



WBSC eBaseball™ Series 2025 Rules and Regulations

DISCLAIMER

Welcome! You are viewing a live document. It is continuously updated to reflect the latest rules, regulations, and event details for the WBSC eBaseball™ Series 2025. We encourage you to check back regularly to ensure you have the most current information and do not miss any important updates or changes.

1. General Rules

- 1.1 The WBSC eBaseball™ Series 2025 (hereinafter referred to as the "eBaseball™ Series") will be played in accordance with the rules and regulations set forth by the World Baseball Softball Confederation (WBSC) in collaboration with Konami Digital Entertainment (KDE).
- 1.2 The eBaseball™ Series will take place in three phases: Online Qualifiers, In-Person Finals (if applicable), and the World Finals. The dates of the online qualifiers are as follows:
 - 28-APR to 4-MAY: Hong Kong, China Open
 - 12-MAY to 18-MAY: Lithuanian Open
 - 19-MAY to 25-MAY: Italian Open
 - 26-MAY to 1-JUN: Dutch Open
 - 9-JUN to 15-JUN: Swiss Open
 - 16-JUN to 22-JUN: Chinese Taipei Open
 - 23-JUN to 29-JUN: French Open
 - 30-JUN to 6-JUL: Argentina Open
 - 14-JUL to 20-JUL: Indian Open
 - 21-JUL to 27-JUL: Japan Open
 - 11-AUG to 17-AUG: Mexico Open
 - 18-AUG to 24-AUG: Korea Open
 - 25-AUG to 31-AUG: Women's Qualifier
 - 1-SEP to 7-SEP: USA Open
 - 15-SEP to 21-SEP: Global Qualifier
- 1.3 The online tournaments will be contested using both versions of WBSC eBASEBALL™: POWER PROS for the Nintendo Switch and PlayStation 4/5*, while in-person events, including the World Finals, will be contested using the version for Nintendo Switch.

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- 1.4 All players must comply with the rules and regulations set forth in this document, as well as any additional guidelines or rules provided by the WBSC of KDE before or during each event.

Tournament Format

- 2.1 A total of 16 players will advance to the World Finals. The finalists will qualify via the following events / criteria:
 - 2.1.1 Quota reserved to each individual National Federation qualifying tournament
 - 2.1.2 Winner(s) of the Global Qualifier Play-off
 - 2.1.3 Winner of the Women's Qualifier
 - 2.1.4 Wild Cards to be determined by the WBSC.
- 2.2 The winners of the National Federation qualifying tournaments are defined as the top player in the tournament that resides in the country the tournament is named for (e.g. an Italian resident qualifying from the Italian Open). However, if there are no players from a host country that meet that requirement, or if the event does not meet the minimum number of eligible participants, the related quota reverts to the WBSC for determination.
- 2.3 The specific details of the regulations for each qualifying tournament can be found in the dedicated appendix section of this document.

3 World Finals Format

- 3.1 Dates, location and competition format of the World Finals will be determined at a later stage.

4 In-Person Tournament Game Settings and Regulations

- 4.1 For each in-person tournament in the eBaseball™ Series, the game settings, including difficulty level, game duration, and other specific configurations, will be standardised by the WBSC in consultation with KDE and the host. They will be communicated to all participants before the Tournament.
- 4.2 Players must submit their respective team rosters at least 4 days before each in-person tournament takes place or otherwise communicated by the organisers. All in-game characters that are available in the game at the time of submission are allowed to be used, including characters who are rewarded for winning the in-game championships. The organiser will implement the team rosters accordingly in the gaming devices.
- 4.3 The maximum number of characters in the rosters shall be 29 with cost caps to be set by KDE and the WBSC. All characters shall be registered in the first squad.
- 4.4 Each player's submitted roster information will be made available to all players.

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- 4.5 Players can ban one character against each opponent's roster before each game in the tournament. Each player must declare to the referee the character to be banned before their match; the banned character must be set in the second squad.
- 4.6 Any use of cheats or exploits, detected, and judged at the sole discretion of the WBSC or KDE will result in immediate disqualification.

5 In-Person Tournament Technical Requirements

- 5.1 No controllers may be brought by individual players for use in in-person tournaments. The organiser shall provide all game equipment and other complete set(s) of equipment used in the games.
- 5.2 The use of attachments for the purpose of adjusting the operating feel of the controller, such as attachable joystick covers, is permitted. However, the addition of devices that assist operation, such as the addition of buttons, is prohibited.
- 5.3 The use of a personal headset is permitted if they are compatible with the existing hardware and approved by WBSC and KDE and that the related brand does not conflict with existing commercial agreements. If not, WBSC and KDE will provide the player with a headset.
- 5.4 The software will be set to be played in English.
- 5.5 In the event of technical difficulties during any of the games, WBSC and KDE will determine the appropriate course of action, which may include replaying the match or awarding a win based on the circumstances.

6 Code of Conduct

- 6.1 All participants must respectfully conduct themselves, both in-game and in any channels of communication associated with the eBaseball™ Series.
- 6.2 Any form of harassment, discrimination, or unsportsmanlike behavior will not be tolerated and may result in disciplinary action, including disqualification from the eBaseball™ Series.
- 6.3 Unsportsmanlike behavior may include the unnecessary withholding of the game, by unreasonably delaying pitching or excessively pausing the game. Both conducts will be judged by the game referee, who will issue warnings. Should this behavior continue, multiple warnings may result in a forfeit game. Forfeit games are recorded with a 13-0 score.
- 6.4 Objections may be made to matters not addressed in this regulation. The ruling of the administration on the result of a match is absolute and cannot be challenged but can be challenged on matters not related to the match.

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- 6.5 Appeals must be submitted in writing to any WBSC or KDE official within two hours after the match.

7 Suspended Games

- 7.1 In the unlikely event that a match is suspended or cancelled due to unforeseen circumstances, the following shall apply:
- 7.1.1 If a match is suspended in the middle of the first or second inning, the match shall start over from the beginning.
- 7.1.2 If a game is interrupted in the middle of the third inning, the score at the end of the second inning shall be the result of the game.

8 Extra Innings

- 8.1 In the event a game needs to go to extra innings, a maximum set number of extra innings will be played, up to the ninth inning. Additional regulations may be drafted should any time constraints arise during the event.
- 8.2 This section may be changed or modified as deemed necessary by the WBSC or KDE. Participants will be notified of any updates or modifications to these Rules and Regulations.

9 Age Limit

- 9.1 Players must be 18 y/o to take part in the World Finals, those under the age of 18 y/o must receive and the parental / legal guardian consent to participate in the event. Additionally, they shall be accompanied by such parent / legal guardian on the day of the event.

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Match Settings for Physical Events

The detailed match setup shall be as follows. Cells highlighted in color are not allowed to be changed by the players, and Home and Away will be randomly assigned where applicable:

Basic Setting		Option Setting	
Equipment used	Nintendo Switch	Cursor Movement	Optional
Cost	Set on a case-by-case basis	Digital Speed	Optional
Stadium	Crown Stadium	Controller Vibration	Optional
WX· Time	Clear skies, night game	Player Condition	TBD
DH Rule	Use	Batting Level	Normal
Match Setting		Pitch Velocity Level	Normal
Regular Innings	Number of innings will be set on a case-by-case basis	Camera View (Batting)	Normal
Extra Innings	Number of extra innings will be set on a case-by-case basis	Camera View (Pitching)	Normal
Tiebreaker Rules	From 4 th Inning	Control Guide	No
Called Game	7 Runs	Batting System	Lock-on 0-3
Pitch Count Limit	None	Pitching System	Optional
Time Limit	None	Pitching Cursor	Hide
Forced Pitch	None	Pitch Type Guide	Directions
Error	Yes	Strike Zone	Show
Injury	None	Throw Control Type	Optional
Spotlight	None	Field Shift Selection	Optional
Pitch Time Limit	No skip	Formation	Optional
Replay	Yes	Drop Point	Area
Pitch Info Display	Abilities	Batting Controls	Manual
Runner Info Display	Name + Abilities	Running Controls	Manual
Special Ability Effect	Yes	Pitching Controls	Manual
SP Ability Act Display	Yes	Fielding Controls	Manual
Home Run Effect	Yes	Player Substitution	Manual
Sound Effect	Yes		
Fielder Camera Zoom	Yes		
Fan Count	Many		
Fan Ratio	Normal		
Style Model	Player		

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APPENDIX 1

1. Event Name:

WBSC eBaseball™ Series 2025 Hong Kong, China Qualifier

2. Date(s) of Event:

28 April to 4 May – Hong Kong, China Open

3. Cost Cap:

75 Total Cost; 40 Pitcher Cost Limit, 55 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of Hong Kong, China are eligible to qualify for the Hong Kong, China quota.

- a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.
- b. To be eligible to participate in the WBSC eBaseball Series World Finals a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an in-person Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the in-person final will be declared the event champion and advance to the World Finals as Hong Kong Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 2

1. Event Name:

WBSC eBaseball™ Series 2025 Lithuanian Qualifier

2. Date(s) of Event:

12 to 18 May – Lithuanian Open

3. Cost Cap:

55 Total Cost; 40 Pitcher Cost Limit, 40 Fielder Limit

4. Eligibility Criteria:

Only players who are residents of Lithuania are eligible to qualify for the Lithuanian quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an in-person Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the in-person final will be declared the event champion and advance to the World Finals as Lithuania Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD.]

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APPENDIX 3

1. Event Name:

WBSC eBaseball™ Series 2025 Italian Qualifier

2. Date(s) of Event:

19 to 25 May – Italian Open

7 to 13 July – Italian Open presented by GAMM

3. Cost Cap:

Italian Open: 75 Total Cost; 40 Pitcher Cost Limit, 55 Fielder Cost Limit

Italian Open Presented by GAMM: 65 Total Cost, 40 Pitcher Cost Limit, 50 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of Italy are eligible to qualify for the Italian quota.

- a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.
- b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an in-person Final to be played 26 July at GAMM in Rome. The top players from the online phases will be contacted and invited to register through an in-game notification.

The winner of the in-person final will be declared the event champion and advance to the World Finals as Italian Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any): [TBD]

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APPENDIX 4

1. Event Name:

WBSC eBaseball™ Series 2025 Dutch Qualifier

2. Date(s) of Event:

26 May to 1 June – Dutch Open

3. Cost Cap:

65 Total Cost; 40 Pitcher Cost Limit, 50 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of the Netherlands are eligible to qualify for the Netherlands quota.

- a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.
- b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an online Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the online final will be declared the event champion and advance to the World Finals as Dutch Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 5

1. Event Name:

WBSC eBaseball™ Series 2025 Swiss Qualifier

2. Date(s) of Event:

9 to 15 June – Swiss Open

3. Cost Cap:

55 Total Cost; 40 Pitcher Cost Limit, 40 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of Switzerland are eligible to qualify for the Switzerland quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an Online Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the online final will be declared the event champion and advance to the World Finals as Swiss Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 6

1. Event Name:

WBSC eBaseball™ Series 2025 Chinese Taipei Qualifier

2. Date(s) of Event:

16 to 22 June – Chinese Taipei Open

3. Cost Cap:

100 Total Cost; 60 Pitcher Cost Limit, 40 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of Chinese Taipei are eligible to qualify for the Chinese Taipei quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an in-person Final that will take place during the WBSC U-12 Baseball World Cup. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the in-person final will be declared the event champion and advance to the World Finals as Chinese Taipei Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 7

1. Event Name:

WBSC eBaseball™ Series 2025 French Qualifier

2. Date(s) of Event:

23 to 29 June – French Open

3. Cost Cap:

75 Total Cost; 40 Pitcher Cost Limit, 50 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of France are eligible to qualify for the France quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an online Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the online final will be declared the event champion and advance to the World Finals as French Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 8

1. Event Name:

WBSC eBaseball™ Series 2025 Argentina Qualifier

2. Date(s) of Event:

30 June to 6 July – Argentina Open

3. Cost Cap:

55 Cost; 40 Cost Limit for Fielders, 40 Cost Limit for Pitchers

4. Eligibility Criteria:

Only players who are residents of Argentina are eligible to qualify for the Argentina quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank..

5. Determination of Winner:

The winner will be determined through a Ranking-Based Selection, where the highest-ranked eligible player at the end of the weekly online event will be declared winner and advance to the World Finals as Argentina champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 9

1. Event Name:

WBSC eBaseball™ Series 2025 Indian Qualifier

2. Date(s) of Event:

14 to 20 July – Indian Open

3. Cost Cap:

55 Total Cost, 40 Pitcher Cost Limit, 40 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of India are eligible to qualify for the India quota.

- a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.
- b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through a Ranking-Based Selection, where the highest-ranked eligible player at the end of the weekly online event will be declared winner and advance to the World Finals as Indian Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

TBD

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APPENDIX 10

1. Event Name:

WBSC eBaseball™ Series 2025 Japan Qualifier

2. Date(s) of Event:

21 to 27 July – Japan Open

3. Cost Cap:

120 Total Cost; 80 Pitcher Cost Limit, 80 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of Japan are eligible to qualify for the Japan quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an in-person Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the in-person final will be declared the event champion and advance to the World Finals as Japan Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 11

1. Event Name:

WBSC eBaseball™ Series 2025 Mexico Qualifier

2. Date(s) of Event:

11 to 17 August – Mexico Open

3. Cost Cap:

80 Total Cost; 45 Pitcher Cost Limit, 45 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of Mexico are eligible to qualify for the Mexico quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through a Ranking-Based Selection, where the highest-ranked eligible player at the end of the weekly online event will be declared the winner and advance to the World Finals as Mexican Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 12

1. Event Name:

WBSC eBaseball™ Series 2025 Korea Qualifier

2. Date(s) of Event:

18 to 24 August – Korea Open

3. Cost Cap:

75 Total Cost; 40 Pitcher Limit, 55 Fielder Limit

4. Eligibility Criteria:

Only players who are residents of Korea are eligible to qualify for the Korea quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner will be determined through an in-person Final. The top players from the online phase will be contacted and invited to register through an in-game notification.

The winner of the in-person final will be declared the event champion and advance to the World Finals as Korean Champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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APPENDIX 13

1. Event Name:

WBSC eBaseball™ Series USA Qualifier

2. Date(s) of Event:

1 to 7 September – USA Open

3. Cost Cap:

120 Total Cost; 80 Pitcher Cost Limit, 80 Fielder Cost Limit

4. Eligibility Criteria:

Only players who are residents of the United States are eligible to qualify for the United States quota.

a. All participants must have a valid WBSC eBASEBALL™: POWER PROS account and comply with the general WBSC eBaseball™ Series 2025 Rules and Regulations.

b. To be eligible to participate in the WBSC eBaseball™ Series 2025 World Finals, a player must schedule a minimum of D Rank.

5. Determination of Winner:

The winner (and/or qualifiers) will be determined through an in-person Final, where the top four players from the online phase and two players from the USA eBaseball™ Power League will advance to an in-person final held on [date/location]. The winner of the in-person final will be declared the event champion.

NOTE: If a player plays in the qualifier on both Switch and PlayStation, the highest Selection Points value between the two systems will be used to determine his placement in the final ranking.

6. Additional Event-Specific Rules (if any):

[TBD]

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