## **ROUNDERS RULES**

#### **Teams**

- Maximum of 15 players on the squad 9 to play
- Maximum of 5 boys playing during each game
- Substitutions can only be made in the case of injury
- A minimum of 2 bowlers must be used during each game

#### **Batter**

- Must wait in the backward area away from 4<sup>th</sup> post
- Must go to the backward area away from 1st post if they are out
- Will have one good ball bowled at them

#### No-Ball if:

- Not bowled underarm
- Ball is above the head or below the knee
- Ball is wide or straight at the body
- The bowler steps out of the square while bowling
- A no-ball can be taken and will not count as a 'good ball' in the bowling count
- You cannot be caught out on a no-ball.

## Scoring

- 1 rounder if 4<sup>th</sup> post is reached and touched before post is stumped or ball is back with the bowler in the square
- 1 rounder if 4<sup>th</sup> post is reached on a no-ball (if the ball is hit)
- ½ rounder if 4<sup>th</sup> post is reached without hitting the ball
- ½ rounder if 2<sup>nd</sup> post is reached after hitting the ball
- Penalty ½ rounder for obstruction by a fielder
- Penalty ½ rounder for each no-ball bowled

# Out if the Batter:

- Is caught
- Steps over front line of batting square before striking at the ball
- Runs inside a post
- Loses contact with the post before the bowler releases the ball to the next batter
- Overtakes a runner
- Obstructs a fielder
- Drops the bat

### **Substitutions:**

Substitutes can be made at any point during the game provided this is done during a dead ball situation (bowler has the ball in the bowling square or the batter is being changed).

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

You cannot substitute a batter who is out.

1<sup>st</sup> team to bat will do so for 6 minutes – centrally timed (please note that times may vary depending on number of teams)

2<sup>nd</sup> batting team will receive the same number of balls as the 1<sup>st</sup> batting team