



SUMMER GAMES



GREATER MANCHESTER SCHOOL GAMES 2018

YEAR 5/6 ROUNDERS COMPETITION

Friday 6th July 2018

The Armitage Centre (Opening Ceremony in Outdoor Arena first)

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

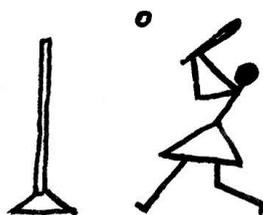
Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Summer Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.



COMPETITION PATHWAY:

In partnership with Rounders England, the Greater Manchester Local Organising Committee proudly presents the Year 5/6 Rounders Competition.

There is a reason why when you ask people about Rounders it brings a smile - revisiting memories of a sport they played at School. It is a fun, team sport that both boys and girls can play whatever their ability. Rounders also helps develop core skills in running, batting, throwing, catching, and fielding.

The School Games competition is open to all schools; however they must have qualified through their local SGO area/borough heats in order to progress to the County Final.

The competition adopts a simple pathway as follows:

1. SGO Area/Borough Events

Primary Schools within an SGO Area/Borough will be encouraged to enter the first stages of the competition at a venue local to their school. The top 2 schools from each Borough will then be invited to the School Games County Final.

2. Greater Manchester School Games County Final

This stage of the competition will be organised by Rounders England and Simply Rounders and will comprise of 20 schools representing the 10 Boroughs of Greater Manchester.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Age Groups

All players must be from Year 5 and/or Year 6.

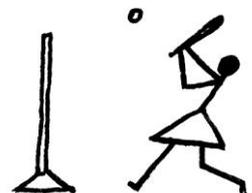
Team Composition

- A squad should consist of 15 players.
- There should be 9 players on the pitch at any time (6 subs) with a maximum of 5 boys allowed on the pitch at any time.

Pitch/Equipment Requirements

- Round bats are to be used
- Approved soft rounder's balls are encouraged
- For pitch details go to:

<http://www.roundersengland.co.uk/rounders/index.cfm/linkservid/CFAF6E50-EEA9-B556-7494CE8523A23E16/showMeta/0/>



Competition Format

At SGO Area/Borough level, local organisers will decide on the format i.e. 'home & away' leagues, central venue festivals. Leagues are the preferred model to encourage regular participation.

Rules

Each team will have 1 innings with 20 good balls being bowled per inning. There should be a maximum of 5 balls bowled by each bowler i.e. 4 different bowlers per innings. The batter can run on a no ball, but once they have reached 1st base, they cannot change their mind.

Scoring

- 1 Rounder if ball is hit and 4th post is reached and touched **before** next ball is bowled
- 1 Rounder if ball is hit and 4th post reached on a no ball (**you can't be caught out**)
- ½ Rounder if 4th post reached without hitting the ball
- ½ Rounder if ball is hit and 2nd post reached and touched **before** next ball is bowled - **but** if you continue this run and are put out before reaching 4th post, the score will be nullified
- Penalty ½ Rounder for an obstruction by a fielder
- Penalty ½ rounder for 2 consecutive no balls to same batter
- 1 Rounder for a backward hit if 4th post reached (you stay at 1st while ball is in the backward area)
- The team with the highest number of Rounders wins

Out when

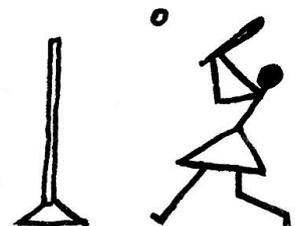
- Caught
- Foot over front/back line of batting square before hitting or missing a good ball
- Running inside post (unless obstructed)
- The post you are running to is stumped
- You lose contact with post during bowlers action when he has possession in the square
- You overtake
- You obstruct (you have right of way on track only)
- Deliberately throw bat

Running around the track

- If you stop at a post you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out
- You can run on to a post even if it has been previously stumped (you don't score if the post immediately ahead has been stumped)
- When the bowler has the ball in his square you cannot move on, but if you are between posts you can carry on to the next
- You cannot have two batters at a post. The Umpire will ask the first to run on when the second one makes contact
- At a post you do not have to move on for every ball bowled
- Once in contact with the post, you may turn the corner over the 2 metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on.

Batter

- Wait in the backward area well away from 4th post
- If out, wait in the backward area well away from 1st post
- You will have one good ball bowled to you
- Batter can use 2 hands
- No ball if:
 - Not smooth underarm action
 - Ball is above head - below knee
 - Ball bounces on way to you
 - Is wide or straight at body
 - The bowlers foot is outside the square during the bowling action



- You can take or run on a no ball, but once you reach 1st post you cannot return. You cannot be caught out and you score in the normal way.

Substitutes

- Substitutes can be made at any point during the game provided this is done during a dead ball situation (bowler has the ball in the bowling square or the batter is being changed). Players once substituted may return during the game, but batters only in the position of their original number. You cannot substitute a batter who is out.

For further information go to

<http://www.roundersengland.co.uk/rounders/index.cfm/download-documents/play1/game-forms/>

Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

HEALTH & SAFETY:

- Before any matches take place, the following **MUST** be read and adhered to:
- Players will not be permitted to compete in bare feet or unsuitable footwear.
- No jewellery should be worn.
- Long hair must be tied back.
- All loose clothing must be tucked in and shoelaces tied.
- No chewing gum/sweets allowed.
- It is recommended players bring plenty of liquid refreshment with them.
- All players are advised to warm up appropriately before each match.
- When not competing, players are reminded to remain off the courts and do not get in the way or distract the officials at any time.
- Medical supplies that players may need i.e. asthma inhalers should be brought with them on the day.
- All team teachers must ensure their pupils are under adult supervision at all times, even when playing. During this time players can watch and encourage their fellow team members.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

DEADLINE FOR ENTRY – FRIDAY 22nd JUNE 2018*

***please note if you enter past this deadline your school will not feature in pre- press material or the lanyard.**

