



WLD is excited to announce the creation of the **WLD Rise Tour** in conjunction with the **WLD Tour**. Both Tours will comprise the **WLD Open Division**.

- Players eligible to register for a **WLD Tour** event (Sunday) will be the Top 28 ranked players in the Open Division at the time of registration opening.
- Players eligible to register for a **WLD Rise Tour** event (Saturday) will be all players ranked 29th and lower in the Open Division at the time of registration opening.
- The **WLD Rise Tour** was created as a platform for players ranked outside of the top 28 in the Open Division rankings to improve their long drive experience and skills at a more cost friendly entry point while competing against hitters of similar skill and experience.
- The **WLD Rise Tour** will reward the top 25% of the field with prize money and the top four players with direct entry into the respective (Sunday) **WLD Tour** event at no extra cost.
- The **WLD Rise Tour** will be implemented beginning with the 2025 season at all U.S.-based, non-tv events
- The **WLD Rise Tour** will also include its own Tour Points ranking system for the purposes of seeding and qualification for the **WLD Rise Tour Championship** (date/location TBD)

WHY did WLD implement the **WLD Rise Tour**?

- WLD recently completed its annual postseason assessment which included feedback from WLD members as well as analysis of player statistics across multiple divisions, event results, and competition data
- Here is a summary of comments (in no specific order) that were the most common throughout the past 2 years:
 - The same competitors always finish in the prize money
 - Competing against high performing, seasoned pros can be discouraging
 - Hitting against the top players always knocks me out on Day 1
 - Entry fees and multi-day travel expenses are putting this sport out of reach
 - Like other sports, top players should be rewarded for high performance

- Registration is too short, and waitlists need better management
- Add more groups
- Top open division competitors have requested a return to one-day competitions

ANALYSIS

We analyzed WLD event results from the past two years and player performance over several years. Two key data points came to light during this exercise.

- Less than 10% of hitters ranked outside the top 28 in the Open Division have earned prize money across the past 17 Tour events. The WLD Rise Tour addresses this by offering prize money to the top 25% of the field at each competition.
- Based on statistical analysis of Open Division hitters ranked outside the top 32, top 16 ranked Seniors and Amateurs, the median competition ball speed average was 196.7 mph. Open Division hitters ranked inside the Top 32 have a median competition ball speed of 214.7. For this inaugural year of the WLD Rise Tour, the cutoff will be players ranked 29th or lower.

HOW will the WLD RISE Tour work?

- To explain how the WLD Rise Tour will work, we first need to explain how the WLD Tour will work and then work backwards – starting with a typical non-tv event schedule.
 - **Schedule:**
 - U.S.-based, non-tv events will follow a similar schedule everyone has become accustomed to: Friday will be for Local and Regional qualifying, Saturday will be the WLD Rise Tour event and Sunday will be the WLD Tour event. Other Divisions will be discussed separately. [See Schedule Here](#)
 - **Field Size:**
 - Sunday WLD Tour events will be restricted to 32 players while Saturday WLD Rise Tour events are designed for a minimum of 32 and a maximum of 48 players. These numbers are in line with current demand and provide flexibility for future growth.
 - **Format:**
 - WLD Rise Tour Players will compete in a round robin points format
 - A field of 32 will have two preliminary rounds consisting of 16 players each. The top 8 finishers in each group will advance to Round 2. The top 8 finishers from Round 2 will

receive prize money. In addition, the top 4 finishers will receive free entry into Sunday's WLD Tour event.

- A field of 48 will have three preliminary groups consisting of 16 players each. The top 5 finishers from each group will advance to Round 2. The 6th place finisher from each group of 16 in Round 1 will play in a 3-for-1 wildcard playoff to determine the final spot. The top 12 finishers will receive prize money. In addition, the Top 4 finishers will receive free entry into Sunday's WLD Tour event.
- As always, WLD reserves the right to modify formats, if necessary, to accommodate registration changes, weather, etc.

- **Registration:**

- Early Registration will open for the (Sunday) WLD Tour event. This registration will be limited to 28 spots for the WLD Tour and will be restricted to only the Top 28 ranked players. Registration will then open to all players ranked 29th or lower for the WLD Rise Tour (Saturday) event. The first 32 registered WLD Rise Tour players are guaranteed entry. Once registration is full, players will be placed on a waitlist. Once a group of 16 players is on the waitlist, it will be released and added to the schedule. The field size for the WLD Rise Tour event will then be 48.
- If all 28 of the top ranked players do not register for the Sunday WLD Tour event, the remaining spots will be offered to the highest ranked player(s) registered in the WLD Rise Tour event.
- **NOTE:** WLD Tour (Top 28 ranked) competitors are NOT eligible to compete in a WLD Rise Tour event.

- **WLD Rise Tour Benefits**

- Prize Money
 - The top 25% of finishers at each WLD Rise Tour event are eligible for payouts. A WLD Rise Tour field of 32 will pay the top 8 finishers and a WLD Rise Tour field of 48 will pay the top 12 finishers.
 - As always, prize money will be dependent on total participants. Details will be found in the Players Packets for each event.
- WLD Rise Tour Advances 4 players:
 - WLD Rise Tour competitors will also be competing to earn one of the four open spots in that weekend's WLD Tour event. The WLD Tour is always set for 32 competitors but as mentioned previously, is capped at the highest 28 ranked WLD Tour registrants. The remaining 4 spots will

be filled with the top 4 finishers from the respective WLD Rise Tour event.

- NOTE: Entry into a WLD Tour event (Sunday) earned from a Top 4 finish on the WLD Rise Tour is only good for that WLD Tour event and is NOT transferable to a WLD Tour event at a later date
- Entry Fees:
 - Competitors on the WLD Rise Tour will pay a significantly reduced entry fee of only **\$325** and any players that advance will be given **FREE** entry into the WLD Tour event on Sunday where they will be fully eligible for any additional payouts earned during the event. Amateurs will remain subject to Amateur payout schedules per the Player Packet sent prior to the event.
- How does this help me as a player?
 - If you are ranked in the top 28 in the Open Division:
 - You are rewarded for your top tier performance and have earned non-complementary direct entry into Sunday's event
 - You now only need to compete on one-day and can cut down on travel expenses
 - If you are ranked below 28 in the Open Division:
 - You now compete on Day 1 with players with a similar average competition ball speed relative to your Tour Ranking
 - You will never face a player ranked 28 or better in the Open Division in a WLD Rise Tour event
 - You now have a higher chance to earn prize money
 - You still have opportunities to play in a WLD Tour event (Sunday) where you will earn WLD Tour points and be eligible for WLD Tour prize money
 - You pay a significantly reduced entry fee from prior years and no entry fee for the WLD Tour event on Sunday if you finish in the top 4 in the respective WLD Rise Tour event
 - Travel expenses are lower and more predictable
 - Separate ranking points will be tracked for the WLD Rise Tour to better compare similar competitors, assist in event seeding and qualifying for the WLD Rise Tour Championship