ROUNDERS ENGLAND SIMPLIFIED RULES

Teams
- Games are played between two teams. Each team has a maximum of 1.5 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.

Batting
- Wait in the backward area well away from 4th post.
- If out, wait in the backward area well away from 1st post.
- Enter the batting square when called to do so by the Umpire.
- You will have one good ball bowled to you.
- Batter can use 2 hands.
- You can take a no ball and score in the usual way, but once you reach 1st post you cannot return.
- You cannot be caught out or stumped out at 1st post on a no ball.

No balls
- Not smooth underarm action.
- Ball is above head or below knee.
- Ball bounces on way to you.
- Wide or straight at body.
- The Bowler’s foot is outside the square during the bowling action.

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 bowling 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 4th post on getting home.

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 is reached on a no ball (you can’t be caught out on a no ball).
- ½ Rounder if 4th post reached without hitting the ball.
- ½ Rounder if ball is hit and 2nd or 3rd 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 forfeited.
- 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.
- Penalty ½ rounder to fielding team if waiting batters or batters out obstruct a fielder.

Out when
- Caught.
- Foot over front/back line of batting square before hitting or missing a ball.
- Running inside post (unless obstructed).
- The post you are running to is stumped.
- You overtake another batter on the track.
- You obstruct (you have right of way on track only).
- Deliberately throw or drop bat.
- Side out.
- If ordered to make and maintain contact with the post and refuse to do so.
- You lose contact with the post;
  - When the bowler has the ball and is in the square (except on an over run).
  - During the bowler’s action but before they release the ball.

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