

GREATERSPORT YEAR 5/6 ROUNDERS

24TH JUNE



Teams

All players must be in year 5 and/or year 6
Squads can have up to 11 players
9 players on the pitch at a time
Maximum 5 boys on the pitch at a time

Equipment

Round bats only
Approved soft rounders balls are encouraged.
Pitch details can be found [here](#).

Scoring

1 rounder if ball is hit and 4th post is reached prior to the next ball being bowled. This includes hit no-balls.

½ rounder if 4th post is reached without hitting the ball.

½ rounder if the ball is hit and the player reaches 2nd base before the next ball is bowled. If the player continues to run and is out before they reach 4th base the score will not count.

½ rounder penalty for obstruction by fielder.

½ rounder penalty for two consecutive no balls

1 rounder for a backward hit if 4th post is reached, player must remain at 1st whilst the ball is in the backward area.



Excel Pathway

To compete in this event schools must qualify through their level 2 competitions in their boroughs.

Rules

Each team will have 1 inning of 15 good balls.
Maximum of 5 balls bowled by each bowler i.e. 3 different bowlers per innings.

Batters can run on a no ball, but once they reach 1st base they cannot change their mind.

Player's Out

When caught.

Foot over the front/back line of the batting square before hitting or missing a good ball.

Running inside the post (unless obstructed).

The post you are running to is stumped.

You lose contact with the post during the bowler's action when they have possession in the square.

You overtake.

You obstruct.

Deliberately throw the bat.



No Ball

Not a smooth underarm action.

Ball is above the batters head or below their knee.

Ball bounces.

Wide or straight at the body.

The bowler's foot is outside the square during the bowling action.

Batters can run on a no ball but once they reach 1st base they cannot return. The batter cannot be caught out.

Running Around the Track

If a player stops at a post they must keep contact with the post (hand or bat). If they are not in contact with the post they can be stumped out on the following post.

Players can run to a post even if it has previously been stumped (no score if the post immediately ahead has been stumped).

If the bowler has the ball in the square batters cannot move on, but if players are between posts they can continue to the next.

Only one batter per post. If a second batter makes contact the first must run on.

Players don't have to run on for every ball bowled.

Once in contact with the post players can turn the corner over the 2 meter line. If the corner is turned during a run and there is no contact with the post the player will be deemed to run on.

Substitutes

Substitutes can be made at any time provided it is during a dead ball.

Batters cannot be substituted if they are out.

Batters

Must wait in the backward area away from 4th post.

If out batters must wait in the backward area away from 1st post.

Will receive 1 good ball.

Batters can use 2 hands

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

Players must wear suitable footwear.

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.

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.



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