



OFFICIAL WBSC BASEBALL5 RULEBOOK

Adjustments Briefing 2025

#PLAYEVERYWHERE

WBSC 5Base Ball

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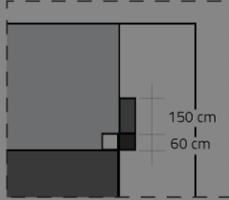
1ST BASE

To avoid collisions first base is 'doubled' (picture 3). This ensures that the defensive play can be made in fair territory (using the white base in Picture 3, called 'first base') while the batter-runner's goal is to reach/touch the first base in foul territory (dark grey in Picture 3, called 'safety base').

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 and shows intention of advancing to second base, he/she may only return to the base that sits 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 (mid grey area in Picture 3). Should the batter fail to keep contact with the safe area, he/she can be ruled out by a tag while outside the safe area.

Picture 3 ▶

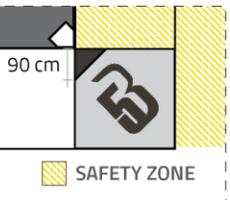
HOME PLATE

** If a defensive player, while waiting for a throw, is stepping/standing on the safety plate, the Game Official can call an obstruction.*

To avoid collisions home plate is 'doubled' (Picture 4). This ensures that the defensive play can be made in fair territory (using the white base in Picture 4, called "home plate") while the batter-runner's goal is to reach/touch the base in the batter's box (dark grey base in Picture 4, called 'safety plate', a triangle of 90 cm per side).

The runner must run through the safety plate except in the situations described below where he/she can use the home plate:

1. No play is being made at home plate;
2. An errant throw forces the defensive player into foul territory in order to catch the ball. The defensive player can use the home plate to avoid a collision *



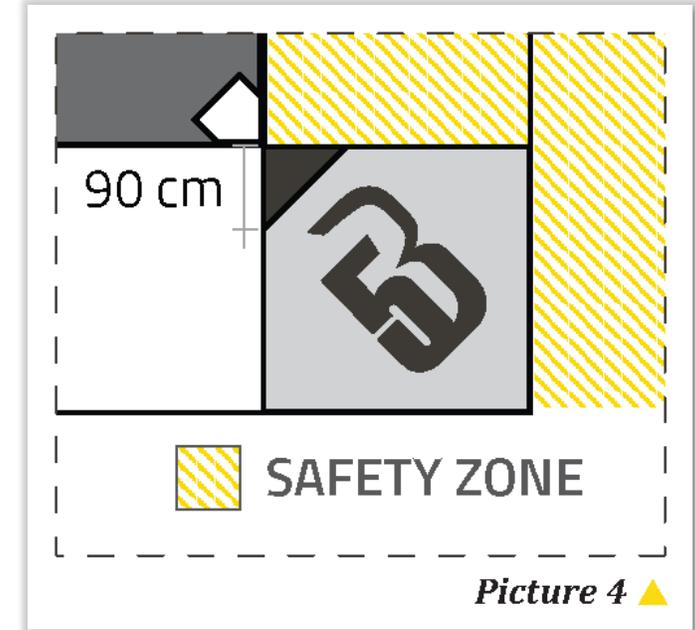
SAFETY ZONE

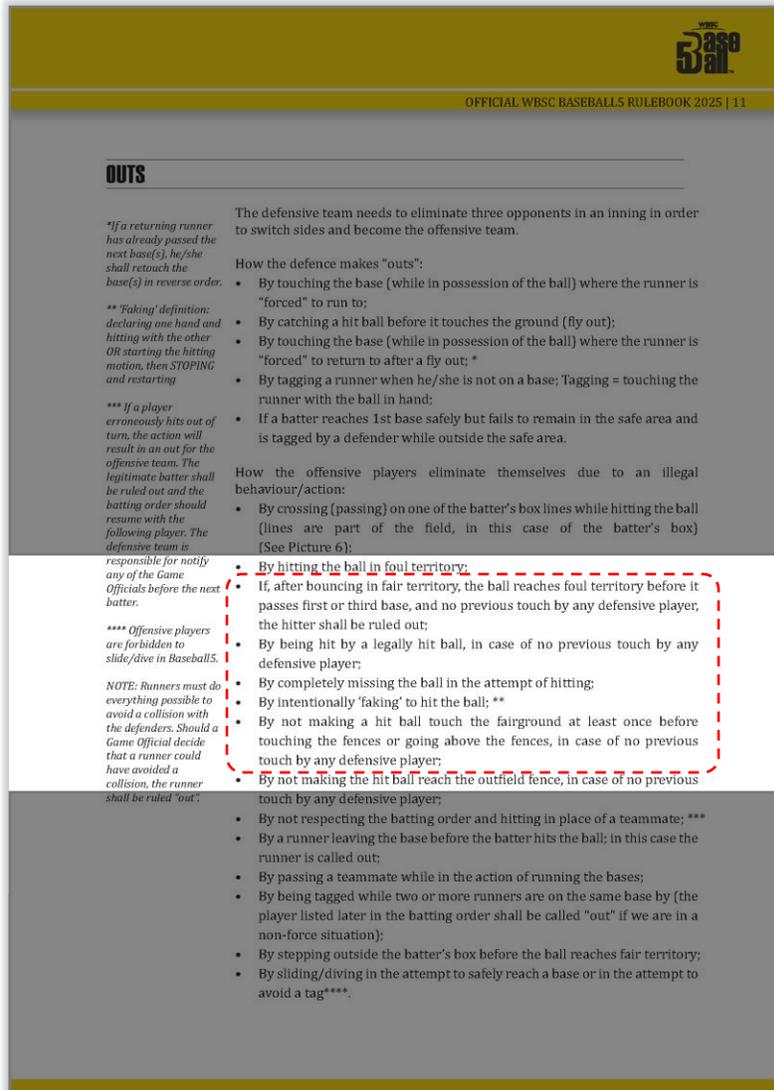
Picture 4 ▲

UPDATE

Using the entire box proved dangerous for the defensive tags and too big of an advantage for the runner, after testing solution at 3 events a double base is being implemented.

This change will also allow to extend the barrier on the third base side of the box





Language clarification

The text in yellow is being added to improve clarity and avoid interpretation:

- If, after bouncing in fair territory, the ball reaches foul territory before it passes first or third base **and no previous touch by any defensive player**, the hitter shall be ruled out;
- By being hit by a legally hit ball, **in case of no previous touch by any defensive player**;
- By not making a hit ball touch the fairground at least once before touching the fences or going above the fences, **in case of no previous touch by any defensive player**;

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INTERFERENCE

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

OBSTRUCTION

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

TIME

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

In every game/set, each team can request one time out of 30 seconds. The request must be made by the Coach to the Home Plate Official and it will be granted before the following play.

SUBSTITUTIONS

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

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

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

Temporary bleeding/injury substitution: For health and security reasons any player who is bleeding or need treatment due to a collision shall leave the court to be medicated. To re-enter he/she must wait the completion of the half 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.

Language clarification

The text in yellow is being added for fairness:

- 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 **half** 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