



ORGINAL



OFFICIAL WBSC BASEBALL5 RULEBOOK | 3

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.

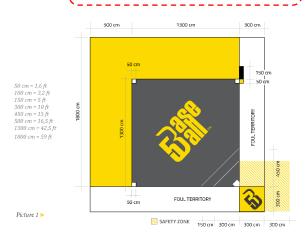
Baseball5™ can be played everywhere and requires only a rubber ball.

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)



Added:

"The outfield is the rest of the fair territory between the infield and outfield fence (yellow area in Picture 1)."

Added:

"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. "

UPDATE



OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 3

INTRODUCTION

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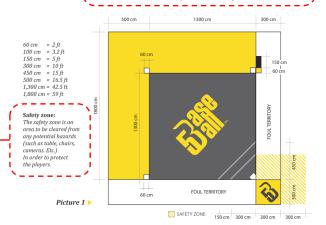
Baseball5™ can be played everywhere and requires only a rubber ball.

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).





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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



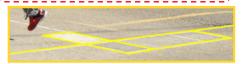
shape of 3 meters (10 ft) per side. It is placed outside of fair territory and is built on the extension of the two foul lines crossing each other at the home plate corner. (Picture 2)

The batter's box has a square

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

Picture 2 P

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.



Adjusted:

"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."

Adjusted:

" 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)."

Adjusted:

"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."

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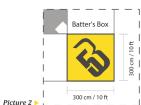
FAIR TERRITORY

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



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,





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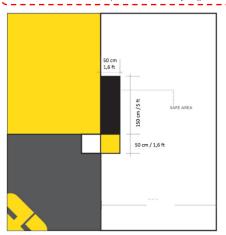


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FIRST BASE

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.

Adjusted & Added:

"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.

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."

Added

Measurements of home-plate and it's placement

UPDATE



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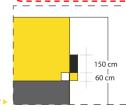
1ST BASE

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:

- . No play is being made at first base:
- 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.



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.

Picture 3

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 (8¹/2 in) and the remaining two sides are 30,5 cm (12 in) each and set at an angle to make a point.





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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:

- 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 Basebil World/Global Rankings for all categories
- 3. All Official National Team Competitions that fall under WBSC's jurisdiction.
- 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
- Any logo, official look and branding related to Baseball 5 and its competitions, activities and
 events

No change

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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.



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OFFICIAL WBSC BASEBALL5 RULEBOOK | 7

GAME PRELIMINARIES

WBSC, being the world

governing body for Baseball5, is entitled of ball and equipment

WBSC sanctioned comnetitions shall be played with Baseball5 balls that have

homologation and licensing.

passed the WBSC homologation process.

WBSC, being the world governing body for Baseball5, is entitled to ball and equipment certification, homologation and licensing.

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
- · Material: natural rubber 100% (Recycled material will work as

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

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.

Shortened & Adjusted:

"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."



OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 7

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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.



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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 WBSC 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 CANNEX 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.

Adjusted

"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."

UPDATE



OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 7

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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.

No change

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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 WBSC 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.



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OFFICIAL WBSC BASEBALL5 RULEBOOK | 9

MIXED TEAMS

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

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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/DEFFENSIVE 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



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.



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GAME RULES

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

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.

DEFFENSIVE 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.



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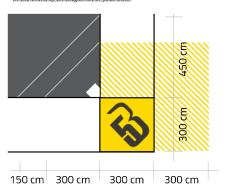
HITTING/BATTING

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 illeaal hit or foul-ball.



Picture 5 🕨

Adjusted & Added:

- 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.
- The ball is live also when the defence fields it.

Adjusted:

"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."

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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.

I 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.

ategory and oup oup who we players count chance or an illegal hit FOUL TERRITORY SAFETY ZONE

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.

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.



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POINTS/RIINS

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 Basebail5, 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 motify 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".

Adjusted & Added:

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.

UPDATED

#playeverywhere

OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 10

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.

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.

FOULTERRITORY SAFETY ZONE

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.

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.



ORGINAL



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 leaitimate batter shall be ruled out and the battina 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 hall-
- · 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".

Added

- By touching the base (while in possession of the ball) where the runner is "forced" to return to after a fly out
- By leaving the batter's box before the ball reaches fair territory;
- *** Offensive players are forbidden to slide/dive in Baseball5



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OUTS

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

is OUT

is live

First hounce in fair

batting order should

resume with the

defensive team is

any of the Game

*** Offensive players

are forbidden to

batter.

territory = the ball

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); - - - First bounce in foul 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.

** If a player erroneously hits out of How the offensive players eliminate themselves due to an illegal turn, the action will behaviour/action: result in an out for the By touching (stepping) on one of the batter's box lines while hitting the offensive team. The legitimate batter shall be ruled out and the

- 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:
- following player. The By intentionally faking to hit the ball; By not making a hit ball touch the fairground at least once before responsible for notify
- touching the fences or going above the fences; Officials before the next 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**

slide/dive in Baseball5. 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 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***.

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".

UNSPORTSMANLIKE BEHAVIOR

- 1

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.



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ORGINAL

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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

- 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.

1. Paul, base hit, Paul is on 1st base, no outs, Jane goes into the batter's

- LINE UP 1 Paul 2 Jane
- 3 Mike 4 Steve 5 Kim

Example

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.

2. Jane, base hit, Paul is on 2nd base, Jane is on 1st base, no outs, Mike

- 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.

goes into the batter's box.

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

Added

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.

Adjusted & Added

Option 1:

- 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 such case each runner is awarded an extra base after the base he/she would have reached during the defensive play.
- On a defensive error the batter/runner goes to 2nd base, the runner on 1st base goes to 3rd base, runners on 2nd and 3rd base will score.
- Should the runner starting from 1st base have clearly gained 3rd base, before the defensive error occurred, he/she should be awarded the run. The same applies to the batter/runner attempting to reach 3rd base or home-plate.

Option 2:

• 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

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OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 12

DEAD BALL

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

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 such case each runner is awarded an extra base after the base he/she would have reached during the defensive play.
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- 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
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In a situation with bases loaded and two outs where the runner at 3rd base is up (according to the batting order) each runner advances one base with the runner on 3rd base going to hit and a pinch runner placed on 1st base. In teams with only five players, the first player called out in that inning becomes a pinch runner on 1st base. The batting order shall always be respected.

- Mike

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

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



ORGINAL



OFFICIAL WBSC BASEBALL5 RULEBOOK | 13

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 elected 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.

Adjusted & Added

"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."

Adjusted & Added

"A player can request time by raising the hands and in possession of the ball and a play is over. The ball is live until the Game Official grants the request."

Added

"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."

UPDATE



OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 13

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.

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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.

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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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Added

" [...] by playing the bottom part of the 5th (fifth) inning. "

UPDATED

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OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 14

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______.

APPLICATION AND LEGAL NOTICE

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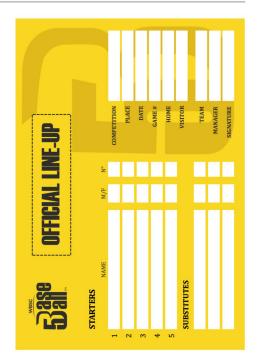
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ANNEX 1

OFFICIAL LINE-UP CARD



Added & Updated

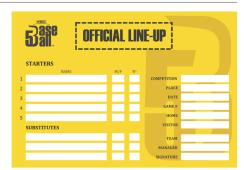
" Official Score Card Added start and end time Added extra field of signature for 3rd field official." **UPDATED**



OFFICIAL WBSC BASEBALL5 RULEBOOK 2022 | 15

ANNEX 1

OFFICIAL LINE-UP CARD



ANNEX 2

OFFICIAL SCORE CARD



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