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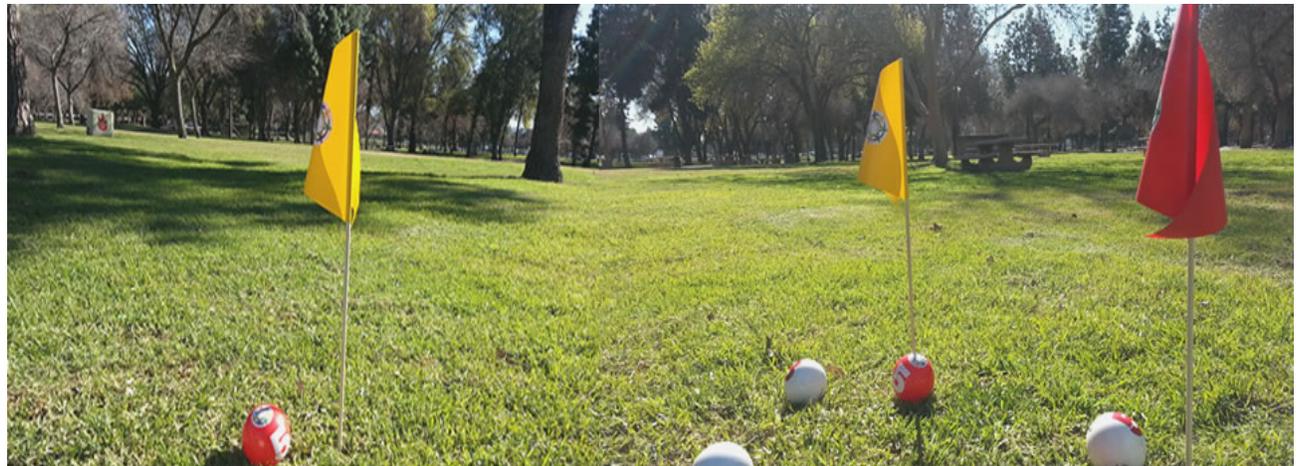


World Wiser Sport Committee Rules of Wiser Sport Handbook



【For Official Wiser Ball Competitions】

English Version 1.0
Publication Date: 03-21-2018



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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 112th 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

II. Reasons for Publishing this Competition Rules Handbook

When holding official Wiser ball competitions, many Wiser sport organizations are faced with the issues of securing suitable competition venues, limitations imposed by the agenda of the competitions, and having a large number of teams participating in the competitions. Therefore, it is difficult for the organizers of the competitions to complete all the games on schedule without specifically defining an allowed range of Wiser competition fields and the time duration of each game. In response to these practical needs, after several discussion meetings, the World Wiser Sport Committee (WWSC) established this special edition of the Rules of Wiser Sport Handbook for Official Wiser Ball Competitions (hereafter referred to as the Competition Rules Handbook). This Competition Rules Handbook uniformly set out the range of the competition field size and the time duration of each game. Corresponding modifications based on these new stipulations have also been made to the original general Wiser sport rules.

In addition, since the 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.

All Wiser sport organizations must comply with and use this edition of the competition rules handbook when holding any official Wiser ball competitions.

III. Pre-Game Preparation and Etiquette of Wiser Sport

Balls and Basic Equipment for Wiser Game

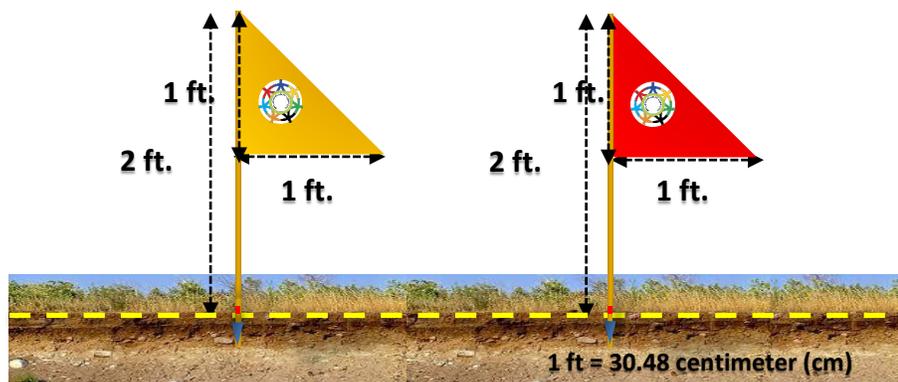
1. The Balls for Wiser Game:

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**.

4. Prepare a blue flag with the height of 91.44 centimeters (3 feet) to mark the **Center Point**.

Types of Wiser Game Competitions

An official Wiser game competition 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 Wiser game competitions 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 Wiser ball competition. However, for practices or informal games, male and female players can be mixed and play in a Wiser game together.
- For official Wiser ball competitions, each team can register up to **eight** players. For each game, 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 Games

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. Rules Regarding the Dimensions of Wiser Competition Field

Wiser Competition Field

In response to the need of defining the range of **Wiser competition field** when holding official Wiser competitions by Wiser sport organizations, the World Wiser Sport Committee has specially established the following standard range of playing field for official Wiser competitions:

First, the *length* of the **Wiser competition field** must be in the range between 30 meters and 43 meters, and the *width* of the field cannot be greater than its length.

How to Set up the Wiser Competition Field

The steps for setting up the Wiser competition field 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. The **center point** is a midpoint of the centerline with a distance of 6 meters from each end of the centerline, and the center point is marked with the blue flag mentioned earlier.

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.)

Step 3: Defining the area enclosed by the Inner Boundary Line *:

The 24 meters x 12 meters rectangular area between the two service Lines is the area enclosed by the inner boundary line.

Step 4: Defining the area enclosed by the Outer Boundary Line:

The area enclosed by the outer boundary line is the entire field of the Wiser competition game, which must be between 30 meters to 43 meters in length, and the width cannot be greater

than its length. (For example, the area of the competition field in [Figure 1](#) is 36 meters long and is 24 meters wide and therefore has met this requirement.)

*The area enclosed by the inner boundary line is the capture zone in the earlier version of the rules. However, please note that if the range of Wiser competition field has been defined, the rules related to the capture zone are no longer applicable. Still, in general practice or exhibition games, because there is no range limitation on the playing field, the rules regarding the capture zone still exist.

Revisions to Original Corresponding Rules after Defining the Range of Wiser Competition Field

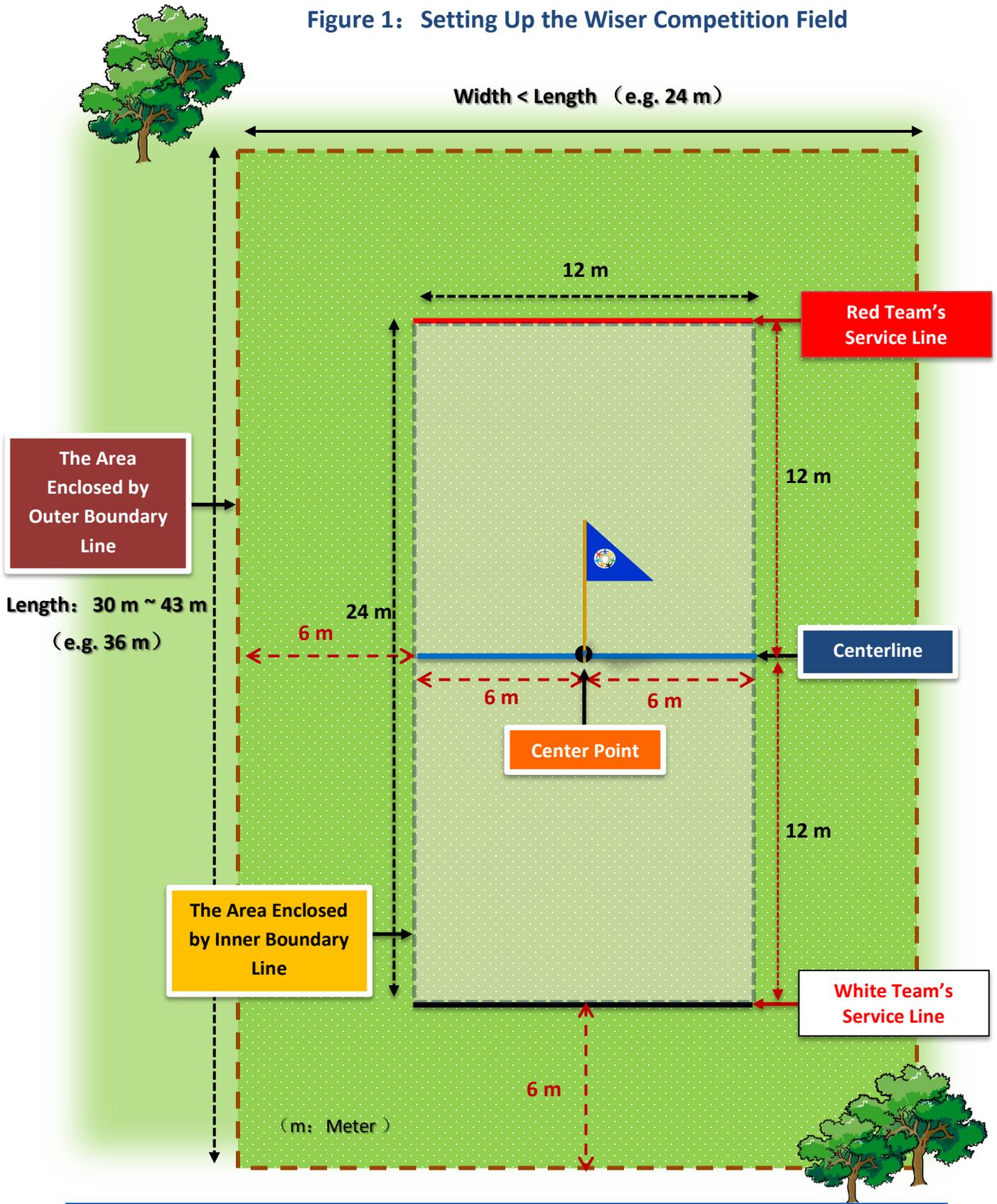
1. Since the range of the Wiser competition field has now been defined, all the rules related to the capture zone in the previous version of the rules handbook will no longer apply.
2. How to define the ball is **Out of Bounds** (The player hit the ball outside the outer boundary line)
 - To be qualified for the definition of out of bounds, the following two conditions must be met:
 - (1) The entire ball must be *completely* outside the outer boundary line; and
 - (2) When the ball was outside the outer boundary line, it has ever touched either the ground, a person, or other objects outside the outer boundary line.

For example, a ball that stayed *partially* on the outer boundary line cannot be ruled as out of bounds.

- If, after hitting the ground, a person, or other objects outside the outer boundary line, and the ball then bounced back into the playing field, the ball should also be ruled as out of bounds. To rule a ball is out of bounds must be based on **the ball's first point of landing when it contacts any objects or the ground outside the outer boundary line**, not on the ball's final point of landing. Therefore, as long as the ball's first point of landing meets the definition of out of bounds, it will be ruled as out of bounds.

- In principle, it is the responsibility of the *assistant referee* to bring the out-of-bounds ball back into the playing field to continue the game. However, if there is no assistant referee assigned for the competition, the officiating referee will ask the Recorder Keeper or Flag Person to bring the out of bounds ball back into the playing field to continue the game. **However, please note that any player can't bring any out-of-bounds ball back; otherwise this will be ruled as a foul.**

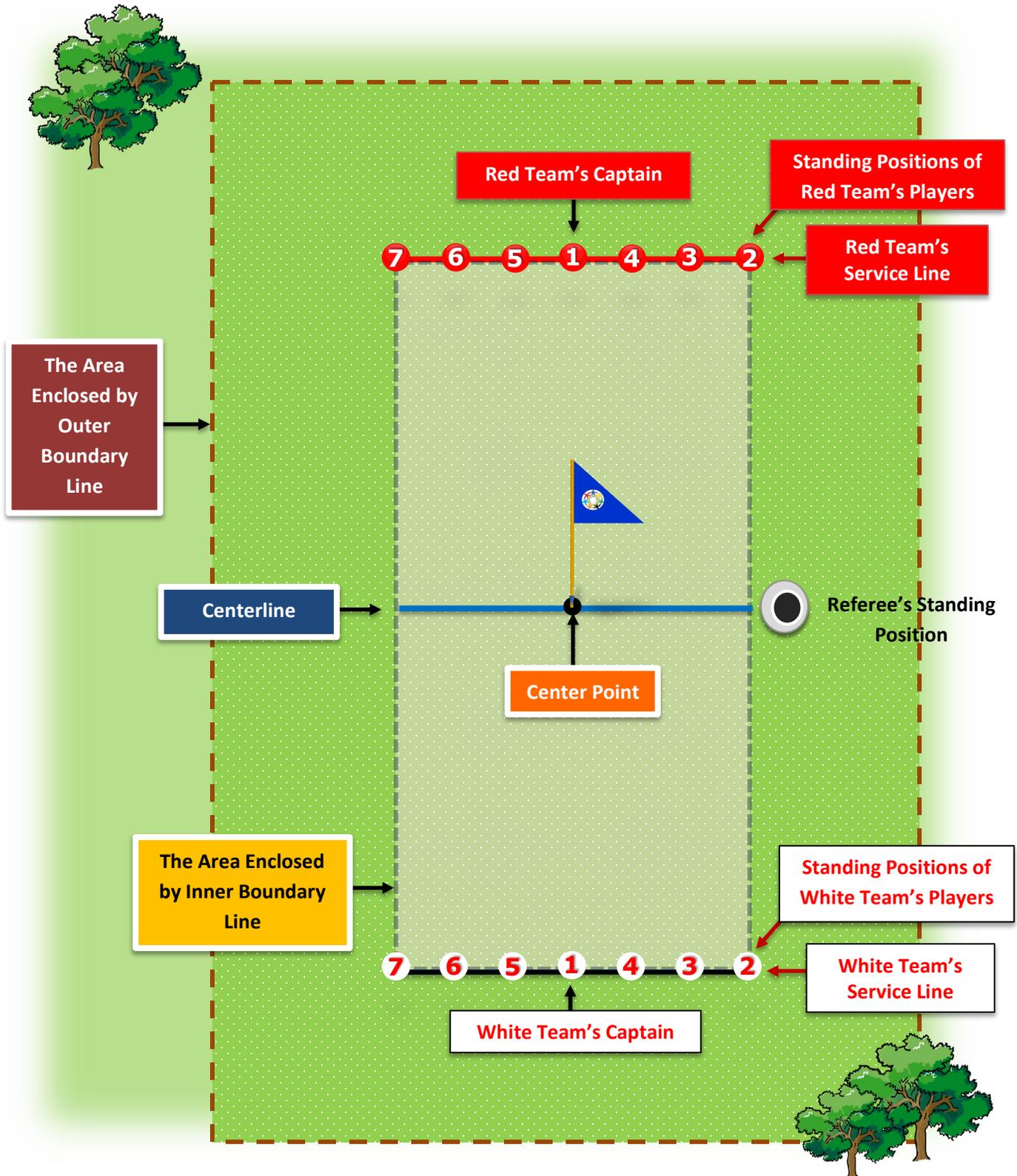
Figure 1: Setting Up the Wisier Competition Field



Standing Positions of the Players Before the Official Wiser Competition

- The two opposing teams of an official Wiser ball competition are the Red team and the White team. In a game of team competition, each team is composed of 7 players. Each player uses one ball with that player's number on it.
- As shown in [Figure 2](#), players of each team stand at the team's corresponding service line. Player No. 1 is 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 2 : Players' Standing Positions Before the Game



V. Rules Regarding the Time Limits of Wiser Competitions

When holding official Wiser competitions, program arrangement and the number of participating Wiser sport teams may impose additional demands on the hosting Wiser sport organizations. Without specifically defining and limiting the time duration of each Wiser competition game, the hosting organization is often faced with the difficulty of being unable to finish all the games within the program schedule. Therefore, in response to the need of limiting the time of competition games, the World Wiser Sport Committee now specifically makes the following unified provisions as the corresponding revisions to the original rules of Wiser sport:

1. If game time needs to be limited and defined, the time duration of a Wiser game for team competition with 7 players on each team will be uniformly defined as 90 minutes (one and a half hours). Additionally, the time duration of a Wiser game for single or double competitions will be defined as 60 minutes (1 hour).
2. The officiating referee of the game is responsible for announcing the start and end of each game and time keeping for the entire game.
3. No half-time break is defined during each game from the start to the end, unless an emergency situation (e.g., player being injured or not feeling well) occurs. Other than that possibility, the game clock will run continuously without any time-out.
4. However, when a situation of emergency is ruled by the officiating referee or there is a dispute about a ruling which cannot be resolved by the referee right away, the referee can impose a time-out (pausing the game). In general, the duration of a time-out is defined as one minute. However, if the situation still cannot be resolved after the time-out, the referee can decide based on the circumstance whether to extend the time-out or report to the head referee or the organizing committee of the competition for decision. Note that when the referee decides to continue the game, the game clock will resume again and the duration of the time-out will not be included in the game time.

VI. 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](#), 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. If the ball being hit stops inside the range of the playing field and is not out of bounds after the hit, it will stay where it is and won't need to be placed back to its original position before being hit. However, if the ball being hit goes outside the outer boundary line, then it will need to be placed back to its original position before being hit.
 - There is no restriction in direction, route, or distance when serving balls. **However, the ball must be served within the defined Wisser competition field (i.e., within the outer boundary line).**
 - If a ball is served outside the outer boundary line and is ruled as out-of-bounds, the player serving the ball will be ruled as committing a foul.
-

- 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 exists, and all fouls committed are subject to their corresponding penalties. For example, when serving balls, the first occurrence of serving the ball outside the outer boundary line 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 serves the ball out of bounds or commits any serving foul, a corresponding penalty will be imposed. The specific penalty for a serving foul is that the ball must be brought back and put it at its original designated position in front of the service line and the player won't be allowed to serve again. Only until after all other players from 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 above 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 served the ball out and committed a foul. 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) served their balls and committed fouls. These players will then 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 to be ready for next phase — **Phase II: Game Contesting.**

Phase II. Game Contesting

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

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.

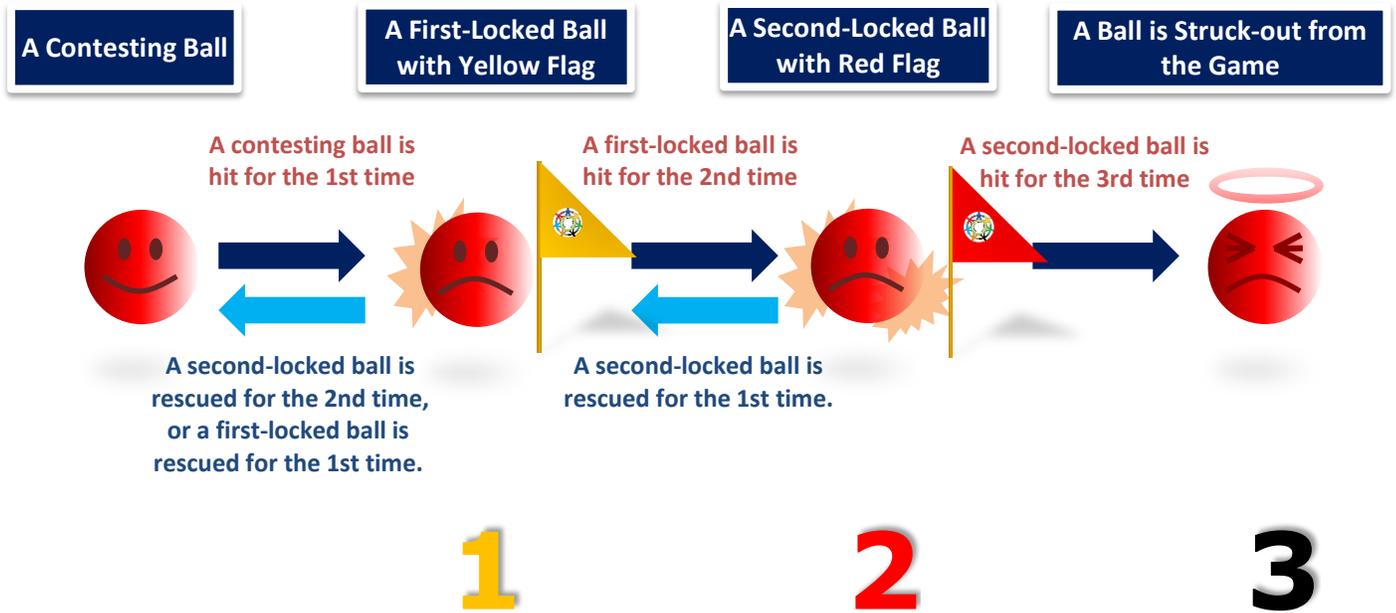
In order to completely release a second-locked ball (i.e., such ball that has been hit and locked twice), the team of the second-locked ball must rescue it twice by hitting the ball(s) of the opposing team that previously hit this second-locked ball. The first rescue removes one level of locking from 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 Wiser 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

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.

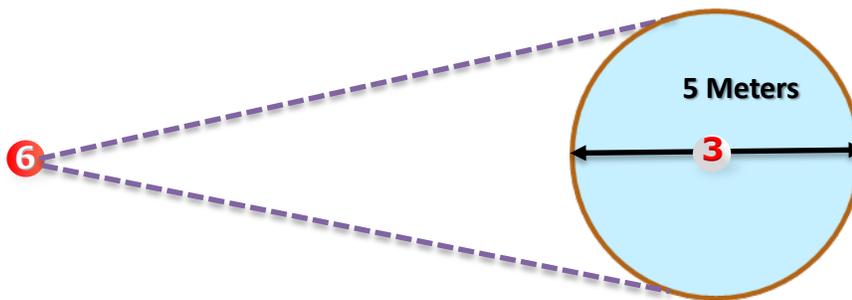
Rules of Ball Setting:

- 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 4th 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.

Rules on Dealing with Out-of-Bounds Balls During Game Contesting Phase

In the game contesting phase, when hitting or setting the ball, any player who launches the ball outside the outer boundary line will not be ruled as committing a foul. However, the out-of-bounds ball has to be brought back onto the playing field to continue the game according to each of the following different conditions.

Condition #1: A player has launched the ball to attack, but the ball went outside the outer boundary line without hitting a ball of the opposing team. Under this condition, how should the out-of-bounds ball be brought back onto the playing field to continue the game?

For example, the Red 5 ball intended to attack the White 2 ball but did not hit White 2 and instead went beyond the outer boundary line and was ruled as out of bounds. Under this condition, how should the Red 5 ball be brought back onto the playing field to continue the game?

- First, as illustrated in [Figure 4](#), **two reference points** need to be determined and marked. They are the center point (point O in [Figure 4](#)) and the point on the outer boundary line through which Red 5 went out of the outer boundary (point B marked with an “X” in [Figure 4](#)). This reference point B will be determined and ruled by the chief referee officiating the game. When the chief referee cannot be certain, the assistant referee (or the flag person) can help to confirm.
- The chief referee can stand behind the center point, point O, and the assistant referee or the flag person can stand behind point B at the outer boundary line facing point O to define an imaginary straight line BO, which starts from point B and ends at point O.
- Then take the out-of-bounds Red 5 ball back onto the playing field and place it at the position where line BO intersects the inner boundary line (the position of point C in [Figure 4](#)).

Condition # 2: This condition is the same as condition #1, except that there is already a ball at the position at the inner boundary line for placing the ball that went outside the outer boundary.

For example, the White 1 ball intended to attack the Red 4 ball but did not hit Red 4 and instead went beyond the line of outer boundary. However, it happens that the spot to put White 1 back at the inner boundary line according to Condition No. 1 already has another ball on it. How should this situation be handled?

- First, as illustrated in Figure 4, **two reference points** need to be determined and marked. They are the center point (point O in [Figure 4](#)) and the point on the outer boundary line through which Red 5 went out of the boundary (point E marked with an “X” in [Figure 4](#)). This reference point is to be determined and ruled by the chief referee officiating the game. When the chief referee cannot be certain, the assistant referee or the flag person can help to confirm.
- The chief referee will stand behind the center point, point O, and the assistant referee or the flag person will stand behind point E at the outer boundary line facing point O to define an imaginary straight line EO, which starts from E and ends at O.
- Then take the White 1 ball previously hit out back onto the playing field and place it at the point where line EO intersects the inner boundary line (point F in [Figure 4](#)). However, in this Condition, the Red 2 ball is already at point F. At this time, the White 1 ball can only be put next to Red 2 on the inner boundary line. Whether White 1 should be put on the left side or right side of Red 2 will depend on the original position of White 1 (point D in [Figure 4](#)). **The position to put the ball must be on the same side of the line EO as the ball’s original position** (point D in [Figure 4](#)). So in this condition, it should be point G in [Figure 4](#). When the referee places the ball, an appropriate distance should be kept between balls (e.g., 1 foot, which is approximately the foot length of an average person).

Condition #3: A player tries to set the ball, but the ball goes outside the outer boundary line. Under this condition, how should the out-of-bounds ball be brought back onto the playing field to continue the game?

For example, the White 7 player intended to set the ball, but the ball went outside the outer boundary line and was ruled as out of bounds. Under this condition, how should the White 7 ball be brought back onto the playing field to continue the game?

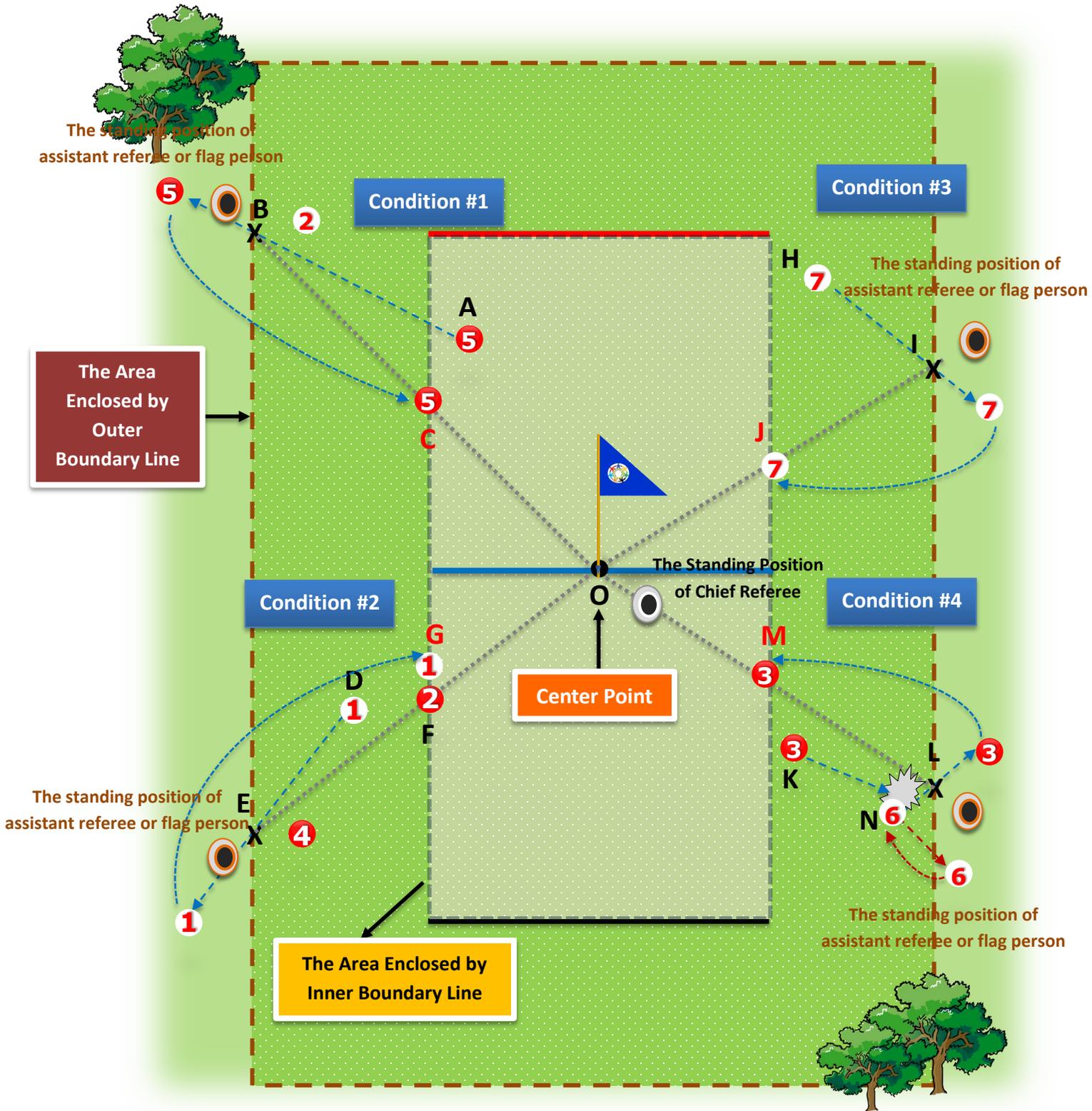
- This condition is also illustrated in [Figure 4](#). **Two reference points** need to be determined and marked. They are the center point (point O in [Figure 4](#)) and the point at the outer boundary line through which White 7 went out of the boundary line (point I marked with an “X” in [Figure 4](#)). This reference point I is to be determined and ruled by the chief referee officiating the game. When the chief referee cannot be certain, the assistant referee or the flag person can help to confirm.
- The chief referee can stand behind the center point, point O, and the assistant referee or the flag person can stand behind point I at the outer boundary line facing point O to define an imaginary straight line IO, which starts from point I and ends at point O.
- Then bring the out-of-bounds White 7 ball back onto the playing field and place it at the position where line IO intersects the inner boundary line (point J in [Figure 4](#)).

Condition #4: During an attack, a player's ball hit a ball of the opposing team, and one of the two balls or both balls went outside of the outer boundary line. Under this condition, how should the out-of-bounds ball(s) be brought back onto the playing field to continue the game?

For example, the Red 3 ball attacked and hit the White 6 ball. Then both Red 3 and White 6 went beyond the outer boundary line. How should the Red 3 ball and the White 6 ball be brought back onto the playing field to continue the game?

- This condition is also illustrated in [Figure 4](#). First, the White 6 ball that was hit and then pushed out of the outer boundary will be taken back and placed at its original position before having been hit (the point N in [Figure 4](#)). If its original status before having been hit was a contesting ball, it will now become first-locked with a yellow flag inserted next to it. If its original status was first-locked, it will now become second-locked with a red flag inserted next to it.
- For bringing back Red 3, which went out of the outer boundary line after hitting White 6 to continue the game, please follow the steps in Condition #1 to bring the Red 3 back onto the playing field to continue the game (also see [Figure 4](#)).

Figure 4 : Dealing with Out-of-Bounds Balls During Game Contesting Phase



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 the game time has a time limit (e.g., 90 minutes for a team competition game or 60 minutes for a single or double competition game), the number of **one-minute discussion times** is limited to **15** for each team. (The record keeper is responsible for keeping track of the numbers and must notify the referee and the team captain when the team's cumulative number reaches 12.)
 - When it is a team's turn to attack, the team's captain has to let the referee know immediately whether the team is going to use the one-minute discussion time for such attack. If the team decides to use a one-minute discussion time, it will be counted as one time even if the actual time used is less than one minute.
 - When the attacking team decides to use the 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.
-

- On the other hand, if the attacking team decides not to use the one-minute discussion time, each discussion time will be limited to 20 seconds. There is no limitation on how many 20-second discussions during the game can be used. As same as with the ball serving phase, the 20-second 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. If the 20-second time is up and there is no player from the attacking team holding the ball and ready to attack, a foul will then be called. Similarly, the attacking player must launch the ball out within 10 seconds after picking up the ball. Otherwise, a foul will also be called.
 - In case the team's 20-second discussion time is about to expire and the attacking team has not used up their 15 one-minute discussions, **the captain of the attacking team can request to the referee before the 20-second period runs out to switch to using the one-minute discussion for this attack.** With the approval from the referee, it will be ruled that this attack has used the one-minute discussion time once. However, if the team has used up all of their 15 one-minute discussions, any time the attacking team exceeds the 20-second discussion without any player holding the ball, a foul will 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 or 20-second discussion time due to different opinions, the captain shall then, however, decide which player is to attack.
 - 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 and to bring balls back to the playing field when the balls are out-of-bounds.
- 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.
- At the moment when the referee announces the end of the game:
 - Any ball launched out after announcing the end of the game will be ruled as an invalid hit!
 - However, if the ball has already left the attacking player's hand before the end of the game is announced and if the ball hits any ball (regardless of whether the ball being hit belongs to the opposing team or the player's own team) after the end of the game is announced, the hit will still be ruled as a valid 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**.

What is a Mishit?

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.

How to Rescue a Ball Locked Due to a Mishit

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

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.**

Interception

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 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.

How to Determine the Outcome of the Wiser Game

- **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.
- **However, when the game has a time limit,** if no winner can be determined at the end of the regular game time, the following rules of score-counting will take effect to determine the outcome of the game.

The following is the scoring method set by the World Wiser Sport Committee in response to this situation:

At the end of the game, to determine the game's outcome, the referee shall calculate the **total weighted points** of each team based on the sum of multiplying the number of each team's remaining balls by weighted points corresponding to the status of each ball.

The table below shows the weighted points for each different ball status:

Ball Status	Weighted Points
Contesting Ball	5 points
First-locked Ball with Yellow Flag	2 points
Second-Locked Ball with Red Flag	1 point

As an example, the following tables show how to calculate two teams' total weighted points based on the number of each team's remaining balls with different ball statuses at the end of the game.

Table for calculating the total weighted points of the Red team

Ball Status	Ball No.	Weighted Points	Ball No. x Weighted points corresponding to each ball's status
Contesting Ball	3	5 points	15 points
First-locked Ball with Yellow Flag	1	2 points	2 points
Second-Locked Ball with Red Flag	1	1 point	1 point
		Total weighted points	18 points

Table for calculating the total weighted points of the White team

Ball Status	Ball No.	Weighted points	Ball No. x Weighted points corresponding to each ball's status
Contesting Ball	2	5 points	10 points
First-locked Ball with Yellow Flag	2	2 points	4 points
Second-Locked Ball with Red Flag	1	1 point	1 point
		Total weighted points	15 points

Based on the above calculated total weighted points of the two teams, since the Red team's 18 points are greater than the White team's 15 points, **the referee will rule and announce the Red team as the game's winner.**

- However, if the two team's calculated total weighted points are the same and the winning team still can't be determined, then the winner must be determined from the two teams' penalty shots (alternately hitting a stationary ball from a distance of 5 meters):
 1. First, the two teams will do lot-drawing or rock-scissors-paper or coin toss again to determine which team will first start the penalty shots. Then the two teams will alternately have one player launch a penalty shot at a time.
 2. In a team competition with 7 players on a team, the 7 players of each team should line up to take turn to launch the ball. The order of players in the line is decided by the team and does not have to follow the order of players' numbers.
 3. Each player can throw only one ball when having a turn to hit. Successfully hitting the target ball placed at a distance of 5 meters will earn one point for the team. After both teams have 5 players taking the turns to hit, the team that has hit the target ball more times (having more points) will be the winner. However, if the two teams are still in a tie after the first 5 penalty shots, the rule of Sudden Death will take effect with the players taking turns according to the team's already defined sequence. That is to say, starting from the sixth player, whenever one team has hit the target while the other team has not, the referee will immediately announce the team hitting the ball in this round as the winner of the game.
- 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.

VII. 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.

General Fouls

The common types of general foul are listed as follows:

1. During the ball serving phase, serving the ball outside the outer boundary line (out of bounds).
2. When using the 20-second discussion time during either the phase of ball serving or game contesting, no player from the ball-serving or attacking team picks up the ball after the 20-second discussion time has expired.
3. 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.
4. During the game contesting phase, it is a team's turn to attack, and the team's captain asks the referee for a one-minute discussion time, no player picks up the ball after the one-minute discussion time has expired.
5. When the game has a time limit, a team uses more than 15 one-minute discussions.
6. A serving or attacking player does not launch the ball out within the required 10 seconds after picking up the ball.
7. A player of the *non-attacking* team does not stand beside his/her own ball. No foul will be called if a player stands *within 5 meters* away from his/her own ball.
8. A serving or attacking player picks the ball up before the referee blows the whistle (except in the situation of Interception).
9. Disturbing the attacking player by sound, speech, or bodily movement.

10. An eliminated (struck-out) player enters the playing field again.
11. A player removes any obstacles (such as tree twigs or rocks) or a flag from the ball's travel route.
12. The player takes an out-of-bounds ball back onto the playing field.
13. While launching out the ball, the player's rear foot stepped ahead of the front foot (the fixed foot behind the ball).
14. After picking up the ball, the player switched feet or moved the standing position of the front foot.
15. Kicking a ball intentionally or accidentally.
16. Playing a wrong ball (by number or color).
17. Using one's body to illegally contact the player holding the ball or deliberately blocking the ball's traveling movement.
18. During the game, more than one player from the same team launched their balls out at the same time.
19. Before the attacking ball is launched by the opponent, the player performing an interception launches the ball out.
20. 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.
21. 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.

Severe Fouls

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 command 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.

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

General Questions About the Wiser Game

1. **According to this *Competition Rules Handbook*, is there any range limit for the playing field in an official Wiser ball competition?**

In response to the need of defining the range of Wiser competition field when holding official Wiser ball competitions by Wiser sport organizations, the World Wiser Sport Committee has specifically established the following standard range of playing field for official Wiser competitions: the length must be in a range between 30 meters and 43 meters, and the width cannot be greater than its length.

2. **In this *Competition Rules Handbook* with the provisions on limiting the range of the playing field, is it still required to set up the capture zone?**

Since the range of the Wiser competition field has been defined, all the rules related to the capture zone in the previous version of the rules handbook will no longer apply.

3. **If, after a ball was launched out by a player and then the ball stopped *partially* on the outer boundary line, should it be ruled as out of bounds?**

According to the definition of out of bounds, the entire ball must be completely outside of the outer boundary line and the ball has touched the ground, a person, or other obstacles outside of the outer boundary line. Therefore, a ball partially on the outer boundary line cannot be ruled out of bounds. (For details please see the definition of [Out of Bounds](#).)

4. **If, after hitting the ground, a person or other obstacles outside of the outer boundary line, the ball then bounced back into the playing field, should it be ruled as out of bounds?**

The ruling of an Out of Bounds must be based on the ball's first point of landing when the ball touched any obstacle or the ground outside the outer boundary line, not on the ball's final point of landing. Therefore, as long as the ball's first point of landing meets the

definition of out of bounds, it will be ruled as out of bounds. (For details please see the definition of [Out of Bounds](#).)

5. In this *Competition Rules Handbook*, is there any time limit for an official Wiser competition?

When holding official Wiser ball competitions, program arrangement and the number of participating Wiser sport teams may impose additional demands on the hosting Wiser sport organizations. Without specifically defining and limiting the time duration of each competition game, the hosting organization is often faced with the difficulty of being unable to finish all the games within the program schedule. Therefore, in response to the need of limiting the time of competition games, the World Wiser Sport Committee has now specifically made the following unified provisions as the corresponding revisions to the original rules: If game time needs to be limited and defined, the time duration of a Wiser game for team competition with 7 players on each team will be uniformly defined as 90 minutes (one and a half hours). Additionally, the time duration of a Wiser game for single or double competitions will be defined as 60 minutes (1 hour).

Questions About Ball Serving

6. Is there any time limit on a team's serving the 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 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.

7. 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.

8. In this *Competition Rules Handbook*, is there any range limit of serving a ball?

According to the rules of ball serving, there is no restriction in direction, path, or distance when serving balls as long as the ball is served within the defined Wisser competition field (i.e., within the outer boundary line). If a ball is out-of-bounds, the player serving the ball will be ruled as committing a foul.

During the ball serving phase, each team has an exemption from penalty when the first foul is committed. For example, when serving balls, the first occurrence of serving the ball outside of the outer boundary line will not result in a penalty, but the player who serves the ball out must take the ball back to serve again.

However, after that, when any player serves the ball out of boundary or commits any serving fouls, a corresponding penalty will be imposed. The specific penalty for serving out is that the player will take the ball back and put it at its original position at 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 the team can attack.

- 9. 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 Competition 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. If the ball being hit stops inside the range of the playing field and is not out-of-bounds after the hit, it will stay where it is and won't need to be placed back to its original position before being hit. However, if the ball being hit goes outside the outer boundary line, then it will need to be placed back to its original position before being hit.

Questions About Game Contesting

- 10. 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 9](#).

- 11. 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?**

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.

12. Does the one-minute time limit for tactical discussion by the attacking team include the time of launching the ball out by the 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.

13. 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.

- 14. 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 20 seconds or 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.

- 15. 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.

- 16. 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 Red 6 was hit and locked by White 3. Later in the game, White 3 was struck out from the game. To rescue Red 6, the Red team has to hit a White ball (either a

contesting ball or a locked ball) in place of the struck-out White 3. However, the White ball(s) being hit should not have locked any Red ball(s) at that time. Otherwise, any Red ball locked by that White ball being hit must be rescued first.

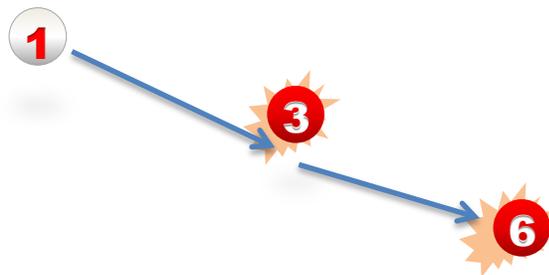
17. Are there any priorities for rescuing locked balls?

If a ball of Team A was hit by a ball of Team B, the order 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 the answer to [Question 15.](#))
- (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 a ball of team B that was locked by another ball of team A which has been struck out from the game. (Please see the answer to [Question 16.](#))
- (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:

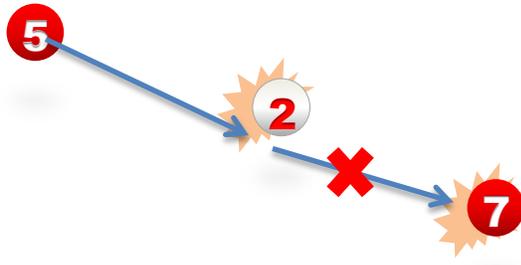
18. When a ball of Team A attacked, it continuously hit multiple balls of Team B. How should this situation be ruled?



According to the rules, the successive hits in one attack on multiple balls of the opposing team are all valid. This is called a valid multiple-hit. Suppose that in its attack, White 1 first

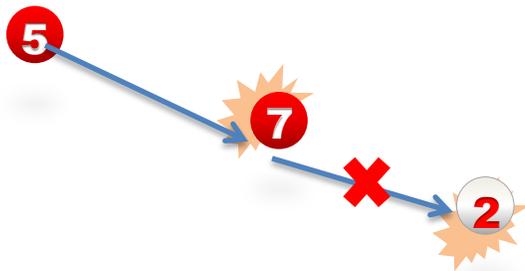
hit Red 3 and next hit Red 6. The hits on Red 3 and Red 6 by White 1 are both valid. This is called a double-hit. Both Red 3 and Red 6 will be ruled according to being hit this time.

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



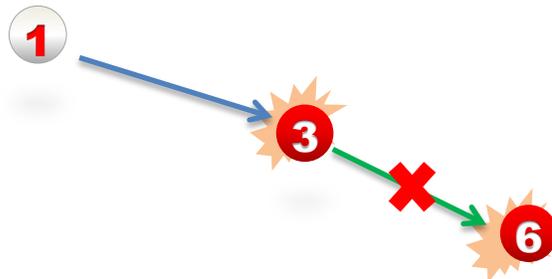
According to the rules, the hit on White 2 by Red 5 is a valid hit, but its next hit on Red 7 is invalid and will not be ruled as a mishit. In principal, as long as the attacking ball first hits an opponent's ball, the successive hit on any ball of its own team will not be considered as a mishit! During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

20. **When a 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, Red 5 in its attack first mishit Red 7 and then hit 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.

21. When a 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, White 1 attacked and hit Red 3. Then Red 3, having been hit, moved and hit 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.

22. 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.

23. 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 Mishit

- 24. 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

- 25. 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.

- 26. 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.

- 27. 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 !

IX. Common Terms in Wiser Sport

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

Centerline	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 Setting up the Wiser Competition Field.)
Center Point	The center point is the midpoint of the centerline. It is the center point of the playing field and is marked with a blue flag.
Referee	An official who has the responsibility and authority to enforce the rules set by the World Wiser Sport Committee and maintain order in Wiser ball competitions.
Record Keeper	A person who has the responsibility to record the game's progress and final outcome on a Wiser Game Record Tracking Sheet 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 Wiser Game Record Tracking Sheet , please see Instructions for Using WWSC's Wiser Game Recording Tracking Sheet .
Flag Person	A person who has the responsibility to insert or pull out flags according to the ruling of the referee.
Area Enclosed by the Inner Boundary Line	The rectangular area of 24 meters x 12 meters (Please see Figure 1.)
Area Enclosed by the Outer Boundary Line	This is the entire playing field of the game. Its length must be in the range between 30 meters and 43 meters, and the width cannot be greater than the length. (Please see Figure 1.)
Ball Serving	At the start of a Wiser game, players launch out their balls to their intended positions for the first time. (See Ball Serving.)

Service Lines	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 Figure 1.)
Out of Bounds	When the ball has gone <i>completely</i> outside the outer boundary line and the ball has touched the ground, a person, or other objects outside the outer boundary line, it is ruled as out of bounds.
Contesting Ball	At the start of a Wiser game, all balls are contesting balls (active or live 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. (See Contesting Ball.)
First-Lock	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 Wisar 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)
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 phase. (See Interception)

X. Attachment: Wisner Game Record Tracking Sheet

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



XI. Statement Regarding the Use of this Competition Rules Handbook

1. Copyrights to the contents of this *Rules of Wiser Sport Handbook for Official Wiser Ball Competitions* (hereafter referred to as this *Competition Rules Handbook*) belong to the World Wiser Sport Committee (hereafter referred to as the *Committee*). Any organization or individual other than the Committee is prohibited from making any revision, change, addition, or deletion on any contents of this Competition Rules Handbook.
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4. The Committee is a non-profit organization legally established in the United States. We teach everyone free of charge the techniques and rules of the Wiser sport. We hope to enable more and more people to experience the incomparable benefits and joy that playing Wiser ball provides. Therefore, this Competition Rules Handbook may be used only for the non-profit purposes of promoting and developing the Wiser sport. According to law, it is forbidden to use this Competition Rules Handbook for any profit-making purposes.