

Instructions of using the WISER Ball Game Recording Sheet

Layout of the recording sheet

The recording sheet is divided into five areas: A. game statistics area, B. "sequence of hits" area, C. "struck out" area, D. "fouls" area, E. "setting 3 times" area, F. "repositions" area, and G. "number of flags at end of game" area. See picture below:

The diagram shows the layout of the recording sheet with the following sections:

- Area A:** Game statistics area, including fields for Winner (R/W), date, place, scorer, and referee.
- Area B:** Sequence of hits area, a large table with columns for sequence number, striker, target, and X.
- Area C:** Struck out area, a table with columns for W and R, and rows for ball number and sequence number.
- Area D:** Fouls area, a table with columns for W and R, and rows for foul number and sequence number.
- Area E:** Setting 3 times area, a table with columns for W and R, and rows for setting 3 times.
- Area F:** Repositions area, a table with columns for W and R, and rows for repositions.
- Area G:** Number of flags at end of game area, a table with columns for W and R, and rows for flags.

Area A: Game stats area

The game statistics should be recorded here in this area, including the names of the teams, date, starting and ending times of the game, and the place where the game is held. The recorder and referee should sign their names after a game is completed.

Area B: Sequence of hits area

This area records strikes in sequential order. A strike means when a ball hits another ball. All strikes must be recorded, including mistake strikes (used to be called friendly hits).

The "Striker" column records the striking ball, and the "Target" column records the ball that is hit. If an attack is made but misses the target, it needs not to be recorded.

The following example illustrates a sequence of ball strikes, where the "S" column indicate the sequential order of events.

S	M	Striker	→	Target	X
1	<input type="checkbox"/>	W3	→	R5	
2	<input type="checkbox"/>	R4	→	W1	
3	<input type="checkbox"/>	W2	→	R6	
4	<input type="checkbox"/>	W7	→	R2	
5	<input type="checkbox"/>		→		

At S1, white-3 ball hits Red-5 ball,
 at S2, red-4 ball hits white-1 ball,
 at S3, white-2 ball hits red-6 ball,
 at S4, white-7 ball hits red-2 ball.

Crossed out events

The "X" column in the above table indicates "crossed out events". A crossed out event is one that will have no further effect to impact the remainder of the game. The following example illustrates such a case:

S	M	Striker	→	Target	X
1	<input type="checkbox"/>	W3	→	R5	X
2	<input type="checkbox"/>	R4	→	W1	
3	<input type="checkbox"/>	W2	→	R6	
4	<input type="checkbox"/>	W7	→	R2	
5	<input type="checkbox"/>	W3	→	R6	
6	<input type="checkbox"/>	R4	→	W3	
7	<input type="checkbox"/>		→		

In this example, at S5 the white-3 ball hits the red-6 ball, then at S6 the red-4 ball hits the white-3 ball. Since by that time the white-3 ball has already locked a few red balls,

the first ball it has previously locked, namely the red-5 ball, which is locked at S1 time, is rescued. Consequently, the line event at S1 is marked as "crossed out", since it will not have any more bearing on future events after that point. That is, the next time the white-3 ball is struck by a red ball, line item of S1 will not be included in the consideration. The search for a red-ball to be rescued must start after line item S1.

The "M" column for Mis-hits

When a ball hits its own teammate, it is called a mistake hit or a mis-hit. When that happens, the striking ball is removed from the game immediately. The following example illustrates how to record such an event:

S	M	Striker	→	Target	X
1	<input type="checkbox"/>	W3	→	R5	X
2	<input type="checkbox"/>	R4	→	W1	
3	<input type="checkbox"/>	W2	→	R6	
4	<input type="checkbox"/>	W7	→	R2	
5	<input type="checkbox"/>	W3	→	R6	
6	<input type="checkbox"/>	R4	→	W3	
7	<input checked="" type="checkbox"/>	R3	→	R4	

In the above diagram, at S7 time, R3 hits R4. The M box is checked to indicate a mistake hit. R3 is crossed out in this table and also recorded in the "balls removed from game" recording area:

出局球 struck out			
W		R	
球號 ball no	順序號 seq no	球號 ball no	順序號 seq no
		R3	7

In the above example, at S3 time the number 5 player of the red team commits a foul. It is recorded in the "Striker" column without a "Target", and the F column is checked at that time. This indicates that R5 has fouled.

Area C: the "struck out" recording area

This area records the balls that are removed from the game after being struck three times. The following is an example:

Seq	M	striker	→	target	X
1	<input type="checkbox"/>	R3	→	W6	
2	<input type="checkbox"/>	...	→	...	
3	<input type="checkbox"/>	R1	→	W6	
4	<input type="checkbox"/>	...	→	...	
5	<input type="checkbox"/>	R4	→	W6	
6	<input type="checkbox"/>		→		
7	<input type="checkbox"/>		→		
8	<input type="checkbox"/>		→		
9	<input type="checkbox"/>		→		
10	<input type="checkbox"/>		→		
11	<input type="checkbox"/>		→		
12	<input type="checkbox"/>		→		
13	<input type="checkbox"/>		→		
14	<input type="checkbox"/>		→		
15	<input type="checkbox"/>		→		

(W) White 白隊:

日期 date	開始時間 b.time
	結束時間 e.time
地點 place	
記分員 scorer	
裁判員 referee	

出局球 struck out

W		R	
球號 ball no	順序號 seq no	球號 ball no	順序號 seq no
W6	S5		

In the above example, the white-6 ball is hit for the third time at S5, and is removed from the game at that time. It is recorded in the "balls removed from game" recording area with the sequential time point. At this time the three events of S1, S3, and S5, which are the three strikes involving W6 being the target, are crossed out since they will no longer have any impact on the rest of the game from that point on.

Area D: the "fouls" recording area

This area records the fouls committed by the teams. Under each team there is an area to draw a stroke for each foul committed. At the end of the game, the number of strokes is tallied up and the total is written in the box below. Do this for both teams.

Area E: the "setting 3 times in a row" recording area

This area records three ball settings in a row made by either team. When a team sets a ball instead of makes an attack, a box is checked. Three checked boxes indicate three settings in a row without attack. Once an attack is made, the checked boxes are crossed out.

F: the "repositions" area

Use this area to record the repositioning made by both teams during the capture phase. Each time a team is repositioning its balls, write an arrow in the box to its side. For example, if the white team repositions, draw a right-pointing arrow in the first box on the left, if the white team repositions again, draw another right-pointing arrow in the second box on the left. If the red team repositions, draw a left-pointing arrow in the box on the right. So on and so forth. When the boxes are all filled out, no more repositioning is allowed.

There are two rows in the field which allow two recordings of moving the repositioning lines. If the capture zone is removed due to both teams are able to have more than one contesting balls, and later on the capture zone is applied again, the second row of this field can be used to record the moving of the repositioning lines in the second time the capture zone is applied.

G. number of flags at the end of game

At the end of the game, count the numbers of red flags and yellow flags and record them in the corresponding boxes in this area.