

**WE ARE  
ALL  
ROUNDERS**



# **GUIDE TO ROUNDERS for SECONDARY SCHOOLS**



## Welcome to the quick start rounders guide!

This guide will provide the information you need to get started playing rounders.

Enclosed you will find:

- Simplified Rules
- Marking Plan for a Pitch
- Memberships Information
- Courses / Learning Available
- Tips / Tricks / Coaching Points
- Scoresheets

### Rounders England competitions

Over recent years, we have worked more with education establishments, with more and more setting up clubs and societies each year. With this increase, we are taking the time to ensure we are providing high quality competition at all levels.

Recently, we have developed The Rounders Tour, a series of events for university and college students to come along and compete throughout the year and are looking to develop this format for secondary schools over the coming year.

If your school would be interested in more opportunities to play competitive rounders you can email us at: [competitions@roundersengland.co.uk](mailto:competitions@roundersengland.co.uk)



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Rounders England



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**Please use this guide to get playing!**

## **SIMPLIFIED RULES**

### **Teams**

- Games are played between two teams. Each team has a maximum of 15 and a minimum of 6 players.
- No more than 9 players may be on the field at any one time
- If a mixed team - there should be no more than 5 male players
- A list of players and substitutes should be submitted to the Umpire prior to play
- Games are usually played over 2 innings
- Players once substituted may return during the game, but batters only in the position of their original number

### **Batting**

- Wait in the backward area well away from 4th post
- If out, wait in the backward area well away from 1st post
- Enter the batting square when called to do so by the Umpire
- You will have one good ball bowled to you
- Batter can use 2 hands
- You can take a no ball and score in the usual way, but once you reach 1st post you cannot return.
- You cannot be caught out or stumped out at 1st post on a no ball

### **No balls**

- Not smooth underarm action
- Ball is above head or below knee
- Ball bounces on way to you
- Wide or straight at body
- The Bowler's foot is outside the square during the bowling action

### **Running around the track**

- If you stop at a post, you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out
- You can run on to a post even if it has been previously stumped (you don't score if the post immediately ahead has been stumped)
- When the bowler has the ball in the bowling square you cannot move on, but if you are between posts, you can carry on to the next
- You cannot have two batters at a post. The Umpire will ask the first batter to run on when the second one makes contact
- At a post you do not have to move on for every ball bowled
- Once in contact with the post, you may turn the corner over the 2-metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on
- You can move on as soon as the ball leaves the Bowler's hand, including no balls
- You must touch 4th post on getting home

## SIMPLIFIED RULES cont...

### Scoring

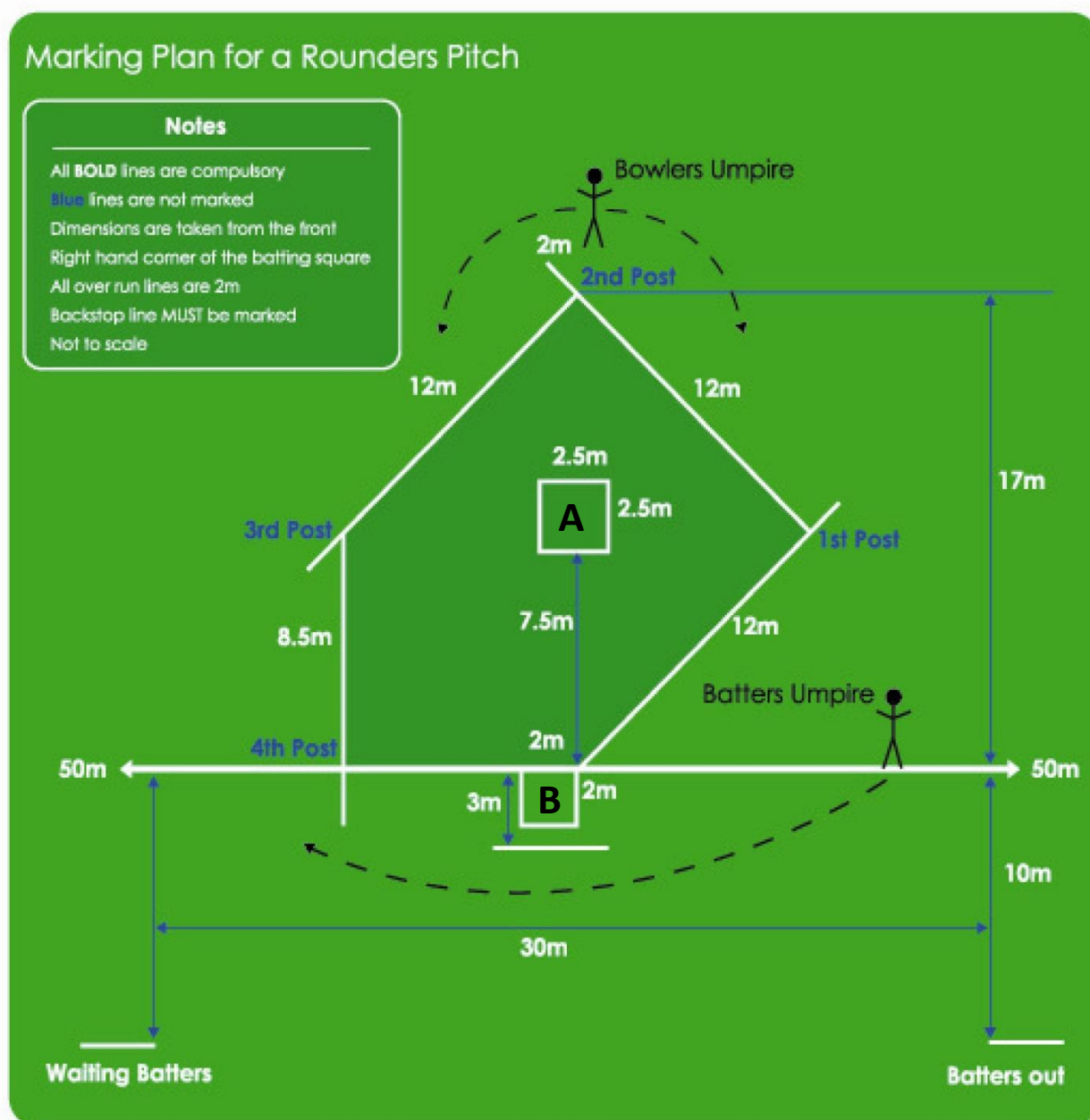
- 1 Rounder if ball is hit and 4th post is reached and touched before next ball is bowled
- 1 Rounder if ball is hit and 4th post is reached on a no ball (you can't be caught out on a no ball)
- ½ Rounder if 4th post reached without hitting the ball
- ½ Rounder if ball is hit and 2nd or 3rd post reached and touched before next ball is bowled - but if you continue this run and are put out before reaching 4th post, the score will be forfeited
- Penalty ½ Rounder for an obstruction by a fielder
- Penalty ½ rounder for 2 consecutive no balls to same batter
- You can score in the normal way on a backward hit but must remain at 1st post while the ball is in the backward area
- The team with the highest number of Rounders wins
- Penalty ½ rounder to fielding team if waiting batters or batters out obstruct a fielder

### Out when

- Caught
- Foot over front/back line of batting square before hitting or missing a ball
- Running inside post (unless obstructed)
- The post you are running to is stumped
- You overtake another batter on the track
- You obstruct (you have right of way on track only)
- Deliberately throw or drop bat
- Side out
- If ordered to make and maintain contact with the post and refuse to do so
- You lose contact with the post;
- When the bowler has the ball and is in the square (except on an over run)
- During the bowlers action but before they release the ball

Marking Plan for a Rounders Pitch

# Pitch Plan



Compulsory lines (50mm wide) are in bold.

**A** Bowling square

**B** Batting square

**Equipment required**

- \* Pegs
- \* String (24m, 17m)
- \* Lining paint

## The pitch

(The simplest method of marking a pitch is by using lengths of string)

1. Put a peg into the ground where the right-hand front corner of the batting square is to be. (Peg 1)
2. Directly opposite Peg 1 put another peg at a distance of 17m. (Peg 2, 2nd post)
3. Using a piece of string measuring 24m, tie a knot in the centre.
4. Tie one end of the string to each peg (Peg 1 & Peg 2) and carry the centre knot to the right until the string is taut.
5. At the knot place a peg. (Peg 3, 1st post)
6. Now carry the knot to the left, pull the string taut and put in a peg. (Peg 4, 3rd post)
7. Take a length of string 17m long, tie a knot in the centre ( $8\frac{1}{2}$ m) and tie one end to 3rd post and the other to Peg 1.
8. Carry the knot to the left and place a peg, this gives you 4th post. (Peg 5)

## The batting square

(2 metres by 2 metres)

1. The front line is made by marking a line extending 2m from peg 1 towards and in line with 4th post and parallel to the front line of the bowling square.
2. Mark the other 3 sides forming a 2m batting square.
3. The front line of the square is extended for at least 12m (25m each side recommended for full size games)

## The bowling square

( $2\frac{1}{2}$  metres by  $2\frac{1}{2}$  metres)

1. To locate the centre of the front line of the square, stretch the 17m string from Peg 1 to Peg 2. (2nd post)
2. Measure  $7\frac{1}{2}$ m along the string from Peg 1
3. The front line is then marked 1.25m each side of the string, parallel to the front of the batting square.
4. Mark the other three sides of the bowling square.

**TIP:** To check the bowling square for accuracy, stretch the string from 1st post to 3rd post. The string will cut the side lines of the bowling square 1m from front line.

## Memberships Available

With 120,000 adults playing Rounders at the end of 2017 (Sport England Active Lives survey) Rounders England membership aims to support, develop and service teams, leagues, schools and workforce across the country to encourage more people onto the pitch.

As a non-profit national governing body, we are here to help you every step of the way, whether you're just getting started or are already actively involved. Through membership, Rounders England can promote, develop and protect the great sport of Rounders.

Our membership pledge to you is that we will support, develop and help achieve your ambitions in Rounders.

	<b>Education Membership</b>	<b>Club Membership</b>	<b>Individual Membership</b>
Cost	£45	£140 for the first 20 people then £7 per additional person	£25
Duration	12 Months	12 Months	12 Months

### **Benefits**

<b>KS2 and KS3 curriculum resources</b>	<b>Additional to University Team Membership Benefits</b>	<b>Additional to University Team Membership Benefits</b>
Electronic Indoor Rules Book	2 x Official Rules Book	1 x Official Rules Book
Electronic Outdoor Rules Book	2 x Indoor Rules Book	1 x Indoor Rules Book
Discounted Competition Entry	Electronic Outdoor Rules Book for all members	Combined Liability Insurance including coach insurance
Event Organisation & Delivery	Electronic Indoor Rules Book for all members	Personal & Accident Insurance
Ideas for mass group participation	Combined Liability Insurance for all players	Opportunity (with the relevant qualifications) to umpire Rounders England tournaments
Help with getting workforce for events	Personal & Accident Insurance for all players	
Access to online learning for students (reduced price for members)	Attend Safeguarding Training Course (subsidised up to the value of £35)	
10% discount on equipment and resources via the webshop	Opportunity (with the relevant qualifications) to umpire Rounders England tournaments	



## Workforce Opportunities

### Teachers, teaching assistants and young leaders

Rounders is a sport that is easy to engage with and there are plenty of ways to get involved whatever your interest.

Umpiring and coaching are important aspects to the sport of rounders and the importance of good umpires and coaches cannot be over emphasised. Working with players at all levels of skill and experience, from juniors right up to senior international level, you can make a real difference to the game and to the players. You don't need to be a skilled player to be a great leader, umpire or coach. An enthusiasm for supporting and a passion for the game are much more important!

Course Type		RRP
Teaching Primary Rounders	eLearning	£15
Introduction to Rounders	eLearning	£20
Preliminary Umpire Test Paper	online	£15
Introduction to Rounders & Preliminary Umpire Test Paper	COMBO	£25
RYLA (Qualified PE Teacher-led)		£15

Additional courses will be arranged throughout the year. Check out the Rounders England website or social media accounts for updates on courses being held, locations and discounts/offers.



## Tip Guide

Just a few tips from us to help your game play ....

### Batting

- Alternate your batting order; tall / short / right-handed / left-handed (in any order).
- Encourage weaker batters to take no balls.
- Assertive running puts pressure on fielders.
- Run hard to get to the post, don't slow down, BUT be careful of the over run rule.

### Bowling

- Bowl to backstops hands, not bat.
- Use the full square.
- Know the no ball rule.
- Be ready to field at a post or cover a post fielder

### Fielding

- Backstop should cover 4th post.
- Develop catch / throw technique.
- Do not attempt to get out weaker batters in a limited ball innings.
- Have outfielders moving in to cover the posts.
- 1st post throws immediately to 3rd or 4th post to get out a second batter.
- Take note of where batters like to hit and move accordingly.

# ROUNDERS SCORESHEET

Substituted batters may return but only in the position of their original number. If a batter is out, any batters who have batted in that position cannot return.

**WE ARE ALL ROUNDERS**



## 1ST innings

TEAM \_\_\_\_\_

MVP	Player Name	Pos'n	Performance										Score													
		P1																								
		P2																								
		P3																								
		P4																								
		P5																								
		P6																								
		P7																								
		P8																								
		P9																								
	Substitutes																									
		S1																								
		S2																								
		S3																								
		S4																								
		S5																								
		S6																								

### Good balls

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

### Positions Out

1	2	3
4	5	6
7	8	9

### Final Score

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### Cumulative Score

1/2	1	1/2	2	1/2	3	1/2	4	1/2	5	1/2	6	1/2	7	1/2	8	1/2	9	1/2	10	1/2	11	1/2	12	1/2
13	1/2	14	1/2	15	1/2	16	1/2	17	1/2	18	1/2	19	1/2	20	1/2	21	1/2	22	1/2	23	1/2	24	1/2	25

## 2ND innings

TEAM \_\_\_\_\_

MVP	Player Name	Pos'n	Performance										Score														
		P1																									
		P2																									
		P3																									
		P4																									
		P5																									
		P6																									
		P7																									
		P8																									
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Umpire Signature \_\_\_\_\_

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## 1ST innings

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		P2		
		P3		
		P4		
		P5		
		P6		
		P7		
		P8		
		P9		
	Substitutes			
		S1		
		S2		
		S3		
		S4		
		S5		
		S6		

### Good balls

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### Positions Out

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### Cumulative Score

1/2	1	1/2	2	1/2	3	1/2	4	1/2	5	1/2	6	1/2	7	1/2	8	1/2	9	1/2	10	1/2	11	1/2	12	1/2
13	1/2	14	1/2	15	1/2	16	1/2	17	1/2	18	1/2	19	1/2	20	1/2	21	1/2	22	1/2	23	1/2	24	1/2	25

### Final Score

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## 2ND innings

**TEAM** \_\_\_\_\_

MVP	Player Name	Pos'n	Performance	Score
		P1		
		P2		
		P3		
		P4		
		P5		
		P6		
		P7		
		P8		
		P9		
	Substitutes			
		S1		
		S2		
		S3		
		S4		
		S5		
		S6		

### Good balls

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### Positions Out

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### Final Score

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**Umpire Signature** \_\_\_\_\_

## Contacting Rounders England

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### **General Enquiries**

[enquiries@roundersengland.co.uk](mailto:enquiries@roundersengland.co.uk)

0114 248 0357

## Safeguarding

Rounders England is committed to ensuring that everyone who participates in Rounders has a safe and positive experience.

If you have any concerns or would like to speak to someone for further advice and help you can make contact with:

**Lead Safeguarding Officer** Siân Barnett T: 0114 248 0357 or 07377 925 705

E: [sian.barnett@roundersengland.co.uk](mailto:sian.barnett@roundersengland.co.uk)

**Deputy Lead Safeguarding Officer** Natalie Justice-Dearn T: 07411 477 849

E: [natalie.justice-dearn@roundersengland.co.uk](mailto:natalie.justice-dearn@roundersengland.co.uk)

Full safeguarding policies and guidance can be found on the Rounders England website

[www.roundersengland.co.uk/safeguarding/](http://www.roundersengland.co.uk/safeguarding/)