

2019  
SCHOOL  
GAMES

# Year 5/6 Rounders

Wednesday 26th June 2019

Venue TBC

## Competition Pathway

### 1 SGO Area Events

Open to all schools in the area/borough with the top 2 schools from each borough being invited to the School Games County Final.

NB. An athlete can only represent their school in one event at the Greater Manchester School Games County Finals

### 2 Greater Manchester School Games County Final

This stage is organised by Rounders England and Simply Rounders and comprises of 20 schools representing the 10 boroughs of Greater Manchester.

## Teams

Players must be from year 5 and/or year 6.  
Squads should consist of 15 players.  
9 players on the pitch at a time.  
Maximum 5 boys on the pitch at a time.

## Equipment

Round bats to be used.  
Approved soft rounder's balls are encouraged.  
For pitch details go to:  
<http://www.roundersengland.co.uk/rounders/index.cfm/linkservid/CF6AF6E50-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)

## Player's 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.

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## 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.

## 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.

## 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.

## 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 and Safety

Before all matches this must be read and adhered to:  
Players can't play if they are barefoot or in unsuitable footwear.  
Long hair must be tied up.  
No jewellery to be worn.  
All loose clothing must be tucked in and shoelaces tied.  
No chewing gum or sweets.  
Players should bring plenty of drinks.  
Players must wear shin guards and goalkeepers must wear a distinguishing playing strip. Shin guards must be covered entirely by socks.  
All players are advised to warm up appropriately before each match.  
Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers.  
All team teachers must ensure their pupils are under adult supervision at all times, even when playing.  
Please ensure students have been briefed on health and safety.

## Entry deadline Friday 14th June

If you enter past this deadline your school will not appear in pre-press material

