

Wiltshire School Games 2018: ROUNDERS

EVENT DETAILS	
Date	Wednesday 4th July 2018
Venue	Marlborough College, Bath Road, Marlborough, SN8 1PA
Time	10.15am to 2.45pm
Age Groups	School years 9 & 10
Eligibility	Selected competitors must be on the register of the school they represent
TEAM REQUIREMENTS	
Team size	<ul style="list-style-type: none"> • A squad should consist of a maximum of 12 players of any combination of year 9 and / or 10 players • A team should consist of nine players • Substitutes can be made between batting and fielding and between each innings but may only take place during actual game play in the event of an injury
EVENT FORMAT & RULES	
Competition rules follow Rounders England guidelines	<p>The information below can also be found at: http://www.roundersengland.co.uk/ngb/resources/faqs/</p> <ul style="list-style-type: none"> • Use of runners: Rounders England does not support the use of runners. At the beginning of the match you need to submit the nominated team sheet including any substitutes, who may be brought in to replace any injured batter. If a player is injured prior to the start of the game, they should not be added to the team sheet. • Dead Ball: Whilst the batter is being changed or a substitution is being made and the bowler has the ball in the bowling square, the ball shall be deemed 'dead' • The bowlers umpire should call 'play' to restart the game after a stoppage for a dead ball situation • Misfield Rule: There is a common misconception that a post can become 'unstumped' if the ball is misfielded but quite simply, a post cannot be unstumped. So.... if a batter managed to reach 3rd as 4th was stumped and the bowler dropped the returning ball, the batter may wish to run on (especially if there are only a couple of batters left in) but would not score. If the batter was between 2nd and 3rd when fourth was stumped, this would not stop them from scoring in the usual way as it has to be the post immediately in front of the batter that is stumped to prevent scoring. • Umpires should have a keen eye for batters that 'hover' between posts so that they can still score. This is not allowed; any batter approaching a post and then not making contact must be asked to do so by the umpire, and if they refuse they will be out.

	<ul style="list-style-type: none"> • Holding on to the Bat: A batter must hold on to the bat whilst running round the track. If losing the bat is a genuine accident, then once the game play is at a dead ball situation (ball back with bowler) the umpire should ask the batter to retrieve their bat. However if they drop or throw the bat deliberately, then the batter is out. A batter can still score without a bat. • 2m zone line (turning the corner and running on): As long as a batter maintains contact with the post they may turn the corner and wait in anticipation of the next ball. They may decide not to run (a batter waiting at a base does not have to run on every ball bowled, unless of course there is another batter running to that post). The rule where an umpire orders the batter to run on comes in to force if they turn the corner, over the 2m zone line and do not make contact with the post, or if they have made contact initially, and then lost contact. Penalty: the umpire shall order the player back to the post they passed. • Bowling to the Bat: The batter is allowed to stand anywhere in the batting square and the bowler should bowl to them appropriately. The bowler does not have to bowl within the batting square limitations, so if a batter stands with their toes up against the edge of the batting square, then obviously the arm and bat would be outside the square, and the bowler should still bowl in relation to where the batter is standing, not the batting square. This is not a wide ball. The umpire should determine this against where the ball is in relation to the batters body and not the batting square. • Umpires should note that the accuracy of a ball is judged in relation to the batters' position in the square when the ball is released and not the square itself. Therefore a ball bowled outside the square is not necessarily a wide ball. • Side Out: Where there is no batter waiting their turn to bat, all the batters on the running track may be put out simultaneously by the ball being thrown full pitch, or placed by a fielder into the batting square before any batter has reached and touched 4th post. • Any batters reaching 2nd or 3rd post will not score as this action puts them out. • Where there is no batter waiting their turn to bat and the bowler has possession of the ball in the bowling square so that no batter can leave a post, the innings shall be declared over. • Any batters in a scoring position will retain their score as this action does not put them out. • Overtaking: A batter may not remain at the same post as another batter. Penalty: the umpire shall order the player who batted first to run on and may be put out in the usual ways. A batter completing the track shall not overtake any batter who is running ahead. • Batters Leaving the Square: A batter is out if their foot projects over the front or back line of the batting square
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	<p>before they have hit the ball or it has passed them. However, once they have completed their batting action they may exit the square in any direction.</p>
Competition format	<ul style="list-style-type: none"> • Teams will be divided into 2 pools (one of 4, one of 5) • Matches will be 1 x 8 minute innings (each team bats and fields once) unless all batting players are out before this time • Pool winners will play in the final • The runners up will play off for 3rd/4th place • The batting / fielding team order will be decided by a coin toss between the two captains (Please ensure your teams do this prior to the match) • Please submit your batting order to the umpires at the start of the innings (please ensure your team are familiar with following a batting order) • Please provide your own bats
Game play	<ul style="list-style-type: none"> • One team bats while the other team fields and bowls • The bowler bowls the ball to the batter who hits the ball anywhere on the Rounders pitch. The batter then runs to as many posts as possible before the fielders return the ball to touch the post the batter is heading for. • Fielders must not obstruct the batter from reaching the post whilst running • The ball must be bowled between head and knee height (not at the body) to the bat side of the batter and within reach of the bat • If the fielding team catch the ball hit by the batter before it touches the ground, the batter is out • If the fielding team touches the ball to the post the batter is heading for before the batter reaches it, the batter is out • When there is one batter remaining with time still to play, the batter may have the choice to take any one of three 'good balls'. If they get all the way around, they may rest for up to 1 minute before being given the same options. This continues until time is up.
Substitutions	<ul style="list-style-type: none"> • Substitutions can be made between batting and fielding and between each innings, however not during game play except in the case of injury • Substitutes may only be changed at a dead ball situation • Players once substituted may return during the game, but batters only in the position of their original number
Umpiring	<ul style="list-style-type: none"> • Sports leaders will be present as Umpires, time keepers and scorers for each match • In addition to a playing schedule, each team will be provided with an umpiring schedule • Please can a staff member supervise the scoring and umpiring of the sports leaders and support with any controversial decision making • If playing teams have a question during the match, please consult with the umpiring member of staff for that match



	<ul style="list-style-type: none"> • Please remind your teams that the Umpire's decisions will be final and please ensure that all players behave appropriately towards the umpires and officials
Scoring	<ul style="list-style-type: none"> • If the batter reaches the 2nd or 3rd post in one hit, the batting team scores ½ Rounder • If the batter reaches 4th post in one hit, the batting team scores 1 Rounder • If a batter misses the ball, they do not score at 2nd post but will score ½ rounder by reaching 4th post • If the ball is hit behind the batting line, the batter must not pass first post until the ball crosses the batting line • If the bowler bowls two 'no balls', ½ a rounder is awarded to the other team

