

WISER BALL



TEAMS:

- . UP TO 7 PLAYERS A TEAM
- . EACH PLAYER WEARS A JERSEY OR PINNIE NUMBERED FROM 1 TO 7.
- . THE TEAM CAPTAIN WEARS #1 AND HELPS THE TEAM STRATEGIZE DURING PLAY.



The **USA Wisier Sport Committee (USAWSC)** is the national governing body for the sport of Wisier Ball in the U.S.

USAWSC is a non-profit 501c3 organization whose objective is to promote the Wisier ball sport and grow it across the U.S., making it available to all people regardless of their age, gender, religion, ethnicity or social-economical background. **USAWSC** was established in October of 2012 to organize teams, clubs and tournaments at local, regional, and national levels and to raise awareness of the benefits of Wisier ball to people across the country. It hosts the world's first indoor Wisier field open for public use.

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To learn more, please visit
www.uswiser.org



WISER BALL

- ✓ is for everyone, regardless of age, gender or athletic ability
- ✓ requires no special field
- ✓ uses minimal equipment
- ✓ is a game of skill and strategy and is lots of fun!

TEAMWORK

FOCUS

STRATEGY

SKILL

HONOR

WISER BALL

HOW TO PLAY



PLACING A SINGLE LOCK



AIMING AT A TARGET

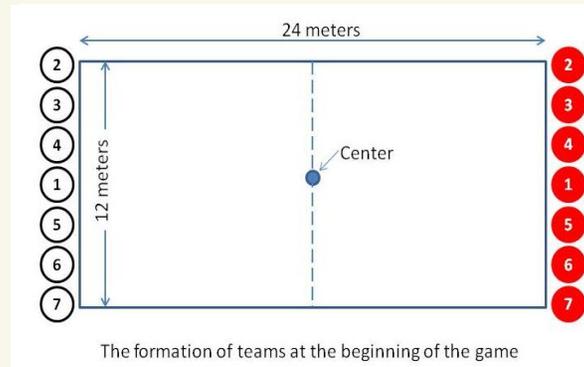
TRYING TO RESCUE
DOUBLE-LOCKED BALLS



TEAMS EXCHANGEING
GREETINGS



SETTING UP THE FIELD OF PLAY



Two teams start the game at the short sides of a field measured 12m by 24m. Ball #1 is the team captain who stands in the middle. The rest of the team stand in ascending order as shown in the picture above.

Setting the Balls: After a coin toss, teams alternate throwing or setting their balls, until all balls are on the field. Once all balls are set, the teams take turns attacking. The team that won the coin toss takes the first shot.

Attacking: A player picks up ball and throws it at an opponent's ball. If it successfully hits the opposition's ball, that ball is frozen or locked.

Locked Balls: The first time a ball is frozen, it is called a **single lock**, and a yellow flag is placed next to it. If it is hit again, it is called a **double lock** and the yellow flag is replaced by a red flag. A third hit permanently removes that ball from the game.

The Rescue:

A locked ball can be rescued if a teammate of the locked ball in turn hits the opposition's ball which originally struck it. If it is single locked, the ball is then freed completely and can be used to strike an opponent. If double locked, then it is upgraded to a single lock but remains frozen. In this case it requires another successful rescue in order to be freed completely.

Order of Rescue:

A locked ball can only be rescued if the opposition's ball which locked it is hit by a teammate of the locked ball. If the opposition's ball has made a number of successful hits, then the rescue has to be made in the same sequential order of hits.

Friendly Hit:

A **friendly hit** occurs when a teammate hits his or her own teammate's ball. In that case, both balls are locked. In order to unlock them, 2 rescue credits must be obtained, and then the two balls are freed together. A rescue credit is earned when an opposition's ball is hit.

Final Phase: The Capture

When either team is down to one free ball, all balls are picked up and repositioned in a smaller area, and the game continues. Any ball that goes out of bound will force that team to reposition their balls closer to the center and therefore more exposed to opposition's attack.

Ending the Game:

When all of the balls of one team are either locked or removed, the game ends and the other team wins the game.

Equipment:

1. Two sets of 7 softballs, differentiated by color (i.e., Red and white). Each set is clearly marked with numbers 1-7.
2. Small yellow and red flags with poles that can be easily inserted into dirt/grass or erected on hard ground.
3. Cones to mark the boundary.