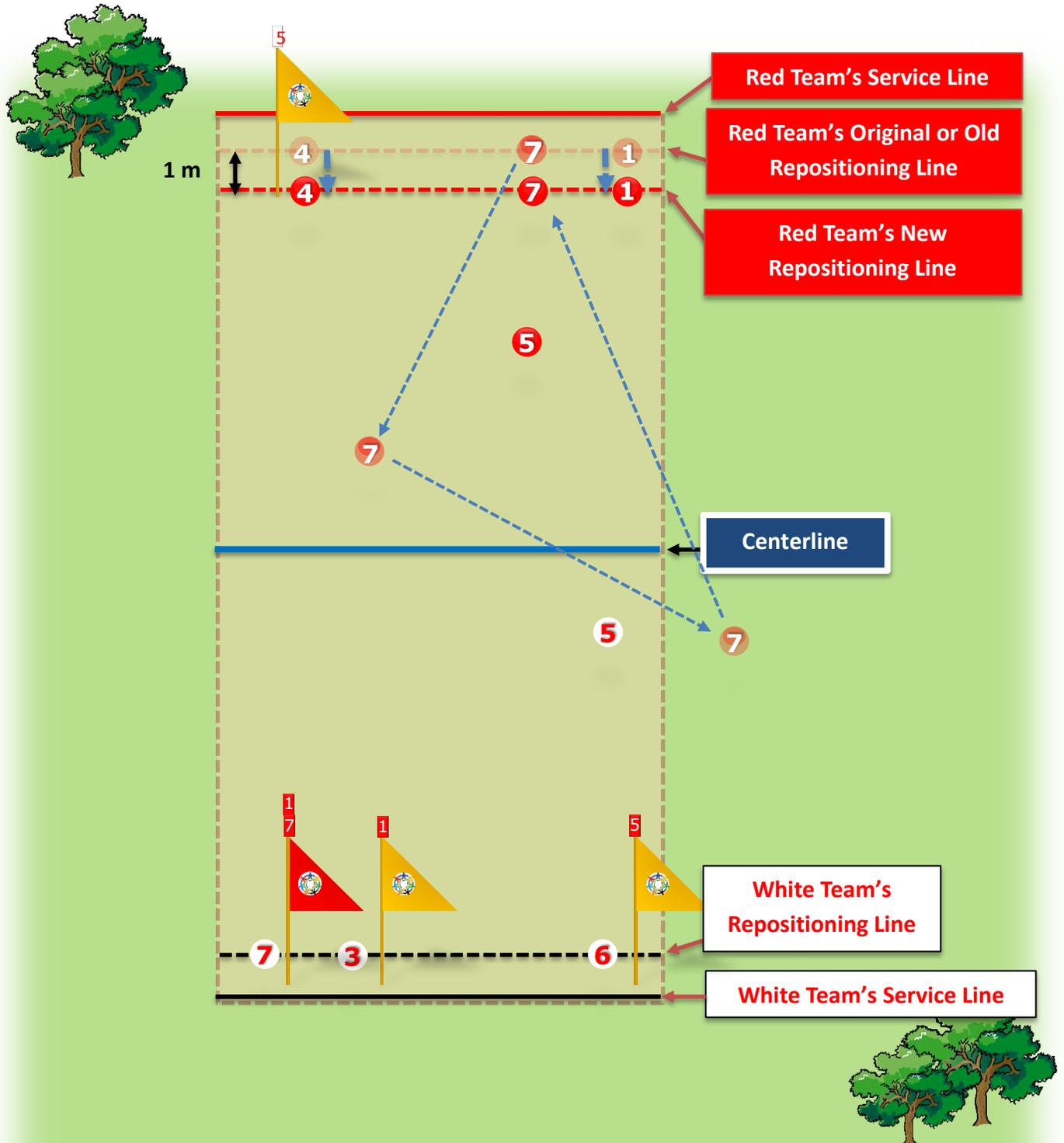
- First, the original repositioning line of the Red team moved 1 meter closer to the side of the White team and became a **new** repositioning line.
- Next, the Red 7 ball which went outside the capture zone should be taken back and repositioned at the new position of the new repositioning line. The new position of Red 7 is the equivalent location that is 1 meter inside toward the centerline from its original spot on the *old* repositioning line.
- Because the first-locked Red 4 and the contesting ball Red 1 still remained at the old repositioning line with their positions farther away from the opponent than the new repositioning line, these balls must also receive the penalty by repositioning them on the new repositioning line. The first-locked Red 4 with its yellow flag and the contesting ball Red 1 were moved directly to the equivalent locations that are 1 meter inside toward the centerline from its original spots on the old repositioning line.

- Before the Red 7 went outside the Capture Zone, the Red 5 has already been launched or set to the position closer to the opponent than the new repositioning line. Therefore, Red 5 ball won't receive the penalty to be taken back and repositioned on the new repositioning line.
- When two teams' repositioning lines are only 12 meters apart from each other, if a ball of any team goes outside the capture zone again after missing its hit or setting the ball, the team's repositioning line will no longer be moved inside by one meter.
- Under the following conditions, the team won't receive the penalty of moving their repositioning line closer to the opposing side by one meter:
  - (1) The ball attacks and hits the opponent's ball first and the attacking ball then goes outside the capture zone
  - (2) Any balls (regardless of whether they are contesting balls or locked balls) were ***directly or indirectly*** hit by other balls and these balls, being hit, go outside the capture zone

However, these balls that went outside the capture zone, according to the above conditions, must be taken back to **their original spots** on their original repositioning line. After being taken back, the balls that were hit are locked with the flag (yellow flag or red flag) inserted next to them. The second-locked ball after the hit will be struck out right away.

- When playing within the capture zone, the team with only one contesting ball left may hit an opponent's ball, which can be used to rescue a ball of its own teammate. At this time, because there are two contesting balls for that team, the capture zone will be removed. The two teams will go back to phase II and continue playing until any team has one contesting ball left. The capture zone will then be set up again.

**Figure 6 : An Example Illustrating the Penalty for the Ball Went Outside the Capture Zone after Missing Its Hit**



In the following, we will describe how to handle some special situations that may be encountered during the Wiser ball game including a **mishit** and how to rescue a ball that was locked due to a mishit. We will also introduce and explain the technique of **Interception**.

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### What is a Mishit?

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*Definition: A player's ball that hits another ball of his/her own team is called a mishit.*

The player who caused a mishit has committed a serious mistake. Therefore, the ball that hit another ball of its own team will be ruled struck out (eliminated from the game).

The status of the ball hit by a mishit is ruled based on its prior ball status before being hit and can have the following three outcomes:

- If the ball was a contesting ball, it will become first-locked and marked by inserting a yellow flag next to it.
- If the ball was first-locked, it will become second-locked and marked by inserting a red flag next to it.
- If the ball was second-locked, it will be ruled struck out and be eliminated from the game.

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### How to Rescue a Ball Locked Due to a Mishit

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We will use the following real example to explain how to rescue a ball locked due to a mishit.

- Let's say Red 7 tried to hit White 6 but missed. Instead, it mistakenly hit Red 5 and caused a mishit.
  - Due to this mishit, Red 7 is eliminated from the game. Red 5, which was originally a contesting ball, is now first-locked with a yellow flag inserted next to it.
  - To rescue Red 5, which is locked due to a mishit, the Red team must hit **any white ball that has not locked any red ball**. For example, let's say the attacking Red 2 hits White
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5. White 5 is then first-locked with a yellow flag. Because White 5 that was hit did not lock any red ball(s), Red 5 that was first-locked due to a mishit can now be rescued.
- However, if White 5 that was hit did hit any red ball(s) which is/are still locked, the hit on White 5 can only be used to rescue the red ball(s) which were hit and locked by White 5 and cannot be used to rescue Red 5 that had been locked due to a mishit. **According to the rules, the balls that were hit and locked by an opponent's ball being hit in such a case must be rescued first before rescuing the ball that was locked due to a mishit. This is because one hit on the opponent's ball can only rescue one locked ball at a time.**

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## Interception

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*Definition: Interception is a technique with the highest-level of difficulty used in the Wiser ball game. It also creates the most exciting scene of competition! Interception is a quick action of blocking when the opposing team is launching an attack. Interception can be used at any time during the phase of game contesting. The types of interception are interception in the air, head-on interception, and side interception.*

- As an example, when a red ball is about to attack a white ball, another white ball can be launched to make an emergency interception. The player of the red ball calls out that he or she is going to hit a certain white ball. At this time, the captain of the White team can quickly give the instruction: “White 7, intercept!”
  - Within **2 seconds** after the captain issues the instruction, the White 7 player must pick up the ball and hold the ball in his or her hand, ready for interception. However, if the ball was not picked up and held in his or her hand within the 2-second time limit, the referee will rule that the intended interception is void!
  - When the player of the Red team picks up the ball after the referee's whistle, the captain of the White team can still call for an Interception **as long as the ball has not left the Red team's attacking player's hand**. However, once the ball has left the Red team's attacking player's hand, the captain of the White team can no longer call out for an interception.
  - If the player of the White team making the interception launches the ball before the attacking player of the Red team, the White team is then committing a foul. This is because it's the Red team's turn to attack, but the White team launched the ball out ahead of the Red team. It will be counted as an attack by the White team. Therefore, **the Red team will be allowed to conduct two consecutive attacks**.
  - When making an interception, the ball must be launched out by the intercepting player. The player of the White team designated for the interception cannot hold the ball without releasing it to intercept the attacking Red ball.
  - If the ball launched by the player of the Red team has already stopped or the attacking Red ball has already passed the White ball it intended to attack but the player of the White
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team has not launched the ball to intercept, **the White team is committing a foul. As a result, the White team loses its turn to attack this time. Next, it will be the Red team's turn to attack again.**

- The interception is successful if the intercepting ball of the White team hits the attacking ball of the Red team. If the White ball unexpectedly hits another Red ball(s), the hit(s) shall also be ruled as valid. If the White ball for interception accidentally hits the white ball, the situation shall be ruled as a mishit.
- Upon a successful interception, the attacking Red ball being hit immediately becomes first-locked. Regardless of whether or not the interception is successful, it will be counted as the White team attacking once. Next, it will be the Red team's turn to attack.
- When intercepting, other than the player making the interception, all other players in the field should stay away to avoid being hit by the intercepting ball.

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## How to Determine the Outcome of the Wiser Game

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- **The outcome of a Wiser game:** When a team has no contesting ball left, this team loses the game. The opposing team will win the game. At this time, the referee will immediately announce that the game has concluded.
- After the game has concluded, the two teams will line up along the two sides of the centerline facing each other. Then, the two teams will salute each other. The referee will announce the game's outcome, and the two teams will then shake hands.

## VI. Types of Fouls and their Corresponding Penalties

To prevent some players from not following the rules of Wisier games, penalties must be well-defined according to the degree of their fouls committed by those players in order to maintain the fairness of Wisier games.

Based on the degree of severity of a foul, fouls can be simply classified into the following two types: **General Fouls** and **Severe Fouls**, with different corresponding penalties.

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### General Fouls

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The common types of general foul are listed as follows:

1. When using the 20-second discussion time during the ball serving phase, no player picks up the ball after the 20-second discussion time has expired.
2. When serving the ball, the serving player does not stand on the designated position at the service line corresponding to the player's ball number.
3. During the game contesting phase, no player picks up the ball to be ready for an attack or ball setting after the one-minute discussion time has expired.
4. A serving or attacking player does not launch the ball out within the required 10 seconds after picking up the ball.
5. A player of the *non-attacking* team does not stand beside one's own ball. No foul will be called if a player stands *within 5 meters* away from his/her own ball.
6. A serving or attacking player picks the ball up before the referee blows the whistle (except in the situation of Interception).
7. Disturbing the attacking player by sound, speech, or bodily movement.
8. An eliminated (struck-out) player enters the playing field again.
9. A player removes any obstacles (such as tree twigs or rocks) or a flag from the ball's travel route.
10. While launching out the ball, the player's rear foot stepped ahead of the front foot (the fixed foot behind the ball).

11. After picking up the ball, the player switched feet or moved the standing position of the front foot.
12. Kicking a ball intentionally or accidentally.
13. Playing a wrong ball (by number or color).
14. Using one's body to illegally contact the player holding the ball or deliberately blocking the ball's traveling movement.
15. During the game, more than one player from the same team launched their balls out at the same time.
16. Before the attacking ball is launched by the opponent, the player performing an interception launches the ball out.
17. The player performing an interception does not launch the ball out to intercept but the attacking ball launched by the opponent has already stopped or hit the ball that it intended to attack.
18. The player's hand does not release the ball when the target ball is hit.

#### **The penalties corresponding to a general foul:**

During the **ball serving** phase, each team has an exemption from penalty when the first foul is committed. After that, any subsequent fouls are subject to their corresponding penalties. Please especially note there is no exemption for the first foul during the game contesting phase.

Any subsequent foul committed by each team will be subject to a penalty, **which will cause the team to lose the current opportunity to attack or have the current attack be ruled invalid.**

For example, when the foul is being committed:

1. If the ball has not been launched out yet, the penalty will prohibit the player from hitting or setting the ball. The team committing the foul will lose its turn to attack. The opposing team will then attack next.

2. If the ball has been launched out but the ball did not hit any ball, the ball that was launched out needs to be returned back to its previous position. Having launched the ball out will be counted as an attack or setting when the attacking team commits a foul. So, the opposing team will attack next.
3. If the ball has been launched out and hit either opponent's or teammate's ball, the hit will be ruled as invalid. Both the launched ball and the ball being hit need to be returned to their previous positions. Having launched the ball out will be counted as an attack. So, the opposing team will attack next.

- **When any player has committed and accumulated up to 3 general fouls,** the penalty for the next foul committed by such player is provided as follows:

If the ball originally was a contesting ball, it will become first-locked and marked by inserting a yellow flag next to it. If the ball originally was first-locked, it will become second-locked and marked by inserting a red flag next to it. If the ball originally was second-locked, it will be ruled struck out and be eliminated from the game.

- **When any team has committed and accumulated up to 10 general fouls:**

Next time when any player of the team commits a foul, the team will be imposed an additional penalty of losing a turn to attack.

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## Severe Fouls

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**The common types of severe fouls are listed as follows:**

1. Players quarrel and do not listen to the referee's advice.
2. Deliberately throwing the ball to hit other people.
3. Not complying with the referee's ruling and insisting on his/her own opinion.
4. Insulting or using own body to confront the referee.

**The penalties corresponding to a severe foul:**

- When any player commits a severe foul, the referee must first give a verbal warning to that player and demand that player to immediately stop the act of fouling.
- However, if the player who has committed a severe foul ignores the referee's verbal warning and continues the act of fouling, then the referee has the authority to rule that player to be eliminated instantly and order that player to pick up the ball and leave the playing field immediately. That player is not allowed to stay by the side of the playing field.
- If that player does not comply with the referee's ruling and doesn't want to leave the playing field, or that player's team supports that player's action and does not comply with the referee's ruling, then the referee must immediately pause the game and report the issue to the hosting organization of the competition (or the referee committee of the hosting organization). The hosting organization (or the referee committee) will decide the penalty to be imposed on the player or the team and the outcome of the game.

## VII. Frequently Asked Questions (FAQs) and Answers for the Wiser Game

### General Questions About the Wiser Game

- 1. According to this Rules Handbook, is there any range limit for the playing field in a Wiser game?**

Except when two teams are contesting within the capture zone, the game area will be limited within the rectangular area of 12 m x 24 m. Otherwise, the playing field of a Wiser game for general promotion of Wiser sport and practice games has no range limit and can be played based on whatever landscape is available.

- 2. Is there any time limit for a Wiser game for general promotion of Wiser sport and practice games?**

Except for the following rules of time limit, there is no time limit for a Wiser ball game for general promotion of Wiser sport and practice games!

- During Phase I of ball serving, prior to each serve, each team has 20 seconds time limit for tactical discussion.
- During Phase II of game contesting and final phase of capture zone, the team's discussion time before each attack has one-minute time limitation.
- During the serve or attack, the player after picking up the ball must launch the ball out within 10 seconds. Otherwise, the player will commit a foul.

### Questions About Ball Serving

- 3. Is there any time limit on each ball serving by each team?**

Prior to each serve, each team has a 20-second time limit for discussion. The officiating referee is responsible for announcing and monitoring each 20-second discussion time limit. The duration of each 20-second time limit includes team's discussing and deciding which player serves, until the designated serving player picks up the ball after the referee blows

the whistle. If no player from the serving team picks up the ball after the 20-second time limit has expired, the serving team will be ruled as committing a foul. Additionally, the serving player has to launch the ball out within 10 seconds after picking up the ball. Otherwise, a foul will also be ruled.

- 4. If a team did not commit any foul during the ball serving phase and after it enters the game contesting phase, does this team still have the exemption for penalty on the first foul committed?**

The exemption of penalty for the first foul is only applicable in the ball serving phase. After entering the game contesting phase, there is no exemption from penalty on the first foul committed. Any fouls committed in this phase will be subject to their corresponding penalties.

- 5. During ball serving, is it required to serve the balls to be positioned inside the 12 m x 24 m rectangular area enclosed by two teams' serving lines?**

According to the rules of ball serving, there is no restriction in direction, path, or distance for serving the ball. A ball can be served anywhere within the entire playing field. Balls do not have to be served and rest inside the 12 m x 24 m rectangular area enclosed by two teams' service lines.

- 6. When serving a ball, if the ball hits any ball(s) of the player's own team or the opposing team, is a foul committed?**

According to the revised rules in this *Rules Handbook*, when serving balls, if the ball being served hits any balls of the player's own team or the opposing team, the serving will not be ruled as committing a foul. The serving is still valid and can be considered as a kind of effective strategy.

## Questions About Game Contesting

7. **Suppose a team committed a foul or fouls during the ball serving phase, and therefore after entering the game contesting phase, the team cannot immediately attack and must wait until the player(s) committing the foul(s) serve the ball(s) out. Now, if a ball served out during the game contesting phase hits any ball(s) of the player's own team or the opposing team, will such hit be ruled as a mishit or a valid hit?**

Since the player is in the process of serving the ball, the rules of ball serving still apply even though the game has entered into the game contesting phase. Therefore, hitting any ball(s) of either the player's own team or the opposing team while serving the ball will not be ruled as a mishit or a valid hit! This situation is addressed in the answer to [Question 6](#).

8. **When setting a ball, if the ball accidentally hit a ball of the player's own team or the opposing team, will it still be ruled a mishit or valid hit respectively?**

The ball being set that then hits a ball of the player's own team or the opposing team will still be ruled a mishit or valid hit. However, to prevent the possibility that a player uses the method of doing a "real attack falsely claimed as setting" to prevent the opposing team from launching an interception, the referee, to make the contest fair, has the authority to judge from the actual situation during the game whether the player used this method of "real attack falsely claimed as setting" and had the obvious intention to attack. If so, the referee can issue a warning upon the first occurrence of such a situation! If the team has repeated actions of this type, the referee can rule that the player doing so has committed a foul.

9. **Does the one-minute time limit for tactical discussion by the attacking team include the time of launching the ball out by the team's player?**

According to the current rules, the one-minute time limit for tactical discussion does not include the time of launching the ball out by the player of the attacking team. However, when the one-minute time almost expires, the attacking team must have decided which

player will attack, and that designated player must pick up the ball and hold it in his/her hand, ready to attack or set the ball. Otherwise, if the attacking player has not picked up the ball after exceeding the one-minute time limit, the attacking team will be ruled as committing a foul. The team that committed the foul will lose its turn to attack. After the player picks up the ball within the time limit, the ball must be launched out within 10 seconds. Otherwise, the team will also be ruled as committing a foul.

**10. When attacking, can the player arbitrarily request to move or temporarily pull up any flag(s) as long as the player regards that the flag(s) is/are blocking the intended traveling route of the attacking ball?**

According to the revised rules, the attacking player may make a request to the referee for temporarily relocating the flag(s) near the target ball as long as the attacking player considers the flag(s) near the target ball may hinder the attack. The reason(s) for requesting to move the flags may be but not be limited to: the flag(s) is/are blocking the intended traveling route of the attacking ball or the flag(s) could block the route of the attacking ball when leaving after the attack. However, any request to relocate the flag(s) has to be deemed reasonable and approved by the referee. Only after the approval is granted can the flag person temporarily pull up the flag(s) to facilitate the attack. All flags that were pulled up must be reinserted into their original positions after the attack is completed.

**11. After a player has picked up the ball but has not launched the ball out for attacking or setting the ball, can this player put his/her ball back down to change the direction of attack or allow another player of his/her team to attack instead?**

According to the rules, when a team has its turn to attack, the team has a tactical discussion of one minute to decide which player should attack. Once this designated player has picked up the ball and is ready to attack or set the ball, the designated attacking player is not allowed to put the ball down to change the direction of attack or to allow another player of his/her team to attack instead.

- 12. Suppose that a certain number ball of the opposing team hit multiple balls of our team at different times. Later, this opponent's ball was hit by our team once. Can the multiple balls of our team being hit and locked by that opponent's ball all be rescued?**

The rule is each hit of the opponent's ball rescues one ball at a time that was hit and locked by it and the ball that got hit and locked by the opponent's ball first will be rescued first. To rescue the balls of our team that were locked by an opponent's ball, the order of rescuing is determined by the chronological order of the balls being hit. Suppose that Red 5 has hit and locked White 4 first and later hit White 7. Later in the game, if Red 5 was hit by White 3, the hit on Red 5 could only be used to rescue White 4 first and could not rescue both White 4 and White 7 all at once. Only until Red 5 was hit again by any White ball can White 7 then be rescued. This is because hitting the opponent's ball once can only be used to rescue one ball at a time.

- 13. How can a locked ball of our team be rescued after the opponent's ball that previously hit and locked it has been struck out by the ball(s) of our team or due to a mishit?**

For example, let's say the Red 6 was hit and locked by the White 3. Later in the game, the White 3 was struck out from the game. To rescue the Red 6, the Red team has to hit any White ball (either a contesting ball or a locked ball) to replace the struck-out White 3. However, the White ball(s) being hit cannot lock any Red ball(s) at that time. Otherwise, any Red ball locked by that White ball being hit must be rescued first.

- 14. Are there any priorities for rescuing locked balls?**

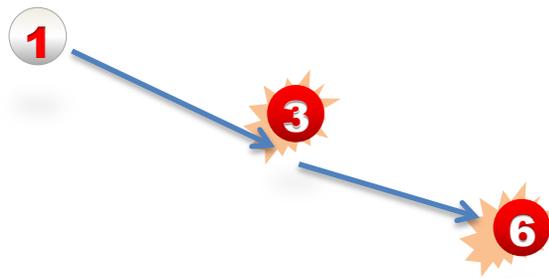
If a certain number ball of Team A was hit by a ball of Team B, the priorities to rescue the locked balls of Team B are as follows:

- (1) The ball(s) of Team B that were hit and locked by this ball of Team A will be rescued first. If more than one ball of Team B has been hit by this ball of Team A, the one that was hit first will be rescued first. (Please see [Question 12.](#))

- (2) If this ball of Team A that got hit did not lock any ball of Team B, the hit it got can then be used to rescue the ball of team B that was locked by another ball of team A which has been struck out from the game. (Please see [Question 13.](#))
- (3) If all locked balls mentioned in (1) and (2) above have been rescued, the hit on that ball of Team A can then be used to rescue the ball of Team B that was locked due to a mishit. (Please see [How to Rescue a Ball Locked Due to a Mishit.](#))

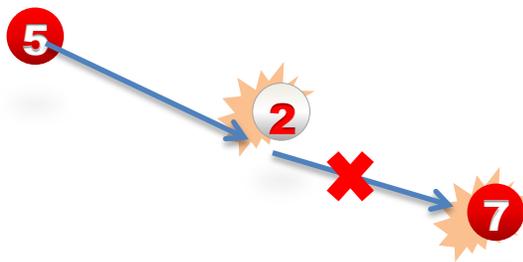
### The attacking ball hits more than one ball in one attack:

15. When a certain number ball of Team A attacked, it continuously hit more than one ball of the opposing team. Let's say, for example, that in its attack, the White 1 first hit the Red 3 and then successively hit the Red 6. How should this situation be ruled?



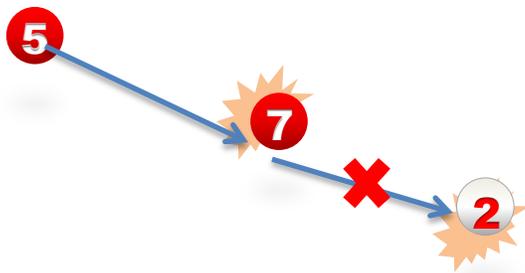
According to the rules, the successive hits on the Red 3 and the Red 6 by the White 1 are both valid. This is called a double-hit. In this example, both the Red 3 and the Red 6 will be “first-locked” with yellow flags inserted next to them.

16. When a certain number ball of Team A attacked, it first hit a ball of the opposing team and then successively hit a ball of its own team. Let's say, for example, that the Red 5 first hit the White 2 and then successively hit its teammate's the Red 7. How should this situation be ruled?



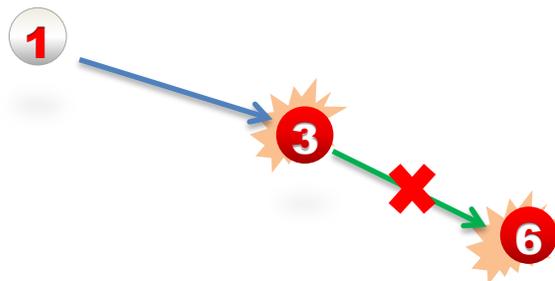
According to the rules, the hit on White 2 by Red 5 is a valid hit, but its next hit on Red 7 is invalid and will not be ruled as a mishit. In principal, as long as the attacking ball first hits an opponent's ball, the successive hit on any ball of its own team will not be considered as a mishit! During the same attack, any successive hit(s) on any balls after the hit on Red 7 will also be considered as invalid hits.

17. When a certain number ball of Team A attacked, it first mishit a ball of its own team and then successively hit a ball of the opposing team. For example, the Red 5 in its attack first mishit the Red 7 and then hit the White 2. How should this situation be ruled?



According to the rules, the mishit on Red 7 by the Red 5 is a valid hit, causing the Red 5 to be ruled struck out and eliminated from the game. Red 7 will be ruled according to the mishit. Because Red 5 has already been eliminated from the game right after committing a mishit, its successive hit on White 2 is an invalid hit and has no effect.

18. When a certain number ball of Team A attacked, it first hit a ball of the opposing team and caused the ball being hit to move and hit another ball. For example, let's say the White 1 attacked and hit the Red 3. Then the Red 3 being hit has moved and hit the Red 6. How should the following situation be ruled?



According to the rules, the first hit on Red 3 by White 1 is a valid hit, which will cause Red 3 to be locked or eliminated. The subsequent hit by this locked or eliminated Red 3 on other ball(s) (Red 6, in this example) is invalid and has no effect.

- 19. If a ball of Team A hits two balls of Team B at the same time and the order of hitting could not be determined by observation, how should the referee rule in this situation?**

The ruling still has to be made by the officiating referee regarding the order of hitting. Actually, the order of hitting in this situation makes no difference because both balls being hit belong to the opposing team and this is just a valid double-hit.

- 20. If a ball of Team A hits a ball of Team B and a ball of Team A at the same time and there was no way to determine which ball was hit first, how should the referee rule?**

In this situation, it will always be ruled that the hit on the opposing team's ball occurred first and is valid. The hit on the ball of the player's own team is invalid and will not be ruled a mishit.

### **Questions About Contesting within the Capture Zone**

- 21. Is it true that once the capture zone is set up, it will last until the end of the game and never be removed?**

The capture zone is required to be set up when one of the two teams has only one contesting ball left. Therefore, if this condition is no longer valid, the capture zone will be removed! For example, let's say that when playing within the capture zone, the team that has only one contesting ball left made a successful hit on a ball of the opposing team to cause a teammate to be rescued. This team now has two contesting balls. At this time, the capture zone will be removed!

## Questions About Mishit

- 22. When a ball of the opposing team gets locked due to a mishit, can this hit be used to rescue a ball of our team that was hit and locked by this opponent's ball? For example, let's say that Red 5 mishit Red 3, causing Red 5 to be eliminated from the game and Red 3 to be first-locked. Can this mishit on Red 3 be used to rescue White 6, which was hit and locked by Red 3 earlier?**

According to the rules, to rescue White 6 which was hit and locked by Red 3, the White team must hit Red 3. Therefore, the mishit on Red 3 by Red 5 cannot be used to rescue White 6 unless Red 3 has already been eliminated from the game.

## Questions About Interception

- 23. Is it true that only the captain of each team can issue the instruction for an interception?**

According to the current rules, to prevent any confusion, only the captain of each team can issue the instruction for an interception.

- 24. When the opponent's ball is attacking, our team can make an interception. Which team will attack next after the interception has been made?**

Let's say, for example, when the Red team is attacking, the White team can make an interception. Regardless of whether or not the interception is successful, as long as the player that initiated an interception had already launched the ball out, it is counted as an attack by the White team. So, after interception, it will be the turn of the Red team to attack next.

- 25. Is there a time limit for a player to make an interception or any proper timing to launch the ball out for a successful interception?**

According to the rules, there is neither a time limit for a player to make an interception nor any proper timing when a ball should be launched out for a successful interception.

However, there can be **valid** and **invalid** timings that affect the outcome of an interception, as described in the following:

- **Valid Timing for Interception:** The valid timing for interception is the time interval beginning from the time when the attacking ball was launched out to the time when that attacking ball is approaching but has not yet hit the ball being attacked.
- **Invalid Timing for Interception:**
  - (1) The player, in an attempt to make an interception, has launched the ball out before the opposing team's attacking player does.
  - (2) The player, in an attempt to make an interception, has launched the ball out after the opposing team's attacking ball had already stopped or gone past the ball of the team being attacked.

These are not only invalid interceptions but also fouls !

## VIII. Common Terms in Wisier Sport

The following common terms in Wisier sport are listed based on the order in which they appear in this *Rules Handbook*:

<b>Centerline</b>	The centerline is a 12-meter line in the middle between the two teams' service lines. The distance between the centerline and each team's service line is 12 meters. (See <a href="#">Setting up the Playing Field for a Wisier Game.</a> )
<b>Referee</b>	An official who has the responsibility and authority to enforce the rules set by the World Wisier Sport Committee and maintain order in Wisier ball competitions.
<b>Record Keeper</b>	A person who has the responsibility to record the game's progress and final outcome on a <a href="#">Wisier Game Record Tracking Sheet</a> as well as providing information in response to inquiries from the referee regarding ball statuses, records of fouls committed by the players, and the number of ball settings made by a team. Regarding how to use attached <a href="#">Wisier Game Record Tracking Sheet</a> , please see <a href="#">Instructions for the Use of WWSC's Wisier Game Recording Tracking Sheet</a> .
<b>Flag Person</b>	A person who has the responsibility to insert or pull out flags according to the ruling of the referee.
<b>Ball Serving</b>	At the start of a Wisier game, players launch out their balls to their intended positions for the first time. (See <a href="#">Ball Serving.</a> )
<b>Service Lines</b>	The standing positions for serving the balls by both teams are called service Lines. The distance between each team's service line and the centerline is 12 meters. (Please see <a href="#">Figure 1.</a> )
<b>Contesting Ball</b>	At the start of a Wisier game, all balls are contesting balls ( <i>active or live ball</i> ). A player with a contesting ball can freely use the ball to hit the opponent's ball or set the ball to an intended position. (See <a href="#">Contesting Ball.</a> )
<b>First-Lock</b>	When a contesting ball is hit for the first time by a contesting ball of the opposing team, the ball being hit is ruled as being first-locked. The flag

person will then insert a yellow flag next to the first-locked ball. The player can't use and move his/her first-locked ball. (See [First-Lock.](#))

**Second-Lock**

If a first-locked ball is hit again for **the 2nd time**, the first-locked ball will then become a second-locked ball. The flag person will replace the yellow flag with a red flag to identify the ball as a second-locked ball. (See [Second-Lock.](#))

**Strike-Out**

(1) If a second-locked ball is hit for **the 3rd time**, the ball will be struck-out (eliminated) from the game. (See [Strike-out.](#))

(2) When a ball hits a ball of its own team, this is called a mishit. The ball that caused the mishit will be also struck out (eliminated) from the game. (See [Mishit.](#))

**Yellow Flag**

In the Wiser game, a yellow flag is inserted next to a ball to identify that ball's status is first-locked. (See [First-Lock.](#))

**Red Flag**

In the Wiser game, a red flag is inserted next to a ball to identify that ball's status is second-locked. (See [Second-Lock.](#))

**Rescue**

To rescue any locked balls (either first-locked or second-locked balls), the teammate of those locked balls must hit the opponent's ball(s) that had hit those locked balls. (See [How to Rescue the First-Locked and Second-Locked Balls.](#))

**Ball Hitting**

Ball Hitting means aiming at and hitting a target ball of the opposing team. The player can roll, toss, or shoot his/her ball to hit the opponent's ball. (See [Ball Hitting](#))

**Ball Setting**

When playing a Wiser game, a player can also choose to set (or position) his/her ball to a special position instead of aiming to hit a ball of the opponent. (See [Ball Setting](#))

**Capture Zone**

If any one of the two teams has only one contesting ball left, the capture zone must be set up. The capture zone is the rectangular area between two teams' service lines. Its range is 12 meters by 24 meters. (See [How to Set up the Capture Zone](#))

**Reposition**

After setting up the capture zone, the two teams must reposition their remaining contesting balls and locked balls within the capture zone, respectively. The way to reposition is to pick up the balls from their original positions in the playing field and then arrange them at any locations on a repositioning line, which is the line located *one meter* inside from each team's service line. (See [How to Reposition Balls within the Capture Zone](#))

**Mishit**

A player's ball that hits a ball of his/her own teammate is called a mishit. (See [What is Mishit?](#))

**Interception**

Interception refers to a quick action of blocking when the opposing team is attacking. Interception can be used at any time during the game contesting and capture zone phases. (See [Interception](#))

**IX. Attachment: Wiser Game Record Tracking Sheet**

# of Ball Setting by Red Team	DATE OF THE GAME:	/	/	STARTING TIME:	am/pm,	ENDING TIME:	am/pm
	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□
	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>5</b>	<b>6</b>	<b>7</b>
# of Ball Setting by White Team							
	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>5</b>	<b>6</b>	<b>7</b>
	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	
NAME OF REFEREE:				/REFEREE'S SIGNATURE			



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