

## Rules of Rounders

### Aim of the Game

To score the most Rounders as a team across 2 innings.

### Equipment

1 x Ash Rounder Bat  
4 x Wooden Posts  
1 x Leather Ball

Suitable for 12 – 18 players age 6+

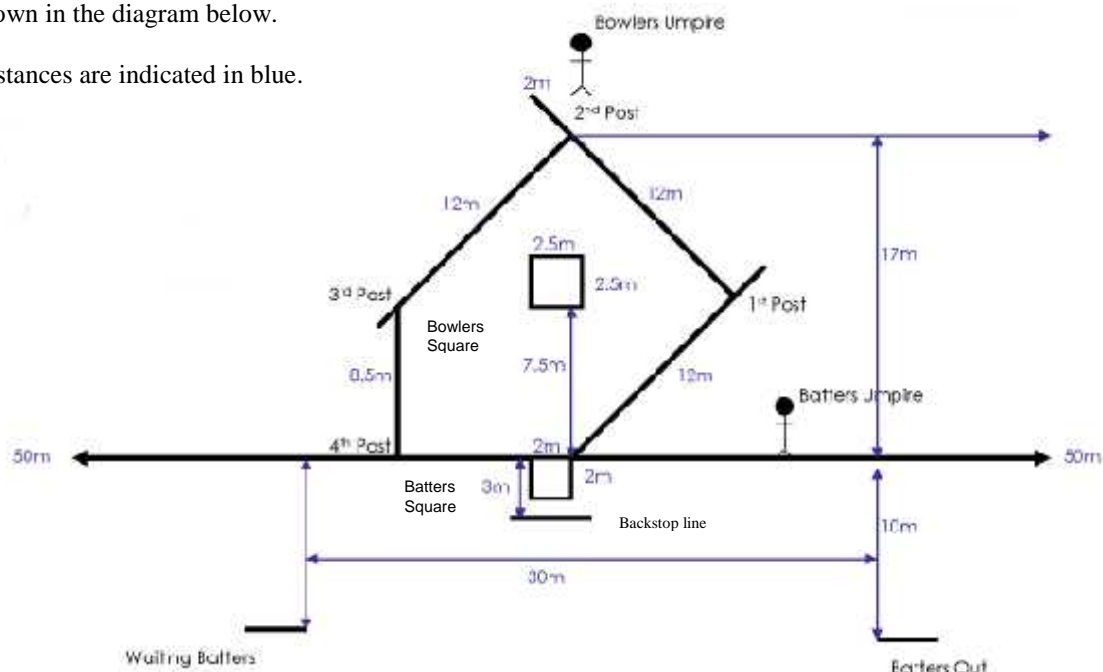
### History of the Game

Rounders dates back to at least 18<sup>th</sup> Century England, where it was played primarily by boys. It is first mentioned in 1744 in a book called A Little Pretty Pocket Book. It is likely to have evolved from stoolball. The first formal rules were drawn up in Ireland in 1844, following which associations were formed for the game in Liverpool and Scotland. The National Rounders Association was formed in 1943. Although Rounders is thought to be older than baseball, references to early forms of base-ball in England exist before the term rounders was used. Rounders is now played mostly within schools but also at an international level.

### Pitch Set Up

The pitch should be laid out as shown in the diagram below.

Distances are indicated in blue.



### Playing the Game

Games are played between 2 teams of between 6 and 9 players on the field at any one time.

- 1) One team bats whilst the other team fields and bowls.
- 2) The bowler stands in the bowlers square and the first batter stands in the batters square.
- 3) The bowler bowls the ball to the batter who tries to hit the ball.
- 4) The batter then runs past as many posts as they can in turn before the fielders can get the ball to the next post the batter is heading for.
- 5) Batters must run to at least the 1<sup>st</sup> post if they are bowled a good ball.
- 6) Batters may also choose to run if they are bowled a no ball.
- 7) Batters must touch the post and stay in contact with that post with their hand or the bat to be classed as "in".

- 8) Batters cannot continue to run once the bowler has the ball in their square, but if they are between posts, they can carry on to the next one.
- 9) Once the first batter has stopped at a post, the next batter stands in the batters square and the bowler bowls to them.
- 10) The second batter then runs to as many posts as they can in turn in the same way as the first batter.
- 11) If the first batter did not reach all 4 posts after their hit, they can run to the remaining posts after subsequent bowls.
- 12) Batters who are in contact with a post do not have to move on each time the ball is bowled.
- 13) Two batters cannot stop at the same post. The first batter will have to run on if a second batter touches the post they are in contact with.
- 14) On reaching the 4<sup>th</sup> post, the batter must touch it to get home.
- 15) The batter can then take their turn waiting to bat again.
- 16) An innings is over once all batters from one team are out.
- 17) The teams then swap roles.

### **Scoring**

- 1) 1 Rouser is scored by hitting the ball and reaching and touching the 4<sup>th</sup> post in one hit even if the bowler threw a no ball.
- 2) 1 Rouser can also be scored by hitting the ball backwards, if you stay at 1<sup>st</sup> post whilst the ball is in the backwards area.
- 3) ½ Rouser is scored for reaching the 2<sup>nd</sup> or 3<sup>rd</sup> post before the next ball is bowled. The score is only counted once this batter reaches the 4<sup>th</sup> post without getting out.
- 4) ½ Rouser is scored for reaching the 4<sup>th</sup> post before the next ball is bowled if the batter has not hit the ball.
- 5) A penalty ½ Rouser is scored for a batter being obstructed by a fielder.
- 6) A penalty ½ Rouser is scored for 2 consecutive no balls to the same batter.

### **Out**

The batter is out when:

- 1) The ball is caught when the batter hits it. (Only if the ball was a good ball)
- 2) Their foot is over the front or back line of the batting square before hitting or missing a good ball
- 3) They run inside a post.
- 4) The post they are running to is stumped.
- 5) They lose contact with the post when the bowler has the ball in the bowlers square.
- 6) They overtake another batter.
- 7) They obstruct the fielders.

### **No Ball**

A ball is a no ball if:

- 1) The bowler does not use a smooth underarm action.
- 2) The ball is above the head or below the knee on reaching the batter.
- 3) The ball bounces before reaching the batter.
- 4) The ball is wide or straight at the body.
- 5) The bowler's foot is outside the square whilst bowling the ball.

### **Safety**

All batters should wait their turn in the backward area 10m behind the 4<sup>th</sup> post and 15m away from the batters square. Spectators should stand well behind the batters square.

Ensure there are no obstructions on the field of play which can cause a tripping hazard such as stones or holes in the ground. Make sure there is sufficient space around the posts so that the ball cannot cause damage or injury when it is in play.

When children are playing the game, the equipment should be used under the direct supervision of an adult.

### **Care of your Equipment**

Please check equipment before each use for splinters that may occur and sand any rough places. Equipment should be stored in a cool dry place. Wooden parts can be treated with linseed oil to minimise cracking.

**Garden Games Ltd**

**Holly House, Pine Woods Road, Longworth, Oxfordshire, OX13 5HG England**

**Tel +44 (0)1865 391060 Fax + 44 (0)1865 392800**



Please retain instructions for future reference