**Y5/6 Rounders’**

@Active\_Fusion

**Event: Y5/6 Rounders’**

**Date:** Thursday 16th July 2020

**Venue: Doncaster School for Deaf**

**Time:** 9-2pm

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**Yorkshire Finals: Yes**

**Venue:**  Yes

**Time:** Yes

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Thank you for entering this year’s **Y5/6 Rounders’.** This year’s festival will be held at Doncaster School for the Deaf on Wednesday 15th July 2020. Schools will be expected to arrive **9 am** prompt this will allow the competition to start and finish on time.

Pupils will be expected to be changed and ready to play when they arrive at the ground as changing facilities will not be available on arrival. **All equipment will be provided on the day by the school so schools do not have to bring their own.**

The event lasts for 5 hours children should bring refreshments for the competition. The event will take place outside so young people should bring appropriate clothing and products for the weather.

Please ensure that you are aware of which children have photo consent prior to arriving at the competition as the organisers may take photos to use for promotional materials on social media and websites.

Attached to this letter are rules and further information about the competition. **IT IS EXPECTED THAT SCHOOLS WILL BE AWARE OF THE RULES AND THAT CHILDREN UNDERSTAND WHAT THEY SHOULD BE DOING.**

If you have any further questions, then please do not hesitate to contact me on the details below.

Martin Stirling and Craig Dallas

School Games Organisers

01302 637276

Or via email: info@activefusion.org.uk (RE- competition name)



Teams are made up of 9 children (minimum of 4 girls)

An innings is 20 good balls

A good ball is between the knee and the top of the head on the batting side of the body.

2 no balls in a row will result in 1/2 a rounder scored for the opposing team

on every good ball the batter must run.

Each batter must take the bat with them

Batters can be out if:

A) they are caught out

B) they are stumped out at the post they are running towards

C) They are run out by a partner- two batters at the same post-  unless the both runners both get past 4 base.

D) If you drop the bat

E) If you step out the batting box before the ball has either been struck or missed.

F) If the batter runs inside the post.

If the ball is hit backwards the batter can only go to first base- until the ball comes back over the line on the floor.

If the bowler has the ball in their hands in the bowling box.

1/2 rounder is scored if:

A) The ball is hit by the batter and the batter gets to at least 2nd base

B) The ball is missed and the batter completes a full

1 rounder will be scored if the batter hits the ball and completes a lap of all four bases.

The team with the most rounders will be the winners

If the teams are tied on scores the team with the most full rounders will be the winner

If that still ties the team with the least outs

If this is still the same each team will be awarded two point each.

The winners of each tie will be awarded 3 points

Match loses are awarded 1 point

Drawn match as stated above will gain 2 points