

**WE ARE
ALL
ROUNDERS**



ROUNDERS

YEAR 3



<p>The Game</p>	<p>Each team will have 5 players.</p> <p>Each game will be played between 2 teams, with 1 team batting first and 1 team fielding first.</p> <p>Every Batter will get 3 turns to bat. Then the teams will swap over.</p> <p>On each turn to bat, every Batter will have 2 attempts to hit the ball from the tee if their first attempt is unsuccessful.</p>
<p>EQUIPMENT REQUIRED</p>	<p>Balls: Sponge ball / red tennis ball</p> <p>Bats: Paddle bat / other piece of equipment suitable for striking the ball</p> <p>3 Posts & Bases: Or other pieces of equipment suitable for marking the position of posts</p> <p>Batting Tee</p> <p>Markers / Lining Tape / Spray: To define the running track / playing area</p>
<p>The Pitch</p>	<p>Use the diagram and dimensions to mark out the running track / playing area.</p> <p>The pitch will be half the size of a standard outdoor pitch.</p> <p>1st and 3rd Post should be roughly on a 45 degree angle from the batting spot/area. 2nd Post should be parallel to the batting spot so the posts form a triangular formation.</p>
<p>Batting</p>	<p>Each Batter will be called up to the batting tee, in turn.</p> <p>The Batter must hit the ball from the batting tee.</p> <p>The aim for each Batter is to strike the ball, then run as far as they can around the outside of the 3 posts, carrying the bat.</p> <p>The ball must be hit forward. If it lands in the backward area, the Batter can only go to 1st Post until the ball is brought forward onto the pitch again.</p> <p>If a Batter is caught out or stumped, the Batter will rejoin the batting queue (in the 'waiting batters' area) for their next turn.</p> <p>On their second and final attempt at hitting the ball, the Batter must run (on each of their turns).</p> <p>Batters can use 1 or 2 hands to hold the bat.</p> <p>Waiting Batters at a Post: If there are Batters on a Post from a previous turn, they are able to run when the live Batter begins their run.</p> <p>NOTE: Batters can still be stumped out in the usual way (and Fielders can gain a score from this) so they need to keep focused when deciding to run and 'get home' for their next turn. Batters - don't forget to touch 3rd Post as you pass it to show you have got around the whole pitch safely.</p>



<p>Fielding</p>	<p>Fielders should: Catch the ball that has been hit without a bounce - Batter caught out Throw the ball to the Fielder on/near a post before the Batter gets there - Batter stumped out If a Batter misses striking the ball off the tee or hits the ball and it lands in the backward area on their final attempt, the Batter cannot run past 1st Post until the ball has been returned to the forward area. A live Batter's turn has finished when the Fielding team has returned the ball to the batting tee, ready for the next Batter, unless they have been caught or stumped out.</p>
<p>Changing Positions</p>	<p>After every third Batter, the Fielding team must rotate to ensure everyone has a go at each of the fielding positions. We suggest the following fielding positions: 1 x Backstop 1 x 1st Post Fielder 1 x 2nd Post Fielder 2 x Deep Fielders Suggested rotation order – BS - 1P – DF1 – 2P – DF2 - BS</p>
<p>Scoring*</p>	<p>Live Batters: When the ball is hit: 1 point scored per post reached if the Batter does not get stumped or caught out. (If the Batter continues to run to the next post and is put out by the Fielding team then their score is void). 4 points If the live Batter gets all the way around on their hit. When the ball is not hit: ½ point scored per post reached if the Batter does not get stumped or caught out. (If the Batter continues to run to the next post and is put out by the Fielding team their score is void). Fielders: - 1 point scored for every Batter stumped out - 2 points scored for every Batter caught out</p>

*Scoring: 2 additional students could be used to oversee the Batting/Fielding scores.



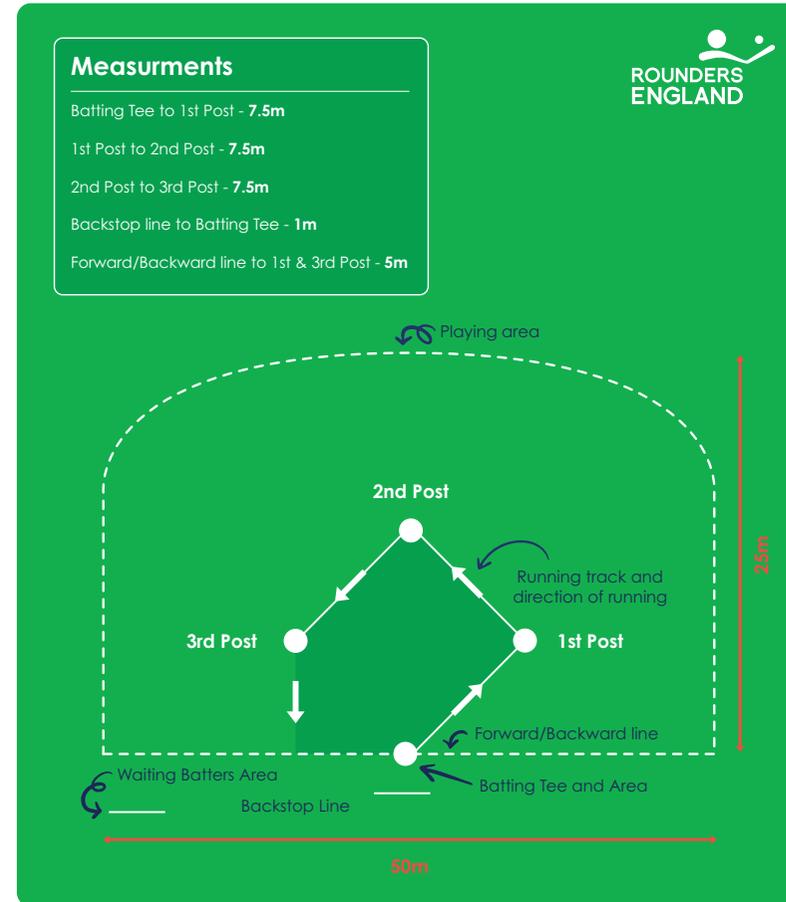
Pitch Dimensions

The area required is approximately 50m x 25m. These measurements are a guide only and can be modified for indoors or outdoors, to suit the playing space.

Developments

To encourage success for all the children involved, you can use modifications to simplify or make the game more challenging.

- Introduce some of the official rounders rules i.e. the obstruction rule. Half point awarded to the Batter when they are obstructed on the running track.
- Use a large, soft ball and play Football Rounders. Found on pages 8&9 of the Small Games Cards.
- Use larger balls or flat bats and tennis rackets to increase the likelihood of striking the ball.
- Offer a range of different bats and balls so players can choose their preference depending on success rates.
- Consider the playing surface for inclusion purposes i.e. hard flooring for wheelchair users.
- Increase the number of players or the pitch size, in relation to the key stage.



PRIMARY SCHOOL SCORESHEET



Scoring Y3 Games:

Batters

- When the ball is hit - **1 point per post reached** if the Batter is not put out.
- When the ball is not hit - **½ point per post reached** if the Batter is not put out.
- When the Batter gets all the way round on their hit - **4 points**.

Fielders

- **1 point** for every Batter stumped out.
- **2 points** for every Batter caught out.

TEAM 1 PLAYER NAME	HIT SCORE 1 point per post 4 points for round fully			NON-HIT SCORE ½ point per post			STUMPED OUT (1 point p/turn)	CAUGHT OUT (2 points p/turn)
	T1	T2	T3	T1	T2	T3		
TOTALS								

PRIMARY SCHOOL SCORESHEET

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TEAM 2 PLAYER NAME	HIT SCORE 1 point per post 4 points for round fully			NON-HIT SCORE ½ point per post			STUMPED OUT (1 point p/turn)	CAUGHT OUT (2 points p/turn)
	T1	T2	T3	T1	T2	T3		
TOTALS								

OVERALL SCORE	BATTING SCORE	FIELDING SCORE	TOTAL