

**Three Rivers and Watford School Sports Partnership**

**Rounders League Rules**

**Playing Area**



**Teams**

* Squads **must** contain between 10 and 12 players
* 9 players play at one time
* Squads can contain a **maximum** of 5 boys
* Squad must consist of at least 1 bowler, a back stop, a player on each base and three other fielders
* Substitutions may be made at any time in the event of injury or illness
* Substitutions cannot be made if the batter has been struck out when batting

**Duration of the Game**

* Each game consists of two innings, each inning consists of both teams taking turns batting and fielding
* A two minute interval between batting and fielding should take place

**The start**

* The captain from each team should toss a coin to determine who decides whether to bat or field first

**Scoring**

* 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 a Rounder.
* A batter is out if the fielding team catch the ball hit by a batter before it touches the ground or by touching the post the batter is running to with the ball before the batter reaches it.
* If the runner reaches the 4th post on a no ball, the batting team scores 1 rounder. The batter cannot be caught out.
* 1/2 rounder scored if the 4th post is reached without the batter hitting the ball.
* If the ball goes into the backward area the batter must stay at the 1st post until it reaches the outward area. If the 4th post is reached, 1 rounder is scored.
* If 2nd post is reached before the next ball is bowled, the batting team get 1/2 rounder, but if the batter continues to run and is put out before the 4th post then it is taken off.
* If the batter incurs 2 no balls in a row then a penalty 1/2 rounder is given to the batting team.
* There is a penalty 1/2 rounder given to the batting team if the batter is obstructed by a fielder.
* Teams will score 3 points for a win, 1 for a draw and 0 for a loss

**Umpiring**

• Each match should have two umpires – One provided from each school

**Match Results**

• The team with the highest score will win the match.

• Teams will score 3 league points for a win, 1 for a draw and 0 for a loss.

**League Results**

* All league results must be submitted by the deadline set.
* The team with the highest number of points following completion of all matches will win the league.