

WBSC

BaseballTM

**OFFICIAL WBSC
BASEBALL5 RULEBOOK**

#playeverywhere



OFFICIAL WBSC BASEBALL 5 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.

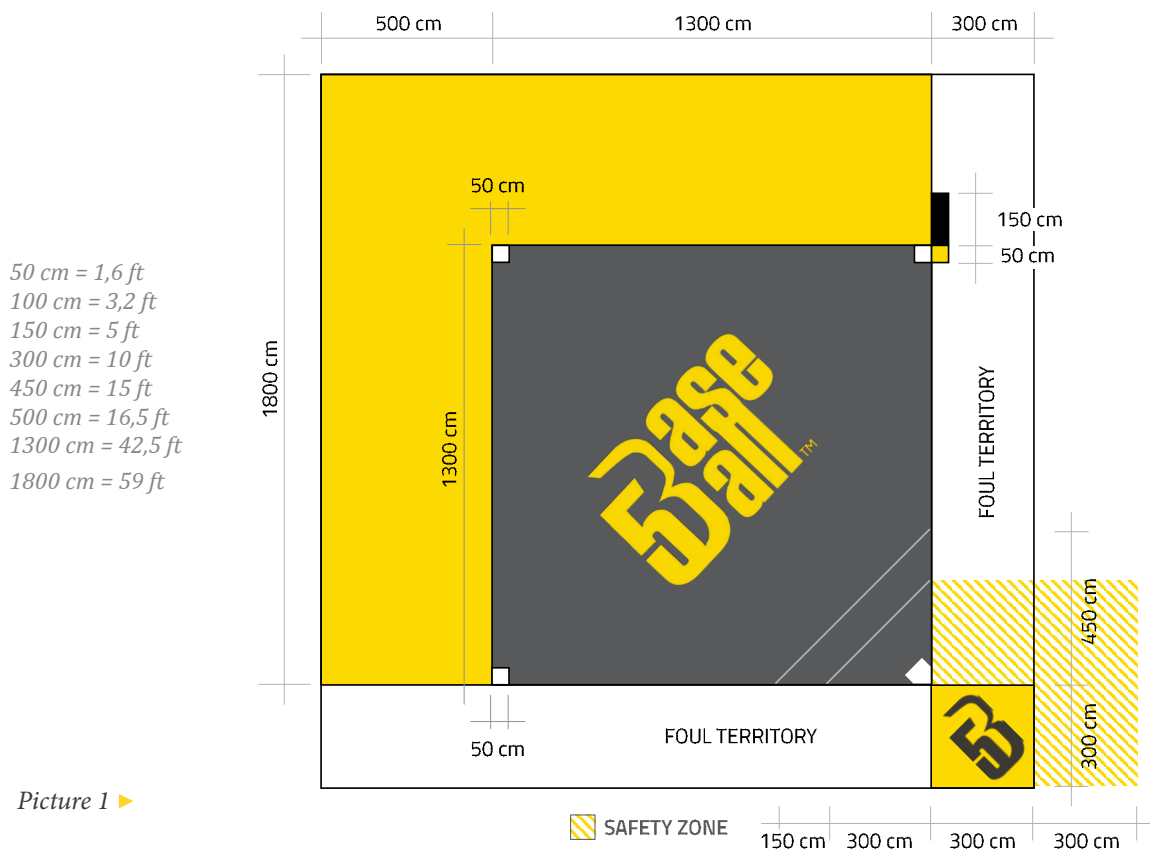
Baseball5™ can be played everywhere and requires only a rubber ball.

THE FIELD

INFIELD

The infield has a square shape, with a base in every corner. The distance in between bases is 13 meters or 42,5 feet (black in picture 1).

Starting from the batter's box, behind home plate (picture 1), the bases are numbered counterclockwise. (first, second and third)



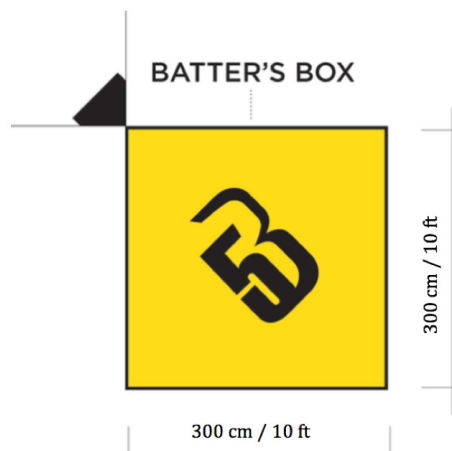
FAIR TERRITORY

Fair territory has a square shape of 18 meters (59 ft) per side, in which one of the corners coincides with the home plate (black + yellow in Picture 1). The no-hit zone in front of the home plate is not part of fair territory.

NO-HIT ZONE

A straight line shall be drawn starting from 4.5 meters (15 ft) from home plate on the first base foul line to its equivalent on the third base foul line. In any case the minimum distance of the line from home plate shall be 3 m (10 ft).

BATTER'S BOX



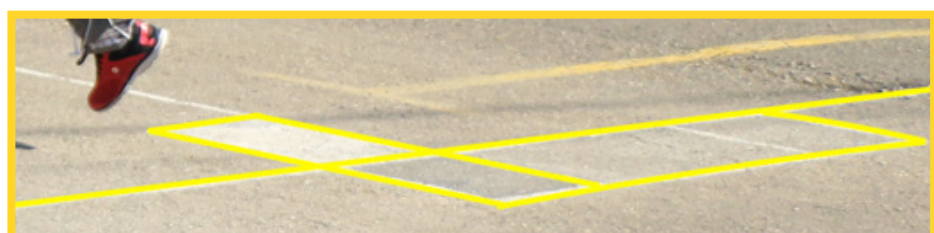
Picture 2 ▶

The batter's box has a square shape of 3 meters (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. (Picture 2)

The home plate can also be shaped like the baseball/softball home plate. (Picture 2)

BASES

Ideal shape and size of all bases is a square of 50 (1,6 ft.) centimeters per side. First base and third base shall be placed completely in fair territory, with one side tangent to the foul line. Bases shall be marked on the ground, there are not physical cushions like in baseball/softball.



FIRST BASE

In order to avoid collisions, the first base is “doubled” (see Picture 3), so that while the defensive play is made on the base in fair territory, the batter/runner’s goal is to touch the base in foul territory.

The batter in the action of running towards first base, after putting the ball in play, has to touch the base and, in order to stay safe, has to remain in the area included within the base and the 1.5 meter-safe-area (5 ft) attached to it (Picture 3). Should the runner fail to remain in the safe area with at least one foot, he/she can be ruled out by a tag.



Picture 3 ►

FENCES

The ideal height of the fences is 100 centimeters or 3 feet. 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). Baseball5 is therefore subject to all the 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

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 Baseball5 balls that have passed the WBSC homologation process.

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The Baseball5 ball has the following technical specifications.

- Weight: 84.80 gr.
- Size:
 - Diameter 66.4 mm
 - Circumference: 208.4 mm
- Bound: 76 cm (from 150cm in height, drop to marble floor)
- Pressure: 7.99 kgf (to press the ball towards the center of the ball by 30%)
- Material: natural rubber 100% (Recycled material will work as well)

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 5 innings.

A different game format in which a match is played over the best of 3 games, may be developed for events like, but not limited to World Cups, Youth Olympic Games, etc.

TEAM PLAYERS

The number of active players per team during a game is 5 at all times. a team cannot meet the minimum required number of players on the field, the team shall forfeit the match and the match is over.

The maximum number of players on the roster is 8 (5 in play and 3 reserves).

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

MIXED TEAMS

In mixed gender competitions the defensive team must have at all times a minimum of 2 athletes per gender on the field.

OUTFIT

Only certain type of finger taping protection can be allowed by Game Officials under certain circumstances. It must be announced to and approved by the Game Officials prior to the start of the game.

General urban sports attire is required for playing Baseball5. The WBSB 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 15 (fifteen) minutes before the start of the game to the Table Official. An event organiser can require a line-up card to be presented up to 90 (ninety) minutes before the game. In the absence of a coach, the team manager or the captain shall take this responsibility. 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 defense and the Visitor team starts in offense.

The goal of the defensive team is to eliminate (make “outs”) three offensive team players in order to end the innings. Following the end of innings, the teams switch sides with the defensive team becoming the offensive team and vice-versa.

The goal of the offensive team is to score runs (make points).

The 5 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 • Mid Fielder.

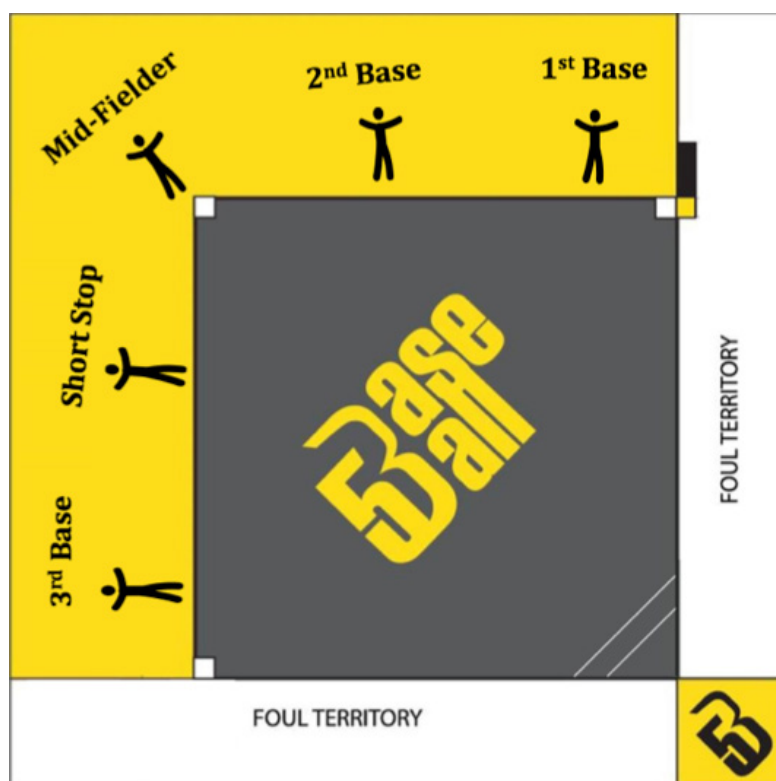
DEFENSE/DEFENSIVE TEAM

The 5 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
- Mid Fielder

In Picture 4 you will see a typical formation. However, the defensive players may change their position before every action according to their team requirements.



Picture 4 ▶

OFFENSE/OFFENSIVE TEAM

In the lineup card the teams must list the 5 active players hitting from 1 to 5. The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.

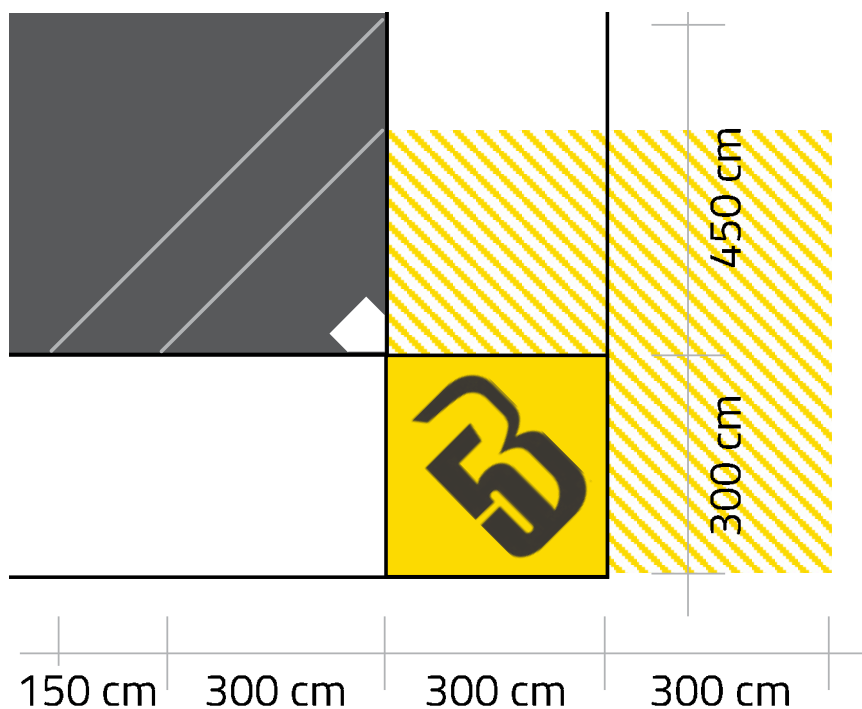
HITTING/BATTING

The act of hitting takes place while a batter is entirely in the batter's box and shall remain within the lines until the hit ball leaves the batter's hand. The ball has to be hit/slapped either with a fist or a palm.

ILLEGAL HITTING

The first bounce has to be after the no-hit zone line marked diagonally at 4.5 m from home plate. For the U-15 category the no-hit zone is marked at 3 m (Picture 5).

For the U-15 category and below, players will have a second chance at bat in the event of an illegal hit or foul-ball.



Picture 5 ►

POINTS/RUNS

A point (run) is scored when a player reaches home plate having passed all the bases during an offensive session of his/her team, therefore, after having touched in order 1st base, 2nd base, 3rd base and home plate in this order.

OUTS

**In Baseball5, unlike what happens in baseball and softball, it is the first bounce of the ball that determines whether the hit ball is fair or not:*

- *First bounce in foul territory = batter is OUT*
- *First bounce in fair territory = the ball is alive*

***If a player erroneously hits out of turn, the defensive team is responsible to notify the Game Officials before the next batter. In this case, the legitimate batter shall be ruled out and the batting order should resume with the following player.*

The defensive team needs to eliminate 3 opponents in an inning in order to switch sides and become the offensive team.

How the defense makes “outs”:

- By touching the base (while in possession of the ball) in which a runner is “forced” to run to;
- By catching a hit ball before it touches the ground;
- 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 first 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 illegal behaviour/action:

- By touching (stepping) on one of the batter’s box lines while hitting the ball;
- By hitting the ball into foul territory*;
- By hitting the ball into themselves;
- 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 over the fences;
- 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;
- 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. The one behind in the batting order shall be called “out”.

NOTE: Runners must do everything possible to avoid a collision with the defenders. Should an umpire decide that a runner could have avoided a collision, the runner shall be ruled “out”.

DEAD BALL

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

- If no defender touches the ball, each runner advances to the next base (no extra base is awarded);
- If the hit ball touches a defender (no error) and leaves the court, each runner advances to the next base (no extra base is awarded);
- If the ball leaves the court due to a defensive error (missed throw or missed catch), each runner is awarded an extra base (batter goes to 2nd base, runner on 1st base goes to 3rd base and so on...). It is discretion of the Game Official to call the error and award the extra base to the offence.
- The ball is dead also if the Game Official calls an obstruction (each runner advances 1 base).

BASES LOADED, 2 OUTS – SPECIAL CASE

In a situation with bases loaded and 2 outs where the runner at 3rd base is up (according to the batting order) each runner advances 1 base with the runner on third base going to hit and a pinch runner placed on first base. In teams with only 5 players, the first player called out in that inning becomes pinch runner on first base. The batting order shall always be respected.

Example:

LINE UP

*1 Paul
2 Jane
3 Mike
4 Steve
5 Kim*

1st inning:

1. Paul, base hit. Paul is on 1st base, no outs, Jane goes into the batter's box.
2. Jane, base hit. Paul is on 2nd base, Jane is on 1st base, no outs, Mike goes into the batter's box.
3. Mike, base hit. Paul is on 3rd base, Jane is on 2nd base, Mike is on 1st base, no outs, Steve goes into the batter's box.
4. Steve, fly out. Paul is on 3rd base, Jane is on 2nd base, Mike is on 1st base, 1 out, Kim goes in the batter's box.
5. Kim, fly out. Paul is on 3rd base, Jane is on 2nd base, Mike is on 1st base, 2 outs, Paul should be the next batter, but he is on 3rd base.

Therefore:

Paul goes into the batter's box, Jane advances to 3rd base, Mike to 2nd base and Steve (first out of the inning) goes to 1st base as a pinch runner.

INTERFERENCE

Should a Game Official deem that a runner has interfered with the defensive play, the runner shall be ruled out.

OBSTRUCTION

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

TIME

A player can request time when a play is over. The ball is alive until the Game Official grants it.

UNSPORTSMANLIKE BEHAVIOR

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 1 match.

SUBSTITUTIONS

Tactical substitution

Tactical substitutions can take place every time teams change between offense and defense.

Reserve players can enter the game only once, therefore, once they are substituted, they cannot re-enter. A starting player can re-enter the game only to regain his/her original spot in the batting order.

Injury substitution

Should a player suffer an injury, he/she can be substituted at any time. The injured player cannot re-enter. Should the match be played over a series of 3 games the injured player is out for the whole series.

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 Visitor Team has completed its fifth offensive inning, the game is over, and the Home Team wins.

On matches played over a series of 3 games, the team that wins 2 games is the winner.

TIE-BREAK RULE

In 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 first base.
- The second extra inning will begin with runners on first and second 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 at the end of the third inning or by 10 at the end of the fourth. Should a team reach a 10 or more run advantage during the top of the fifth inning the game shall be completed.

APPLICATION AND LEGAL NOTICE

For any instance that is not covered by this document, the Game Officials will make the final decision.

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ANNEX 1

OFFICIAL LINE-UP CARD

OFFICIAL LINE-UP

	NAME	M/F	N°	
1				COMPETITION
2				PLACE
3				DATE
4				GAME #
5				HOME
				VISITOR
				TEAM
				MANAGER
				SIGNATURE

STARTERS

1				
2				
3				
4				
5				

SUBSTITUTES

1				
2				
3				
4				
5				

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2020 EDITION



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