

**WE ARE  
ALL  
ROUNDERS**



**ROUNDERS**

**YEAR 4**



<p><b>The Game</b></p>	<p>Each team will have 7 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 <b>2 attempts</b> to hit the ball, either bowled to them or from the batting tee if their first attempt is unsuccessful.</p>
<p><b>EQUIPMENT REQUIRED</b></p>	<p><b>Balls:</b> Softy / tennis ball</p> <p><b>Bats:</b> Paddle bat / other piece of equipment suitable for striking the ball</p> <p><b>3 Posts &amp; Bases:</b> Or other pieces of equipment suitable for marking the position of posts</p> <p><b>Batting Tee</b></p> <p><b>Markers / Lining Tape / Spray:</b> To define the running track / playing area</p>
<p><b>The Pitch</b></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><b>Batting</b></p>	<p>Each Batter will be called up to the batting square, in turn.</p> <p>The aim for each Batter is to strike the ball, bowled by the Bowler (where possible), 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 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><b>Waiting Batters at a Post:</b> 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><b>NOTE:</b> 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><b>Fielding</b></p>	<p><b>Fielders should:</b>          Catch the ball that has been hit without a bounce – <b>Batter caught out</b>          Throw the ball to the Fielder on/near a post before the Batter gets there - <b>Batter stumped out</b>          On their final attempt, if the Batter hits the ball and it lands in the backward area, they cannot run past 1st Post until the ball has been returned to the forward area.</p>
<p><b>Bowling</b></p>	<p>Ideally the game will be played with a Bowler. However, a batting tee can be introduced to increase striking accuracy and confidence.          When bowling, the Bowler needs to ensure both feet are in the Bowling square at all times.          The Bowler must bowl under arm, aiming for the Backstop's hands as a target.          The ball must reach the Batter between the head and knee on the side the bat is held, to be considered a 'good ball'.          After 7 bowls, the Fielding team must change positions, with a new Bowler introduced.</p>
<p><b>Changing Positions</b></p>	<p>After every seventh 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 Bowler          1 x Backstop          1 x 1st Post Fielder          1 x 2nd Post Fielder          3 x Deep Fielders          Suggested rotation order –          BS - 1P – DF1 – B - 2P – DF2 – DF3 - BS</p>
<p><b>Scoring*</b></p>	<p><b>Live Batters:</b>  <b>When the ball is hit:</b>  <b>1 point scored per post</b> 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).  <b>4 points</b> If the live Batter gets all the way around on their hit.  <b>When the ball is not hit:</b>  <b>½ point scored per post</b> 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).  <b>Fielders:</b>          - 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 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.
- Introduce the No Ball Rule. Half point awarded to the batting team when 2 consecutive no-balls are bowled to the same live Batter.
- Use a batting tee.
- Use larger balls.
- Use different bats dependent on ability.
- Increase the pitch size.



### Measurements

Batting Square to 1st Post - **7.5m**

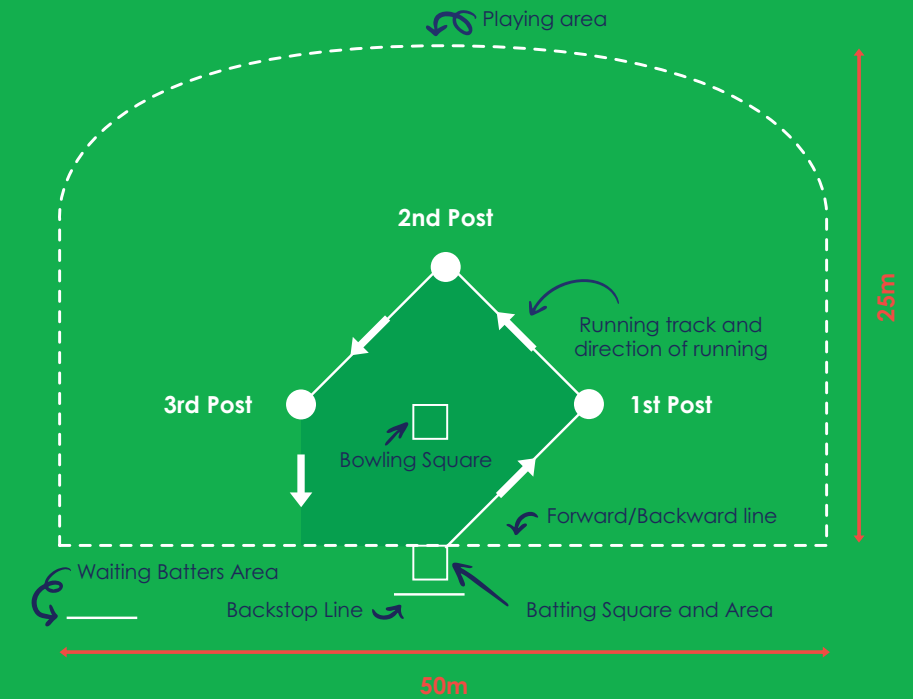
1st Post to 2nd Post - **7.5m**

2nd Post to 3rd Post - **7.5m**

*Batting Square to 2nd post would be roughly 9m*

Batting Square to Bowling Square - **5.5/6m**

Forward/Backward line to 1st & 3rd Post - **5m**



# PRIMARY SCHOOL SCORESHEET

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## Scoring Y4 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		
<b>TOTALS</b>								

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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