

**WE ARE  
ALL  
ROUNDERS**





One rule which must be enforced in all Walking Rounders sessions is to ensure that everyone is WALKING:  
**"A player, when walking around the track or fielding a ball, must have at least part of one foot in contact with the ground at all times."**  
 (Jumping is permitted to catch a ball)

The penalty for not complying is 1 point or ½ rounder deduction (depending on scoring option) for your team, whether you are batting or fielding.

<b>The Game</b>	Each team will have 9 players ( <b>recommended, but can be played with more or less players</b> ). Each game will be played between 2 teams, with 1 team batting first and 1 team fielding first. Every Batter will get 3 turns to bat. Then the teams will swap over.
<b>EQUIPMENT REQUIRED</b>	<b>Balls:</b> Indoor ball / tennis ball / Appropriate ball based on your group of players (large/small/ soft/hard options) <b>Bats:</b> Rounders bat / Flat bats / Batting Tee (if required) <b>4 Posts &amp; Bases:</b> Or other pieces of equipment suitable for marking the position of posts <b>Markers / Lining Tape / Spray:</b> To define the walking track / playing area
<b>The Pitch</b>	Use the diagram and dimensions to mark out the walking track / playing area. The pitch can either be based on the standard outdoor pitch dimensions or a smaller pitch (¾ standard size) if required.
<b>Bowling</b>	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 every 3 good balls, the Fielding team must rotate positions, with a new Bowler introduced (Bowler to Backstop, clockwise fielding positions)
<b>Changing Positions</b>	After every 3 good balls, the Fielding team must rotate positions, with a new Bowler introduced. We <b>suggest</b> the following fielding positions (*fielding placement examples below): 1 x Bowler 1 x Backstop 7 x mid/deep Fielders (spread behind posts 1-4, approx. 3 metres back) No fielder on 1 <sup>st</sup> Post (this is to support Batter scoring success, especially if playing to points)

<p><b>Batting</b></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, then walk as far as they can around the outside of the 5 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 1<sup>st</sup> Post until the ball is brought forward onto the pitch again:</p> <p>If a Batter is caught out or stumped, the Batter will re-join the batting queue for their next turn.</p> <p>Waiting Batters at a post must keep contact with the post (with bat or hand) until the ball has left the Bowlers hands</p> <p>Batters must touch 4<sup>th</sup> Post on return</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 walk on when the bowler releases the ball, when bowling to the live batter.</p>
<p><b>Fielding</b></p>	<p><b>Fielders should:</b></p> <p>Catch the ball that has been hit without a bounce - <b>Batter caught out</b></p> <p>Throw the ball to the Fielder who touches the post <b>immediately ahead</b> of the Batter before they get there - <b>Batter stumped out</b></p> <p>On their final attempt, if the Batter hits the ball and it lands in the backward area, they cannot go past 1st Post until the ball has been returned to the forward area.</p> <p>A live Batter's turn has finished when the Fielding team has returned the ball to the Bowler, in the bowling square, ready for the next Batter.</p>
<p><b>Out</b></p>	<p>Batters can be put out in the usual way* and they are allowed to return to the batting line to bat again. If a player is out, <b>a point will be deducted</b> from their team score.</p> <p><b>*OUT WHEN</b></p> <ul style="list-style-type: none"> <li>• Caught</li> <li>• Side Out</li> <li>• Walking inside post (unless obstructed)</li> <li>• The post you are walking to is stumped</li> <li>• You overtake another batter on the track</li> <li>• You lose contact with the post</li> <li>• If ordered to make and maintain contact with the post and refuse to do so</li> <li>• Foot over front/back line of batting square before hitting or missing a ball</li> <li>• When the bowler has the ball and is in the square (except on an over run)</li> <li>• During the bowlers action but before they release the ball</li> <li>• You obstruct (you have right of way on track only)</li> <li>• Deliberately throw or drop bat</li> </ul>

## Scoring

### Option 1 (higher scoring opportunities – encouraging batter success)

Live Batters:

*When the ball is hit:*

1 point for reaching each post (1st, 2nd, 3rd)

5 points for reaching & touching 4th Post

*When the ball is not hit:*

½ point for reaching each post

Batting Team

½ point deducted if:

- Caught out
- Stumped out

### Option 2 (more like the scoring in the traditional rounders game)

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:

- Caught out
- Stumped out

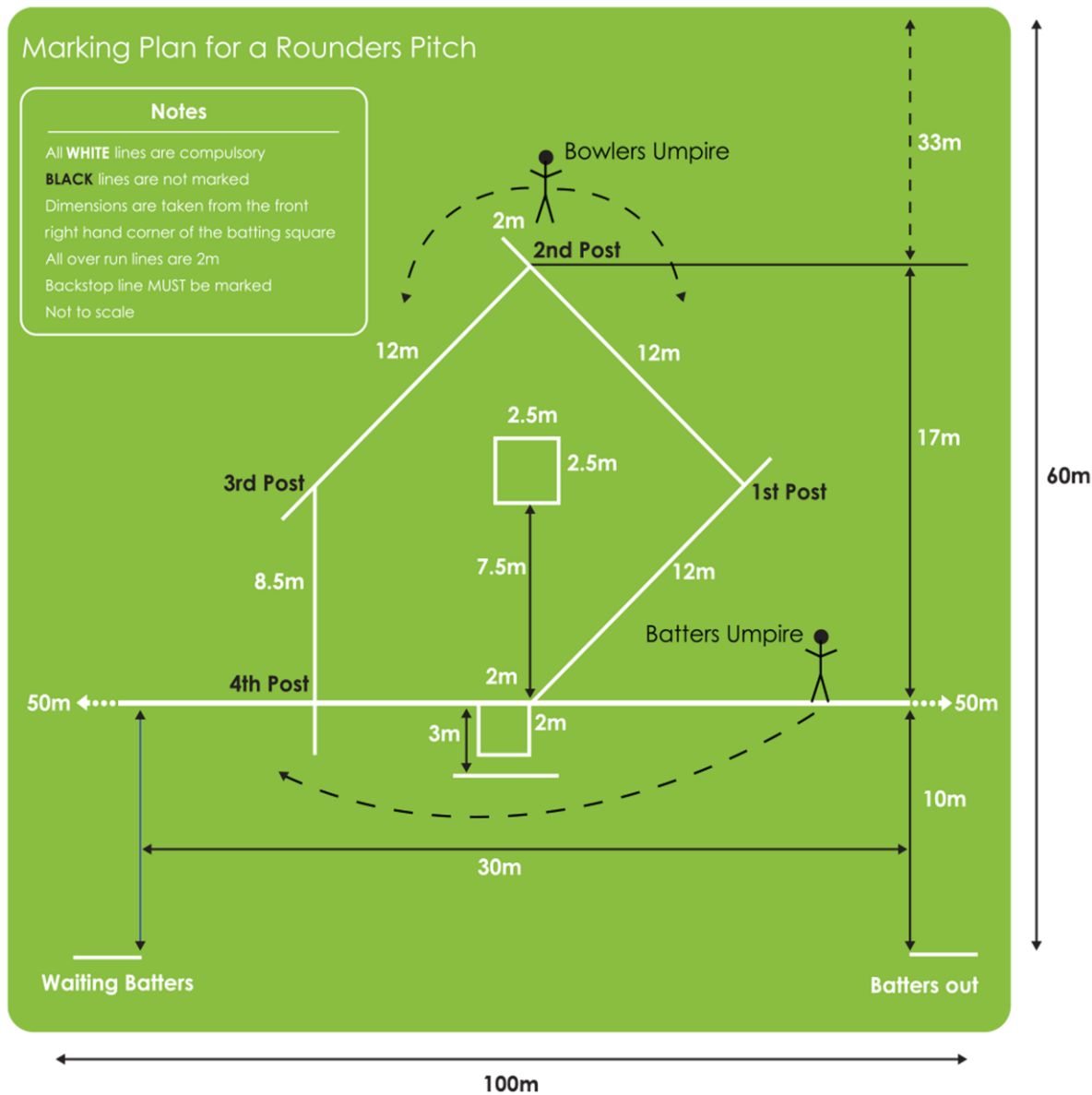
The possibility of deductions will motivate Batters to make a judgment on risk while making the game more engaging to stay in a positive score.

## PITCH DIMENSIONS

The area required is approximately 100m x 60m. These measurements are a guide only and can be modified indoors or outdoors, to suit the playing space.

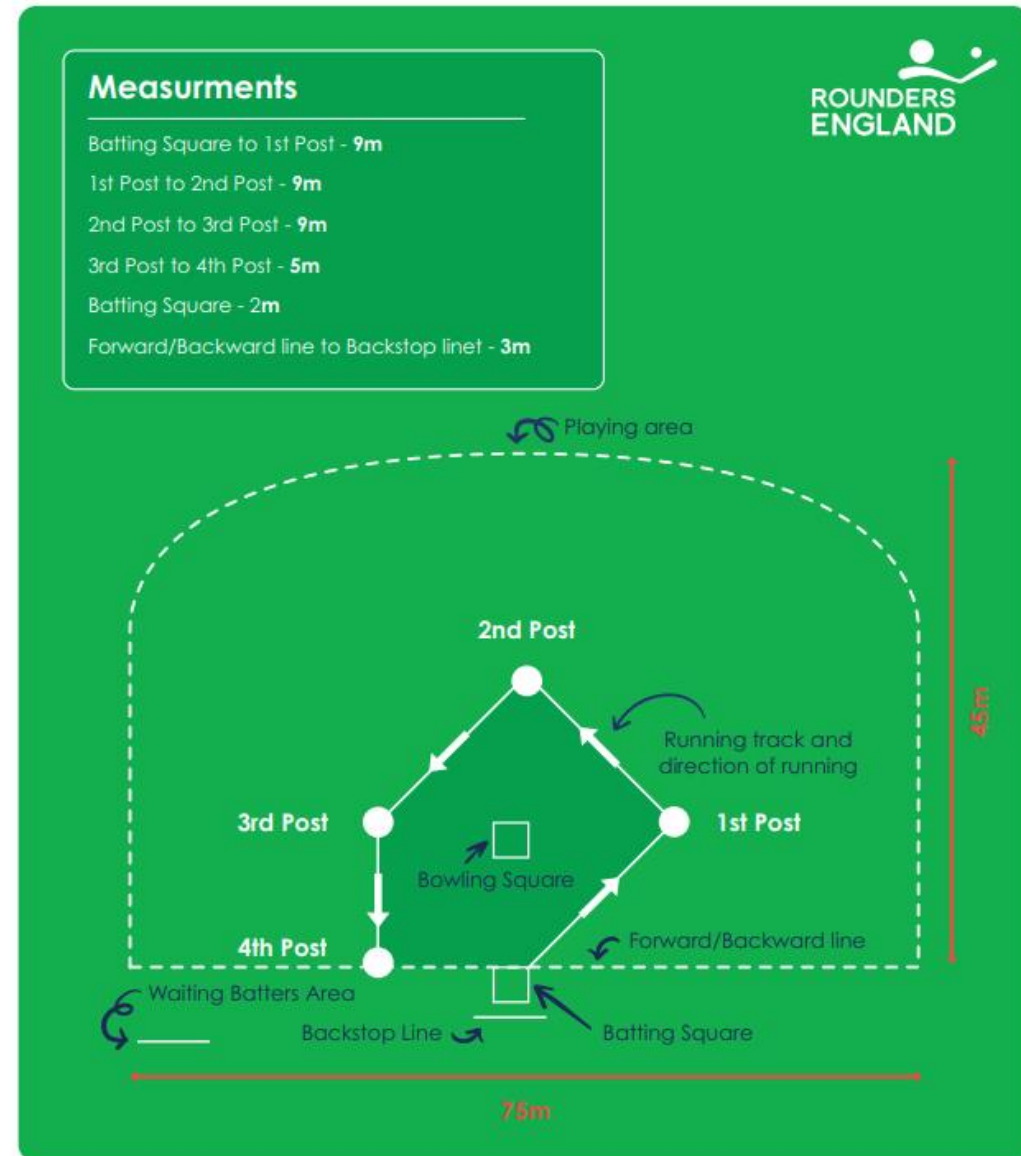
## Developments

- 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.



## SMALLER 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.



## FIELDING PLACEMENTS

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.

### Fielding start positions for tactics when hitting into specific areas

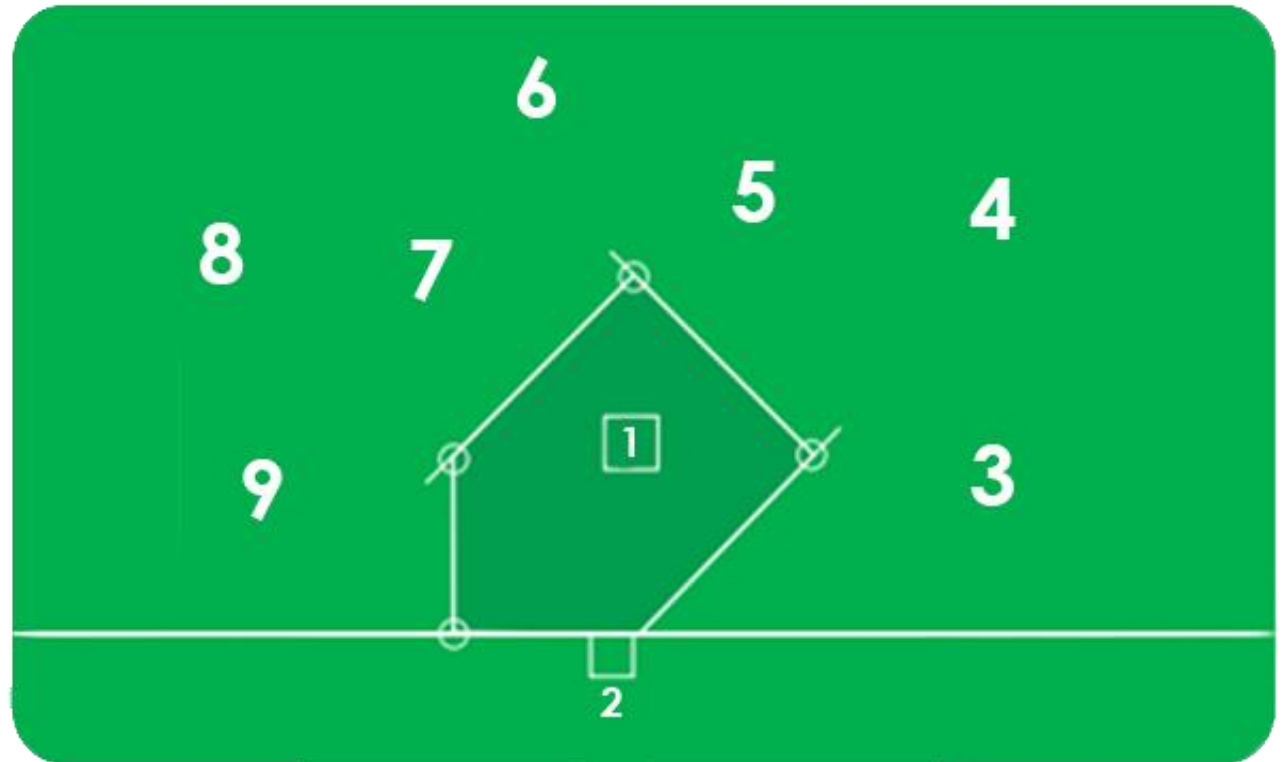
- Rotate positions so everyone experiences deep and close fielding

Bowler (1) moves to Backstop (2)

Backstop (2) moves to Fielder (3)

Fielder (3) moves to Fielder (4) and so on

Fielder (9) moves to Bowler (1)



## VARIATIONS

### Fielding:

#### 3 teams

2 x fielding, 1 x batting then rotate

#### Beat the ball

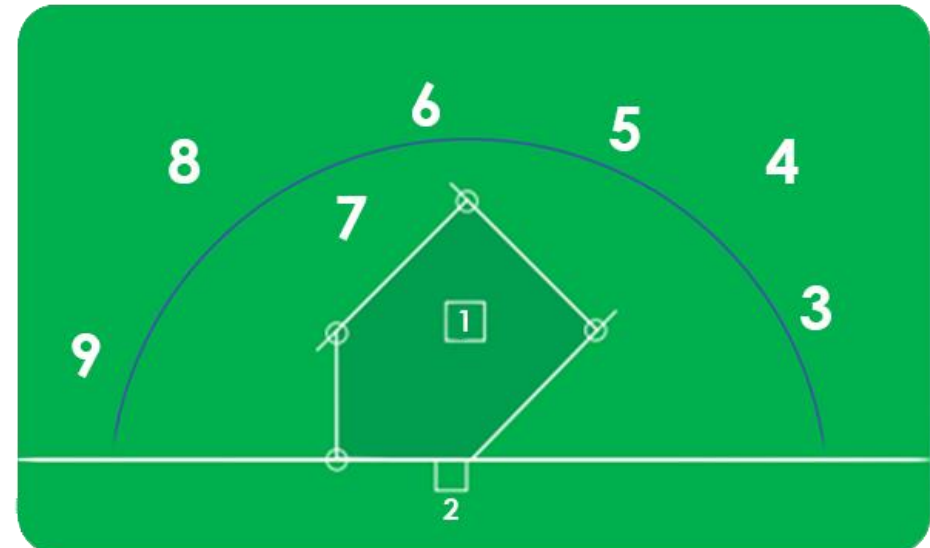
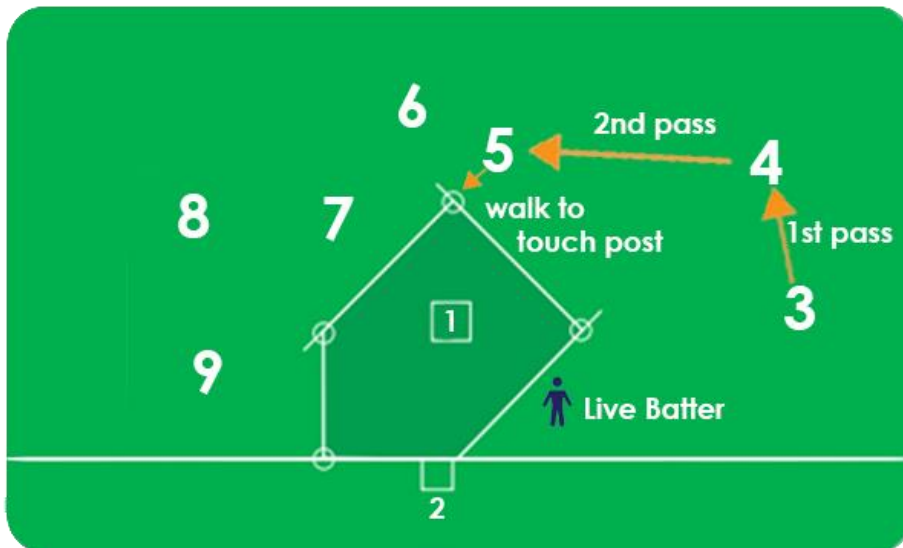
ball to be passed around each post as the batter is walking

#### 2 throws

ball must be passed at least twice before touching a post

#### Power Play scenarios

cone off area (2m outside the posts) and only 3 fielders within pitch area, everyone else outside cones







# SCORESHEETS

**STANDARD SCORESHEET**

**Scoring:**

**Live Batters**

- When the ball is hit - ½ rounder for reaching and touching 2nd or 3rd Post.  
 - 1 rounder for reaching and touching 4th Post.
- When the ball is not hit - ½ rounder for reaching and touching 4th Post.

**Fielders**

- ½ rounder for every Batter stumped/caught out.

TEAM 1 PLAYER NAME	HIT SCORE ½ rounder – 2nd/3rd Post 1 rounder for reaching 4th Post			NON-HIT SCORE ½ rounder for reaching 4th post			OUT ½ rounder deducted per turn	WALKING PENALTY ½ rounder deducted
	1 <sup>st</sup> Turn	2 <sup>nd</sup> Turn	3 <sup>rd</sup> Turn	1 <sup>st</sup> Turn	2 <sup>nd</sup> Turn	3 <sup>rd</sup> Turn		
<b>TOTALS</b>								



**STANDARD SCORESHEET**

TEAM 2 PLAYER NAME	HIT SCORE ½ rounder – 2nd/3rd Post 1 rounder for reaching 4th Post			NON-HIT SCORE ½ rounder for reaching 4th post			OUT ½ rounder deducted per turn	WALKING PENALTY ½ rounder deducted
	1 <sup>st</sup> Turn	2 <sup>nd</sup> Turn	3 <sup>rd</sup> Turn	1 <sup>st</sup> Turn	2 <sup>nd</sup> Turn	3 <sup>rd</sup> Turn		
<b>TOTALS</b>								

OVERALL SCORE	BATTING SCORE	FIELDING SCORE	TOTAL
Team 1			
Team 2			

**POINTS SCORESHEET**

**Scoring:**

**Live 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 - 5 points.

**Fielders**

- ½ point for every Batter stumped/caught out.

TEAM 1 PLAYER NAME	HIT SCORE 1 point per post 5 points for round fully			NON-HIT SCORE ½ point per post			OUT ½ point deducted per turn	WALKING PENALTY 1 point deducted
	1 <sup>st</sup> Turn	2 <sup>nd</sup> Turn	3 <sup>rd</sup> Turn	1 <sup>st</sup> Turn	2 <sup>nd</sup> Turn	3 <sup>rd</sup> Turn		
<b>TOTALS</b>								

# POINTS SCORESHEET

TEAM 2 PLAYER NAME	HIT SCORE 1 point per post 5 points for round fully			NON-HIT SCORE ½ point per post			OUT ½ point per turn	WALKING PENALTY 1 point deducted
	1st Turn	2nd Turn	3rd Turn	1st Turn	2nd Turn	3rd Turn		
<b>TOTALS</b>								

OVERALL SCORE	BATTING SCORE	FIELDING SCORE	TOTAL
Team 1			
Team 2			