

Rounders

Rules

Entry:	Online entry at www.letsgetahead.co.uk
Teams:	Year 5/6. Squad of 12; team of 9.
Gender:	Minimum 1 boy; max 4 boys on the pitch at one time.
Game Format:	One or two innings each. Timed Innings, limited number of balls or until all batters are out. One team bats while the other team fields and bowls.
Equipment for Each Pitch:	<ul style="list-style-type: none"> • 4 rounders posts • 4 rounders rubber bases • 1 soft rounders ball (e.g. incrediball or softie rounders ball) • 4 rounders bats.
Batter:	<ul style="list-style-type: none"> • Wait to bat in the backward area away from 4th post • If out: wait in the backward area away from 1st post • Batter hits the ball and runs around the outside of as many post as possible before the fielders return the ball to touch the post the batter is heading for. • If the batter hits the ball backwards then they must wait at first post until the ball returns to the forward area • The batter takes the bat with them when running around the posts • The batter can run on a 'no ball', but once the batter reaches first post they cannot return. The batter then scores in the normal way. • A batter can wait at 1st, 2nd or 3rd post when it is not safe to run. • A batter cannot be caught out on a 'no ball'.
Bowler:	<ul style="list-style-type: none"> • Bowls the ball underarm • Not a smooth underarm action • Ball is above the head or below the knee of the batter • Ball bounces on the way to the batter • Is wide or straight at the body of the batter.
Scoring:	<p>1 rounder if:</p> <ul style="list-style-type: none"> • Batter reaches and touches 4th post before the next ball is bowled • Batter reaches and touches 4th post on a 'no ball' <p>½ rounder if:</p> <ul style="list-style-type: none"> • Batter reaches and touches 4th post without hitting a ball • Batter reaches and touches 2nd post after hitting the ball • Penalty ½ rounder for an obstruction by a fielder • Penalty ½ rounder for 2 consecutive no balls to the same batter.
Running around the 'track':	<ul style="list-style-type: none"> • The batter must carry a bat whilst running. • If the batter stops at a post they must keep contact with the post using their hand or bat. If not the fielding side can stump the following post and get the batter out. • When the bowler has the ball in the square, the batter cannot move on, but if between posts the batter can carry on to the next. • Two batters cannot wait at the same post. The umpire will ask the first to run on when the second one makes contact. • At a post, the batter does not have to move on for every ball bowled. • The batter can move on as soon as the ball leaves the bowler's hand. This includes no balls • Batters must touch 4th post on getting home.
Batter OUT when:	<ul style="list-style-type: none"> • Caught • Foot over front/back line of the batting square during the action of hitting the ball. • Running inside the post (unless obstructed) • The post the batter is running to is stumped by a fielder with the ball • The batter loses contact with the post during the bowler's action when the bowler has possession in the bowling square • The batter overtakes another batter • The batter obstructs a fielder.

