

Rules

Senior Rounders

AGE GROUPS

There are two age groups in the senior competition 12 to 14yrs and 15 to 16yrs.

TEAM SIZE

- 9 girls per team from with a maximum squad size of 12 named players.
- 2 squads per village are permitted in the 12 to 14yrs age group.
- 1 squad per village is permitted in the 15 & 16yrs age group.
- Squad players should be rotated to allow everyone as many games as possible game.

FORMAT

- Dependent on the number of teams entered into the competition. There will be either 1 or 2 groups selected at random.
- If it is possible to have 2 groups teams will be divided into A & B groups 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 Rounders scored in all games played.
 - If it is still a tie, positions will be decided by the lowest total number of Rounders 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 9 ball innings will be played until a winner is determined.
- If it is not possible to have 2 groups, teams will play in a single “round robin” group, with the top 4 placed teams receiving medals.

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.

SENIOR SPECIFIC RULES

Rules are per National Rounders Rules with the following exceptions:

- A standard Rounders ball will be used.
- 9 girls per team from with a maximum squad size of 12 named players.
- No substitutions during play, except for injury.
- 1 innings per team, 2 strikes per player, irrespective of being caught on the 1st ball (18 good balls in total).

Rules

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- No Balls
 - 3 consecutive no balls count as 1 good ball and the batter will be awarded ½ rounder. The batter stays in the batting square. If a further 3 consecutive no balls are called, then a further ½ rounder will be awarded. The batter will then return to the batting queue having been awarded 1 rounder 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 ball is still “live”.
 - 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.
- Miss Fields If the ball is miss-fielded and goes beyond the spectator barrier play will continue.
- Pitch Size Distance between bases is 11m. Distance from bowling to batting squares is 7m.
- Batting Order In the senior competition, the team must be numbered 1 – 9 in accordance with following batting order:
 1. Bowler
 2. Backstop
 3. 1st Base
 4. 2nd Base
 5. 3rd Base
 6. 4th Base
 7. 1st Deep
 8. 2nd Deep
 9. 3rd Deep

NB tie break rules updated; backward hits expanded.

SCORING

1 rounder is scored if 4th post is reached and touched.

1 rounder is scored if 4th post is reached on ‘No ball’.

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

½ rounder is scored if second base is reached.

Revised – May 2011