ROUNDERS ENGLAND

Small Games Cards

Introduction

These Small Games Cards have been developed as a resource to support coaches undertaking the UKCC endorsed qualifications.

They are also appropriate for teachers and coaches who wish to use a variety of games within their Rounders sessions. The main emphasis is on fun and inclusion and variations have been added to make the games easier or harder. Games have been grouped according to their ease of play:

Easy ● ● ●
Moderate ● ● ●
Harder ● ● ●

Each card can be used independenty and gives details of the equipment needed, safety requirements, how to play etc. The Focus Questions enable the coach to check for understanding and may be used as prompts for further discussion. The cards are complemented by two sets of Skills Cards to support the UKCC Level 1 and Level 2. Qualifications, which can be purchased separately.

Runders

● ● ●

A team game that emphasises accurate underarm throwing and catching, and improves running technique
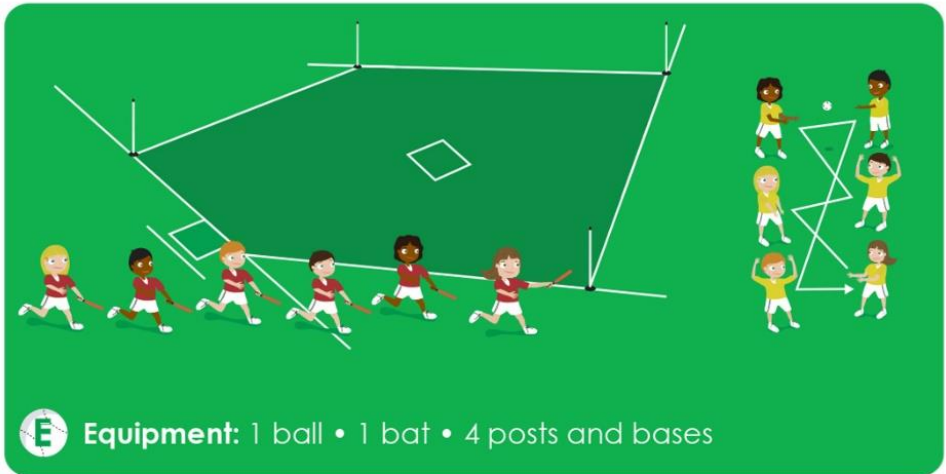
E Equipment: 1 ball • 1 bat • 4 posts and bases

Variations

◎ Vary distance between Fielders

◎ Alter size of pitch

◎ Make Batters go around more than once

◎ Batters run round individually (relay)

How to play

- ◎ Recommended number of players =12 (6 v 6)
- ◎ Can be played with more or less
- ◎ Batting Team: on 'go' run from batting square around pitch to 4th Post in a 'train'
- ◎ Rounders rules: no overtaking
- ◎ Last 'carriage' touches 4th Post and shouts 'stop'
- ◎ Fielding team: Make two railway lines
- ◎ Throw ball underarm as shown
- ◎ Count catches until 'stop'
- ◎ Teams change over
- ◎ Most 'catches' wins

F Focus Questions

What is the best technique for cornering?
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How could you include players with varying skill levels?

C Coaching Opportunities

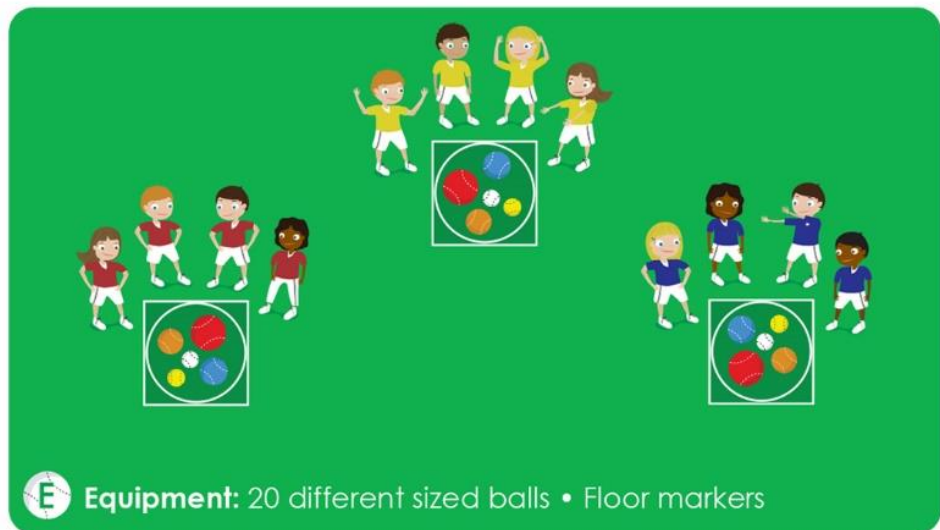Observe running technique
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Introduce team work between Fielders
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Practice throwing & catching

Small Games Cards - Runders

Steal The Balls

An ideal warm up game

E Equipment: 20 different sized balls • Floor markers

Variations

○ Extend the time

How to play

- ○ Recommended number of players = 12 (4 v 3)
- ○ Split group into equal teams and set up as diagram
- ○ Aim is to get the most balls in your teams base in 1 minute
- ○ Rules - Can only collect 1 ball at a time, no passing, participants must carry ball, cannot defend base

F Focus Questions

Ask participants how activity can be made safer- one player from each team at a time, players must travel clockwise, bases further apart
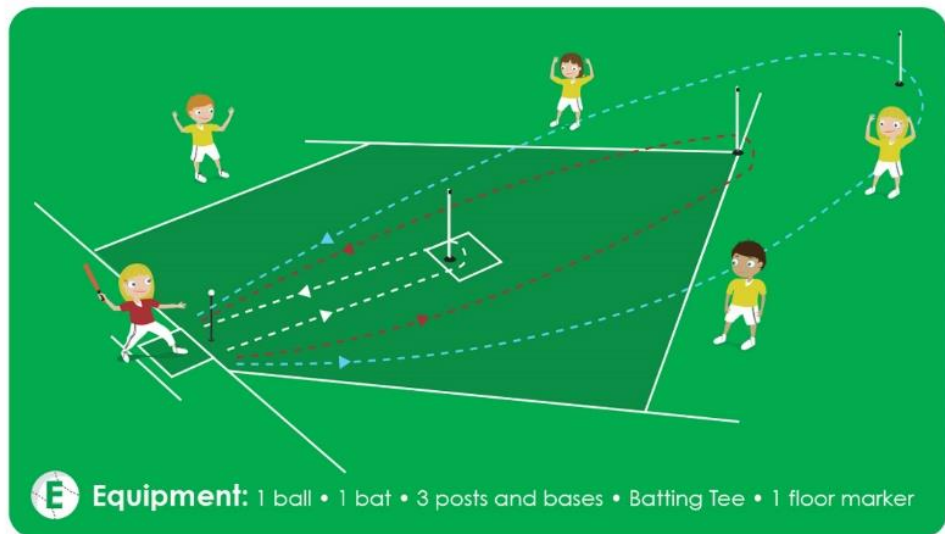
C Coaching Opportunities

Reminds coaches to use equipment appropriate for the player

Small Games Cards - Steal The Balls

Up and Back

A game where Batters have to select which post to go to

Equipment: 1 ball • 1 bat • 3 posts and bases • Batting Tee • 1 floor marker

Variations

- Batter self hits
- If Batter caught they are out
- Vary the fielding skills, i.e. they can only roll or kick the ball
- Place posts nearer the Batter
- Place posts further away from the Batter
- Players work in pairs and add up their total score

How to play

- ○ Recommended number of players = 5 (4 v 1)
- ○ Each player takes it in turns to be the Batter while others are Fielders
- ○ The Batter hits the ball off the Batting Tee anywhere into the field of play before running up to a post and back from the floor marker
- ○ Each Batter has three hits before the next player takes over as Batter
- ○ Different posts are worth different points
- ○ The Fielders have to throw the ball back to the floor marker where one of their team-mates has moved to catch it
- ○ Two points are deducted if the Batter is caught running between the posts, i.e. the ball is thrown back to the floor marker before the Batter gets there

Focus Questions

How can you trick the Fielders so that they don't know where you are going to hit the ball?

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When will you risk going for more points?

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How can you work together to best cover the space available to the Batter?

Coaching Opportunities

Explore different options for batting to maximise scoring

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Team work by Fielders

Small Games Cards - Up and Back