

Baseball 5 Québec Rules



PRESENTED BY

Baseball Québec and Softball Québec



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Baseball 5 *is a young, dynamic and inclusive sport*

It is the street version of traditional baseball and softball. It can be played anywhere and all you need is a rubber ball.

Keep in mind that the following dimensions and rules are ideal for competitions, but they can be modified according to your needs.

Baseball 5 *can be played anywhere and requires only a...* **simple bouncing ball**



In this document, the masculine gender is used to lighten the text.
It includes the feminine gender in a non-discriminatory manner whenever it refers to players.

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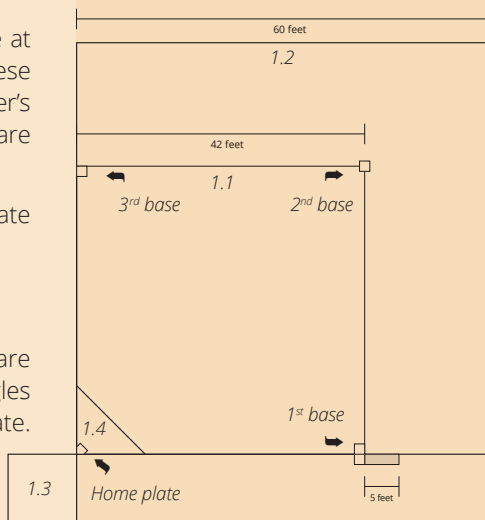
1.1 Infield

The infield is square in shape with a base at each corner. The distance between these bases is **42 feet**. Starting from the batter's box located behind home plate, the bases are numbered counter clockwise:

1st base ➔ 2nd base ➔ 3rd base ➔ Home plate

1.2 Playing surface

The playing surface is shaped like a square with **60 feet** of sides. One of the right angles of the square coincides with the home plate.

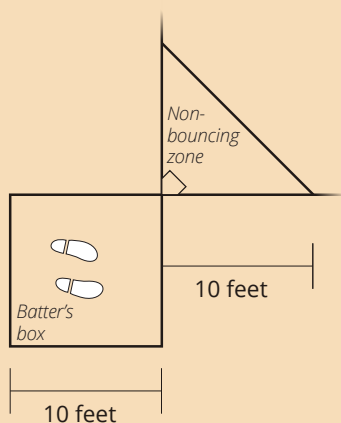


1.3 Batter's box

The batter's box is shaped like a square with **10 feet** of sides. It is placed out of the playing area and marked by the extension of the foul lines that cross at home plate.

1.4 Non-bouncing zone

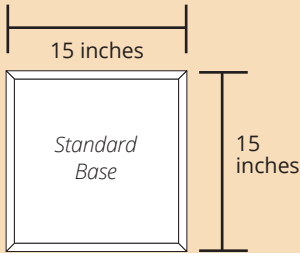
The non-bouncing zone is a right-angled triangle whose sides are **10 feet** long starting from the back point of home plate.



1.5 Fences

The ideal fence height is 3 feet. However, each championship/tournament organizer may decide to limit the field differently, such as by using existing walls or marking the field.

In this case, specific rules must be defined.

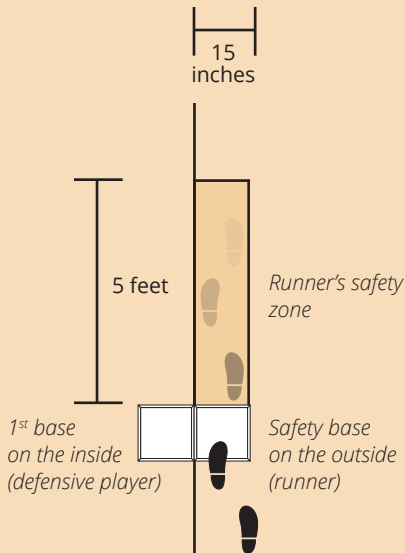


1.6 Bases

Ideally, the bases have a square shape with **15 inches** per side. 1st and 3rd should be placed inside the playing area with one side touching the foul line. 2nd base is centered, not inside the 40 foot square.

1.6.1 1st base

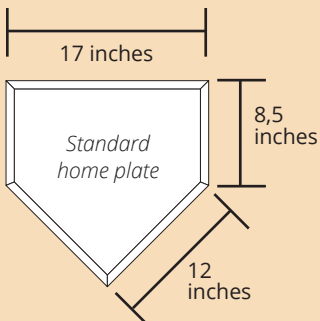
To avoid collisions, the first base is a double base cushion. Thus, when a defensive play is made on the base inside the playing field, the batter/runner's objective is to touch the safety base located outside the foul line.



1.6.2 Safety zone

The batter running toward 1st, after putting the ball in play, must first touch the base and, in order to maintain immunity, remain in contact with the base or the **5 feet** safety zone following the base.

If the runner goes beyond the safe zone, he is at risk of being put out if he is touched with the ball by the fielder in possession of the ball. The runner must regain contact with one foot in the safety zone to avoid any risk of being put out.



1.6.3 Home plate

Has the standard shape of a baseball or softball plate. It can also take the shape of a standard base.

2

PRELIMINARY INFORMATION

2.1 Ball

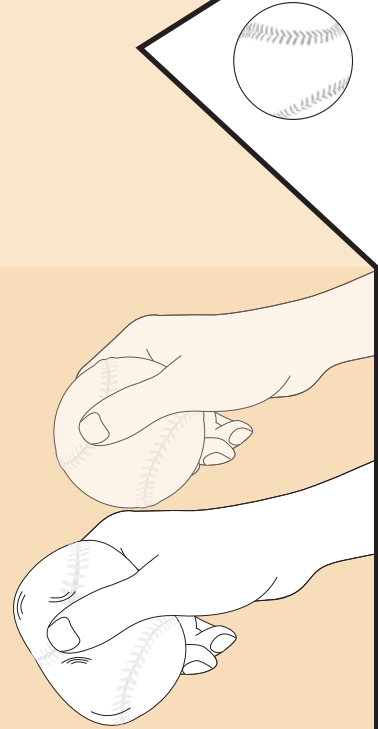
Baseball5 is played with the official WBSC Baseball5™ ball. The balls are available on Baseball Québec's online store.

The WBSC, which manages Baseball5 worldwide, is the body that manages the homologation and licensing of Baseball5 balls. **Baseball Québec and Softball Québec govern Baseball5 in Québec.**

These (rubber) balls are soft and bouncy.

The ball may have a different dimension depending on the environment, the caliber of the players or if the game takes the form of initiation.

e.g.: day camps with youth, schools, etc.



2.2 Uniform

A regular urban sports outfit is required to play Baseball5. Baseball Québec and Softball Québec reserve the right to define specifications adapted to its official competitions. This information will be included in the competition manual.

Knee pads, elbow pads and adhesive tape on fingers are the only authorized protection.



2.3 Inning

An inning is a division of a game corresponding to one offensive move for each team. A Baseball5 game has 5 innings.

2.4 Line-up

The coach of each team must present a complete line-up to the official ten (10) minutes prior to the start of the game. The competition organizer may request the presentation of a lineup up to thirty (30) minutes prior to the start of a game. In the absence of a coach, the captain will perform this function.

A version of the lineup must be provided to the opposing team prior to the start of the game.

2.5 Players

The maximum number of active players per team is 5 and the maximum number of players on a team is 8 (5 active players in play and 3 substitutes). Athletes must appear on the line-up with a freely chosen number from 0 to 99. The number must be visible on the athlete's jersey.



In the 11U (and younger) divisions, a team can field a maximum of 6 players on defense while the batting order can be a maximum of 8 players who will all bat.

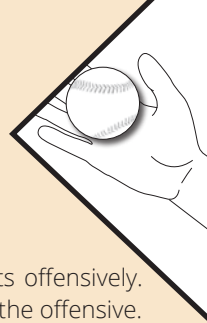
2.6 Mixed teams

In mixed competitions, the team on defence must always have at least two (2) athletes of each gender present on the field at all times. There is no restriction on the offensive line-up.



3

PLAYING RULES



The home team starts the game defensively and the visiting team starts offensively. The defensive team's goal is to make 3 outs to change sides, i.e. to go on the offensive.

3.1 Defensive team

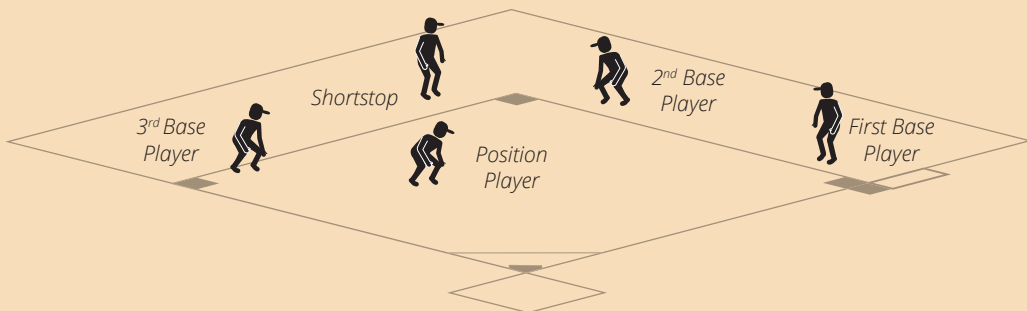
The 5 players of the defensive team must be inside the playing area when the batter puts the ball in play.

3.1.1 Positions

Players must simply be positioned in the playing area. Although not necessary, one of the optimal ways is to position themselves close to the bases.

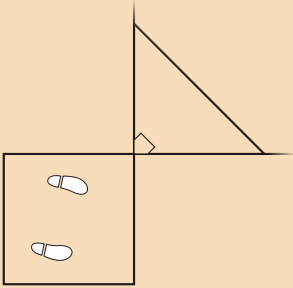
- ▶ First Base Player
- ▶ 2nd Base Player
- ▶ 3rd Base Player
- ▶ Shortstop
- ▶ Position Player

In the illustration, you can see a "classic" formation. However, players can change position before each action depending on the tactics adopted by the team.



3.2 Offensive team

The offensive team presents a batting order before the start of the game, with five players batting in order 1 to 5. This batting order must be respected throughout the game except if a player is replaced. In this case, the substitute takes the position of the player replaced in the initial batting order.



3.2.1 Batter's box

When on offence, the player must be **entirely in the batter's box** and remain there until the ball is hit in **fair territory** and **beyond the no-bounce zone**.

3.2.2 Raising the hand before hitting

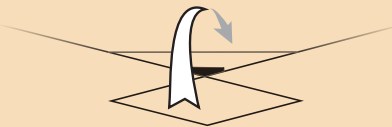
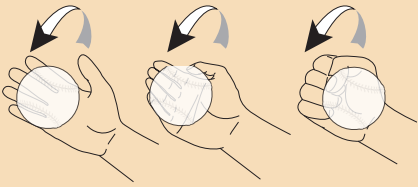
The players must raise their hand before swinging to show the defence which hand they will use to hit the ball. If the batter fails to do so, the umpire calls a "dead ball", runners return to their base and the batter is entitled to a restart.

3.2.3 Illegal hit

The ball must be struck **strongly** and strictly with the palm of the hand, fist or wrist.

The ball must be hit with enough strength to roll to the edge of the field (fence, wall, etc.). If a batted ball, which is not touched by a defensive player, does not make it to the limit of the field, the batter is automatically out.

The first rebound must be made beyond the 10-foot zone and/or before the outfield boundary (fence, wall, etc.).



In Divisions 11U (and younger) athletes will be given a second chance in the event of an illegal hit or an out of bound hit.

3.3 Outs

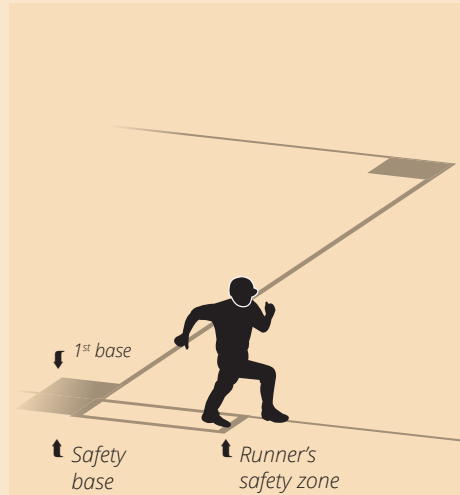
The defensive team must make 3 outs in each half inning to change sides and go on offence.



In the 11U (and younger) divisions, a half inning ends when all of a team's batters have been on offence. The number of outs is not counted.

3.3.1 How to make an out on defence

- ▶ By touching the base on which a runner is forced to go with a part of his body and ball in hand.
- ▶ By catching a batted ball before it bounces on the ground.
- ▶ By touching a runner not on a base with the hand holding the ball.
- ▶ By touching a batter, who has reached 1st base but has failed to keep at least one foot in contact with the safe zone beyond 1st (5 feet), with the hand holding the ball.



3.3.2 **How do offensive players can get out on an illegal play**

- ▶ By touching one of the lines or putting one foot out of the box when putting the ball in play.
- ▶ By hitting a ball in the foul zone.
- ▶ By being hit by a batted ball. Note that if the runner is hit while on base, he is not out.
- ▶ Being hit by a batted ball if the batter-runner is not on a base.
- ▶ By not bouncing the ball before it touches or passes the fences. Home runs are not permitted.
- ▶ By not respecting the batting order and hitting at the place of a teammate.*
- ▶ By anticipating a run and leaving the occupied base before the ball is put into play.
- ▶ By passing a teammate while running.
- ▶ By being hit while two or more players are on the same base. The first runner is entitled to the base, the back runner is out.
- ▶ By voluntarily hitting the ball as a bunt just beyond the 10-foot line.
- ▶ By sliding (sliding is prohibited at bases and home plate).

* A player who enters the batter's box when it is not his turn to bat is out. Play resumes with the player who should be hitting based on the batting order.

Runners must make every effort to avoid collisions with defensive players. If the umpire judges that the runner could have avoided a collision that occurred, interference must be called. If the umpire judges that a defensive player could have avoided a collision that had occurred, an obstruction must be called.

3.4 **Interference/obstruction**

If the umpire determines that interference with a defensive player or obstruction of an offensive player has occurred, the umpire shall apply the penalties provided for in the rules of baseball/softball.



3.5 Dead ball

- ▶ If, after a legal hit, the ball goes out of the field and cannot be played by the defence, then play stops.
- ▶ If the batted ball goes out of the field and no defensive player has touched the ball, each runner advances to the next base.*
- ▶ If the batted ball goes out of play by bouncing over the outfield fence. The play stops, the batter and all runners automatically advance 2 bases.
- ▶ If the batted ball hits a fielder and goes out of play, each runner advances to the next base.

* No extra base awarded.

3.6 Bases loaded, two outs

In a base loaded situation with two outs, each runner advances one base, the runner at 3rd becomes the batter and a substitute runner is placed at 1st. **For teams with only five players**, the first player who got out in the inning becomes the substitute runner at 1st. The batting order must always be followed.

Batting order: B1 - B2 - B3 - B4 - B5 (B = batter)

First inning

B1 hits a single. B1 is at 1st, no out in the inning, B2 comes to the plate.

B2 hits a single. B1 is at 2nd, B2 at 1st, none out. B3 comes to home plate.

B3 hits a single. B1 is at 3rd, B2 is at 2nd. B3 is at 1st. There are no out in the inning. B4 comes to the plate.

B4 hits a fly ball and is out. B1 is at 3rd. B2 is at 2nd, B3 is at 1st. Only one out in the inning. B5 comes to the plate.

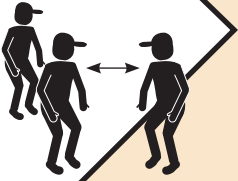
B5 is out, B1 is at 3rd, B2 at 2nd. B3 at 1st and two outs in the inning. B1 should be the next batter, but he is at 3rd.

Therefore, B1 shows up as the batter. B2 advances to 3rd, B3 to 2nd and B4 (first out of the inning) positions himself at 1st as a substitute runner.



4

REPLACEMENTS/SUBSTITUTIONS



4.1 Strategic replacement

Strategic substitutions can be made between each inning or half inning. A starting player may return to the game only one (1) time after being replaced. A starting player may return to play in place of any other player on the field. A substitute at the start of the game may only enter the game one (1) time. He cannot return to the field of play once he has been replaced.

4.2 Replacement for injury or bleeding

At any time, a player who is injured may be replaced and, for safety and health reasons, any player who is bleeding must leave the field for treatment. In both of these situations, a return to the game must wait until the end of the inning. These “temporary” replacements do not count towards the return to play.



5

END OF GAME

The game is over at the end of the 5th inning if one team has scored more runs than the opponent. If the home team is ahead in the score when the visiting team finishes their 5th offensive half inning, the game is over and the home team wins.

5.1 Extra innings

In the event of a tie, teams must play extra innings until one team scores more runs than its opponent.

- ▶ The first extra inning starts with a runner at 1st. *
- ▶ The second extra inning starts with runners at 1st and 2nd. *
- ▶ Starting in the third (and subsequent) extra inning, the extra inning begins with runners at all bases.*

* The last hitters of the previous innings will be designated as additional runners in the extra innings. There is no change to the batting order.

Sixth inning (1st extra inning)

The last batter of the 5th inning will take the position of runner at 1st.

Seventh inning (2nd extra inning)

The last batter of the 6th inning will be a runner at 2nd and the second last batter of the 6th inning will be a runner at 1st.



5.2 Mercy rule

In order to avoid too big of a score difference, the game ends if a team leads:

- ▶ by 15 runs or more after 3 innings of play.
- ▶ by 15 runs or more after 2½ innings of play if the home team is ahead.
- ▶ by 10 runs or more after 4 innings of play.
- ▶ by 10 runs of play or more after 3½ innings of play if the home team is ahead.

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