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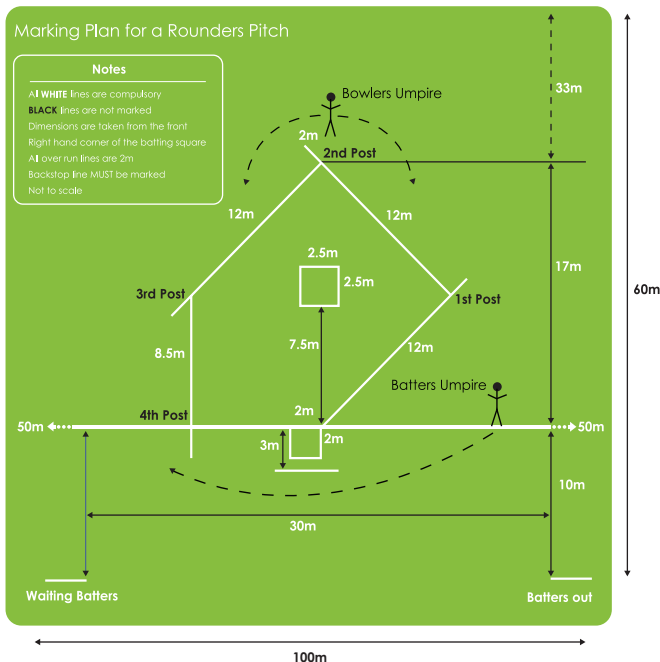
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# Pitch Plan



Compulsory lines (50mm wide) are in white.

Methods of marking a pitch are available from [www.roundersengland.co.uk/rounders-pitch/](http://www.roundersengland.co.uk/rounders-pitch/)

## **EQUIPMENT, KIT and PLAYERS**

**(see also Rounders equipment safety guidelines on [www.roundersengland.co.uk](http://www.roundersengland.co.uk))**

All equipment should be manufactured for the purpose and approved by Rounders England. Refer to page 55 for a list of approved suppliers.

### **(A) THE BAT**

The bat shall be round and shall not measure more than 17cm round the thickest part, nor more than 46cm in length. It shall weigh no more than 370g.

### **(B) THE BALL**

The ball shall weigh a minimum of 65g, and a maximum of 85g. It shall measure a minimum of 18cm and a maximum of 20cm in circumference.

### **(C) THE BASE**

Any corners of the base shall be to a minimum radius of 30mm. There shall be no sharp projections, points or surfaces. The collar of the base (where applicable), in which the post is fitted should be no higher than 50mm. The base should be sufficiently weighted to be capable of supporting its post in inclement weather conditions. Bases shall be made of rubber like substance.

## **(D) POSTS**

Posts shall be vertical, 1.2m high and have a safety cap. The four posts shall be supported in a base, and not fixed in the ground. Wooden posts shall be sheathed in plastic.

## **(E) CLOTHING**

(a) Spiked footwear is prohibited.

Studs are allowed providing they measure more than 30mm in circumference at the base and do not exceed 12mm in length.

(b) All players, substitutes included, shall be clearly numbered. The numbers shall be clearly visible to the umpires at all times.

(c) No jewellery should be worn unless safely taped.

## **(F) PLAYERS**

Rounders England does not recommend participation whilst pregnant due to the significant risk to health.

Individuals who do choose to participate whilst pregnant should seek medical consent before participating and must accept responsibility for any adverse consequences of their decision.

## **2. THE PITCH**

### **(A) BATTING SQUARE**

The batting area shall be 2m square. The front line shall be parallel with and 7.5m away from the front line of the bowling square. All lines shall be considered as part of the square. There shall be SOLID lines extending from the front right hand corner of the batting square to 1st post and between other posts.

### **(B) FORWARD AND BACKWARD AREA**

#### **HINT - THE FORWARD/BACKWARD LINE**

The Forward/Backward line and its imaginary extension forms part of the forward area. A ball landing on this line or its imaginary extension is a forward hit. Umpires may find it useful to place one to two markers along the imaginary line to help with decisions from a long hit.

(a) The front line of the batting square shall be extended in both directions by solid lines measuring at least 12m.

(b) This line and the area in front of it and the imaginary continuation of it, shall be called the 'FORWARD AREA'.



c) The area behind this line and the imaginary continuation of it shall be called the 'BACKWARD AREA'.

(d) At least 10m behind the Forward/Backward area line, and 15m either side of the front right hand corner of the batting square, lines shall be drawn to mark the positions for waiting batters and batters out.

Umpires must make sure that waiting batters and batters out are in their correct areas.

(e) There shall be a 2m zone line from 4th post extending into the backward area, at right angles to the Forward/Backward line.

### **(C) BOWLING SQUARE**

The bowling area shall be 2.5m square. All lines shall be considered as part of the square.

### **(D) THE RUNNING TRACK**

The running track shall be the area used by the batter when running, as shown in the diagram on P5 and will extend 2m beyond 4th post. The 2m zone line at 4th post shall be deemed part of the running track.

The running track is the course normally taken by batters in endeavouring to move from one post to the next. One batters track is not necessarily that of another.

### **(E) BACKSTOP LINE**

There shall be a backstop line, 6m long and 1m behind the batting square, which the backstop must stand behind until the ball has been hit by or has passed the batter.

### **(F) LINES**

All lines are compulsory. See Diagram on P5.

### **(G) ZONES**

Lines will be extended by 2m at each post to indicate zones.

The zone lines should assist umpires when deciding whether a batter has overrun the post or has turned and set off for the next post. A batter who is not in contact with the post, vertical on its spot, and who has any part of either foot over the 2m zone line will be deemed to be making for the next post. This will not be classed as an overrun.

**HINT** - When waiting at a post and maintaining contact with it vertical on its spot, a batter may step over the 2m zone line in preparation for their next opportunity to run.

### 3. THE GAME

Throughout the rulebook, all references relating to the location of players feet apply whether on the ground or in the air.

#### (A) TEAMS

(a) Games shall be played between 2 teams. A team shall consist of any number of players to a maximum of 15 and a minimum of 6, of whom no more than 9 may be on the pitch at any one time. In mixed sex matches a maximum of 5 male players on the pitch at any one time must be maintained.

(b) Both umpires must be informed of a teams batting order prior to the start of its batting innings. Only batters so listed may participate in the innings.

#### (B) SUBSTITUTES AND BOWLER CHANGE

(a) Substitutions may only be made at a dead ball situation.

(b) Players once substituted may return during the game, but batters only in the position of their original number.

(c) A bowler may be changed at any dead ball situation. Any no-balls bowled by the previous bowler shall be credited to the substitute bowler.

A ball is considered dead whilst placed in the bowling square during a change of bowler. In all instances of bowler change or substitution, the incoming bowler should not be allowed a trial or practise ball.

### **(C) DEAD BALL**

Whilst the batter is being changed or a substitution is being made and the bowler has the ball in the bowling square, the ball shall be deemed 'dead'.

The bowlers umpire should call 'play' to restart the game after a stoppage for a dead ball situation.

### **(D) INNINGS**

(a) A match shall consist of two innings and the team with the greater number of rounders shall win the game.

(b) A team which is five or more rounders behind after the first innings will bat again. Should it not better the other teams total with its second innings, the game will be declared over.

## HINT - TWO INNINGS

In a match, each side has two innings unless other arrangements are made by the umpires in agreement with the captains, e.g the light may be waning and it can be agreed to play to time - dividing any time equally between the two teams, or for a set number of balls.

(c) The home captain shall toss the coin and the captain of the away team shall call for the choice of innings.

## HINT - INNINGS

You go 'in' to bat - hence the term 'innings'. 'Choice of innings' means that if the captain wins the toss they, in consultation with their team, decide whether to bat or field first.

(d) The batters umpire shall call by name or number the next player to bat. If a player receives a delivery before being called, a void ball will be declared and all the batters shall return to their positions before the ball was bowled.

(e) An innings shall start at the time the first ball is bowled, after the bowlers umpire has called 'Play', and terminate when all the batters are declared out or, in the case of the last innings, when a winning score is reached.

(f) A player put out in an innings shall not take the place of a missing batter.

(g) The match shall be declared over as soon as a winning score has been reached.

### **(E) UNSPORTING CONDUCT**

The umpire has the right to order a player off the pitch for unsporting conduct (which includes seeking to gain an unfair advantage) with no substitution being allowed.

### **HINT - UNSPORTING CONDUCT**

Before deciding to order a player off the pitch for unsporting behaviour, the umpire should consider initially warning the player and the team captains.

## 4. BATTING

### ONE GOOD BALL

Each time a batter is called to the square to bat they have the right to one good ball only.

#### (A) A BATTER

(a) Whilst waiting for their turn to bat shall be in the backward area, well away from 4th post and the batting square. (Required position shown on P5.)

(b) Shall stand with both feet within the batting square and shall not cross the front or back line of the square during hitting, or in the course of attempting to hit a ball or until the ball has passed.

**HINT** - This does not prevent a batter from then leaving the batting square in any direction.

(c) Shall have only one good ball bowled to them and shall also be deemed to have hit the ball if they strike the ball with the bat or the hand holding the bat.

## **HINT - HAND**

Batters may hold the bat with one or two hands. The definition of 'hand' is from the tips of the fingers to the wrist joint. Batters umpire must always be prepared to move to a better position to observe incidents and make decisions.

(d) Must run to 1st post after having hit, attempted to hit, or let pass the first good ball delivered by the bowler.

(e) A batter who hits a ball so that it pitches in the BACKWARD area shall have made a 'BACKWARD HIT' (this does not refer to balls that drop in the FORWARD area and afterwards go behind).

**HINT** - It is the duty of the batters umpire to call 'BACKWARD HIT' clearly. Umpires should not assist players by adding comments such as 'wait at first' or 'ball forward now' as this gives the batting team an advantage.

(f) May, at their own discretion, take a 'No-Ball' and score in the usual way; they shall have been considered to have taken the ball if they have come within reach of, made contact with or passed 1st post.



(g) Shall be entitled, if they are the only batter left in on entering the square;-

(i) To have the option of three good balls but shall forfeit the right to any remaining balls if they are caught (they shall be considered to have taken the ball if they have come within reach of, made contact with, or passed 1st post). They can then be put out in any of the usual ways or when the ball has been thrown full pitch or placed in the batting square.

(ii) To a rest of one minute after running around the track and touching 4th post.

### **(B) OBSTRUCTION - BATTING SIDE**

(a) While waiting to bat or after being given out, shall stand behind the marked line in the backward area out of the way of the backstop and 4th post fielders. (Required positions shown on P5.)

**PENALTY** - The umpire shall award a half rounder to the fielding side in the event of obstruction and any rounder scored or advantage gained shall be declared void.

(b) A batter shall be considered to have obstructed if they:-

(i) Impede the player who is fielding the ball by deviating from the running track.

(ii) Intentionally deflect the course of the ball.

**HINT** - While batters may protect themselves from being hit by the ball, any intention to alter the course of the ball in another direction is defined as intentionally deflecting the ball.

(iii) Verbally mislead the other team.

**PENALTY** - The umpire shall declare the batter out and any rounder scored due to that obstruction shall be declared void.

(c) Whilst running round the track within the rules, a batter shall have right of way.

(d) If a non-striking batter causes an obstruction and a score is made by the striking batter on this ball, the rounder would be declared void, but the striking batter would remain in. (The obstructing batter would be declared out).

## **(C) BATTER OUT**

**PENALTY** - A batter shall be declared out;-

(a) If the ball is caught from bat or hand holding the bat except on a no-ball. (See P16 for definition of hand)

(b) If their foot projects over the front or back line of the batting square before they have hit the ball or it has passed them.

**HINT** - A batter may not step out of the square in a forward or backward direction when hitting or attempting to hit the ball. If they do the umpire declares them out. They may step out of the side of the square in order to hit a ball. (Careful observation by the umpire of the exact timing of the hit and the position of the batters feet at the moment of impact is necessary here).

(c) If they run to the inside of a post, unless prevented from reaching it by an obstructing fielder.

(d) If a fielder touches the post immediately ahead with the ball or the hand holding the ball while the batter is running to the post and before the batter has touched the post, except 1st post in the case of a no-ball.

Touching the post or base:

Wherever reference is made to the post this automatically includes the base, if the post is upright in the correct position.

**HINT** - It should be noted that it is difficult for an umpire to see that a post is touched with the actual ball, therefore the hand in which the ball is held counts as the ball.

Touching the post with the left hand when the ball is held in the right will not put a batter out.

Touching a post (any post) previously does not in itself prevent a batter from running to it.

## **IF ANY POST AND/OR BASE(S) SHOULD BE MOVED EITHER ACCIDENTALLY OR DELIBERATELY FROM THE CORRECT POSITION(S)**

(i) If the post and base are upright in their correct position - contact may be made with either the post or base.

(ii) If the post is removed from the base but the base is in its correct position - contact must be with the base.

(iii) If the post and base are moved in any way from their correct position - contact must be with the 'spot'.

(e) If they obstruct a fielder or intentionally deflect the course of the ball.

(f) If they overtake another batter.

(g) If they lose contact or run at any time when the bowler has the ball and is in the square (except an overrun or unless ordered to do so by an umpire).

(h) If they lose contact with the post during the bowlers action but before they release the ball.

(i) If after having been ordered to make contact with a post a batter has not done so.

(j) If they drop or throw their bat deliberately.

### **HINT - PUTTING OUT MORE THAN ONE BATTER**

After a ball has been bowled and hit, it is possible to catch out the batter who has hit it, and put out one or even two batters at posts before the next ball is bowled. Even if the ball is missed or is a no-ball it is still possible to put several batters out by good fielding.

### **(D) SIDE OUT**

(a) Where there is no batter awaiting their turn to bat, all the batters on the running track can be put out simultaneously, by the ball being thrown full pitch or placed by any fielder into the batting square before any batter has reached and touched 4th post. Any batter in a scoring position when this happens is out and therefore will not score.

## HINT - THROWN FULL PITCH

This is defined as the ball being thrown and landing in the batting square straight from the hands of any fielder.

(b) Where there is no batter waiting their turn to bat and the bowler has possession of the ball in the bowling square so that no batter can leave a post the innings shall be declared over by the umpire. In this situation batters are not out and if they are in a scoring position will retain their score.

## (E) WAITING AT POSTS

Whilst waiting at a post a member of the batting team shall have the advantage of running on if a no-ball is bowled and not taken by the batter. They can, at their discretion, continue to run round the track in the normal way. Similarly a batter need not run for every ball bowled. More than one batter may be put out between the delivery of consecutive balls.

**HINT** - Any batter may run on if the bowler delivers a no-ball. Batters do so at their own risk and can be put out in the usual ways (e.g. they may not run back to the 2nd post when they see the ball being fielded by the 3rd post fielder). They must make up their minds and abide by their decision.

## **(F) RUNNING AROUND THE TRACK – A BATTER:**

(a) Shall run round the track carrying their bat in an attempt to reach and touch 4th post with bat or hand having passed outside each post or the correct position of the post(s) if any have been displaced. Posts must be passed in the order 1st, 2nd, 3rd, 4th and a batter is permitted to halt at one or more posts if they choose.

On reaching and touching 4th post they shall rejoin the waiting batters. A batter who drops the bat accidentally will be allowed to continue to run round the track until the bowler has possession of the ball in the bowling square or they have touched 4th post to score. The bat shall then be returned to the batter.

**PENALTY** - The umpire shall declare the player out if they run deliberately inside a post or deliberately drop or throw their bat. (When trying to make contact with a post, a batter who goes inside the post owing to obstruction by the fielder is not out).

(b) Shall not run beyond 1st post after a backward hit until the ball returns or has been returned to the forward area.

**PENALTY** - The umpire shall order them back to 1st post.



(c) Shall not wait between posts.

**PENALTY** - The umpire shall order them to continue to and make contact with the next post.

(d) When stopping (even temporarily) within reach of a post shall make and maintain contact with it using their hand or bat except that they may run on whenever the bowler is not in possession of the ball and in the bowling square.

**HINT** - To avoid the risk of being put out a batter should make contact with the post with bat or hand. After contact, a batter who has overrun may return to maintain contact with the post providing they have not stepped over the 2m zone line. In the event of simultaneous contact the umpire will favour the batter.

If a batter knocks down a post in a hostile manner umpires may apply the unsporting conduct rule (Rule 3 (E)).

If a batter reaches a post and does not make contact with the post, the umpire orders them to do so, RULE 4 F (d) applies.

**PENALTY 1** - If they do not make contact, the umpire shall order them to do so, and if they do not, the umpire shall declare them out.

**PENALTY 2** - If they lose contact or run at any time when the bowler has possession of the ball and is in their square (except an overrun) or unless ordered to do so by an umpire or during the bowler's action but before they release the ball the umpire shall declare them out.

**HINT** - If a player has made contact with a post and then loses contact (except on an overrun):

(i) The umpire orders the batter to the next post. RULE 4 F (c) applies.

(ii) If the bowler has possession of the ball and is in the square, when the batter loses contact, the batter is out. RULE 4 F (d) applies.

(e) Shall continue their run to the next post if they are between posts when the bowler becomes in possession of the ball and is in their square but may not run past the post.

**PENALTY** - The umpire shall order the player back to the post they passed.

(f) Shall continue their run to the next post if they have overstepped the 2m zone line and are not in contact with the post on its spot.

**PENALTY** - Shall be ordered to go to the next post where they may be put out.

**HINT** - Between posts when bowler receives ball.

If a player has left the previous post at the time the bowler gets possession of the ball whilst in their square they must continue to the next post and can be put out in the usual ways.

There is no need for batters already at posts to move each time a ball is bowled provided no rule is broken.

(g) May not remain at the same post as another batter.

**PENALTY** - The umpire shall order the player who batted first to run on and they may be put out in the usual ways.

(h) Shall not return to a post unless they are ordered to do so by the umpire, or unless in the umpires opinion they have overrun a post.

**PENALTY** - The umpire shall order them on to the next post and they may be put out in the usual ways. A batter may return to 4th post to make contact before the next ball is bowled.

**HINT** - The 2m zone lines should assist the umpires when deciding whether a batter has overrun the post or has turned and set off for the next post. A runner who is not in contact with the post and who has any part of either foot over the 2m zone line will be deemed to be making for the next post. This will not be classed as an overrun.

(i) When completing the track, shall not overtake any batter who is running ahead.

**PENALTY** - The umpire shall declare the batter who overtakes to be out.

(j) Must touch 4th post with either bat or hand.

**PENALTY** - The umpire shall declare them out if 4th post is touched with the ball or with the hand holding the ball by the fielding side provided that another ball has not been bowled.

**HINT** - In the event of a non-live batter reaching but failing to touch 4th post before a live batter touches 4th post, both batters will be in and the live batter may score.

**HINT - BATTER LEAVING POST ON DUMMY BOWL**

If the bowler ends their bowling action without releasing the ball, any batter who leaves a post shall return without penalty. The bowler must bowl to the batter and not directly to a post-fielder.

## 5. BOWLING

### (A) THE BOWLER

(a) The bowler shall deliver one good ball to each incoming batter, except the last remaining incoming batter who is entitled to have the option of three good balls.

(b) A bowler may leave the bowling square to field the ball.

(c) A bowler may not deliver two consecutive no-balls to the same batter.

**PENALTY - A half rounder to the batting team.**

(d) A dummy throw or bowl is not allowed. The ball must be delivered in the direction of the batting square. A batter losing contact with a post through a dummy ball, will be allowed to return to their original position.

(e) The bowler shall not bowl dangerously.

**PENALTY - Warned that their action is not within the concept of sporting behaviour and if it is repeated within the game, they will be sent off.**

## **(B) NO-BALL**

(a) Decisions on height are based on the actual height of the batter. Decisions on direction are based on the position of the batter when the bowler releases the ball.

(b) A no-ball is one that-

- (i) Is higher than the top of the head or lower than the knee when it reaches the batter
- (ii) Hits the ground on the way to the batter
- (iii) Would hit the batter

## **HINT - BODY BALL**

It should be borne in mind that occasionally a batter has a tendency to move or lean forward into the line of flight of a good ball so that it hits them. If the batter moved into the path of the ball after the ball was released then a no-ball might not be called as the ball may have been a good ball at the point of release by the bowler. A bowler who bowls dangerously at the body should be warned that their action is not within the concept of sporting behaviour and if it is repeated within a game they will be sent off.

Another point which should be remembered is that some bowlers have the skill to make the ball swerve, though it looks as if the ball would hit the body it swerves outward, passing the batter correctly.

(iv) Is on the non hitting side of the batter

(v) Is wide on the hitting side of the batter

### **HINT - WIDE BALL**

It must be clearly understood that a wide ball is a ball that passes outside the normal reach of the batter i.e. beyond the outstretched arm plus the bat. This is difficult to judge but can be recognised with practice.

### **HINT - POSITION OF THE BATTER**

Umpires should note that the accuracy of a ball is judged in relation to the batters position in the square when the ball is released and not the square itself. Therefore a ball bowled outside the square is not necessarily wide.

(vi) Is not delivered with a continuous and smooth underarm pendulum action; this does not prevent spin.



(vii) Is bowled when the bowler fails to keep both feet within the square until the ball is released (the lines of the square are considered to be part of the square and the bowler should be penalised only when part of their foot projects over the line).

**HINT** - The bowler should deliver the ball when the batter is ready to receive or the umpire will call void ball. This does not prevent a batter from moving during the bowling action.

### **(C) BOWLING SUBSTITUTES**

(See 3. THE GAME )

## 6. FIELDING

### (A) THE FIELDER

(a) If a fielder touches the post immediately ahead with the ball or the hand holding the ball, whilst the batter is running to that post and before the batter has touched the post the batter shall be declared out, except 1st post in the event of a 'no-ball'.

(b) A fielder may put a batter out if they catch the ball directly from the bat or the hand holding the bat, except in the case of a 'no-ball'.

### HINT - DEFINITION OF CATCH

A ball is considered caught if:

- (i) The ball is hugged to the body of the catcher or accidentally lodges in their clothing.
- (ii) A fielder catches the ball after it has touched an umpire or other player.
- (iii) The ball is caught off an obstruction on the pitch (unless prior to playing an agreement to the contrary has been reached).

(c) A fielder may prevent a 'live' batter who is at or within reach of a post from scoring by touching the next post with the ball or the hand holding the ball. This does not prevent the batter continuing their run after the fielder has released the ball. The 'live' batter is defined as the batter to whom the most recent ball was bowled irrespective of whether the ball was a no-ball.

### **HINT - DEFINITION OF HAND**

The definition of 'hand' is from the tips of the fingers to the wrist joint.

### **(B) SIDE OUT / INNINGS OVER**

(a) Where there is no batter waiting their turn to bat, all the batters on the running track may be put out simultaneously, by the ball being thrown full pitch or placed by any fielder into the batting square before any batter has reached and touched 4th post.

**HINT** - Any batters reaching 2nd or 3rd post will not score as this action puts them out.

### **HINT - DEFINITION OF A FULL PITCH**

Landing in the batting square on the first bounce from a throw.

(b) Where there is no batter waiting their turn to bat and the bowler has possession of the ball in the bowling square so that no batter can leave a post, the innings shall be declared over.

**HINT** - Any batters in a scoring position will retain their score as this action does not put them out.

**HINT** - Should the fielders leave the pitch without the ball being thrown full pitch or placed in the batting square, the innings shall be declared over and any batters in a scoring position will retain their score as they have not been put out.

### **(C) FIELDING SIDE OBSTRUCTION**

Obstruction of the batter occurs if, in the opinion of the umpire, the batter was impeded whilst running round the track or during their batting action or was verbally misled.

#### **HINT - OBSTRUCTION ON 2m ZONE LINE AT 4th POST**

At 4th post the 2m zone line is part of the running track and obstruction should be judged in the normal manner.

**PENALTY** - The umpire shall award a half rounder to the batting team and the batter shall be allowed to make contact with the post to which they are running.

## **HINT - FIELDERS OBSTRUCTION**

Fielders must not get in the way of batters running round the track so as to prevent them from reaching a post. When unable to reach a post because of a fielder obstructing, a batter often runs to the inside. In this case the umpire must deal with the first error, i.e. obstruction. The batters side is awarded a half rounder because they were obstructed and the batter is not out. Obstruction may happen when a fielder runs forward to catch a ball which is dropping between the two posts where a batter is running, or if the fielder moves the post away from the batter - this may happen if a fielder moves the post with their forearm in an attempt to stump the post.

(a) Backstop must stand behind the 1m line until the ball has reached or passed the batter.

## **HINT - BACKSTOP OBSTRUCTING**

A backstop is deemed to have obstructed the batter if they encroach within the area of the batters swing, before the batter has hit or attempted to hit the ball.

**PENALTY** - A half rounder will be awarded for obstruction against the backstop and the batter is allowed to make contact with 1st post.

## **HINT - UNDERSTANDING OBSTRUCTION**

Umpires must fully understand the meaning of obstruction. Both fielders and batters may be guilty.

Umpires must decide what happened first, e.g. if a collision occurred at a post was the post touched before the collision or did the batter have to slow down?

## **(D) FIELDER CAN STOP A SCORE**

(a) By putting the live batter out.

(b) By touching the post immediately ahead of the one reached by the 'live batter'.

**HINT** - When a fielder has 'stopped' a score in this way and released the ball, the batter may leave the post at which they are waiting and run on without penalty but may not score.

(c) By throwing the ball to the bowler who maintains possession of the ball in the bowling square before the live batter reaches 3rd post or 1st post to stop the rounder.

**HINT** - The post can be grasped by the hand without the ball and touched by the hand with the ball. In this way the post may not be moved out of position. It should be stressed that the post should not be moved towards the ball otherwise an obstruction will occur. Players must not stand on the base for health and safety reasons.

## 7. SCORING

### (A) ONE ROUNDER

(a) One rounder only may be scored from any one hit. In the case of a no-ball which is hit and caught, the batter may still score in the usual way.

### HINT - HITTING OR RUNNING ON A NO-BALL

It should be noted that a batter hitting or running on a no-ball can score in the usual way. They cannot be caught out from the ball or stumped out at 1st post. If the last batter in takes a no-ball and scores a rounder, they will receive three more good balls, just as if they had scored from a good ball.

(b) One rounder shall be scored if, after hitting the ball, the batter succeeds in running round the track and touches 4th post, or from 1st post when the ball returns or has been returned by a fielder to the forward area after a backward hit, provided that-

- (i) They have not overtaken any other batter.
- (ii) The bowler has not delivered another ball.
- (iii) Whilst they were waiting at a post, the post immediately ahead was not touched by a fielder with the ball or the hand holding the ball (batters to make contact with hand or bat).

### (c) Backward hit

Once the ball that was hit into the backward area is returned to the forward area, the batter may run on from 1st post and score in the usual way.

**HINT** - On a backward hit batters decide when to run on from 1st post. If they leave too early, the umpire must order them back to the post. Umpires must not assist batters by indicating that the ball has returned to the forward area.

### **(B) HALF ROUNDER**

(a) A batter who succeeds in reaching 2nd post or 3rd post from a hit shall be awarded a half rounder. Should a batter continue their run and be put out before reaching 4th post, on the same ball, the score will be forfeited.

(b) A half rounder shall be scored by the batter if they complete the track fulfilling the same conditions as for scoring one rounder but without hitting the ball.

**HINT** - This can be scored if the batter fails to hit, but succeeds in reaching and touching 4th post before the next ball is bowled.



## **(C) PENALTY HALF ROUNDER**

A penalty half rounder shall be awarded to the batting team when:-

(a) The bowler delivers two consecutive no-balls to the same batter. After a penalty half rounder has been awarded for two consecutive no-balls the previous no-balls are cancelled and the count starts again.

(b) A fielder obstructs a batter. (see Rule 6 (C) Fielding Side Obstruction)

(c) A penalty half rounder shall be awarded to the fielding team when the waiting batters or batters out obstruct the fielders. (see Rule 4 (B)(a) Batting Side Obstruction)

### **HINT - PENALTY HALF ROUNDER**

As well as awarding a penalty half rounder for two consecutive no-balls bowled to the same batter, and for obstruction on the part of the fielder, an umpire should realise that a difficult situation may arise when the last batter is in. They may receive a no-ball, take it and succeed in reaching and touching 4th post. They are again entitled to a choice of three good balls. The first ball may again be a no-ball but is not deemed consecutive as they have been round the track.

## **(D) ONE ROUNDER AND PENALTY HALF ROUNDERS**

It should be noted that the rounder may be scored with the addition of the award -

(a) One penalty half rounder if the ball that is hit is the second consecutive no-ball to that batter.

(b) One penalty half rounder if the batter is obstructed.

## **(E) WITHIN REACH OF A POST**

A player is within reach of a post when they are no more than an arm and a bat length from the post. A player who is not within reach of a post when the next post is stumped has the option to run on and score in the usual way.

## 8. UMPIRES

For all matches played in accordance with these rules there shall be two umpires who have specific responsibilities.

The batters umpire shall stand in a position to judge the receipt of the ball by the batter in the batting square and then reposition themselves to make decisions concerning 1st post and 4th post.

The bowlers umpire shall stand in a position so that they can see all infringements of the rules for which they are responsible. This may necessitate a change of position to facilitate a clear view of a left handed batter or bowler.

The umpires decisions on any aspect of the game shall be final, but they will discuss any point which is doubtful.

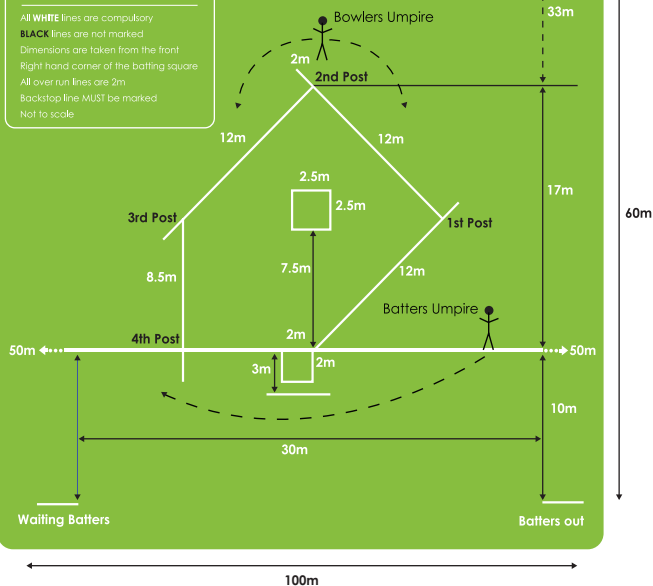
In the case of simultaneous contact at a post, the advantage will be given to the batter.

In the event of an unclear decision, the team captains may appeal to the umpires for clarification.

## Marking Plan for a Rounders Pitch

### Notes

- All **WHITE** lines are compulsory
- All **BLACK** lines are not marked
- Dimensions are taken from the front
- Right hand corner of the batting square
- All over run lines are 2m
- Backstop line **MUST** be marked
- Not to scale



The umpire has the right to order a player off the pitch for unsporting conduct (which includes seeking to gain an unfair advantage), with no substitution being allowed. (RULE 3 (E)).

## DUTIES OF THE BATTERS UMPIRE

1. Call 'rounder' or 'a half rounder' (except where a half rounder is scored for reaching 2nd or 3rd post) and give the score of both teams, after a rounder or a half rounder has been awarded.
2. Call 'no-ball' for balls that are not delivered with a smooth underarm pendulum action.
3. Call 'no-ball' for any ball bowled that passes the batter above head height.
4. Call 'no-ball' for any ball bowled that passes the batter below the knee.
5. Call 'no-ball' for any ball bowled that hits the ground on the way to the batter.
6. Call 'no-ball' if the bowler's foot projects over the front line of the bowling square.
7. Give decisions concerning the front line of the batting square.
8. Give decisions concerning the back line of the batting square.

9. Give decisions concerning backward hits and call 'backward hit'.
10. Give decisions concerning the position of the backstop and events at 1st and 4th post.
11. Give decisions concerning all catches.
12. Call by name or number the next player to bat.
13. Call 'last incoming batter' if there is only one batter left to come in to bat.'

## DUTIES OF THE BOWLERS UMPIRE

1. Call 'play' at the beginning of each innings.
2. Call 'play' to restart the game after a dead ball situation.
3. Call 'no-ball' for wides (any ball that passes outside the normal reach of the batter).
4. Call 'no-ball' for any ball which hits or would have hit the batter had they remained in their original position.
5. Call 'no-ball' for any ball bowled to the non hitting side of the batter.
6. Give decisions concerning 2nd and 3rd posts.
7. Call a half rounder when the batter reaches 2nd post after hitting the ball.
8. Call 'no-ball' if the bowlers foot projects over the back line of the bowling square.
9. Call 'no-ball' if the bowlers foot projects over the side lines of the bowling square.
10. Ensure that waiting batters and batters out are behind their relevant lines.

## DUTIES OF BOTH UMPIRES

1. Carry out a risk assessment in regard to safety (see [www.roundersengland.co.uk/play/rounders-rules/](http://www.roundersengland.co.uk/play/rounders-rules/)). If risk is identified the umpires should consult with the captains. The umpires make the final decision to stop a game.
2. Keep record of scores and control the game.
3. Keep check of batters out.
4. Work as a team and consult over decisions that are doubtful.
5. Change position at the completion of two batting innings.
6. Dismiss from the game, without the option of replacement, any player deemed to have committed acts of unsporting conduct.
7. Call all decisions loudly and clearly so that all players and the other umpire can hear.
8. Liaise on the score after each rounder or a half rounder is scored.



## UMPIRES HINTS

Umpires should be able to work together and discuss any unforeseen difficulties which may arise during a match. Either umpire who sees an incident which is not relevant to their actual duties, should bring that incident to the attention of the other umpire. The umpire whose duty it is shall make the final decision. Batters umpire should watch keenly the bowler who does not stop their run before releasing the ball. Both feet must be within the square at the moment of release of the ball.

The umpire should know a bowler is allowed to bowl higher than the batter (a lob) provided that the ball reaches the batter between the knee and the top of the head. Sometimes the ball drops short, not reaching the batter at the required height. They are therefore 'no-balls'. This type of bowling can only be judged by the batters umpire.

The bowlers umpire should not make decisions about high or low balls, it is impossible to judge accurately from this position. In the same way 'wide, body and dangerous' balls must be judged only by the bowlers umpire.

Once the batter has passed 1st post the batters umpire should be ready to move to any position that will give a clear view of any incident that may occur, especially at 4th post so that they may make an accurate decision.

The actual position of the bowlers umpire on the field is hard to decide because they must be able to see the ball when the batter is about to hit it. This necessitates moving as the incoming batters take up varying positions in the square. The bowlers actions may also change and this often means that the fielders move so that they can see the batters bat. Therefore the umpire has to move yet again taking care not to impede the fielders. The bowlers umpire should be ready to move to a better position to get a clear view of any incident that may occur. When batters present themselves in the square actually facing the bowler, the bowler will bowl to the same side as the hand holding the bat. If the bat is held in both hands the bowlers umpire must ask the batter which side they want the ball to be delivered to.

**SPECTATORS** - If there is interference by a spectator which has an effect on the game, the umpire should declare a void ball.

## UMPIRES CODE OF PRACTICE

The integrity of Rounders is embodied in the umpire in whom trust is placed to ensure the game is played by the rules. This Code of Practice is a reminder to umpires of their obligation to maintain fair play and to give both teams the chance to win on merit, by applying the rules in a fair and consistent manner.

All Rounders England umpires should work towards the following Code of Practice and the Rounders England Safeguarding and Equity policy and procedures (see [www.roundersengland.co.uk](http://www.roundersengland.co.uk))

### Umpires should:

- Always have regard for the health and safety of all participants
- Realise that, as an Umpire, you have a position of trust, particularly when working with young people, therefore you should always be a positive role model, promote ethical principles and fair play
- Be the third team on the field and shall remain neutral working together
- Always have regard for the best interests of the game and shall not circulate by any means (verbal comment, written and published articles, internet forums, blogs, social networking sites) material which may be detrimental to the Governing Body or its members
- Present a professional image at all times such as appropriate dress, timekeeping etc.
- Not use inappropriate behaviour whilst on duty such as smoking, drinking, use of recreational drugs, inappropriate language or unsporting conduct
- Make a clear warning to players when they use abusive or inappropriate language or behaviour
- Only use the unsporting conduct rule if you have already warned the player or the team - the exception to this is gross misconduct e.g. violence
- Not show any favour towards any team or player and adhere to the Rounders England Bribery policy
- Not pass comment on the quality of play or make coaching comments
- Have access to a telephone for immediate contact to emergency services if required
- Be aware that Rounders England takes its commitment to safeguarding children and young people very seriously. As your position may involve substantial contact with young people, you are asked to pay particular attention to the Safeguarding and Equality Policies.
- Ensure that all participants and players are treated with respect and as equals regardless of race, gender, age, religion, disability, sexual orientation, social background or culture

I confirm I have read the above Code of Practice and will endeavour to work towards its content

Name (Capitals): .....

Signed: ..... Dated: .....

This Code is in place to ensure the safety of both the individual signing up to the code and anyone they come in to contact with. If at any time you have any concerns regarding the safety of any individual, in particular children and young people you should contact your Club Welfare Officer whose details can be accessed via the club notice board or website. Alternatively you can contact the Lead Safeguarding Officer at Rounders England, whose details are available at [www.roundersengland.co.uk](http://www.roundersengland.co.uk)

## SPECTATORS CODE OF PRACTICE

All spectators should endeavour to meet these behavioural requirements when at an event, including games, training and recreational sessions. It is understood that there will be consequences for spectators who behave in an unacceptable manner which could include the spectator being asked to leave, and in extreme cases, where any spectator acts in a violent or unlawful way the police may be informed.

### **Rounders spectators should:**

- Applaud participants effort as well as success, in particular during games involving young players
- Accept and respect all decisions made by umpires without question
- Remain in designated areas and not disrupt the players or the pitch at any time
- Be respectful to all players from both teams
- Not criticise, offend or insult other people or use any abusive actions or language towards any other person
- Never make any negative comments or actions towards an individual or group regarding their race, gender, age, religion, disability, sexual orientation, social background or culture

### **Rounders spectators have the right to:**

- Enjoy and view a match without interruptions or rude behaviour from other members of the public
- Support their team without abusive behaviour from the opposing team
- Trust that the umpire will make fair and unbiased decisions

## PLAYERS CODE OF PRACTICE

Players of Clubs or Teams should endeavour to follow these rules whilst taking part in training sessions, taster sessions, matches and other group activities.

It is understood that there will be consequences for those who behave in an unacceptable manner, which could include temporary or even permanent bans from the club.

### Players participating in Rounders should:

- Show a friendly and welcoming attitude and be respectful toward all other participants, coaches and officials
- Respect the decisions made by the umpire at all times
- Listen to the coach at all times and respect the rules they put in place
- Act in a way that is safe for yourself and others around you, follow any safety rules as directed by your coach
- Always respect the equipment that you use and use it in a safe and controlled manner
- Never use rude or abusive language and never fight or show abusive behaviour
- Never abuse any other individual in any way, and do not act disagreeably towards anyone or make any comments concerning an individuals race, gender, age, religion, disability sexual orientation, social background and/or culture
- Report any bullying or unacceptable behaviour to the coach if witnessed
- Wear suitable kit as indicated by the weather and your coach and wear correct footwear in accordance with the Rounders England rules
- Ensure that you keep up to date with the rules of Rounders
- Smoking, drinking or drug use is not allowed
- Show team spirit and try to lift your teams morale if you are losing, stay positive throughout matches and training sessions
- Use team work and communicate with your team during matches and praise other players when they do well
- Players are encouraged to shake hands at the end of a match with the opposing team and be gracious in success and defeat
- Play fair and follow the rules, do not cheat
- Ensure that you are familiar with the social media guidance policy
- Take responsibility for your own actions
- Always have fun!

## PLAYERS CODE OF PRACTICE

### Club or Team members have the right to:

- Enjoy Rounders without the fear of being discriminated against or mistreated
- Enjoy Rounders without undue pressure
- Be included in sessions and regarded as equals by coach/organisers and players
- Seek advice and speak to coach or organisers if they feel they have a problem of any nature

This code is in place to ensure the safety of both the individual signing up to the code and anyone they come in to contact with. If at any time you have any concerns regarding the safety of any individual, in particular children and young people you should contact your Club Welfare Officer whose details can be accessed via the club notice board or website. Alternatively you can contact the Lead Safeguarding Officer at Rounders England, whose details are available at [www.roundersengland.co.uk](http://www.roundersengland.co.uk)

Any misdemeanours and breach of this code of conduct will be dealt with immediately by the club coach/organiser or umpire in a way that they see fit; this could include temporary bans from training and/or games and removal of privileges. Where deemed appropriate advice should be taken from the Club Welfare Officer and/or the Rounders England Lead Safeguarding Officer and If there are persistent concerns or breaches it may result in club or team member being asked to leave the club permanently.

Signature of Member .....

Printed name of Member .....

Date .....

## **APPROVED SUPPLIERS 2020-2022**



Quality Assured

**WE ARE  
ALL  
ROUNDERS**



**ROUNDERS ENGLAND**

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