

**WE ARE
ALL
ROUNDERS**



**ROUNDERS
ADVANCED**



<p>The Game</p>	<p>Each team will have 9 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>EQUIPMENT REQUIRED</p>	<p>Balls: Softy / tennis ball</p> <p>Bats: Flat bat / other piece of equipment suitable for striking the ball</p> <p>4 Posts & Bases: Or other pieces of equipment suitable for marking the position of posts</p> <p>Batting Tee (if required)</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>Batting</p>	<p>When batting, Batters must keep their feet within the batting square.</p> <p>The aim for each Batter is to strike the ball, bowled by the Bowler, then run as far as they can around the outside of the 4 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>Waiting Batters at a post must keep contact with the post until the ball has left the Bowler's hands.</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 this can impact on the score) so they need to keep focused when deciding to run and 'get home' for their next turn. Batters - Don't forget to touch 4th Post as you pass it to show you have run 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 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. A live Batter's turn has finished when the Fielding team has returned the ball to the Bowler, ready for the next Batter.</p>
<p>Bowling</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'. When the Batting team has batted once each and after 9 good balls, the Fielding team must rotate positions, with a new Bowler introduced.</p>
<p>Changing Positions</p>	<p>When the Batting team has batted once each and after 9 good balls, the Fielding team must rotate positions, with a new Bowler introduced. We suggest the following fielding positions: 1 x Bowler 1 x Backstop 1 x 1st Post Fielder 1 x 2nd Post Fielder 1 x 4th Post Fielder 4 x Deep Fielders With 3 rotations in the game, ensure each Fielder has a turn to field at a post, at least once.</p>
<p>Scoring*</p>	<p>Each team will start on 5 rounders. Live Batters: When the ball is hit: ½ rounder scored if the Batter reaches 2nd or 3rd Post on their turn without being put out. 1 rounder scored if the Batter reaches and touches 4th Post on their turn without being put out. When the ball is not hit: ½ rounder scored if the Batter reaches and touches 4th Post on their turn without being put out. Batting Team ½ rounder deducted if: <ul style="list-style-type: none"> • Caught out • Stumped out The possibility of deductions will motivate Batters to make a judgment on risk while making the game more engaging to stay in a positive score.</p>

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



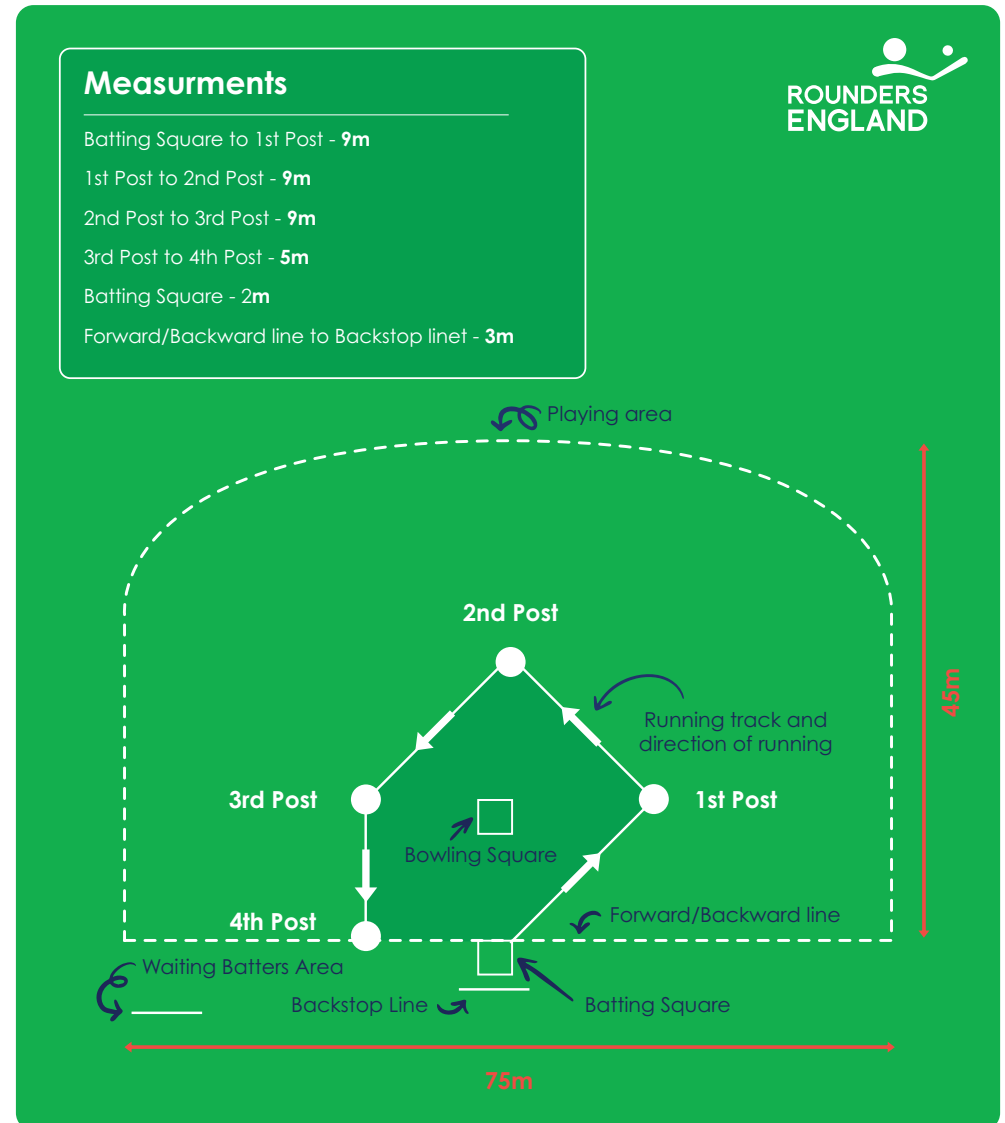
Pitch Dimensions

The area required is approximately **75m x 45m**. 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 players involved, you can use modifications to simplify or make the game more challenging.

- Introduce the Obstruction Rule. Half rounder awarded to the Batter when they are obstructed on the running track.
- Introduce the No Ball Rule. Half rounder awarded to the batting team when 2 consecutive no-balls are bowled to the same live Batter.
- Use a batting tee.
- Use different sized balls.
- Use different bats dependent on ability and possibly introduce a rounders bat.



ADVANCED SCORESHEET



Scoring Games:

Each Team will start on **5 rounders**.

Batting team scoring:

When the ball is hit:

- $\frac{1}{2}$ rounder scored if the Batter reaches 2nd or 3rd Post on their turn without being put out.
- 1 rounder scored if the Batter reaches and touches 4th Post on their turn without being put out.

When the ball is not hit:

$\frac{1}{2}$ rounder scored if the Batter reaches and touches 4th Post on their turn without being put out.

$\frac{1}{2}$ rounder deducted if:

- Caught out
- Stumped out

TEAM 1 PLAYER NAME	TURN 1	TURN 2	TURN 3	TOTAL

CUMULATIVE SCORE																			
5																			

KEY	DESCRIPTION	KEY	DESCRIPTION	KEY	DESCRIPTION
●	Good Ball, No Score	$\frac{1}{2}$	Half Rounder Scored	1	Rounder Scored
Ⓢ $-\frac{1}{2}$	Stumped Out - Half Rounder Deducted	Ⓒ $-\frac{1}{2}$	Caught out - Half Rounder Deducted	$\frac{1}{2}$	Half Rounder - Obstruction

ADVANCED SCORESHEET



TEAM 2 PLAYER NAME	TURN 1	TURN 2	TURN 3	TOTAL

CUMULATIVE SCORE																									
5																									

KEY	DESCRIPTION	KEY	DESCRIPTION	KEY	DESCRIPTION
•	Good Ball, No Score	1/2	Half Rounder Scored	1	Rounder Scored
(S) -1/2	Stumped Out - Half Rounder Deducted	(C) -1/2	Caught out - Half Rounder Deducted	(1/2)	Half Rounder - Obstruction