

SUBJECT: PE

UNIT: Year 10 – Rounders

SANDHILL VIEW

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ACHIEVE · ASPIRE · ENJOY

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.

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.

SCORING - Hitting the ball and running around all the bases is a full rounder, hitting the ball and getting to 2nd base is half a rounder. 2 no balls is half a rounder, missing the ball and getting to 4th base is half a rounder.

UMPIRING - Batting umpire to stand alongside the batting square to watch the batter for errors, bowling umpire stands to the back of 2nd base and watches the bowler for any errors

A Match

Rounders games are played between two teams. Each team has a maximum of 15 players and a minimum of 6 players.

No more than 9 players may be on the field at any one time.

A match usually consists of two innings.

Both teams bat and field twice, the winning team is the one with the most rounders at the end of the game.

An innings can consist of a set number of good bowls or until the fielding team have fielded all the batting team out

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.

A batter is out:

- The post a batter is running to is stumped.
 - The batter is caught out.
- A batter overtakes another batter on the track.
- A batter deliberately drops or throws their bat.
- The batter misses or hits the ball and their foot is over the front or back line of the batting square.
- A batter runs inside the posts (unless obstructed)

Scoring:

A rounder is scored by the batting team when a player hits the ball and runs around all 4 posts. A half rounder is scored if the batter hits the ball and runs to the second post. A half rounder can also be scored if the batter does not hit the ball but runs around all four posts.

Keywords

Power
Reaction time
Speed
Co-ordination
Aerobic
Endurance