

Rules

Junior Rounders

AGE GROUPS

There are two age groups in the junior competition. 7 to 9s & 10 to 11s.

TEAM SIZE

- 7 girls per team with a maximum squad size of 12 named players.
- 2 separate squads/teams may be entered in each age group.
- Squad names must be submitted to the organiser before the competition starts.
- Squad players should be rotated to allow everyone as many games as possible.

FORMAT

- Teams will be divided into 2 Groups (A & B) and each play a “round robin” league. It is not possible to split village a & b teams if drawn in the same group.
- 5 points are awarded for a win; 3 points for a draw and 1 point for a scoring loss.
- Semi-finals: Winners A play runners-up B. Winners B play runners-up A
- Winners play in the final. Losers play in 3rd/4th place play off.
- Ties
 - If there is a tie, for 1st & 2nd place in a group. Positions will be decided by the highest total number of running points scored in all games played.
 - If it is still a tie, positions will be decided by the lowest total number of running points conceded in all games played.
 - If still a draw, the result of the match between the two teams will be used to decide.
 - If still a draw, a single toss of a coin will be used.
 - If there is a tie in the semi-finals, final or 3rd /4th place play offs. Then extra 7 ball innings will be played until a winner is determined.

ORDER OF PLAY

The draw will take place prior to the competition and teams will only be accepted by the organisers in advance of the draw.

JUNIOR SPECIFIC RULES

Rules as per Short Rounders plus the following:

- A Softee ball will be used.
- 7 players per team. 12 players per squad.
- No substitutions during a game except for injury.
- 1 innings per team, 2 strikes per player, irrespective of being caught on the 1st ball (14 good balls in total).
- Batters must visit each base then return to the end of the batting queue
- Stop Play. The ball should be fielded back to the bowler who must be in the bowling square. The bowler holds the ball in the air and shouts “Stop” The batsman must stop. If the batter is between bases NO POINTS are scored.

Rules

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- No Balls.
 - 3 consecutive no balls count as 1 good ball and the batter will be awarded 3 POINTS. The batter stays in the batting square. If a further 3 consecutive no balls are called, then a further 3 POINTS will be awarded. The batter will then return to the batting queue having been awarded 6 POINTS in total. This rule is to stop tactical bowling.
 - No Balls are classified as: Below the knee; above the head; on or behind the body or wide, beyond normal reach of the batter.
- Backward Hits
 - If the ball stays in play, the batter may only run to 1st base until the ball is fielded over the batting line. They may then continue. This will be counted as a good ball
 - If the ball goes beyond the spectator barrier. The batter may only run to first base. The ball must be returned via the backstop who must be positioned behind the batting line. Play will then continue. This will be counted as a good ball.
- Backward Misses.
 - This applies to good balls which are missed by both the batter and backstop.
 - If the ball does **not** go beyond the spectator barrier the ball is still “live”.
 - If the ball goes beyond the spectator barrier. The ball is called as a “dead ball” by the umpire. The ball is not counted in the 14 good balls.
- Obstruction. If a fielder impedes the batter (whilst the batter is running directly between the bases), this obstruction and 3 extra points are awarded to the batter. If the batter, whilst running off line between bases, impedes a fielder, this is obstruction and the fielding side will be awarded 3 points.
- Miss-fields. If the ball is miss fielded and goes beyond the spectator barrier play will continue.
- If the ball crosses the demarcation line between pitches, then a rounder (6 POINTS) is scored.
- Distances between bases will be 8m for 7 to 9s and 10m for 10 to 11s
- Distance from the batting square to the bowling line will be 5m for 7 to 9s and 6m for 10 to 11s. (Distances may be altered at the discretion of the organiser if the playing area dictates alterations.)

NB tie break rule updated to use points not Rounders; Obstruction rule included.

SCORING

1st base 1 point

2nd base 2 points

3rd base 3 points

4th base Rounder 6 points

If the batter is caught NO SCORE

Batter between bases when “Stop” is shouted NO SCORE.