



RAINFORD
HIGH

Year 8 Rounders Knowledge Organiser



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Rounders Pitch Set-Up

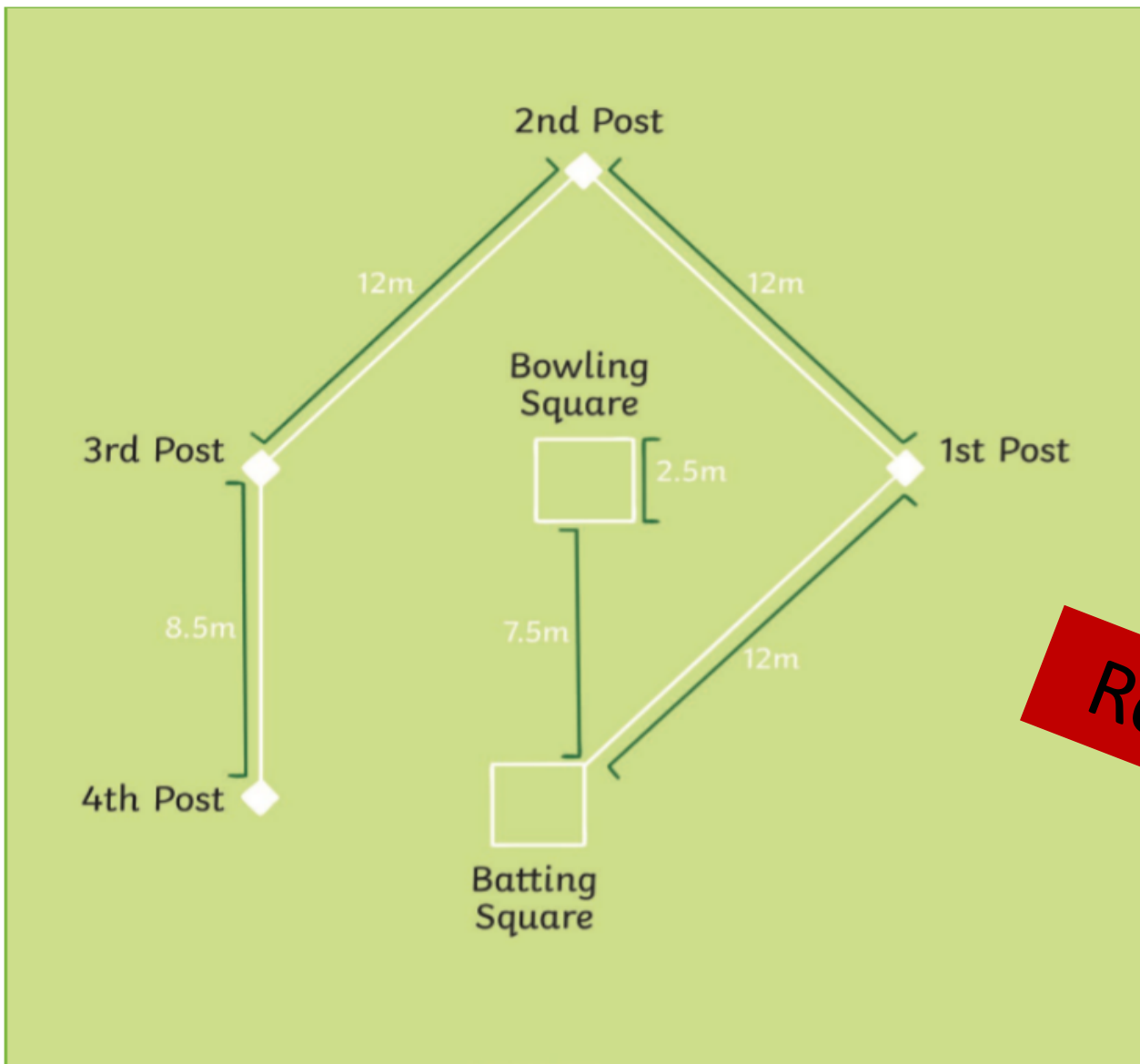
As an official in a rounders match, you are responsible for setting up the pitch. Use the diagram as a guide for setting up your pitch, ready for the teams to play.

Equipment:

- Bats
- Ball
- Posts
- Cones (optional)

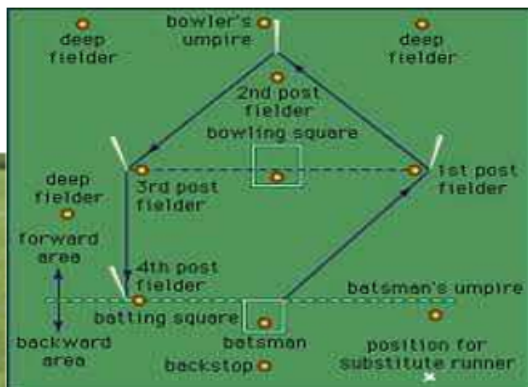


- Use 1 big stride to 1 metre (if you don't have a tape measure or lines already marked out).
- Use cones for the bowling and batting squares if you don't have pitch markings.



Key Skills:

UNDERARM BOWLING – Hold ball in dominant hand, step forward with opposite leg, swing arm and release ball before shoulder height. Aim for the backstops hands. You can put spin on the ball(twist the wrist as you bowl) or throw faster to make it harder for the batter.



BATTING/HITTING – Stand sideways on to the bowler with the bat up and behind you. Swing through with the hips and follow through with the swing.

CATCHING – you can get someone out by catching them or by stumping them at a post after catching the ball. Get in position under the ball, hands in a cup shape. Bring the ball close into the body to ensure it is not dropped.

THROWING – a high elbow, the correct grip of the ball and power through the arm, achieves an effective overarm throw.

FIELDING - using different techniques in order to get the ball back to the bowler or to a post. E.G. long barrier fielding for stopping a low or rolling ball.

RULES

1. You must start in the batting box and not step out of it.
2. You only get 1 ball bowled at you, after which you must run whether you hit it or not.
3. You must keep in contact with a post once you have decided to stop.
4. A no ball is – above the batters head, below the knee, the wrong side of the body, too wide and too close into the body.
5. If you hit a ball behind, then you must wait at first post until the ball comes forward of the batting box. You may then run on.
6. If you hit the ball and get all the way round you score 1 rounder, if you get to 2nd post, you score $\frac{1}{2}$ a rounder. If you do not hit the ball but get all the way round you score $\frac{1}{2}$ a rounder. You also score $\frac{1}{2}$ a rounder if you get 2 no balls bowled at you.

Stretch and Challenge Task:

Try to find a clip online, of a game of rounders. There is an England team!

Key Content and Terms to learn:

Bowling

Batting

No ball

Backstop

Fielding

Catching

Throwing

Long barrier fielding

Spin



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Rounders is a traditional English game dating back to the Tudor times. The aim of the game is to score as many rounders as possible.

How to play the game:

- Set up the area as shown in the diagram on the Rounders Pitch resource.
- Organise the children into 2 equal teams (a minimum of 6 players and a maximum of 15 players).
- One team begins as batters and one as fielders.
- The bowler bowls the ball at the batter, who hits it as far as they can out into the pitch.
- The fielding team attempt to catch the ball and return it to the bowler or pass it to a player on the post that the batter is running towards.
- At this time the batter runs around the 4 posts, trying to score a rounder.

Positions for Fielding Team:

- Bowler
 - Back-stop
 - Post 1 fielder
 - Post 2 fielder
 - Post 3 fielder
 - Post 4 fielder
- Remaining fielders- field in the area around the posts.



Rounders Rules

As the official in a rounders match, you have the task of making sure that the game is played fairly. You have two roles: your first role is score keeper (counting up rounders and half-rounders on the score sheet); your second role is umpire, making sure that all players follow the rules of the game. It is not always easy to interpret the rules. Here's a quick guide to simplified rules.

How many in a team?

A team can have a maximum of nine players on the pitch at a time. The minimum required number is six.

How long is the game?

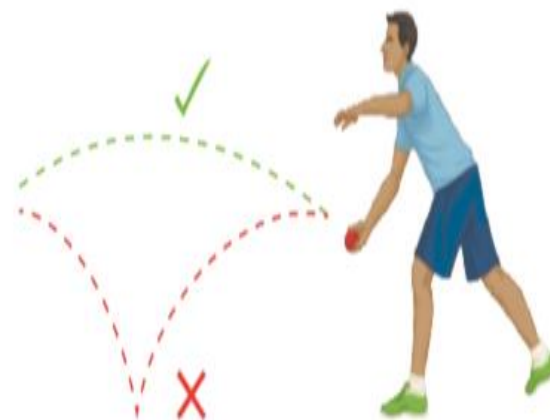
Games usually last two innings. An innings starts with the first bowl and ends when all the batters are out. There are usually 27 'good balls' (balls that have been bowled correctly) in one innings. You can adapt this number for fun games, so long as you keep the number fair for both teams. Use the Umpire Toolkit Score Sheet to help you keep track.

How to get a rounder

The batter should hit the ball as far and hard as possible to give them the best chance of getting a rounder. Encourage batters to aim for any large gaps left by the fielding team to buy more time for running to score!

Bowling

Bowlers bowl underarm. The ball must not touch the floor before it reaches the batter. It can't be bowled above the batter's head, below their knee, too close to their body or too far away from their body.



Shout 'No ball!' if the bowl is not correct.

If a bowler bowls two no balls in a row, award half a rounder to the batting team.



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Bowling Rules:

- A ball can only be bowled underarm.
- Bowled balls must be between shoulder and knee height.
- Balls must be bowled within the batting square.
- A ball may not bounce.
- A bowler must make sure both feet are in the bowling square when releasing the ball.

Batting Rules:

- Batters must carry the bat all the way around the posts and it must not be thrown at any time.
- Batters must run outside the posts and make contact with each post with their bat or hand as they run around.
- Batters may not over-take a batter in front.
- Batters can hit a no-ball and run if they wish.
- Batters must have both feet inside the batting square when batting a ball.
- Only one batter can wait at the posts when it is not safe to run.



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Point system:

- $\frac{1}{2}$ a rounder- the batter reaches posts 2 or 3 in one hit.
- 1 rounder- the batter reaches post 4 in one hit.
- $\frac{1}{2}$ a rounder- the batter reaches to post 4 without hitting the ball.

Batters Are out When:

- A fielder catches their batted ball.
- A fielder stumps the ball on the post they are running towards.
- They overtake the member of their team ahead of them, whilst running around the posts.
- They run inside the posts.

Equipment:

- large outdoor space;
- 4 rounders posts and bases;
- a stack of cones to mark batting and bowling square;
- rounders bats;
- rounders ball.

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Getting batters out

A batter can wait at a post, but they must be in contact with the post with their hand or their bat. If they're not in contact, the fielding team can stump them out on the next post.



If the batter hits the ball and a fielder catches it before it touches the ground, the batter is out. Shout "Out!".

If a fielder stumps the post that a batter is running to, the batter is out. Once a batter is out, he or she can't bat again, but they can always field in the innings.

Who wins?

Add up the rounders for each team at the end of each innings to work out the winner. The winning team is the one with the most rounders. Ask the teams to congratulate each other at the end of the game, shake hands and choose a 'player of the match' from the other team.

How to score

Batters score one rounder if they hit the ball and make it to the fourth post before the next ball is bowled. They have to run even if they don't hit the ball, unless the umpire (you) has called a 'no ball'. A 'no ball' is when the ball passes the batter's body higher than their head, or lower than their knee.



Batters can also decide to run on a no ball – they can still score ($\frac{1}{2}$ rounder for 2nd post and 1 rounder for 4th post).

Batters can still score if they hit the ball backwards. If the batter hits the ball into the 'backwards area' (behind the front line of the batting box), they must wait at 1st post until it is thrown out of the 'backwards area'. Once it is out of the backwards area, the batter can score as normal ($\frac{1}{2}$ rounder on 2nd post and 1 rounder on 4th post), if they run and aren't stumped out.

Half rounders

Half rounders are scored when a batter:

- Does not hit the ball but still manages to get to the fourth post;
- Hits the ball and gets to the second post.