



WORLD
WISER SPORT
COMMITTEE



World Wiser Sport Committee

Rules of Wiser Sport Handbook



English Version 1.0
Publication Date: 11-30-2013



© WORLD WISER SPORT COMMITTEE®, All Rights Reserved

150 E. Colorado Blvd. Suite 202, Pasadena, CA 91105, USA

Tel: 626.795.7485 / Fax: 626.795.7488 / Email: info@worldwisersport.org / www.worldwisersport.org

Table of Content

| | |
|--|-----------|
| I. Introduction to Wiser Sport | 4 |
| II. Pre-Game Preparation and Etiquette of Wiser Sport..... | 8 |
| Balls and Basic Equipment for Wiser Game..... | 8 |
| Types of Wiser Game Competition | 9 |
| Dressing Requirements for Official Wiser Game | 10 |
| Playing Field for the Wiser Game | 10 |
| How to Set up the Playing Field for a Wiser Game..... | 11 |
| Standing Positions of Two Teams’ Players before the Game | 11 |
| III. How to Play Wiser Ball..... | 14 |
| Phase I: “Ball Serving” | 14 |
| Rules of “Ball Serving” | 14 |
| Phase II: “Game Contesting” | 16 |
| What are the “Contesting” balls, “First-Lock,” “Second-Lock” and “Strike-Out”? | 16 |
| How to Rescue the “First-Locked” and “Second-Locked” Balls..... | 16 |
| “Ball Hitting” | 19 |
| “Ball Setting” | 19 |
| Standard Foot Stance When Launching Wiser Ball..... | 21 |
| Three Basic Steps of Playing Wiser Ball | 21 |
| Other Rules and Important Things to Know When Playing Wiser Ball..... | 22 |
| The Final Phase: Contesting within the “Capture Zone” | 24 |
| How to Set up the “Capture Zone” | 24 |
| How to “Reposition” Balls within the Capture Zone | 24 |
| Rules of Contesting within the Capture Zone | 27 |
| What is a “Mishit”? | 30 |
| How to Rescue a Ball Locked Due to a “Mishit”? | 30 |
| “Interception” | 31 |

| | |
|--|-----------|
| How to Determine the Outcome of the Wiser Game | 33 |
| IV. Types of Fouls and Corresponding Penalties | 34 |
| "Standard Penalties" for General Fouls Committed During a Wiser Ball Game | 35 |
| V. Frequently Asked Questions (FAQs) and Answers for the Wiser Game | 36 |
| General Questions about the Wiser Game | 36 |
| Questions about "Ball Serving" | 36 |
| Questions about Game Contesting..... | 37 |
| Questions about Contesting within the "Capture Zone" | 42 |
| Questions about "Mishit" | 42 |
| Questions about "Interception" | 43 |
| VI. Common Terminology of the Wiser Sport | 45 |
| VII. Attachment: Wiser Record Tracking Sheet..... | 48 |
| VIII. Statement Regarding Use of Rules Handbook | 49 |

Table of Figures

| | |
|--|----|
| Figure 1: Set up the Wisier Playing Field..... | 12 |
| Figure 2 : Players’ Standing Positions before the Game | 13 |
| Figure 3 : An Illustration of the Basic Rules for Wisier Game (Wisier 1-2-3)..... | 18 |
| Figure 4 : Set up the “Capture Zone” | 25 |
| Figure 5 : Reposition Balls within the Capture Zone | 26 |
| Figure 6 : An Example Illustrating the Penalty for the Ball Went outside the Capture Zone after Missing Its Hit | 29 |

I. Introduction to Wiser Sport

The Wiser sport 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 its 112th Congress, the United States Senate passed through unanimous consent resolution 614, which commended the elder virtuous one for the contributions he has made to humanity. When the elder virtuous one 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, I must state that the Wiser sport does not belong to Buddhism. It is not a sport that belongs to any particular religion. No matter what one’s religion may be, no matter if one has no religion, no matter if one is male or female, old or young—everyone has the right to enjoy and be part of this sport. That is because Wiser is purely a ball sport that nature has bestowed upon humanity to strengthen the body and improve health. It is completely unconnected with race, ethnicity, or religion. 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 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 body, enhance their stamina, enliven exhausted brain cells, avoid senile dementia, broaden and ease their mind, increase their happiness, prevent rheumatism and chilliness, 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 resolve the tendency of homebound men and women to be solitary, 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 rearing 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, female, tall, short, obese, or thin. It does not matter what the player's ethnicity or race is. 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 among different matches. Each match requires the application of different layout and attack techniques. All of this enables players to improve their wisdom, sharpen their sport skills, and experience the 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."

Moreover, 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 them 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, religions, 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. Pre-Game Preparation and Etiquette of Wiser Sport

Balls and Basic Equipment for Wiser Game

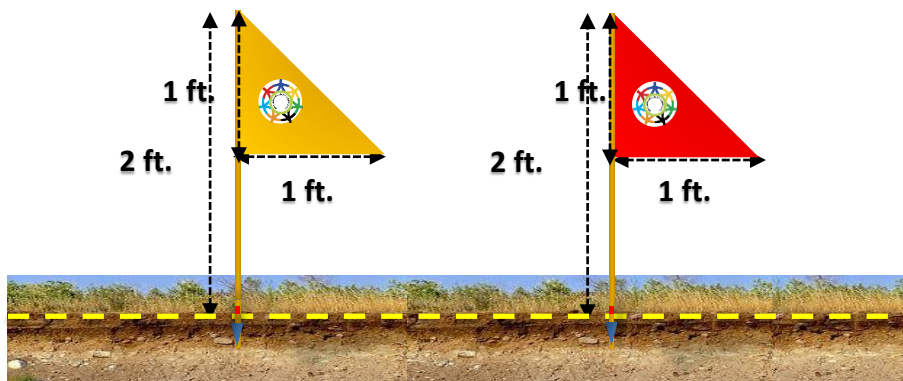
1. The Balls for Wiser Game:

Each ball shall have a diameter of about 90 millimeters and weighs about 168 grams. 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 one foot. When inserting a flag into the ground, the pole of the flag should be 2 feet above the ground.



3. Prepare a 12-meter rope to delineate the “Centerline.”

Types of Wiser Game Competition

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 competition as described below:

1. Single Competition:

Each team has **one** player. Each player controls and plays 5 balls. The balls are numbered from 1 to 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 controls balls numbered 1 through 3 and the other player controls balls numbered 4 through 6.

3. Team Competition:

Each team has **seven** players that are numbered from 1 through 7 for each individual player. 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 is the captain for each team and is responsible for coordinating and discussing the tactics with his/her teammates during the competition.

- According to the tradition of international sports, men's teams and women's teams for the official Wiser match shall play in separate leagues. However, for practices or regular games, men and women can be mixed and play Wiser games together. Each **match** includes **three** games, and the outcome of a match is determined by **the best of three games**.
- 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 of the two teams, a game shall also need a **referee**, a **record keeper** who records and tracks the progress for the game, and a **flag person** who inserts and pulls out the flags where needed. If needed according to the game situation, one or two assistant referees can also be designated to assist the chief referee in the game.

Dressing Requirements for Official Wiser Game

To be distinguished from other ball sports, Wiser sport has its specially designed sportswear. People from various walks of life in many different countries have praised this 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 the players not only in official international Wiser competitions; our Committee also approves that players can wear their Wiser sportswear in their daily lives.

However, in order to make it more convenient for people who are learning to play Wiser and to enable them to play more Wiser games in their daily lives for physical exercise, improving wisdom, and enjoying the benefits of playing Wiser, players can feel free to wear any athletic or casual clothing during their practices and regular games.

Playing Field for the Wiser Game

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

How to Set up the Playing Field for a Wiser Game

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

Step 1: Set up the “Centerline”:

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

Step 2: Set up Two Teams’ “Serving Lines”:

The two teams’ serving lines shall be set up on opposite sides of the “Centerline,” with a distance of 12 meters from it. (The length of each serving line is also 12 meters long.)

Standing Positions of Two Teams’ Players before the Game

- The two opposing teams of a Wiser game are the Red team and the White team. In a team competition, each team has 7 players. Each player uses one ball with his or her player number on it. However, for regular practices, a team may have fewer than 7 players.
- As shown in [Figure 2](#), in a team competition, players of each team stand on the serving line corresponding to its team. Player No. 1 is assigned as the team’s captain who shall stand at the center of its team’s serving line. Three players then stand at each side 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 assigned positions on the serving lines.
- Please note that [Figure 2](#) is just an example for illustration. During a real game, the sides between the Red and White teams can be switched. In addition, the referee can also choose to stand at either end of the centerline before the game.

Figure 1: Set up the Wisier Playing Field

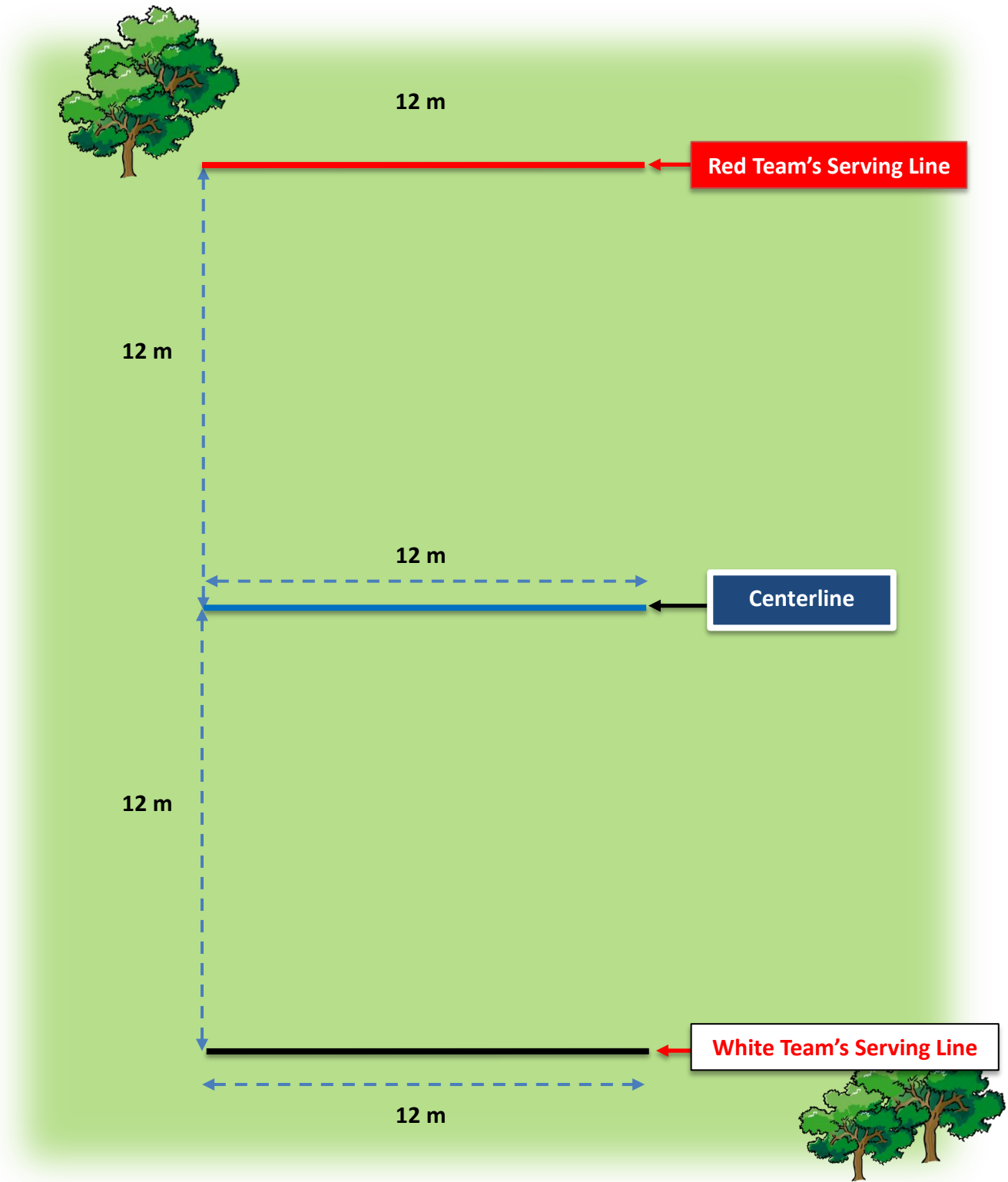
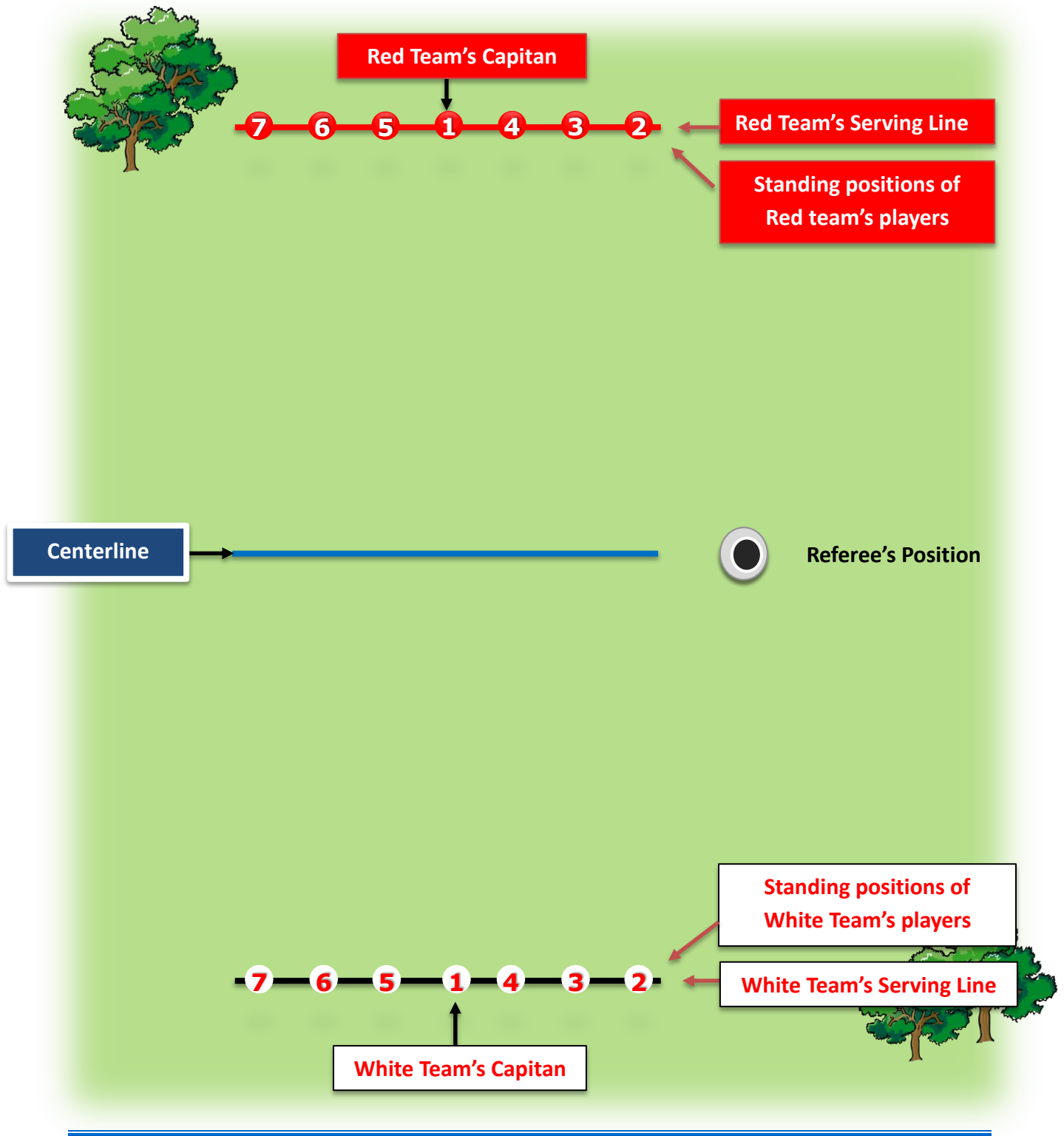


Figure 2 : Players' Standing Positions before the Game



III. 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 drawing of lots** to determine which team will serve first. For example, if the White team wins the drawing, the White team will serve first. The Red team will serve next. The two teams will serve alternately until all balls from both teams have been served.
- Before serving, each player shall first hold the ball in his or her hand ready for serving. When a team has its turn, only **one player** can serve.
- There is no one-minute time limit for tactical discussion on serving. Also, the serving does not have to follow the order of the balls' numbers.
- 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. Please note that the captain has no right to command or designate which player to serve or where to position the ball.
- When a player has his/her turn to serve, he/she must stand at the position corresponding to the number of his/her ball at the serving line and is not allowed to move to another position to serve.
- There is no fixed direction, path, or distance for serving the ball. A ball can be served anywhere within the entire playing field. When serving the balls, the serving range does not have to be restricted within the rectangular area enclosed by two teams' serving lines.
- Although there are no area/range limits in which balls can be served, to be qualified for serving the ball, each team must comply with the following requirements :
 - **Team Competition:** a minimum of **2** and a maximum of **5** balls must go beyond the "Centerline"

- **Double:** a minimum of **2** and a maximum of **4** balls must go beyond the “Centerline”
 - **Single:** 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 ball of the opposing team or the player’s own team, the serving will be considered **invalid**. The ball that got hit will be placed back to its original position. Then the player serving the ball will take back his or her ball and re-serve again.

After all players from both teams have served their balls, the Phase I of “Ball Serving” is then finished. Next, the referee will announce, “Players, stand next to your balls.” Then, each player quickly moves from his/her standing position at the serving line to the position next to his/her ball and ready for **the Phase II: “Game Contesting.”**

Phase II: “Game Contesting”

After the balls have all been served, the team that won the drawing of lots and served first will also attack first. The other team will attack next. The two teams then attack alternately.

The purpose of “Game Contesting” is to launch one’s ball out to hit the opponent’s ball and let the ball being hit be “locked” or “struck-out.”

What are the “Contesting” balls, “First-Lock,” “Second-Lock” and “Strike-Out”?

- As the game start, all balls are “**contesting**” balls. Players with the contesting balls have the right to freely use such balls to launch attacks or set the ball to an intended position.
- When a “contesting” ball was hit for **the first time** by a “contesting” ball of the opposing team, the ball being hit is ruled as “**first-lock.**” The “**first-locked**” ball is not allowed to move. The flag person will insert a **yellow flag** next to the “first-locked” ball.
- If a “first-locked” ball is hit for **the 2nd time**, the status of “first-locked” ball is changed to “**second-lock.**” The flag person will replace the yellow flag with a **red flag** to identify the “second-locked” ball.
- If a “second-locked” ball is hit for **the 3rd time**, the ball will be “**struck-out**” (i.e., the ball has been eliminated from the game.) The player with the “stuck-out” ball must pick up the ball and leave the playing field immediately and can no longer play in this game.

How to Rescue the “First-Locked” and “Second-Locked” Balls

To rescue the “locked” balls (either “first-locked” or “second-locked” balls), the teammate of those “locked” balls must hit the opponent’s ball(s) that previously hit the “locked” balls.

For example, let’s say the White 2 attacked and hit the Red 4. The Red 4 is now “first-locked” with a yellow flag inserted next to it. To rescue the “first-locked” Red 4, the Red team must hit the White 2, which previously hit and first-locked the Red 4. After the White 2 was hit, the Red

4's "first-locked" status is then removed. The status of the Red 4 changes back to a "contesting" ball.

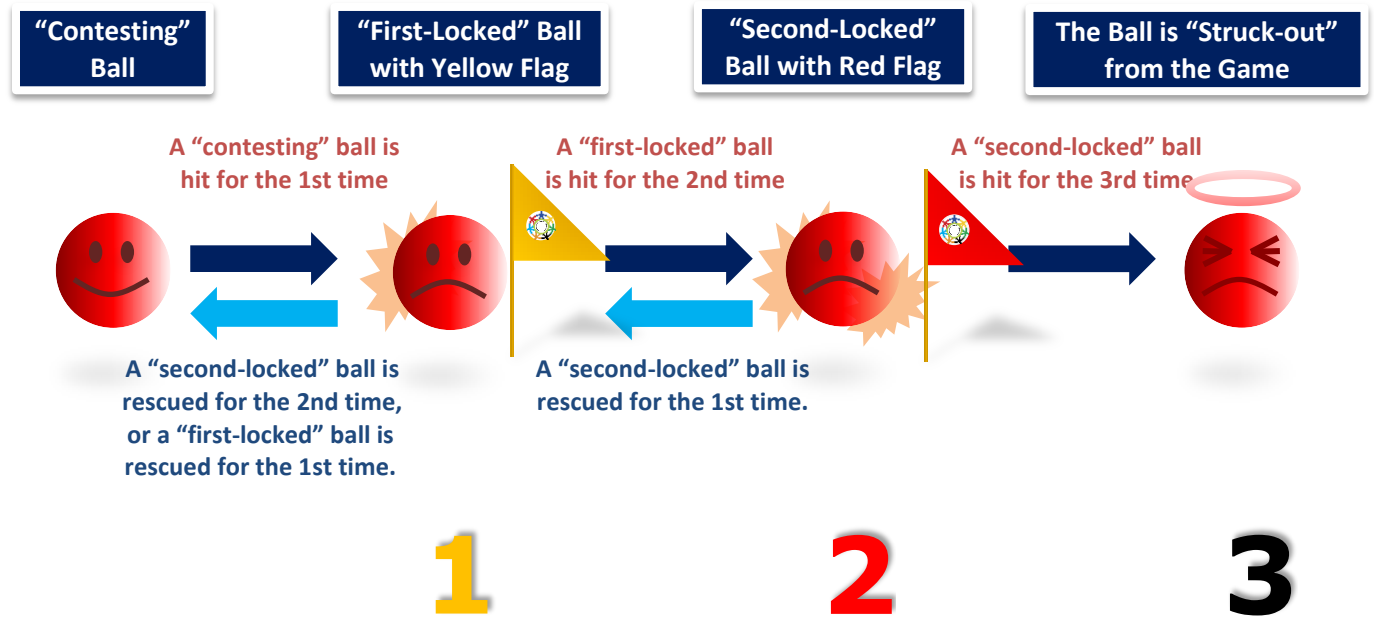
In order to completely release a "second-locked" ball (i.e., such ball has been locked twice), two rescues are required. The first rescue removes one level of locking from the "second-locked" ball and changes its status to "first-locked." After the 2nd rescue, the remaining lock is then removed. The status of the "first-locked" ball changes back to a "contesting" ball.

For example, let's say the Red 1 was hit by the White 4 and the White 7 at different time. The status of the Red 1 then became "second-locked" with a red flag inserted next to it.

To rescue this "second-locked" Red 1, the Red team must hit the White 4 and White 7 balls. However, to hit these two balls does not mean that one has to follow the same order of causing the Red 1 to be "first-locked" and "second-locked." In other words, it doesn't matter that the Red team hit the White 4 or White 7 first. For the purpose of explanation, let's say the Red team hits the White 4 first. After the White 4 was hit, the "second-locked" ball Red 1 is rescued for the first time so one level of locking is removed. The status of the Red 1 changes to "first-locked." After the next time the Red team hits the White 7, the remaining lock of the Red 1 is then completely removed. The status of the Red 1 then changes back to a "contesting" ball.

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

Figure 3 : An Illustration of the Basic Rules for Wisier Game (Wiser 1-2-3)



When there is contesting by two teams in a Wiser game, the players can launch their balls by using 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 opponent’s ball.

The basic methods of “ball hitting” are a **rolling hit**, a **shooting hit**, and a **tossing hit**. In addition, the player’s body posture can be **tall standing**, **bow standing**, 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 “**How to Play Wiser Ball**” published by the World Wiser Sport Committee that has been posted at the following web links:

- <http://youtu.be/RFlru2Bv33w>
- http://v.youku.com/v_show/id_XNTY1MzcxMjl0.html

“Ball Setting”

“Ball Setting” is one kind of game strategic considerations. When playing in a Wiser game, as one kind of game strategies, the player can also choose to “**set**” (or “**position**”) his/her ball by launching the ball out to a special position rather than attacking and hitting the opponent’s ball. The purpose of setting the ball is to defeat the opponent by positioning the balls of his/her team according to the overall situation. 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 on a flat and broad field with relatively few obstacles.
2. **Drop Setting:** When there are obstacles with different heights and some may be even taller than a 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 or to the top of the obstacles. This type of “ball setting” is called “Drop Setting.”
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 some grass, in a hole of a tree trunk, or behind an obstacle so it is difficult for the opponent to attack.

Rules of “Ball Setting” :

- 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.

Standard Foot Stance When Launching Wiser Ball

Before picking up and launching the Wiser ball out, the player must first stand behind the position of his/her ball. Then the player stands with either one of his/her feet to be fixed right behind the ball but not to kick 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 out, the fixed front foot is no longer allowed to move or switch legs. Before the ball is launched out, the player’s rear foot can move sideways or pull back but should not step past the imaginary horizontal line (a yellow broken line) to mark the position of the fixed front foot.



Three Basic Steps of Playing 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 player can first raise with one hand to signal to the referee that he/she is ready to attack. Doing so can prevent having more than one player on the same team launching their balls out at the same time and committing a foul. However, this rule does not apply in the situation of an interception.
2. Meanwhile, the player also lets the referee know that he/she intends to hit the opponent’s ball or set his/her ball. If the player decides to hit the opponent’s ball, the player **must** call out the ball number of the opposing team that he or she intends

to hit. For example, before the player of White 2 picks up the ball to attack the 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, after one’s ball was launched out, it did not hit the ball that he or she intended to hit but accidentally hit the opponent’s ball with another number or even hit a ball of its own team, this hit is still considered a “**valid**” hit.

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

Other Rules and Important Things to Know When Playing Wisier Ball

- Before picking the ball up, each player must confirm that he/she is **using the correct ball by 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 rule is set to promote courtesy and respect among the players.
- During Wisier game contesting, the overall disposition should be considered. The principle of which strategy is the most favorable to the team should take priority. Therefore, it is not necessary to play in the order of the balls’ numbers.
- The time of tactic/strategy discussion shall not exceed **one minute!**
- The role of the captain in the game is to gather his/her teammates to discuss and coordinate the tactics for the game. The relationship between the captain and his/her teammates is equal. The captain has no authority to give commands or designate which player to play. When it is the team’s turn to attack, players can gather around the captain to quickly discuss the tactics in low voices to decide together which player will attack or where the ball should be positioned. When no

- consensus can be reached before the end of the one-minute discussion time due to different opinions, the captain shall then 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 behind their own balls all the time. The exception is that, when participating in the team's discussion or when the player's standing position is blocking a ball's traveling route, the player can temporarily move away from his/her ball.
 - No matter what happens in the playing field, players must not quarrel with each other to undermine their friendships.
 - Before launching the ball, the player is not allowed to remove any obstacles (e.g., tree twigs or rocks) from the ball's planned travelling route. Players or field staff should not be used as obstacles in the field.
 - If any flag(s) within the playing field is/are blocking the travelling route of the attack ball, the attacking player may request for temporarily relocating those flag(s). **Only after the request has been approved by the referee** can the flag person move the flag(s) to another spot or temporarily pull up the flag(s) to clear the way for the attacking ball. Any flag(s) that was/were pulled up must be reinserted into its/their original position(s) after the attack is completed.
 - When any player is ready to launch the ball out, no one should use sound, talking, or body movement to disturb that player.
 - A player who has been "struck-out" (or eliminated) can't re-enter into the playing field and can't provide his/her teammates in the game with any strategy suggestions.
 - When there are any questions or disagreement regarding the game's record, the captain can present the inquiry to the referee on behalf of his/her team.
 - Please be cautious when inserting a flag into the ground. To protect our environment and show our ethical behavior, the hole on the grass field caused by inserting the flag must be refilled by a hand or foot once the flag has been pulled up.
-

The Final Phase: Contesting within the “Capture Zone”

How to Set up the “Capture Zone”

- After the two teams launch attacks and position their balls against each other, the “Capture Zone” must be set up if any one of these two teams has **only one contesting ball left**. Without setting up the “Capture Zone,” that remaining one contesting ball would be running around without limit and would never be hit!
- As shown in [Figure 4](#), the “Capture Zone” is the rectangular area between the two teams’ serving lines. Its range is 12 meters x 24 meters.

How to “Reposition” Balls within the Capture Zone

- After setting up the Capture Zone, the two teams must “reposition” their remaining **contesting balls** and **locked balls** within the Capture Zone respectively.
- The team that **has multiple contesting balls left will reposition first**. Then the team with only one contesting ball left will reposition next.
- As shown in [Figure 5](#), the way to reposition is to pick up the balls **by the players** from their original positions in the playing field and then **arrange them at any locations** on a “repositioning” line. The repositioning line is located one meter inside from each team’s serving line.
- The flag person rather than players will then help reposition the flags next to the balls of both teams that have been locked previously.

Figure 4 : Set up the "Capture Zone"

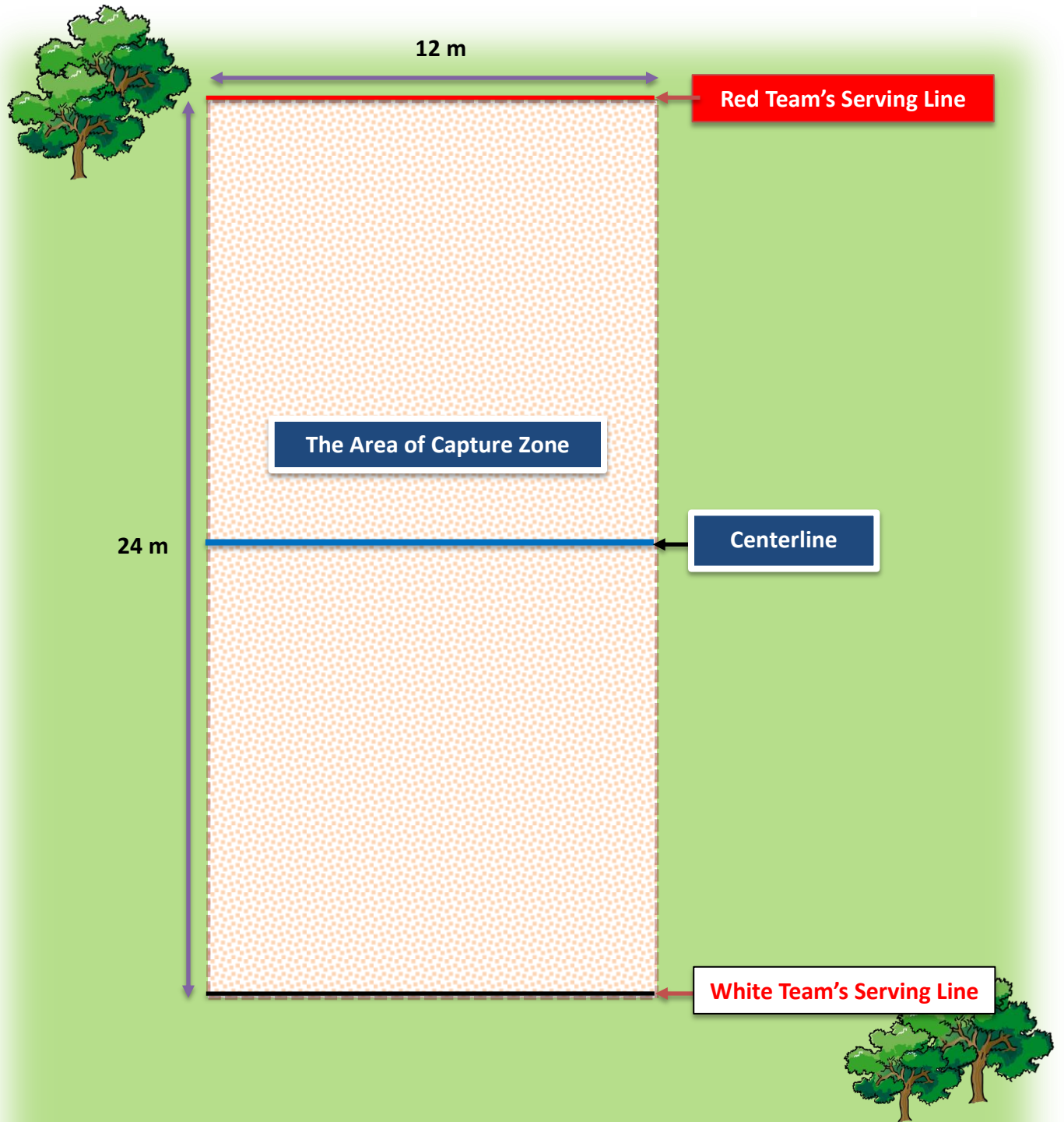
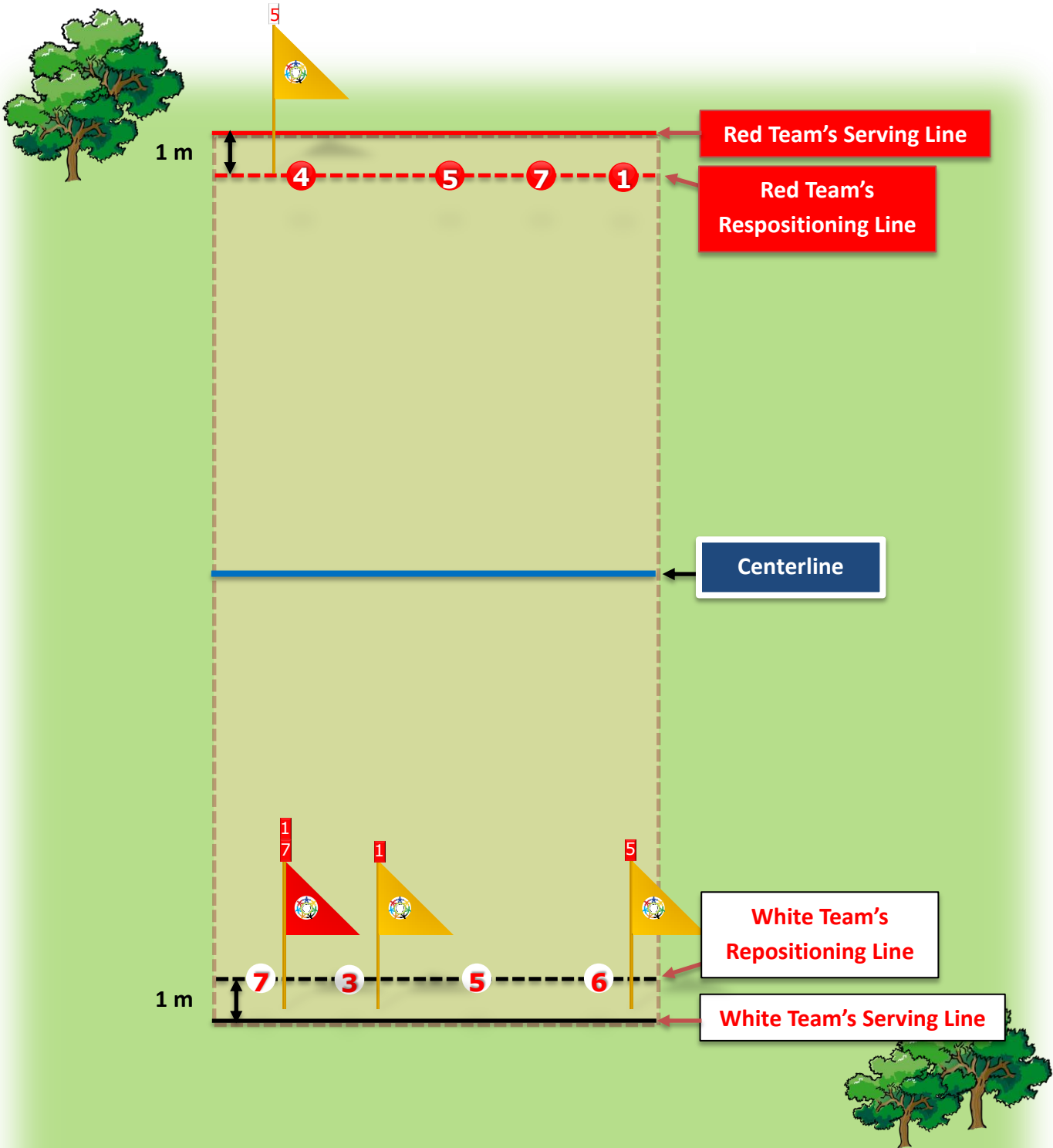


Figure 5 : Reposition Balls within the Capture Zone



Rules of Contesting within the Capture Zone

- After completing the “repositioning,” the two teams will resume their contesting within the “Capture Zone.” The team with one contesting ball left will attack first. Except for the range limitation, the rules of contesting within the Capture Zone are similar to those described in Phase II. The players can still hit the opponent’s balls or set their balls.
- If, during any team’s turn to attack, a ball is launched out but does not hit its intended opponent’s ball and goes outside the Capture Zone, the team of the attacking ball will receive a penalty. The penalty will be explained through the following example.

Let’s say, as shown in [Figure 6](#), the two teams were contesting within the Capture Zone. The Red 7 was launched out to attack the White 5 but did not hit the White 5 and went outside the Capture Zone. Then, the Red team will receive a penalty:

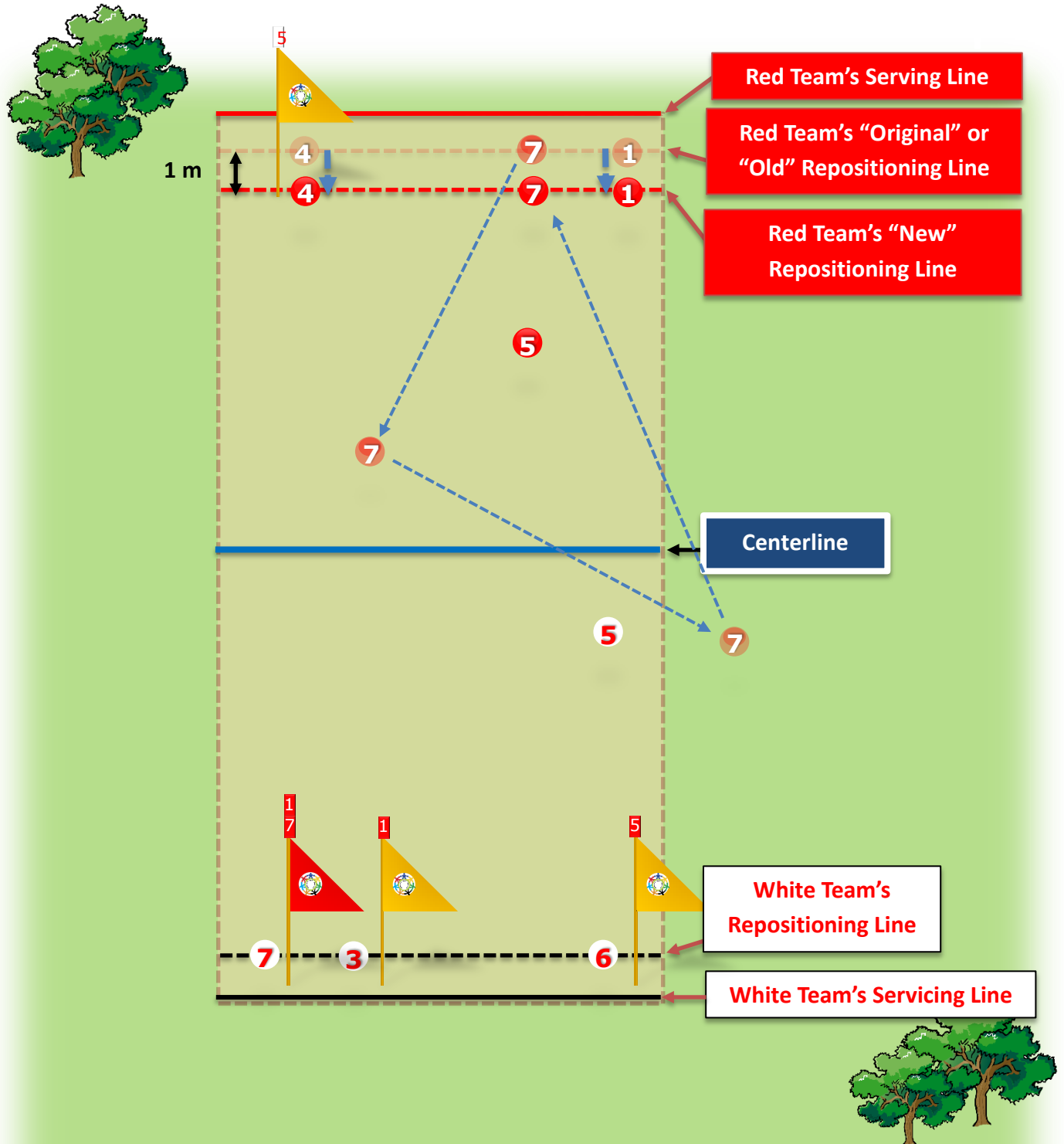
- First, the original “repositioning” line of the Red team moved 1 meter closer to the side of the White team and became a “**new**” repositioning line.
- Next, the Red 7 that was launched outside the Capture Zone was taken back and repositioned at the “**new**” position of the “**new**” repositioning line. The “**new**” position of the Red 7 is the equivalent location that is 1 meter inside from its original spot on the “**old**” repositioning line.
- Because the “first-locked” Red 4 and the contesting ball Red 1 still remained at the “**old**” repositioning line with their positions farther away from the opponent than the “**new**” repositioning line, these balls must also receive the penalty by repositioning them on the “**new**” repositioning line. The “first-locked” Red 4 with its yellow flag and the contesting ball Red 1 were moved directly to the equivalent locations that are 1 meter inside from its original spots on the “**old**” repositioning line.
- Before the Red 7 went outside the Capture Zone, the Red 5 has already been launched or set to the position closer to the opponent than the “**new**” repositioning line. Therefore, the Red 5 won’t receive the penalty to be taken back and repositioned on the “**new**” repositioning line.

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

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

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

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



In the following, we will also introduce some situations that may be encountered during the game, including: the “**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”?

A ball that hits a ball of its own team is called a “Mishit.”

- The player who caused a “Mishit” has committed a serious error. 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 status before being hit and can have the following three outcomes:
 - if the ball was a contesting ball, it will become “first-locked” after the “Mishit”
 - if the ball was “first-locked,” it will become “second-locked”
 - if the ball was “second-locked,” it will be struck out from the game.

How to Rescue a Ball Locked Due to a “Mishit”?

We will use the following example to explain how to rescue a ball “locked “due to a “Mishit.”

- Let’s say the Red 7 tried to hit the White 6 but missed. Instead, it mistakenly hit the Red 5. This caused a “Mishit.”
- Due to this “Mishit,” the Red 7 is struck out of the game. The Red 5, which was originally a contesting ball, is now “first-locked” with a yellow flag inserted next to it.
- To rescue the 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 the Red 2 hits the White 5. The White 5 is then first-locked with a yellow flag. Because

the White 5 that was hit did not lock any red ball(s), the Red 5 that was first-locked due to a “Mishit” can now be rescued.

- However, if the White 5 that was hit did lock any red ball(s), the hit on the White 5 can only be used to rescue the red ball(s), which were locked by the White 5 and could not be used to rescue the Red 5 that was locked due to a “Mishit.” **According to the rules, the balls that were hit and locked by such opponent’s ball being hit 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”

“Interception” is the highest-level and most difficult technique used in the Wiser ball game. It also creates the most exciting scene of competition! Interception refers to a quick action of blocking when the opposing team is launching an attack. Interception can be used at any time during the game contesting. The types of interception are: interception in the air, head-on interception, and lateral 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 number white ball. At this time, the captain of the White team can quickly give an 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 into his or her hand within the 2-second time limit, the referee will void the intended interception!
- When the player of the Red team picks up the ball and is waiting for the referee’s whistle to launch his/her ball to attack, the captain of the White team can still call for an “Interception” before the referee blows the whistle. However, after the referee blows the whistle, the captain of the White team can no longer call out for an interception.

- If the player of the White team who is making the interception launches his/her 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 interception player. The player of the White team for interception cannot hold his/her ball without releasing the ball to intercept the 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 attacks, 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. 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 can run 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. The referee will announce that the game is concluded.
- After each game has been concluded, the two teams will line up along two sides of the centerline and face 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.

IV. Types of Fouls and Corresponding Penalties

| No. | Types of Foul | Penalties Corresponding to the Fouls Committed |
|-----|--|---|
| 1 | During the team's turn to attack, after exceeding the one-minute time limit of tactical discussion, the designated player has not picked up his/her ball ready for attack or ball setting. | The team that committed the foul loses its turn to attack. Next, it will be the opposing team's turn to attack. |
| 2 | Exceeding three consecutive times of ball settings | After three consecutive times of ball setting, if the team continues setting the ball at <u>the 4th time</u> 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 <u>the 5th time</u> without attacking, the next two successful hits by the team will be "Invalid," and so on. |
| 3 | While the ball is launched out , the player's rear foot stepped ahead of the front foot that is fixed behind the ball. | Please see " Standard Penalties " |
| 4 | After picking the ball up , the player switched feet or moved the standing position of the front foot. | Please see " Standard Penalties " |
| 5 | Kicking the ball or intentionally throwing the ball out to hit others | Please see " Standard Penalties " |
| 6 | Launching the ball out before the referee blows the whistle to announce the start of attacking (except "Interception") | Please see " Standard Penalties " |
| 7 | Using a wrong ball (incorrect number or color) | Please see " Standard Penalties " |
| 8 | During game contesting, more than one player from the same team launched their balls out at the same time. | <ul style="list-style-type: none"> • <u>If it's the team's turn to attack when the fouls are committed</u>, the referee can select any one of those fouled players to stay in the game but the next successful hit later in the game by that player will be "Invalid." The rest of the fouled players will be all eliminated from the game. • <u>If it's not the team's turn to attack when the fouls are committed</u>, all fouled players will be eliminated from the game. |
| 9 | Using one's body to be in contact with the player holding the ball or purposely trying to block the ball's movement. | Please see " Standard Penalties " |
| 10 | The player of interception launches the ball out before the attacking ball is launched by the opponent. | Please see " Standard Penalties " |
| 11 | The player of interception did not launch his/her ball out to intercept but the attacking ball launched by the opponent has already stopped or hit the ball that it intended to attack. | Please see " Standard Penalties " |
| 12 | Not releasing the ball when it makes contact with the target ball being hit | Please see " Standard Penalties " |
| 13 | Lifting or moving an inserted flag or moving any obstacles in the way of a ball's movement. | Please see " Standard Penalties " |

“Standard Penalties” for General Fouls Committed During a Wiser Ball Game

When the foul was committed:

- **If the ball has not been launched out yet**, the team committing the foul will lose its turn to attack. The opposing team will then attack next.
- **If the ball has been launched out and hit the opponent’s ball**, the hit is considered “invalid.” Both the launched ball and the ball that was hit need to be returned to their previous ball positions. However, if the launched ball mishit the ball of its own team, the hit is considered a “valid” hit. Because it was considered an attack when the team committed the foul and launched the ball out, the opposing team will then attack next.
- **If the ball has been launched out but the ball did not hit any opponent’s ball**, the ball that was launched out needs to be taken back to its previous position. Because it was considered an attack when the team committed the foul and launched the ball out, the opposing team will then attack next. The next successful hit in the game by the player committing the foul will be ruled as “invalid.”

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

General Questions about the Wiser Game

1. Is there any time limit for an official Wiser game?

Except for Phase I of Ball Serving, there is a one-minute time limit for tactical discussion for each team's turn to attack. Otherwise, there is no time limit for an official Wiser ball game!

2. Is there any range/area limit for the playing field in an official Wiser game?

Except when two teams are contesting within the Capture Zone, the game area will be limited within the rectangular area of 12 m x 24 m. Otherwise, the playing field of an official Wiser game has no range/area limit and can be played based on whatever landscape is available.

Questions about "Ball Serving"

3. Before ball serving, is it required in an official Wiser game to use the drawing of lots to determine which team will serve first?

For fair competition in an official Wiser game, the captains from both teams may draw lots to determine which team will serve first. However, for convenience, other methods like coin tossing or "rock, paper, scissors" can also be used during the regular games or practices to determine which team will serve first as long as the hosting organization and both teams agree these methods.

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

There is no fixed direction, path, or distance for serving the ball. A ball can be served anywhere within the entire playing field. Balls do not have to be served and rest inside the rectangular area enclosed by two teams' serving lines. (Please refer to **Question 2**)

5. **During ball serving, is there any penalty for a player who serves and continuously hits the opponent's balls—for example, should the player be eliminated if he/she served the ball and hit the opponent's ball(s) three consecutive times?**

According to the rules of ball serving, if the ball being served hits any ball of the opposing team or the player's own team, the serving will be considered as **"invalid"**. The ball that got hit will be placed back to its original position. Then the player serving the ball will take back his or her ball and re-serve again. The referee may remind the player to be careful and not to hit any balls again when re-serving. However, so far there is no penalty for the player who serves and continuously hits the opponent's balls. Therefore, the player won't be eliminated if he/she serves the ball and hit the opponent's ball(s) three consecutive times.

Questions about Game Contesting

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

According to the current rules, the one-minute time limit for tactical discussion does not include the time of launching the ball out by the player of the attacking team. However, when the one-minute time almost expires, the attacking team must have decided which player will attack and that designated player must pick up the ball and hold it in his/her hand, ready to attack or set the ball. Otherwise, if the attacking player has not picked up the ball after exceeding the one-minute time limit, the attacking team will be cited as committing a foul. The team that committed the foul will lose its turn to attack.

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

According to the rules, if the attacking player considers that any flag(s) in the playing field is/are blocking the intended traveling route of his/her attacking ball, the attacking player may request to temporarily relocate those flag(s). Only after the request has been

approved by the referee can the flag person can move the flag(s) to another spot or temporarily pull up the flag(s) to clear the way for the attacking ball. Any flag(s) that was/were pulled up must be reinserted into its/their original position(s) after the attack is completed. Other than this rule, the player cannot use other reason(s) to request to move flag(s).

8. **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 up to 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, he or she 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.

9. **Let's say 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?**

Let's say, for example, that the Red 5 has hit and locked the White 4 first and then subsequently hit the White 7. Later in the game, if the Red 5 was hit by the White 3, the hit on the Red 5 could only be used to rescue the White 4 first and could not rescue both the White 4 and the White 7 all at once. Only until the Red 5 was hit again by any White ball could the White 7 can then be rescued. This is because hitting the opponent's ball once can only be used to rescue one ball at a time. The principle is: Whichever ball 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.

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

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

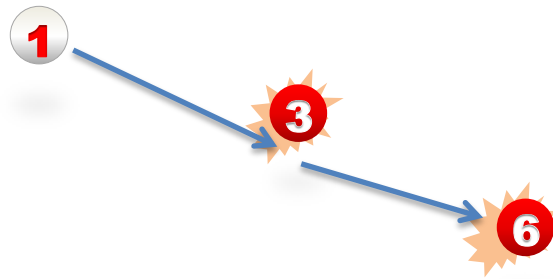
11. Are there any priorities for rescuing locked balls?

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

- (1) The ball(s) of Team B that were hit and locked by this ball of Team A will be rescued first. If more than one ball of Team B have been hit by this ball of Team A, the one that was hit first will be rescued first. (Please see [Question 9](#))
- (2) If this ball of Team A that got hit did not lock any ball of Team B, the hit it got can then be used to rescue the ball of team B that was locked by another ball of team A which has been struck out from the game. (Please see [Question 10](#))
- (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"](#))

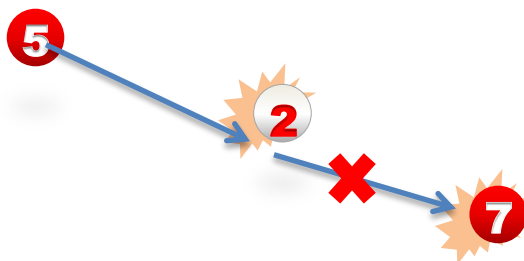
The attacking ball hits more than one ball in one attack:

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



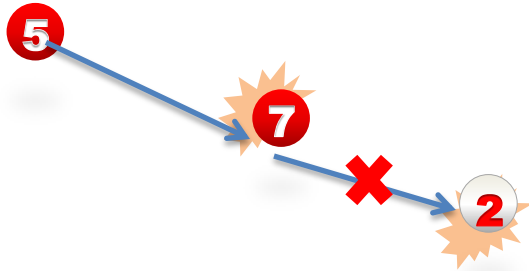
According to the rules, the successive hits on the Red 3 and the Red 6 by the White 1 are both valid. This is called a “double-hit.” In this example, both the Red 3 and the Red 6 will be “first-locked” with yellow flags inserted next to them.

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



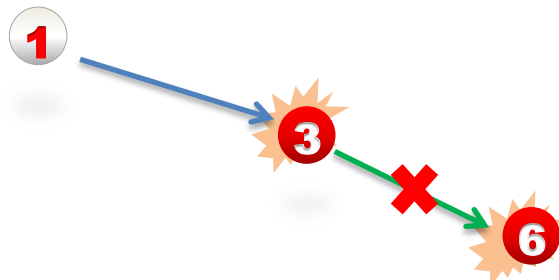
According to the rules, the hit on the White 2 by the Red 5 is a valid hit, causing the White 2 to be “first-locked” with a yellow flag. However, its successive hit on the Red 7 is an “invalid” hit. The principle is: As long as the attacking ball first hits an opponent's ball, the successive hit on the ball of its own team will not be considered as a “Mishit.”

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



According to the rules, the Mishit on the White 2 by the Red 5 is a valid hit, causing the Red 5 to be ruled “struck out” and eliminated from the game. Also, the Red 7 will be ruled as “first-locked” with a yellow flag. Because the Red 5 has already been eliminated from the game right after committing a Mishit, its successive hit on the White 2 is an “invalid” hit.

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



According to the rules, the first hit on the Red 3 by the White 1 is a valid hit, causing the Red 3 to be “first-locked” with a yellow flag. Subsequently, the “first-locked” Red 3’s hit on other ball(s) (the Red 6, in this example) is invalid.

Questions about Contesting within the “Capture Zone”

- 16. Is it true that once the “Capture Zone” is set up, it will last until the end of the game and never be removed?**

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

Questions about “Mishit”

- 17. 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 the Red 5 mishit the Red 3, causing the Red 5 to be eliminated from the game and the Red 3 to be “first-locked.” Can this mishit on the Red 3 be used to rescue the White 6, which was hit and locked by the Red 3 earlier?**

According to the rules, to rescue the White 6 which was hit and locked by the Red 3, the White team must hit the Red 3. Therefore, the Mishit on the Red 3 by the Red 5 cannot be used to rescue the White 6.

Questions about “Interception”

- 18. 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.”

- 19. 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 a Red ball is attacking, a White ball can make an “interception.” Regardless of whether or not the interception is successful, as long as the player for interception 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.

- 20. If, when making an interception, the ball does not hit the opponent’s ball to be intercepted but accidentally hit another ball(s), is this still a valid hit?**

Let’s say, for example, that when a Red ball is attacking, a White ball can make an interception. If the ball of the White team for interception does not hit the Red ball to be intercepted but unexpectedly hits another Red ball, this hit is still valid. However, if this White ball hit another White ball, it will be ruled as a “Mishit.”

- 21. 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 are “**valid**” and “**invalid**” timings for an interception to be made, and these are described as follows:

- **“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, launched the ball out before the opposing team’s attacking player does

(2) The player, in an attempt to make an interception, launched the ball out after the opposing team’s attacking ball has already stopped or gone past the ball of our team being attacked

These are not only invalid interceptions, but are also commissions of fouls !

VI. Common Terminology of the Wiser Sport

The following common terminologies of the Wiser sport are listed based on the order in which they appear in this handbook:

| | |
|------------------------|---|
| Centerline | The “Centerline” is a 12-meter line in the middle between the two teams’ serving lines. The distance between the centerline and each team’s serving line is 12 meters. (See “ How to Set up the Playing Field for a Wiser Game ”) |
| Referee | An official who has the responsibility to enforce the rules of the Wiser sport set by the World Wiser Sport Committee and maintain the order of the game. |
| Record Keeper | A person who has the responsibility to record the game’s progress and final outcome on a “ Wiser 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. |
| Flag Person | A person who has the responsibility to insert or pull out flags according to the ruling of the referee. |
| Ball Serving | At the start of a Wiser game, players are launching out their balls to their intended positions for the first time. This is called “Ball Serving.” (See “ Ball Serving ”) |
| Serving Lines | The standing positions for serving the balls by both teams are called “Serving Lines.” The distance between each team’s serving line and the centerline is 12 meters. |
| Contesting Ball | At the start of a Wiser game, all balls are “contesting” balls. Players have the right to use these balls to launch attacks or set the ball. (See “ contesting ball ”) |
| First -Lock | When a “contesting” ball is hit for the first time by the opponent’s “contesting” ball, the ball being hit is ruled as “first-locked.” This ball is not allowed to be moved. The flag person will insert a yellow flag next to the “first-locked” ball. (See “ First-Lock ”) |

| | |
|---------------------|--|
| Second-Lock | If a “first-locked” ball is hit for the 2nd time , its status is changed to “second-locked.” The flag person will replace the yellow flag with the red flag next to the “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.” (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 “struck out” and will be eliminated from the game. (See “ Mishit ”) |
| Yellow Flag | In the Wiser game, a yellow flag is inserted next to a ball to identify that the 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 the 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 the “locked” balls must hit the opponent’s ball(s) that have hit the “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 the Wiser game, a player can also choose to “ set ” (or “ position ”) his/her ball to a special position instead of aiming to hit a ball of the opponent. (See “ Ball Setting ”) |
| Capture Zone | If one of the two teams has only one contesting ball left, the “Capture Zone” must be set up. The “Capture Zone” is the rectangular area between two teams’ serving lines. Its range is 12 meters by 24 meters. (See “ How to Set up the Capture Zone ”) |
| Reposition | After setting up the Capture Zone, the two teams must “reposition” their remaining contesting balls and locked balls within the Capture Zone respectively. The way to reposition is to pick up the balls from their original positions in the playing field and then <u>arrange them at any locations</u> on a “repositioning line,” which is the line located one meter |

inside from each team's serving line.

(See "[How to Reposition Balls within the Capture Zone](#)")

Mishit

A ball that hits a ball of its own team is called a "Mishit." (See "[What is Mishit?](#)")

Interception

Interception refers to a quick action of blocking when the opposing team is launching an attack. Interception can be used at any time during the game. (See "[Interception](#)")

VII. Attachment: Wisner Record Tracking Sheet

of Setting by Red Team

of Setting by White Team

DATE OF THE GAME:

/ /

STARTING TIME:

am/pm, ENDING TIME:

am/pm

□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□
 ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○

②

③

④

①

⑤

⑥

⑦

②

③

④

①

⑤

⑥

⑦

○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○ ○○○○○○○
 □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□

NAME OF REFEREE:

/SIGNATURE

VIII. Statement Regarding Use of Rules Handbook

1. Copyrights to the contents of this Wiser Sport Competition Rules Handbook (hereafter referred to as "Rules Handbook") belong to World Wiser Sport Committee (hereafter referred to as "Committee"). Any revision, change, addition or deletion not made by the Committee will not be recognized as valid and will not become part of this Rules Handbook for the Wiser sport."

2. The registered trademark of the Committee that is contained in this Rules Handbook (hereafter referred to as "Trademark"), which includes both the design logo and the name, is protected by United States and international trademark laws. Any organization or individual absolutely may not use such Trademark without the express written permission of the Committee.

3. The publication of this Rules Handbook provides people with the basic rules and standards to be followed in all Wiser Sport competitions. However, with respect to competitions on a national, state/provincial, or club level, the organization hosting the competition may, in accordance with this Rules Handbook, establish polices of competition based on the specific circumstances of that particular time and place. Formal international-level Wiser competitions must follow this Rules Handbook formulated and published by the Committee. The Committee reserves all rights to revise this Rules Handbook and to interpret all Wiser competition rules.

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 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 Rules Handbook for any profit-making purposes.