



Sport	Rounders
Age Group	Yr 5 & 6
Gender	Mixed
Team / Squad Size	No more than 9 on the field (Min. 6 and Max. of 15 in a squad)

Team Requirements

All players must be Under 11 (as at 31st August **2017**) i.e. Current Year 6 or below. It is not compulsory for teams to have an even mix of Year 5 and Year 6 children. Teams must have a named manager; the nominated adult must supervise their team and is responsible for their players' welfare

Games are played between two teams. Each team has a maximum of 15 and a minimum of 6 players. No more than 9 players may be on the field at any one time. There should also be no more than 5 boys on the field at any one time.

Games are usually played over 1 innings.

Players once substituted may return during the game, but batters only in the position of their original number.

Simple Rules

Scoring

- 1 Rounder if ball is hit and 4th post is reached and touched before next ball is bowled
- 1 Rounder if ball is hit and 4th post reached on a no ball (you can't be caught out)
- ½ Rounder if 4th post reached without hitting the ball
- ½ Rounder if ball is hit and 2nd post reached and touched before next ball is bowled - but if you continue this run and are put out before reaching 4th post, the score will be nullified
- Penalty ½ Rounder for an obstruction by a fielder
- Penalty ½ rounder for 2 consecutive no balls to same batter
- 1 Rounder for a backward hit if 4th post reached (you stay at 1st while ball is in the backward area)
- The team with the highest number of Rounders wins

Running around the track

- If you stop at a post you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out
- You can run on to a post even if it has been previously stumped (you don't score if the post immediately ahead has been stumped)
- When the bowler has the ball in his square you cannot move on, but if you are between posts you can carry on to the next
- You cannot have two batters at a post. The Umpire will ask the first to run on when the



second one makes contact

- At a post you do not have to move on for every ball bowled
- Once in contact with the post, you may turn the corner over the 2 metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on.

Out when

- Caught
- Foot over front/back line of batting square before hitting or missing a good ball
- Running inside post (unless obstructed)
- The post you are running to is stumped
- You lose contact with post during bowlers action when he has possession in the square
- You overtake
- You obstruct (you have right of way on track only)
- Deliberately throw bat

Batter

- Wait in the backward area well away from 4th post
- If out, wait in the backward area well away from 1st post
- You will have one good ball bowled to you
- Batter can use 2 hands
- No ball if:
 - Not smooth underarm action
 - Ball is above head - below knee
 - Ball bounces on way to you
 - Is wide or straight at body
 - The bowlers foot is outside the square during the bowling action
 - You can take or run on a no ball, but once you reach 1st post you cannot return. You cannot be caught out and you score in the normal way.

Contact

For further clarification on the rules please contact the New Forest School Sport Partnership; j.cross@testwood.hants.sch.uk , 02380 665499

Progression

No progression.