





ROUNDERS GAME INSTRUCTIONS



EQUIPMENT

- Rounder's Bat x 4
- Rounder's Ball x 1
- Posts x 4
- Markers x 8

OBJECTIVE

Score the highest amount of rounders by the end of 2 innings.

SET UP

- Set up 4 poles which will act as bases for the game. The first 3 are in a diamond formation; the last base continues in a straight line past 3rd base. Space the first 3 bases out 12 metres apart, with the last base 9 metres from 3rd base.
- Mark out the bowling square and batting square with markers. The batting square is 2m x 2m. The bowling square is 2.5m x 2.5m, positioned 8m from the batters square toward the centre of the pitch.

GAME PLAY

The game consists of 2 teams, with no more than 9 players on the field at a time. (minimum of 6). One team bats while the other fields and bowls.

- The bowler throws the ball in an underarm action from the bowlers square to the batters square
- The batter hits the ball anywhere within the rounder's pitch.
- While holding onto the bat (optional), the batter runs around the outside of the posts (bases) tapping each post as they run past, aiming to get to the fourth post.
- If the batter stops at a post before reaching the 4th post, they must keep in contact with the post (either with hand or bat)
- A rounder is scored if the batter runs around all posts and touches the 4th post before the post is stumped.

O If the player does not hit the ball (ie, a 'no ball' is thrown) and makes it to the 4th post, a 1/2 rounder is awarded

- A ½ rounder can be scored if you hit the ball and reach the 2nd or 3rd post before being stumped.
- A post is stumped if the fielder hits the post before the batter.

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BATTING

- The ball is bowled to the batter
- You must hit the ball from inside the batter's square
- You can hold the bat with one or two hands
- Once at a post, you do not have to run on every ball, however only one batter can be at each post. If a player runs to an occupied post, the umpire will ask the batter already at the post to run on when contact is made by the second batter.
- Batters can take a no ball and score in the usual way but once you reach the first post you cannot return
- Batters can move to the next base as soon as the ball leaves the bowler's hand (including no balls)
- If you miss the ball or the ball goes behind you then you can only go to first base

BOWLING/NO BALLS

A no ball occurs if:

- The ball bounces before reaching the batter
- The ball is not thrown in an orderly underarm fashion,
- The ball is wide of the batter (outside the batting square), above the batters head or below the batters knee
- The bowlers foot is outside the designated 'pitchers square'

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GETTING A BATTER OUT

- The batter is out if:
 - O The hit ball is caught before bouncing.
 - The batter runs on the inside of a post.
 - A fielder stumps the post you are running to before you reach it. The batter overtakes another batter on the track.
 - O The batter deliberately throws the bat.
 - The batter drops the bat after hitting the ball or while running (if playing the optional rule that batters must keep hold of the bat)
 - O If the batter's foot is over the line in the batting square
- You cannot get out on a no ball

HOW TO SCORE

- A rounder is scored if the batter runs around all posts and touches the 4th post before the post is stumped.
- If the player does not hit the ball (ie, a 'no ball' is thrown) and makes it to the 4th post, a 1/2 rounder is awarded
- A 1/2 rounder can be scored if the batter hits the ball and reaches the 2nd or 3rd post before being stumped.
- If the ball is hit backwards, the batter can run to 1st base. Once the ball is thrown back into the normal field of play, the batter is allowed to attempt to get to 2nd, 3rd or 4th posts to score a ¹/₂ rounder or a full rounder.
- A penalty 1/2 rounder can be awarded if the bowler throws two no balls in a row or if a fielder obstructs the running path of a batter.
- All scoring stops when the umpire declares a batter is out
- Everyone in the team gets a go at batting in an innings