

Primary Rounders Competition

Year	Years 5 & 6 (Y4 may play up if short)
Team Size	11 players maximum on the pitch (no more than 5 boys) and a minimum of 6 players at any time
Squad Size	Squad of 11
Gender	Mixed
Gender Criteria	No more than 5 boys in a squad
Format	League format in pools depending on number of teams entered. Winners of pools to play in finals.
Duration	Each game will be one innings each of 15 good balls
Scoring	3 points for a win, 1 point for a draw
Equipment	Wooden flat bats and lawn tennis balls
Awards	Certificate for all participants, medals for top 3 in finals & perpetual shield

Overview

- The game is started with a coin toss or similar
- The team winning the toss can decide whether to field or bat first
- Waiting batters must stand well away so as not to impede the backstop
- A point is scored if the batter hits the ball and gets to first post
- 2 points scored if the batter hits the ball and gets to 2nd post, 3 points for 3rd post but no points if the ball is missed
- 6 points are scored if a batter hits the ball and runs a full rounder
- A good ball is bowled between top of the head and knee
- One point is scored for each bad ball bowled
- If a batter hits and takes a bad ball it will not be deemed a bad ball and the batter scores points depending on the post reached

When taking part in any Chorley SSP Competition, all participants, teachers and spectators should adhere to the Fair Play, Friendship, Honesty & Respect Charter. A copy of this can be downloaded from our website: www.chorleyssp.co.uk

PLEASE RESPECT THE REFEREE. If a member of your staff or supporting party are deemed to be offending players, referees or members of the opposition then you, as the school representative, will be asked to resolve the incident in the first instance. If this matter is still not resolved then the organising committee (Chorley SSP) have the right to remove the offender/s from the tournament.

Rounders Rules

- Each team shall field a maximum of eleven players with a minimum of at least six.
- The balls shall be lawn tennis balls and the bats shall be wooden flat rounders bats.
- Batters can hit the ball anywhere within the playing field.
- Each team will have 15 good balls and a maximum of 15 bad balls, this may change depending on entries.
- The bowler must deliver the ball underarm from within the limits of the bowling pitch.
- The “Backstop” must stand directly behind the back tape in a normal position until the ball is delivered by the bowler.
- The batter must stand outside the batting box, keep one foot inside the box and the other outside as the ball is played with the bat, forearm or hand holding the bat.
- Batter MUST run on inside of bases and touch them with bat.
- If a batter stays on a base for longer than 3 seconds then they CANNOT carry on scoring more points.
- If the ball be above the knee of the batter, below the top of her head, and within the limits when it reaches the batter, the ball is good. The height of a ball is determined by a batter’s natural height.
- The batter must run after the first “good” ball, whether struck or not. No run shall be scored unless the ball is struck.
- Following delivery of a bad ball:
 - a) The batter leaving the “Home” without hitting the ball must be brought back.
 - b) The batter run out or 1st base being hit before reaching 1st base must be brought back.
 - c) The batter caught out must be brought back.
 - d) The batter, having hit the ball then safely reaching 1st base will score.
 - e) The batting side shall score one run for each bad ball, except where runs are scored as per d) above.
- A batter will be out if, after making a scoring shot from a good ball, the ball is caught by a fielder without it touching the ground.
- A batter is out if, before they reach 1st base, it is touched by the ball from one of the fielding side. They can also be stumped at first base only.
- A batter is out if they are touched by the ball whilst running to any of the bases.
- Batter must wait on the base by holding the bat on the base until the bowler starts their delivery stride.
- Only one batter shall be allowed at a base at the same time. If there is more, the batter in front is out if hit with the ball. A batter passing another batter when running between bases, will be given out.

- The batter shall score one run for each base touched in order before stopping at any base. Following a scoring shot, if a batter gets to 1st base without being out and stops, she shall score one run, but must touch the base before the referee calls the score. A batter reaching 4th base without stopping shall score six runs for a complete “Rounder”.
- A batter has not reached any base unless that base is touched.