

# ANGMERING CLUSTER SCHOOLS



## ROUNDERS TOURNAMENT

### GENERAL RULES:

- Teams consist of 10 players (maximum 6 boys)
- Each school should bring their own first aid kit & 4 bats.
- Teams bat and field for 7-10 minutes each (agreed time by organiser on arrival)
- Innings are completed when the time limit is up or when batters have been counted out.
- When batters are given out, they are counted as being so, but are allowed to continue batting. (Therefore, the same batter could be given out 10 times).
- The pitch sizes may vary on the school field
- Staff are required to umpire in pairs for their teams
- Batters use a rounders bat (each school provides their own) – Each team will need a minimum of 4
- Teams will play with a tennis ball or soft rounders ball (to be decided by staff)
- If Umpire in doubt or fielder/batter tie to reach/stump base then the batter is IN

### BATTING:

- Batter must stay inside the batting box until the ball is bowled
- Batter must take their bat with them. If dropped accidentally the batter may return to pick it up before continuing to run. If dropped on purpose the batter is out
- Batters must stay in contact with post they are at when the ball is in the bowler's hand. If not, they can be stumped at the next one
- Batters must run around the outside of the bases, touching each one as they pass. They must touch 4th to score. They can be stumped out if they do not touch it
- If a batter knocks over a post whilst running, the following batter must pick it up before they are allowed to continue running. Failure to do so will mean they have to return to the fallen post.
- If the batter hits the ball behind the batting line they may only run to first base, where they must wait until the ball has been carried or thrown back over the batting line. (Therefore a ½ or full rounder can still be scored).
- ½ a rounder is scored if 2nd base is reached without stopping or being out on their go.
- If a batter overtakes a team mate whilst running, the overtaken player is out.
- If the batting team deliberately obstruct the fielders, ½ a rounder is awarded.
- When a batter is "out" they join the back of the line and continue to bat.

## BOWLING & FIELDING:

- Bowlers must bowl underarm and reach the batter above the knee and below the head. Balls cannot be wide of the batter or towards their body
- If the above is not met, or the ball is outside the batting box (sometimes the box is not reached!), this is a no ball. 2 consecutive no balls equals ½ rounder awarded to the batting team
- A batter can choose to run on a no ball but must shout 'Taken' to indicate they are doing so. Batters cannot be caught out on a no ball unless it is declared as 'Taken'
- Fielders can only stump a batter out at the next post to the one they are running to. (e.g. if running to post two, the fielders must stump post 3)
- Fielders knocking a post over must pick it up before it can be stumped

## TO WIN THE GAME

- ❖ The team scoring the most rounders (totalled from their batting and fielding) wins the game
- ❖ In the tournament 4 points are awarded for a win, 2 for a tie and 1 for a loss. A final tie on points will be settled by no. of rounders scored in the competition

Team Name:	Team Name:
Outs:	Outs:
Rounders:	Rounders:
$\frac{1}{2}$ Rounders:	$\frac{1}{2}$ Rounders:
Final Batting Score: (Outs + Rounders)	Final Batting Score: (Outs + Rounders)

Team Name:	Team Name:
Outs:	Outs:
Rounders:	Rounders:
$\frac{1}{2}$ Rounders:	$\frac{1}{2}$ Rounders:
Final Batting Score: (Outs + Rounders)	Final Batting Score: (Outs + Rounders)