

Official WBSC Baseball5 Rulebook

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

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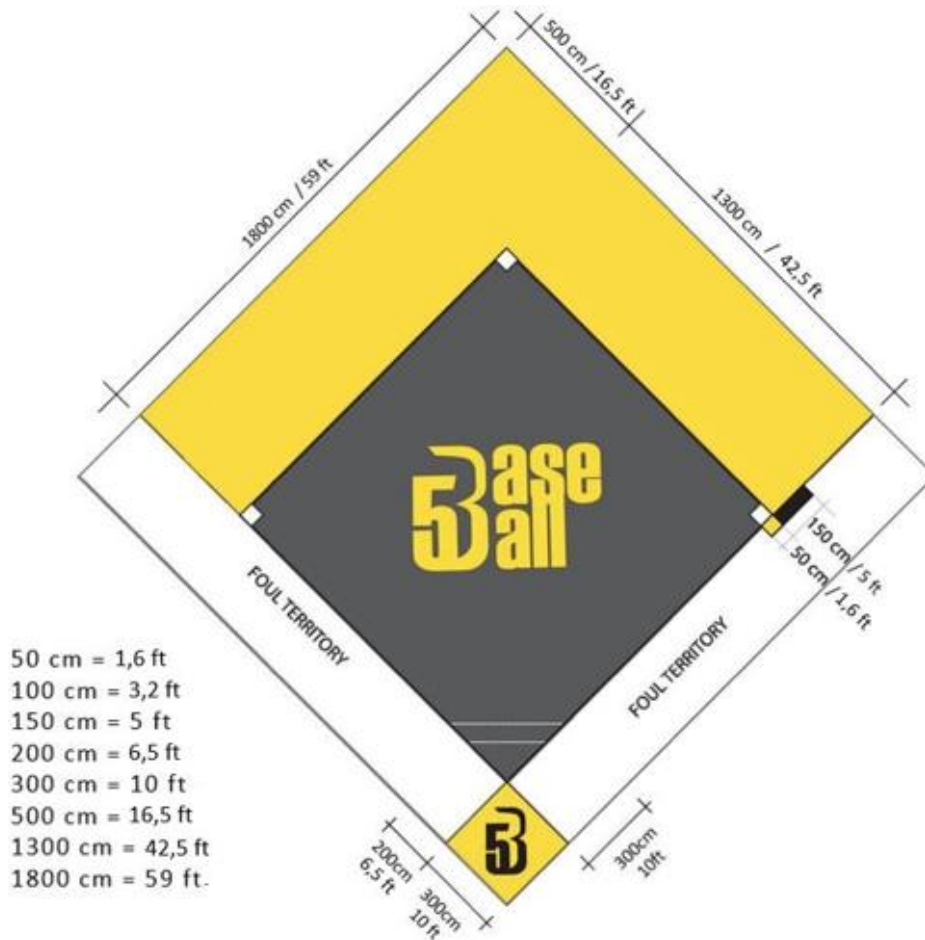
1. The Field

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).

Picture 1



Fair Territory

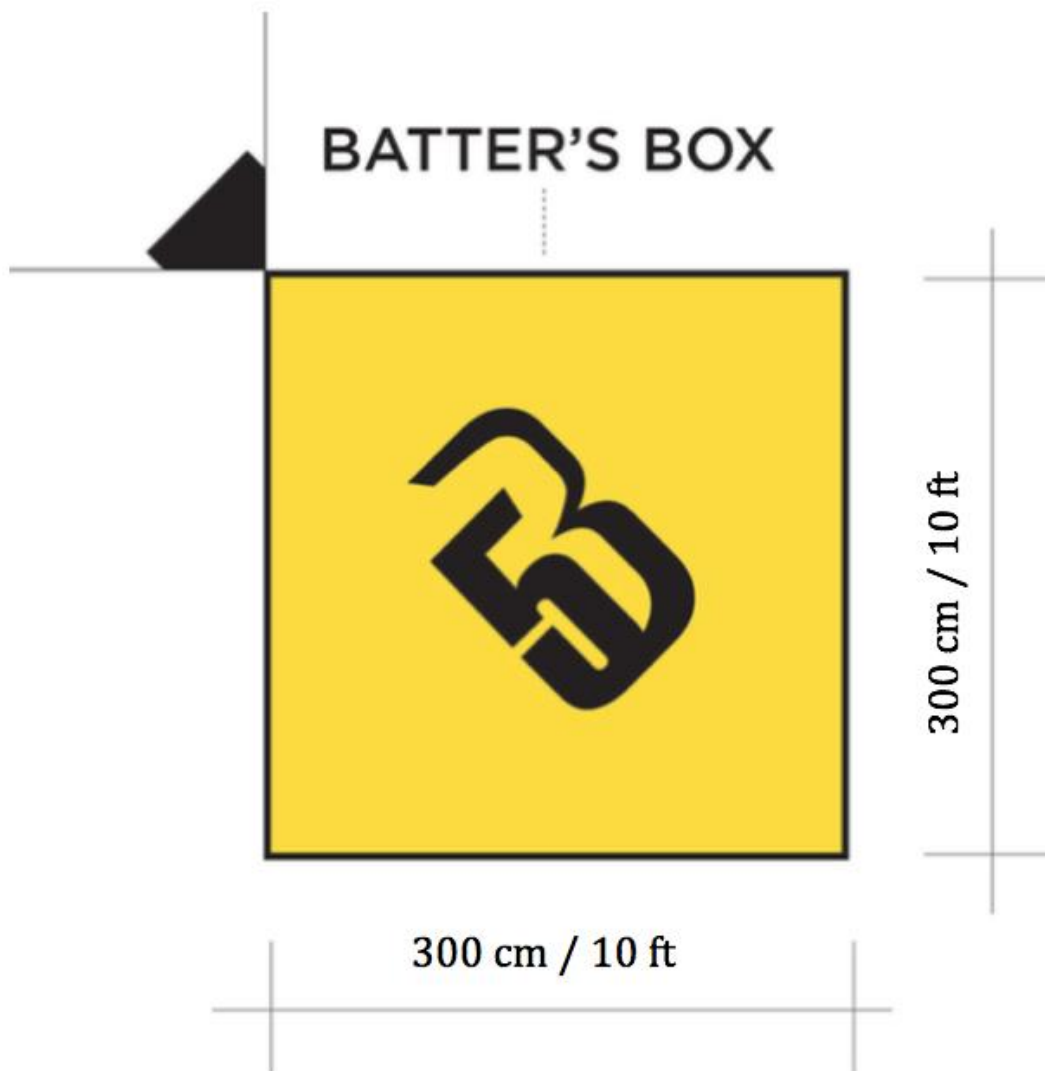
The fair territory has a square shape of 18 meters (59 ft.) per side, in which one of the corners coincides with the home plate. (black + yellow in picture 1)

Batter's Box

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

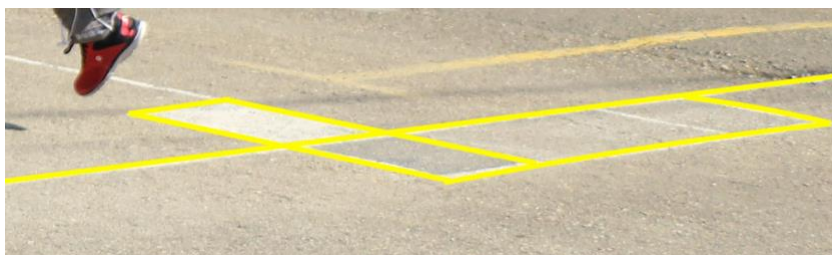
Home Base can also be shaped like the baseball/softball home plate. (picture 2)

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.

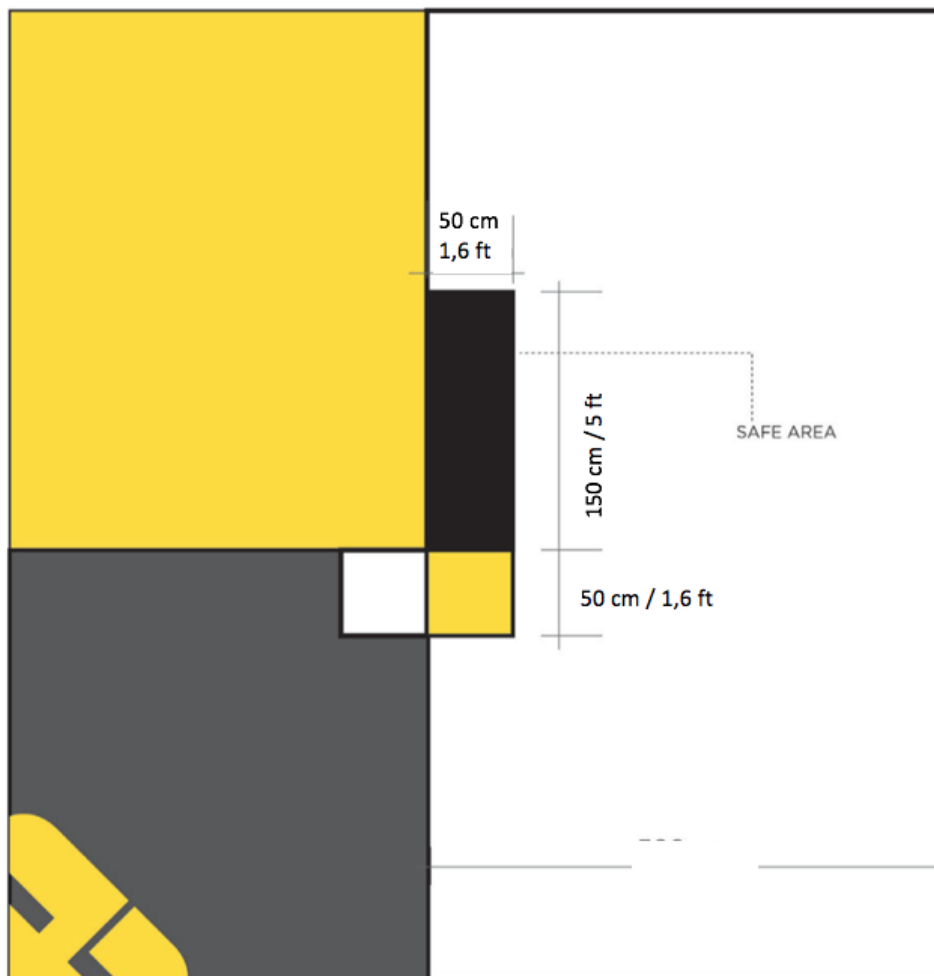


First Base

In order to avoid collisions, the first base is “double” (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 into the safe area with at least one foot, he/she can be ruled out with 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 may be needed.



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 Member and/or comprising of one or more players that come under the jurisdiction and/or auspices of one or more Member, 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:

- a) 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.
- b) The Baseball5 World/Global Rankings for all categories
- c) All Official National Team Competitions that fall under WBSC's jurisdiction.
- d) 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 ...).
- e) The Baseball5 official competitions and tournaments and others that can be created with this character.
- f) Any logo, official look and branding related to Baseball5 and its competitions, activities and events.



2. Game Preliminaries

Ball

Official WBSC Baseball5 competitions are played with the WBSC Baseball5™ ball.

The Baseball5 ball has the following technical specification

- 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 into the center of inside by 30%)
- Material: natural rubber 100% (Recycled material will work as well)

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

Inning

An Inning is a division of a Baseball5™ game consisting of a turn at bat for each team. A B5 game is made of 5 innings.

Team Players

The number of active players per team during a game is 5 at all times. The maximum number of players in the roster is 8 (5 in play and 3 reserves). Athletes must register in the lineup card with a number which can be freely chosen from 0 to 99, such number must clearly appear on the jersey.

Mixed teams

In mixed gender competitions the defensive team must have at all times 2 athletes per gender on the field at the same time. No restrictions are applied to the batting order.

Outfit

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

Finger taping is not permitted, although some type of protecting finger taping can be allowed by the Game Officials under certain circumstances and must be announced prior to the start of the game.

Line-up (Annex 1)

The coach of each team must present the lineup card filled and signed 15' (fifteen) minutes before the games to the Table Official. 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. An Additional line-up card must be presented to the opposing team before the beginning of the game.

3. Game Rules

The Home team starts the game at defense and the Guest team starts it at offense. The goal of the defensive team is to eliminate (make "outs") three players of the offensive team in order to switch sides. Then the defensive team becomes the offensive team and vice-versa.

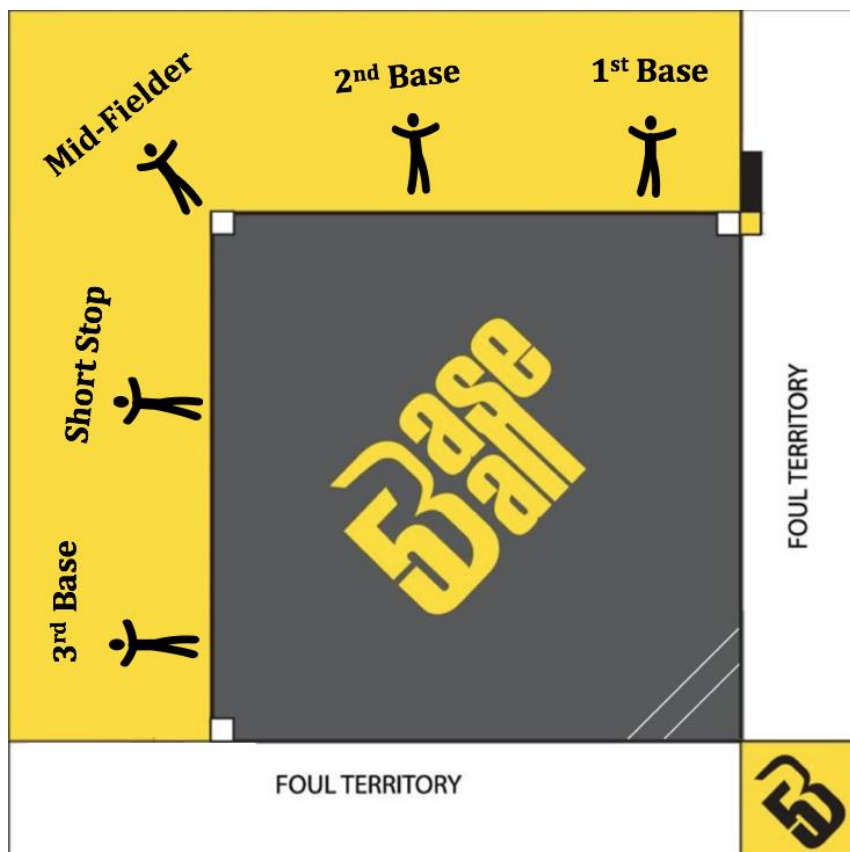
Defense/Defensive Team

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

Note: in picture 4 you will see a typical formation. However, the defensive players may change their position before every action according to their team tactic.



Offense/Offensive Team

The offensive team shall present a Line-up Card duly filled before the start of the game, listing 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

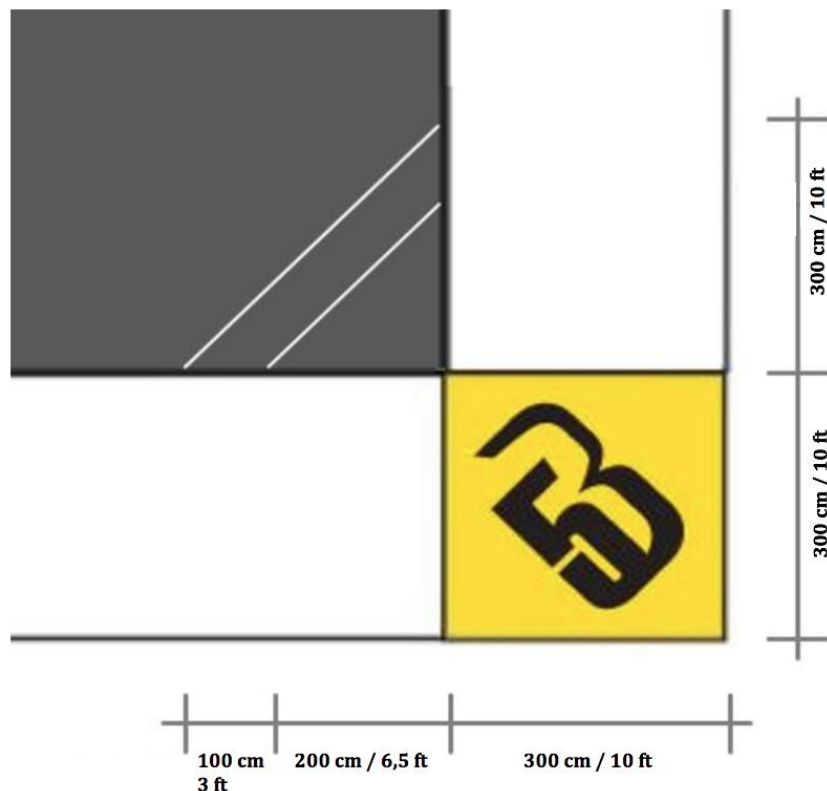
The act of hitting takes place while a hitter is entirely in the batter's box and shall remain within the lines until the hit ball gets into fair territory. The ball has to be hit hard either with a palm or a fist.

Illegal Hitting

The First bounce has to be minimum at distance of 3 meters (10 ft.) from home plate / 2 meters (6,5 ft.) for U-15 category (picture 5).

Up to the U-15 category, players will have a second chance in case if illegal hit or foul-ball.

Picture 5





Points/Runs

A point (run) is scored once a player completes the full circle around the bases during an offensive session of his/her team, therefore, after having touched 1st, 2nd, 3rd and Home Plate in this order.

Outs

The defensive team shall eliminate 3 opponents in each 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 at least once;
- By tagging a runner when he/she is not on a base
Tagging = *touching the runner with the ball in the hands*;
- If a batter reaches safe first base but fails to remain in the safe area can be ruled out if tagged by the defender while outside the safe area.

How the offensive players eliminate themselves due to illegal behaviors/actions:

- By touching (stepping) on one of the batter's box lines while hitting the ball;
- By hitting the ball in foul territory;
- By being hit by a legally hit ball;
- By not making a hit ball touch the fairground at least once before touching the fences or going above 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 collision with the defenders. Should an umpire decide that a runner could have avoided a collision, the runner shall be ruled "out".

*The player that steps into the batting box out of turn must be ruled out, the batting order should resume with the correct player.

Dead Ball

If, after a valid hit, the ball leaves the court and is no longer playable by the defense, the game stops.

- If no defender touched the ball, each runner advance to the next base (no extra base is awarded);
- If the hit touches a defender and leaves the court, each runner advance 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 (hitter goes to 2nd base, runner on 1st base goes to 3rd base and so on...).
- The ball is dead also if the Official calls an obstruction.



Bases loaded, 2 outs – Special case

In a situation with bases loaded and 2 outs where the runner at 3rd base has to be the next hitter in the batting order, each runner advances 1 base: the runner on third base goes to hit, and a pinch runner is 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:

Paul base hit. Paul is on 1st base, no outs, Jane goes in the box.

Jane base hit. Paul is on 2nd base, Jane is on 1st base, no outs, Mike goes in the box.

Mike base hit. Paul is on 3rd base, Jane is on 2nd base, Mike is on 1st base, no outs, Steve goes in the box.

Steve fly out. Paul is on 3rd base, Jane is on 2nd base, Mike is on 1st base, 1 out, Kim goes in the box.

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 hitter, but he is on 3rd base.

Then: Paul goes in the batter 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 the Official deem that a runner has interfered with the defensive play, the runner shall be ruled out.

Obstruction

Should the Official deem that the batter-runner is obstructed while running to next base, the ball is dead, and all runners advance to the bases they would have reached had there not been obstruction.



Substitutions

Tactical substitution

Tactical substitutions can take place every time teams change between attack and defense. The 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. To re-enter he must wait the completion of the inning.

Temporary bleeding substitutions

For health and security reasons any player who is bleeding shall leave the court to be medicated. To re-enter he must wait the completion of the inning. Temporary substitutions do not count; therefore, the designated substitute player does not lose his/her right to enter the game.

4. End of the 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 score after the Guest Team has completed its fifth offensive inning, the game is over, and the Home Team wins.

Tie-Break Rule

In case of a tie 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 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.

Annex 1

Official line-up card

OFFICIAL LINE-UP

	NAME	M/F	N°	
1				
2				
3				
4				
5				
	SUBSTITUTES			

COMPETITION	
PLACE	
DATE	
GAME #	
HOME	
VISITOR	
TEAM	
MANAGER	
SIGNATURE	