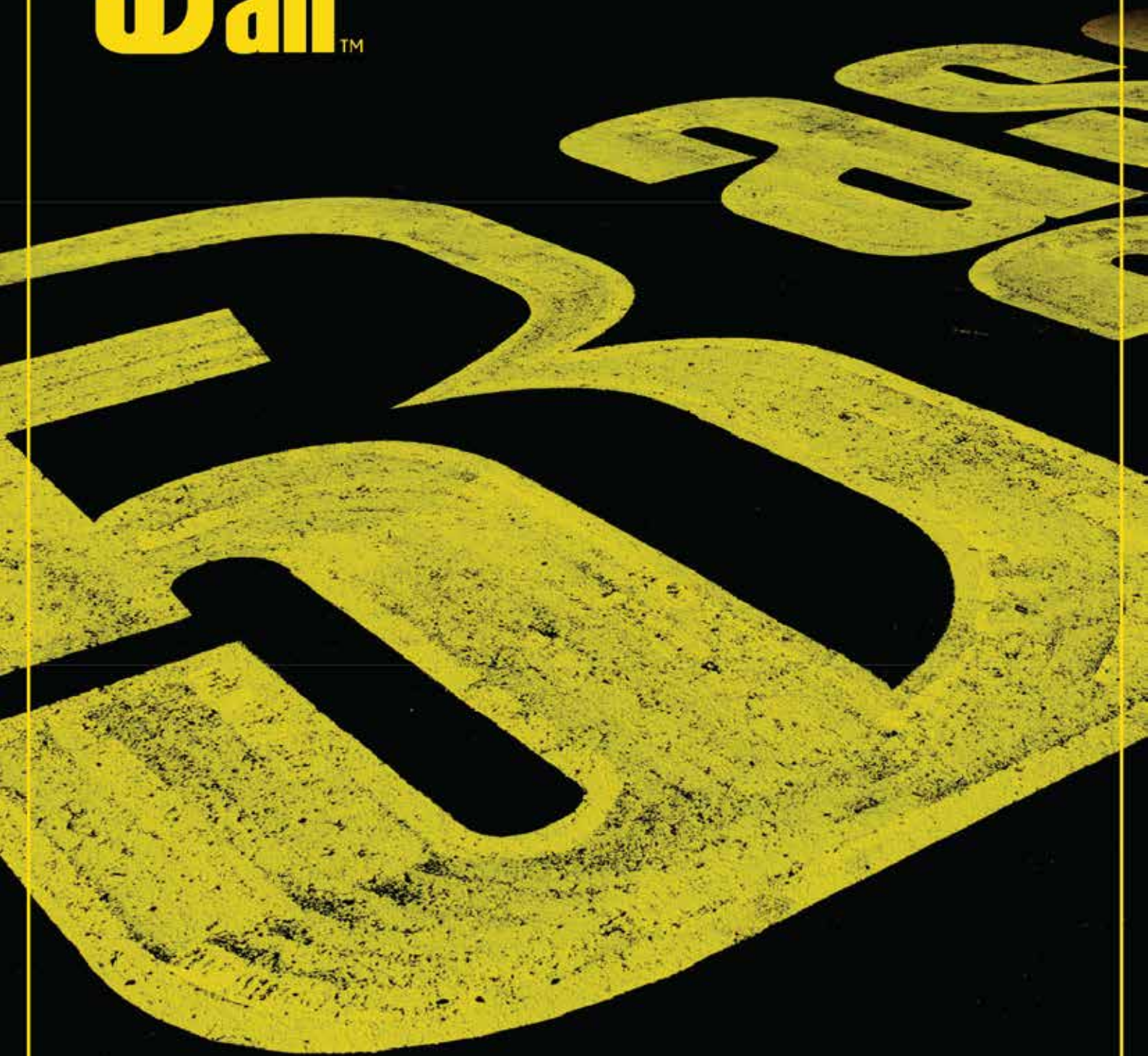


WBSC

BaseballTM



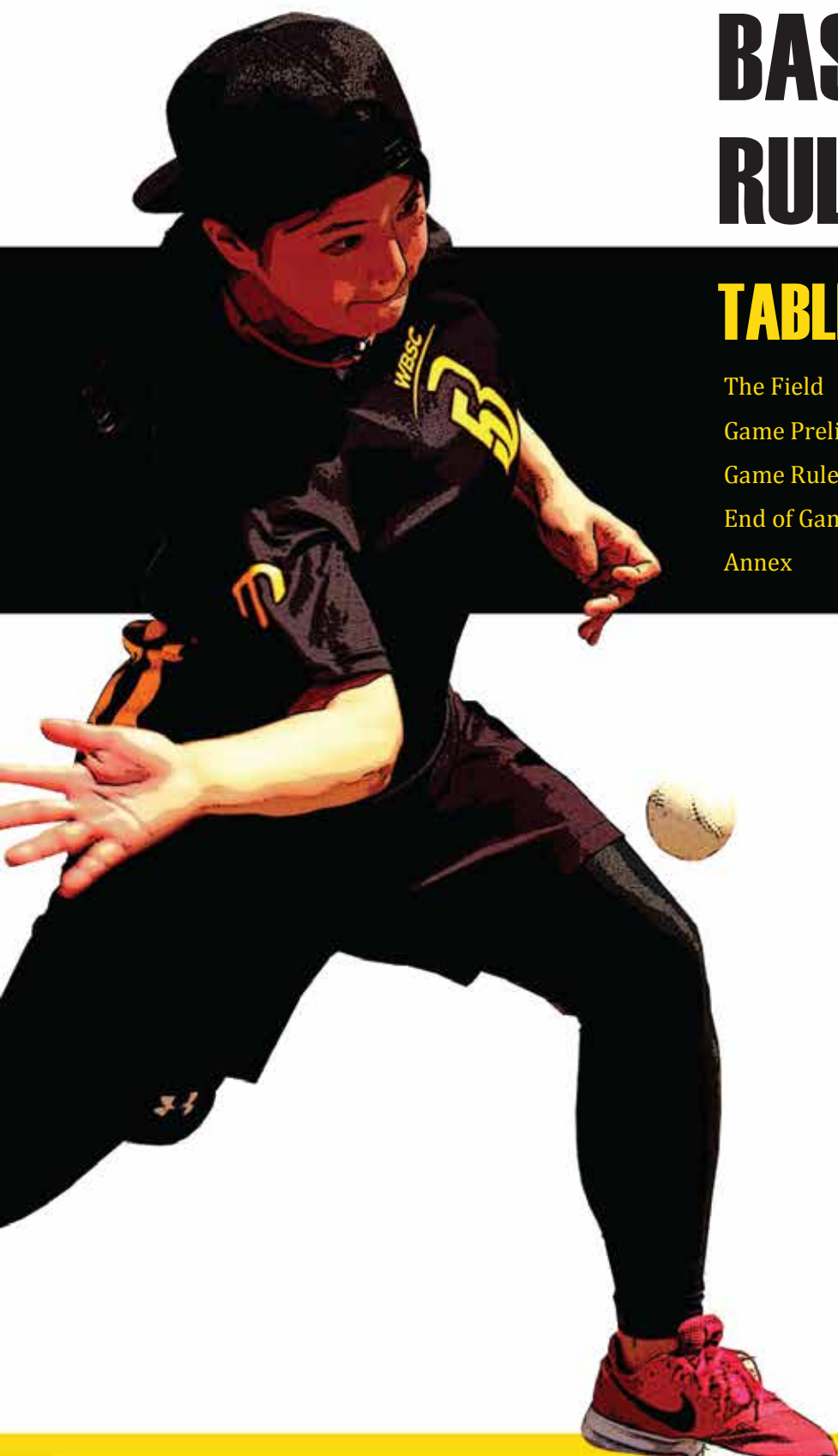
**OFFICIAL WBSC BASEBALL5
RULEBOOK 2023**

#playeverywhre

OFFICIAL WBSC BASEBALL⁵ RULEBOOK

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INTRODUCTION

Baseball5™ or B5 is an urban version of the classic games of baseball and softball. It is a fast, young and dynamic discipline that follows the same founding principles of its parent disciplines.

Baseball5™ can be played everywhere and requires only a rubber ball.

THE FIELD

INFIELD AND OUTFIELD

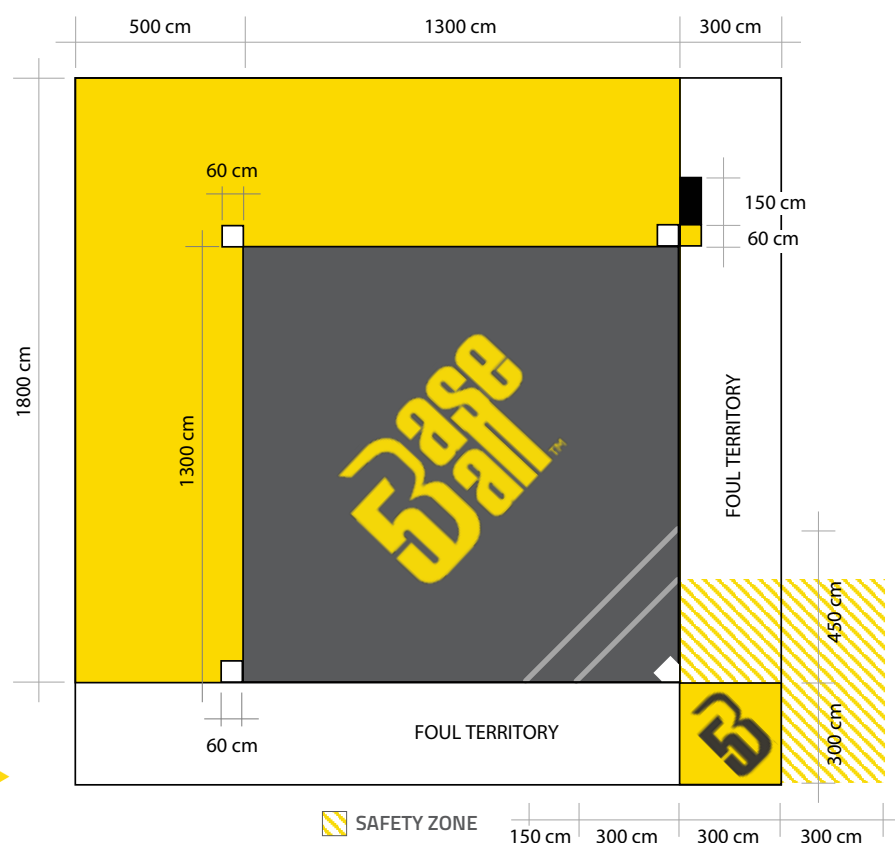
The infield is square in shape, with a base in each corner. The distance in between bases is 13 m or 42.5 ft (grey area in Picture 1). The outfield is the rest of the fair territory between the infield and outfield fence (yellow area in Picture 1).

Starting from the batter's box, behind home plate (Picture 1), the bases are numbered counter clockwise. (1st, 2nd and 3rd).

- 60 cm = 2 ft
- 100 cm = 3.2 ft
- 150 cm = 5 ft
- 300 cm = 10 ft
- 450 cm = 15 ft
- 500 cm = 16.5 ft
- 1,300 cm = 42.5 ft
- 1,800 cm = 59 ft

Safety zone:
 The safety zone is an area to be cleared from any potential hazards (such as table, chairs, cameras. Etc.)
 In order to protect the players.

Picture 1 ►



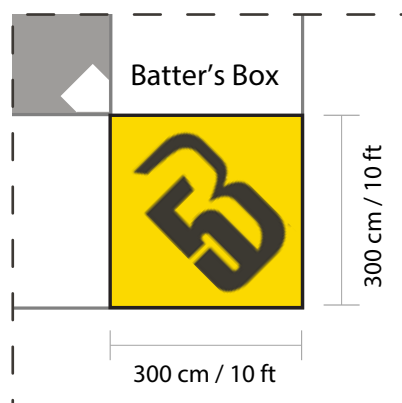
FAIR TERRITORY

Fair territory (black and yellow areas in Picture 1) is square in shape, measuring 18 m (59 ft) per side, in which one of the corners coincides with home plate. The no-hit zone, located in front of home plate, is not part of fair territory (Picture 5) except for the diagonal line, marking the no-hit zone. Lines marking the field shall have a width of 5 cm (2 inches), except the line marking the no-hit zone.

NO-HIT ZONE

A straight line shall be drawn starting 4.5 m (15 ft) from home plate on the 1st base foul line to its equivalent on the 3rd base foul line. Line shall have a thickness of 10 cm (4 inches).

BATTER'S BOX



Picture 2 ▶

The batter's box has a square shape of 3 m (10 ft) per side. It is placed outside of fair territory and is built on the extension of the two foul lines crossing each other at the home plate corner. (See Picture 2)

The home-plate shall be shaped like the baseball/softball home-plate.

BASES

The ideal shape and size of all bases is a square of 60 cm (2 ft) per side. Bases shall be simply marked on the ground; they are not cushions like in baseball/softball. Second and third bases sit on the outfield, home plate sit in the no hit zone, and first base is split between outfield and foul territory.



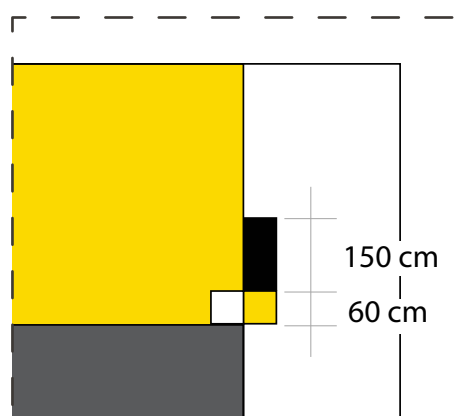
1ST BASE

To avoid collisions, first base is “doubled” in foul territory. This ensures that the defensive play can be made in fair territory (white base in Picture 3) and the batter/runner’s goal to touch the base can be made safely in foul territory (yellow base in Picture 3).

The batter-runner must run through the outer base except in the situations described below where he/she can use the base in fair territory:

1. No play is being made at first base;
2. An errant throw forces the defensive player into foul territory past first base in order to catch the ball before the runner touches first base. The defensive player can use the outer base to avoid collision.

Once the batter-runner goes beyond first base, he/she may only return to the base in fair territory. When tagging up on a fly ball, or prior to leaving base on a hit ball the runner must use the base in fair territory.

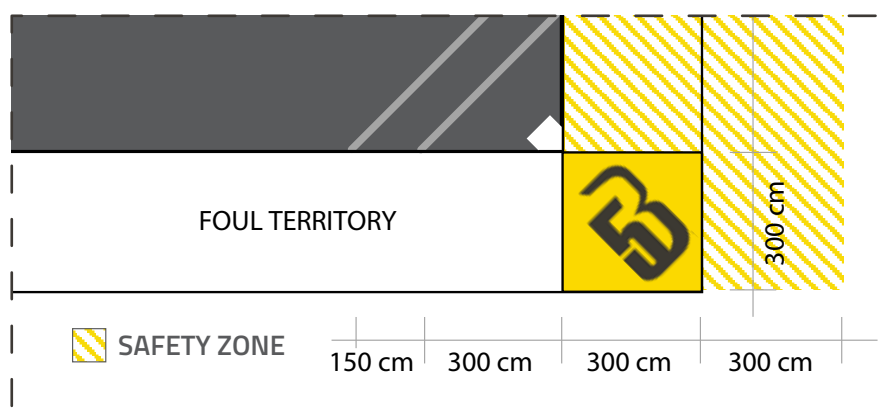


Picture 3 ▶

In order to stay safe, the batter must remain in the area included within the base and the 1.5 m (5 ft) safe area attached to it (black area in Picture 3). Should the batter fail to keep contact with the safe area, he/she can be ruled out by a tag.

HOME PLATE

Home-plate is a 43,2 cm (17 in) square with two of its corners removed so that one edge remains 43,18 cm (17 in) long, two adjacent sides are 21,6 cm (8^{1/2} in) and the remaining two sides are 30,5 cm (12 in) each and set at an angle to make a point.



Picture 4 ▶

FENCES

The ideal height of the fences is 100 cm or 3 ft. However, every league/tournament organisation may decide on other ways of limiting the field of play, such as using existing walls or marking the ground. In these cases, specific ground rules shall be established and communicated to all participants.



GOVERNANCE PRINCIPLES OF BASEBALL5

Baseball5™ is an official sport discipline governed by the World Baseball Softball Confederation (WBSC), and is therefore subject to all applicable WBSC Statutes, By-laws, rules and regulations and governance principles.

Abstract on international competition (see full article 19 of the WBSC Statutes here)

Any International Baseball5 competition, match, game, tournament between teams and/or clubs that come under the jurisdiction and/or auspices of one or more Members and/or comprising of one or more players that come under the jurisdiction and/or auspices of one or more Members, shall come under the jurisdiction of the WBSC and shall be subject to the Statutes, Code of the Divisions, By-Laws, Rules and Regulations as established by the WBSC.

WBSC Full Members are the only authorities in each country to select their National Team and have the exclusive right to represent the country or territory name, flag and colours.

Abstract on assets (see full article 24 of the WBSC Statutes here)

The WBSC's Baseball5 assets consist of:

1. The name "Baseball5", any publication by the WBSC like Newsletters, Magazines, Yearbooks, Documentaries, etc. and the acronym «WBSC» «B5» and the prevailing logos and brands of the organisation and all those that can be created in the future.
2. The Baseball5 World/Global Rankings for all categories
3. All Official National Team Competitions that fall under WBSC's jurisdiction.
4. The name Baseball5 World Cup as well as all its various Age Categories and all other trademarked and registered competitions (Baseball5 World Tour, Baseball5 Pro Circuit ...).
5. The Baseball5 official competitions and tournaments and others that can be created with this character.
6. Any logo, official look and branding related to Baseball5 and its competitions, activities and events.

GAME PRELIMINARIES

BALL

Official WBSC Baseball5 competitions are played with Approved WBSC Baseball5 balls.

- *WBSC, being the world governing body for Baseball5, is entitled of ball and equipment certification, homologation and licensing.*
- *WBSC sanctioned competitions shall be played with certified Baseball5 balls that have passed the WBSC homologation process.*

INNING

An inning is a division of a Baseball5[™] game consisting of a turn at bat for each team. A Baseball5 game is made of five innings.

A different game format in which a game is played over a series of the best of three matches, may be developed for events such as, but not limited to, World Cups, Youth Olympic Games etc.

TEAM PLAYERS

The number of active players per team during a game is five at all times. If a team cannot meet the minimum required number of players on the field, the team shall forfeit and the match is over.

The maximum number of players on the roster is eight (five in play and three reserves).

Athletes must be registered in the line-up card with a number which can be freely chosen from 0 to 99. This number must appear clearly on the player's jersey. Please refer to the tournament regulations documents for uniform specifications.

MIXED TEAMS

In mixed gender competitions the defensive team must always have a minimum of two athletes per gender on the field. The same applies to the official line-up.

OUTFIT

Only under certain circumstances can certain types of finger taping protection be allowed by Game Officials, on a case by case basis, for injury prevention purposes only. These must be announced to, and approved by, the Game Officials prior to the start of the game.

General urban sports attire is required when playing Baseball5. The WBS reserves the right to define specific regulations for players to participate in its official competitions. Where applicable, this information will be presented in the tournament manual. Only kneepads and elbow sleeves are permitted as protective equipment.

LINE-UP (ANNEX 1)

The coach of each team must present the line-up card, duly filled and signed, to the Table Official, 15 (fifteen) minutes before the start of the game. An event organiser can require a line-up card to be presented up to 90 (ninety) minutes before game. In the absence of a coach, the team manager or captain shall be responsible for presenting the line-up card. A copy of the line-up card must be presented to the opposing team before the beginning of the game.

GAME RULES

The Home Team starts the game in defence and the Visiting Team starts in offence.

The goal of the defensive team is to eliminate (get out) three players of the offensive team in order to switch sides. When the teams switch sides, the defensive team will play offence and vice-versa.

The goal of the offensive team is to score runs (points). A run is scored when an offensive player is able to complete a full run by touching all bases and safely returning home without being eliminated by the defence.

DEFENSIVE TEAM

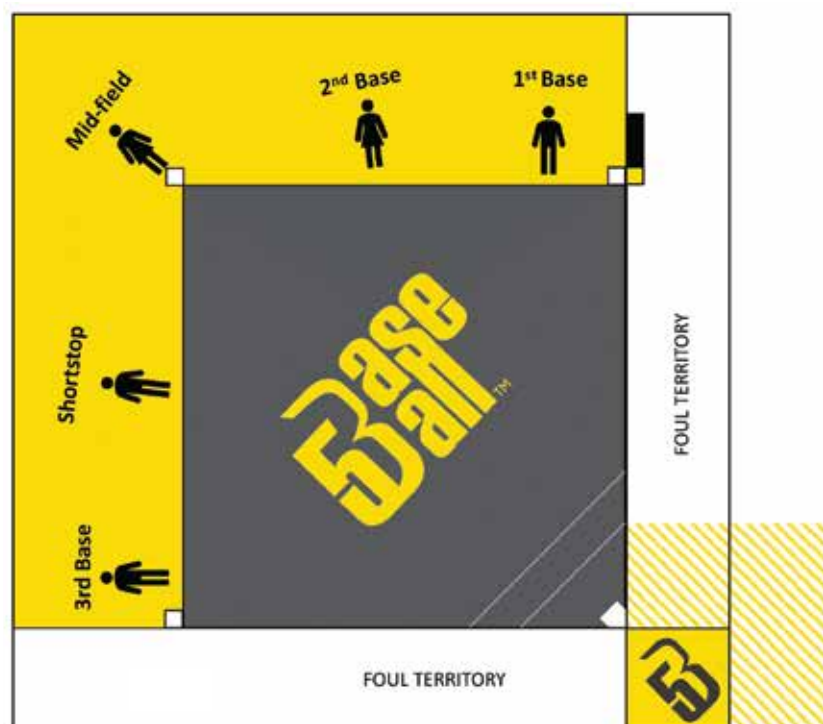
The five players of the defensive team shall all be in fair territory when the batter hits the ball.

Positions:

- 1st Base
- 2nd Base
- 3rd Base
- Shortstop
- Midfielder

In Picture 5 you will see a typical formation.

However, the defensive players may change their position before every action according to their team requirements



Picture 5 ▶

OFFENCE/OFFENSIVE TEAM

In the line-up card the teams must list the five active players hitting from one to five, and the reserves. The batting order shall be followed throughout the game unless a player is substituted for another. In which case, the substitute shall replace the player in the batting order.

HITTING/BATTING

The act of hitting/batting must take place while the batter is completely within the batter's box. The batter shall maintain contact and fully remain within these lines until the ball is hit away from the batter's hand.

The offensive player shall enter the batter's box and raise the hand they intend to use to hit the ball.

The ball must be hit/slapped either with a palm or a fist.

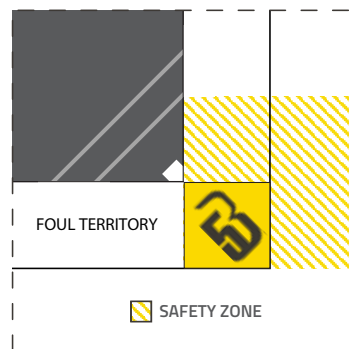
The hit ball must have its first bounce on fair territory and reach the outfield fence. If after bouncing in fair territory the ball reaches foul territory before it passes first or third base the hitter shall be ruled out.

The ball is live also when the defence fields it.

ILLEGAL HITTING

NOTE:

In the U-15 category and other age-group categories below, players will have a second chance in the case of an illegal hit or foul-ball.



The first bounce must be after the no-hit zone line marked diagonally at 4.5 m from home plate. And the ball must be able to roll until the outfield fence if not touched by any defensive player. For the U-15 category the no-hit zone is marked at 3 m.

Picture 6 ▶

POINTS/RUNS

One run shall be scored each time a runner legally advances to and touches first, second, third and home-plate before three offensive players are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home-plate during a play in which the third out is made:

- by the batter-runner before he touches first base;
- by any runner being forced out; or
- by a preceding runner who is declared out because he failed to touch one of the bases.

In the event of a fly out, runners must return to or remain on their starting base until the ball is caught. A runner can be called out should the defensive team touch that base while in possession of the ball before the next play.

OUTS

**If a returning runner has already passed the next base(s), he/she shall retouch the base(s) in reverse order.*

*** If a player erroneously hits out of turn, the action will result in an out for the offensive team. The legitimate batter shall be ruled out and the batting order should resume with the following player. The defensive team is responsible for notifying any of the Game Officials before the next batter.*

**** Offensive players are forbidden to slide/dive in Baseball5.*

NOTE: Runners must do everything possible to avoid a collision with the defenders. Should a Game Official decide that a runner could have avoided a collision, the runner shall be ruled "out".

The defensive team needs to eliminate three opponents in an inning in order to switch sides and become the offensive team.

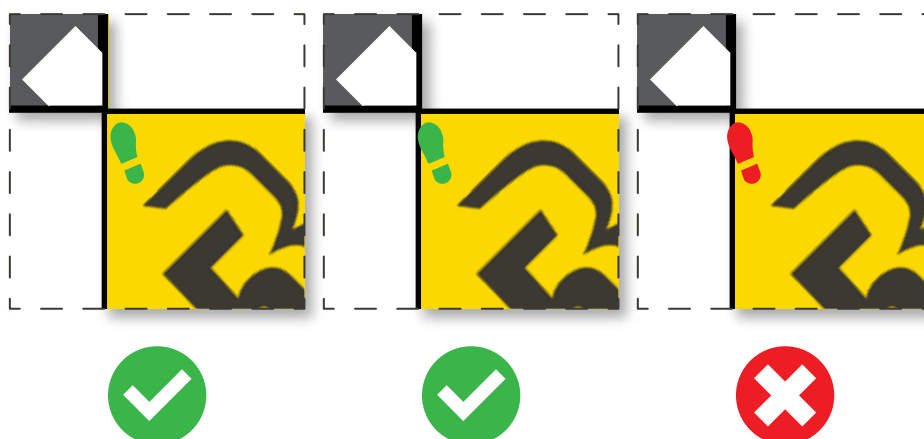
How the defence makes "outs":

- By touching the base (while in possession of the ball) where the runner is "forced" to run to;
- By catching a hit ball before it touches the ground (fly out);
- By touching the base (while in possession of the ball) where the runner is "forced" to return to after a fly out*
- By tagging a runner when he/she is not on a base; Tagging = touching the runner with the ball in hand;
- If a batter reaches 1st base safely but fails to remain in the safe area and is tagged by a defender while outside the safe area.

How the offensive players eliminate themselves due to an illegal behaviour/action:

- By crossing (passing) on one of the batter's box lines while hitting the ball (lines are part of the field, in this case of the batter's box) (See Picture 7);
- By hitting the ball in foul territory;
- By being hit by a legally hit ball;
- By completely missing the ball in the attempt of hitting;
- By intentionally faking to hit the ball;
- By not making a hit ball touch the fairground at least once before touching the fences or going above the fences;
- By not making the hit ball reach the outfield fence (in case of no touch by any defensive player);
- By not respecting the batting order and hitting in place of a teammate**;
- By a runner leaving the base before the batter hits the ball; in this case the runner is called out;
- By passing a teammate while in the action of running the bases;
- By being tagged while two or more runners are on the same base by (the player listed later in the batting order shall be called "out");
- By leaving the batter's box before the ball reaches fair territory;
- By sliding/diving in the attempt to safely reach a base or in the attempt to avoid a tag***.

Picture 7 ▶



DEAD BALL

**If a defensive player, in solid possession of the ball while he/she is in fair territory, should get out of the field of play, the ball remains live*

Fielding = the attempt of the defensive player to gain possession of the ball after a hit.

Catching = the attempt of the defensive player to gain possession of the ball after it has been thrown to him/her by a teammate.

If, after a valid hit, the ball leaves the field of play and is no longer playable by the defence, the game stops. In such cases, one of the following will be applied:

- No extra base is awarded if the ball leaves the field of play while a defensive player is attempting to field the hit.*
- Extra bases are awarded only on defensive errors.
- Errors can be called by any of the Game Officials, should a ball leave the field of play due to an errant throw or a missed catch.
- In the event of a defensive error, each runner advances one more base than the one he/she was trying to reach at the instant the defensive player threw the ball.
- The ball is also dead if the Game Official calls an obstruction (each runner advances one base).

BASES LOADED, TWO OUTS – SPECIAL CASE

In a situation with bases loaded and two outs where the runner on 3rd base is the next batter (according to the batting order), each runner advances one base: the runner on 3rd base goes to hit, the runner on 2nd base goes to 3rd base and the runner on 1st base goes to 2nd. A pinch runner (player from the bench) is placed at 1st base so that the batting order is respected. In mixed gender competitions, when selecting the pinch runner, the gender balance shall always be respected.

On teams with only five players, in any situation where the next player at bat is on base, the first player called out in that inning shall pinch-run on the base occupied by the one at bat. The batting order will always be respected.

UNSPORTSMANLIKE BEHAVIOUR

Should a Game Official detect any unsportsmanlike behaviour from any delegation member - players on and off the field, coach and team manager the responsible person may be ejected from the game.

During tournaments, any ejection will result in a minimum suspension of one game.

INTERFERENCE

Should a Game Official deem that a runner has interfered with the defensive play, the ball becomes dead. The runner that committed the interference shall be ruled out. If the interference happens during the attempt of fielding or throwing the hit ball, also the batter/runner should be ruled out. All other runners (if any) go back to their initial base.

OBSTRUCTION

Should a Game Official deem that the batter-runner or a runner is obstructed while running to the next base, the ball becomes dead, and all runners advance to the bases they would have reached had there been no obstruction.

TIME

A player can request time by raising the hands while in possession of the ball and a play is completed. The ball is live until the Home Plate Official grants the request.

SUBSTITUTIONS

Tactical substitution: Tactical substitutions can take place every time a team changes between offence and defence.

Reserve players can only enter the game once. Therefore, they cannot re-enter the game once they are substituted out of the game. A starting player can only re-enter the game to regain their original spot in the batting order.

Injury substitution: Should a player suffer an injury, they can be substituted at any time. The injured player cannot re-enter the game. Should the match be played over a series of three games, the injured player is out for the whole series.

Temporary bleeding/injury substitution: For health and security reasons any player who is bleeding or need treatment due to a collision shall leave the court to be medicated. To re-enter he/she must wait the completion of the inning. Temporary substitution shall be granted by the Game officials not requested by the team. Temporary substitutions do not count; therefore, the designated substitute player does not lose his/her right to enter the game.

END OF GAME

The game ends at the end of the fifth inning if one team has scored more runs than the opponent.

Should the Home Team be ahead on the scorecard after the Visiting Team has completed its fifth offensive half-inning, the game is over, and the Home Team wins.

On matches played over a series of three games, the team that wins two games is the winner.

TIE-BREAK RULE

In the case of a tied game, the teams shall play and complete extra inning(s) until one team scores more runs than the opponent.

- The first extra inning will start with a runner on 1st base.
- The second extra inning will begin with runners on 1st and 2nd base.
- Runners will start on all bases from the third extra inning onwards
- Runners must be placed on base(s) without modifying the batting order.

RUN-AHEAD RULE

A game is over if a team leads by 15 runs after three (3) innings or 10 after (4) four innings. Should a team reach a 10 or more run advantage during the top of the 5th (fifth) inning the game shall be completed by playing the bottom part of the 5th (fifth) inning.

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ANNEX 1

OFFICIAL LINE-UP CARD

OFFICIAL LINE-UP

STARTERS			M	F	N
1					
2					
3					
4					
5					

COMPETITION	
PLACE	
DATE	
GAME #	
VISITOR	
HOME	

SUBSTITUTES			M	F	N

TEAM	
MANAGER	
SIGNATURE	

ANNEX 2

OFFICIAL SCORE CARD

OFFICIAL SCORE CARD

VISITOR LINE-UP		INNING										
	M/F/N	1	2	3	4	5	6	7	8	9	TOTAL	ERRORS
1												
2												
3												
4												
5												

HOME LINE-UP		INNING										
	M/F/N	1	2	3	4	5	6	7	8	9	TOTAL	ERRORS
1												
2												
3												
4												
5												

Competition	
Place	
Date	
Game #	
Visitor	
Home	

Home Plate Official	
1 st Field Official	
2 nd Field Official	
3 rd Field Official	
Table Official	

<input checked="" type="checkbox"/> Offensive player ruled out
<input checked="" type="checkbox"/> Batter safe on a Hit
<input checked="" type="checkbox"/> Batter safe
<input checked="" type="checkbox"/> Defensive errors
<input checked="" type="checkbox"/> End of offensive inning
<input checked="" type="checkbox"/> Substitution
<input checked="" type="checkbox"/> Runner on base in extra inning
<input checked="" type="checkbox"/> Run scored

Start-time	:	
Finish-time	:	

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