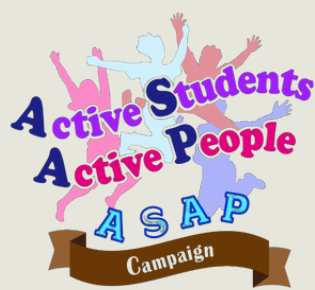




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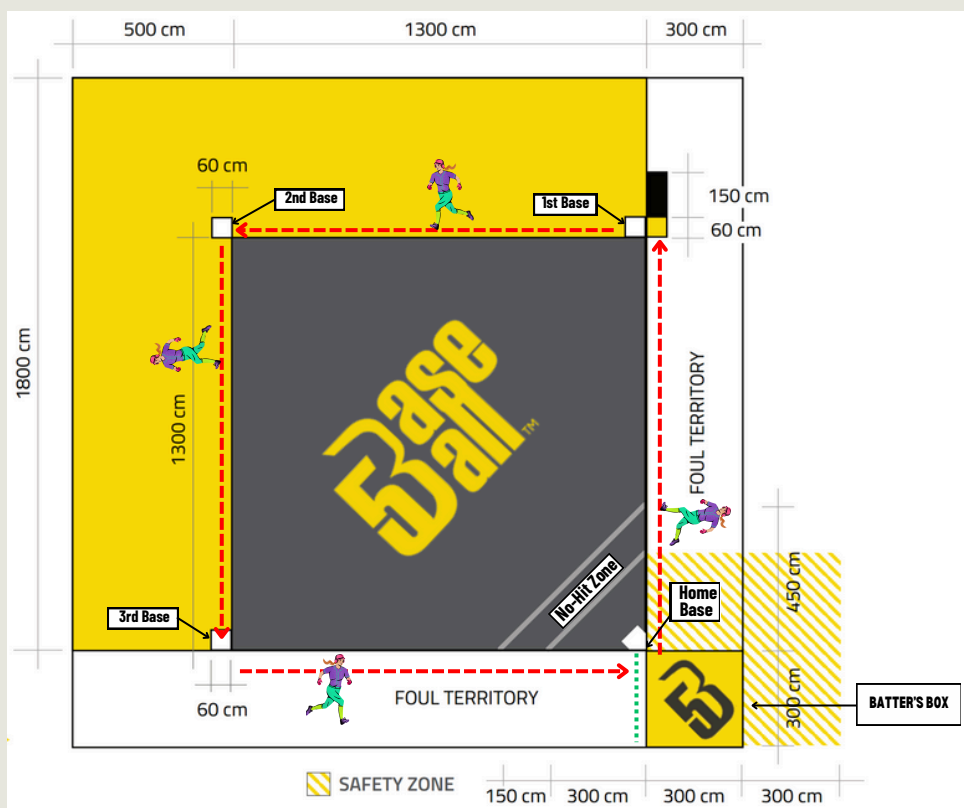


GENERAL RULES

ALL YOU NEED IS A BALL



1. 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.**
2. The maximum number of players on the roster is 8 (5 in play and 3 reserves).
3. Athletes must be registered in the line-up card with a number 15 minutes before the start of the game.
4. In mixed gender competitions the defensive team must have at all times a minimum of 2 athletes per gender on the field. (3 male 2 female  or 2 male 3 female )
5. The Home team starts the game in defense and the Visitor team starts in offense.



6. The 5 players of the defensive team shall all be in fair territory when the batter hits the ball.
7. The first bounce has to be after the no-hit zone line. In the U-15 category and other age-group categories, players will have a second chance in the case of an illegal hit or foul-ball.
8. 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.
9. If the delegation member, during the game, should blatantly protest a Game Official decision, a verbal or written warning could occur. A second warning to the same delegation member will automatically result in an ejection.

10. End of Game (The leading team wins):

- a) The game ends at the end of the fifth inning if one team has scored more runs than the opponent ;
- b) A game is over if a team leads by 15 runs at the end of the third inning ;
- c) A game is over if a team leads by 10 runs at the end of the fourth inning ;
- d) The game ends at the end of the fifth inning if one team has scored more runs than the opponent.

		1	2	3	4	5	R
	CUBA	9	12	0	X	X	21
	MEXICO	0	0	0	X	X	0

11. In case of a tied game, the teams shall play and complete extra inning(s) until one team scores more runs than the opponent :

- a) The first extra inning will start with **a runner on first base** (the last batter of the previous inning);
- b) The second extra inning will begin with **runners on 1st and 2nd base** (the last batter and second-last batter of the previous inning) ;
- c) **Runners** will start **on all bases** from the third extra inning onwards (the last batter, the second-last batter and the third to last batter of the previous inning);
- d) Runners must be placed on base(s) without modifying the batting order.

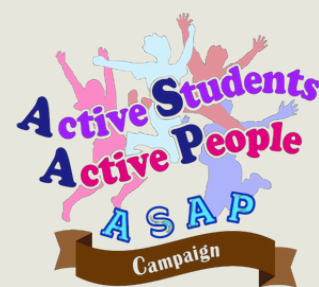


Reference: Official Baseball5 Rulebook 2024

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In acknowledgement of The Baseball Association of Hong Kong, China



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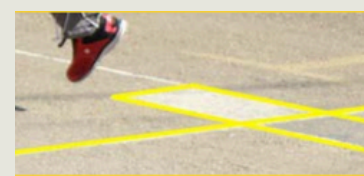
OFFENCE

Points / Runs

- An offender **release and hit/slap the ball** either with a fist or a palm. 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 (or Batter's Box) in this order.
- During the run, the **offender may stay at the 1st base, 2nd base or 3rd base** by touching the base, avoid being ruled "out".

Offensive players eliminate themselves due to illegal behavior/action :

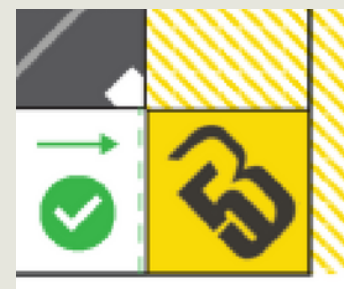
1. By crossing (passing) on one of the batter's box lines while hitting the ball ;
2. By hitting the ball into foul territory;
3. If, after bouncing in fair territory, the ball reaches foul territory before it passes first or third base
4. By hitting the ball into themselves;
5. By completely missing the ball in the attempt of hitting;
6. By intentionally faking to hit the ball;
7. By not making a hit ball touch the fairground at least once before touching the fences or going over the fences;
8. By not making the hit ball reach the outfield fence (in case of no touch by any defensive player);
9. By not respecting the batting order and hitting in place of a teammate;
10. By a runner leaving the base before the batter hits the ball;
11. By passing a teammate while in the action of running the bases;
12. 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" if we are in a non-force situation);
13. By stepping outside the batter's box before the ball reaches fair territory;
14. By sliding/diving in the attempt to safely reach a base in the attempt to avoid a tag.



NOTE



- Runners must do everything possible to avoid a collision with the defenders.
- To Avoid collisions at home plate, the runner coming from third base can use the batter's box to score a run instead of having to step on home plate.



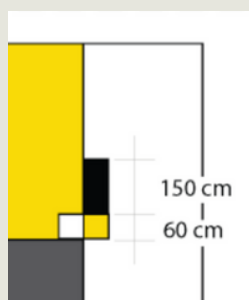
DEFENCE

Aims : **Stop offenders from scoring** by eliminating 3 offenders in an inning by making "outs" :

1. By **touching the base** (while in possession of the ball) where the runner is "forced" to run to ;
2. By catching a hit ball **before it touches the ground (fly out)** ;
3. By **touching the base** (while in possession of the ball) where the runner is "forced" to return to **after a fly out**;
4. By **tagging a runner** when he/she is not on a base; Tagging = touching the runner **with the ball in hand**;
5. 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**.



This is a typical formation. However, the defensive players may change their position before every action according to their team requirements.

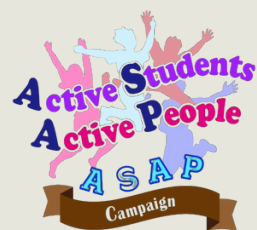


Reference: Official Baseball5 Rulebook 2024

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Baseball5



(Simplified Version)

THE GAME

ALL YOU NEED IS A BALL



- 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.
- 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.

OFFENCE

Points / Runs

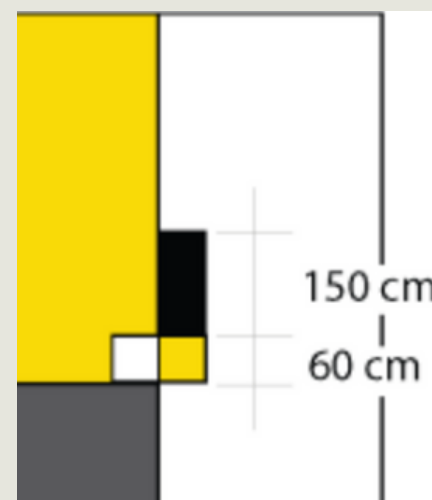
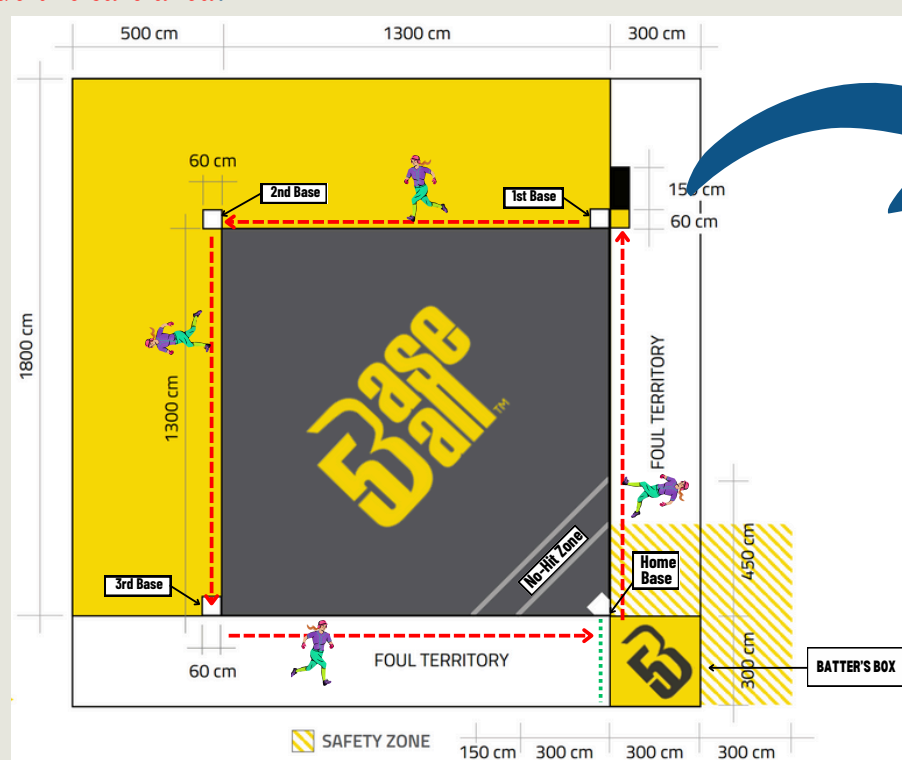
- An offender release and hit/slap the ball either with a fist or a palm. A point (run) is scored when a player reaches home plate (or Batter’s Box) having passed all the bases during an offensive session of his/her team, therefore, after having touched in order 1st base, 2nd base, 3rd base and home plate (or Batter’s Box) in this order.
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DEFENCE

Aims : Stop offenders from scoring by eliminating 3 offenders in an inning by making “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 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 first base safely but fails to remain in the safe area and is tagged by a defender while outside the safe area.



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