

ROUNDERS MATCH

UPPER SOUTHREPPS V'S LOWER SOUTHREPPS



Are you ready for a little inter-village competition? When was the last time you played rounders? We thought we would set up a friendly game of rounders. Upper Southrepps v's Lower Southrepps.

monday 27 august

**SOUTHREPPS VILLAGE HALL
RECREATION GROUND**

**1 P M
ONWARDS**

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If you're thinking you've got a strong batting arm, pretty nifty throw or a damn good catch then join the team.

The day is for all the family so come along even if it's to watch and support.

Bring you own picnic, chairs and drink. We will have the kitchen open for hot drinks.

Teams

- Games shall be played between 2 teams.
- A team consisting of a maximum of 15 players and a minimum of 6 of whom no more than 9 may be on the field at one time.

Batter

- Wait in the backward area well away from 4th Post.
- If out, wait in the backward area well away from 1st Post.
- You will have one good ball bowled to you.

No Ball if:

- Not smooth underarm action.
- Ball is above head or below knee.
- Ball bounces on way to you.
- Is wide or straight at body.
- The bowler's foot is outside the square during the bowling action.
- You can take a normal run on a no ball, but once you reach 1st Post you cannot return. You score in the normal way.

Scoring

- 1 rounder if 4th Post reached and touched before next ball is bowled.
- 1 rounder if 4th Post reached on no ball (you cannot be caught out).
- 1/2 rounder if 4th Post reached without hitting the ball.
- 1/2 rounder if 2nd Post reached after hitting the ball (you stay at 1st whilst ball is in the backward area).
- Penalty 1/2 rounder for an obstruction by a fielder.
- Penalty 1/2 rounder for 2 consecutive no balls (to the same batter).

- 1 rounder for a backward hit if 4th Post reached (you stay at 1st whilst ball is in the backward area).

Out When

- Caught.
- Foot over front/back line of batting square before missing or hitting a ball.
- Running inside Post (unless obstructed).
- The Post you are running to is stumped.
- You lose contact with the post during bowler's action when he has possession in his square.

You overtake.

- You obstruct (you have right of way on track only).
- Running Around The Track - Please Carry The Bat
- If you stop at a post you must keep contact with the Post, hand or bat. If you do not, 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 do not score if you do it on 4th Post).
- When the bowler has the ball in his 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 second one makes contact.
- At a Post, you do not have to move on for every ball bowled.
- You can move on as soon as the ball leaves the bowler's hand, this includes no balls.
- You must touch 4th Post on getting home.