

## Teams

- Games are played between two teams. Each team has a maximum of 15 and a minimum of 6 players. No more than 9 players may be on the field at any one time.
- If a mixed team—there should be no more than 5 male players.
- List of players and substitutes should be submitted to the Umpire prior to play.
- Games are usually played over 2 innings.
- Players once substituted may return during the game, but batters only in the position of their original number.

## 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 2<sup>nd</sup> or 3<sup>rd</sup> 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.

## 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 the 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.
- You can move on as soon as the ball leaves the Bowler's hand, including no balls
- You must touch 4<sup>th</sup> post on getting home.

## Batter

- Wait in the backward area well away from 4<sup>th</sup> post
- If out, wait in the backward area well away from 1<sup>st</sup> 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 or below knee
  - Ball bounces on way to you
  - Is wide or straight at body
  - The Bowler's foot is outside the square during the bowling action
  - You can take a run on a no ball, but once you reach 1<sup>st</sup> post you cannot return. You cannot be caught out and you score in the normal way

## 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
- Side out or game over
- If ordered to make and maintain contact with the post and refuse to do so.