

Harwell Summer Rounders Club

Rules 2019

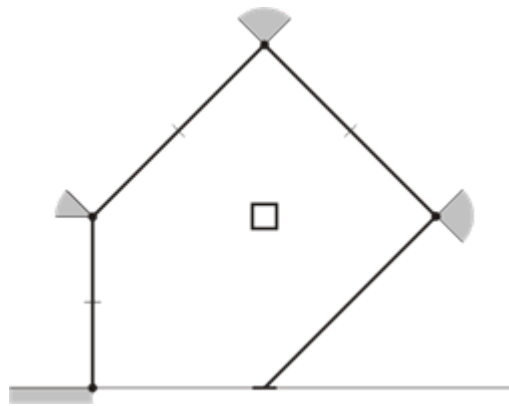
GAME RULES

1. Each team should consist of ten members with a maximum of six men. However it is permissible to field a team with less than ten people. If a team is short, batters are not allowed to run twice.
2. Each team will have two innings of **ten minutes** duration.
3. A maximum of two substitutes are allowed. The substitutes can only be made at 'half-time' following both teams' first innings. No runners are allowed.
4. The bat shall not be bigger than the following dimensions: Length 46 cm, Circumference 17 cm.
5. The game shall be played with a tennis ball.
6. There will be two umpires whose decisions are **final**.
7. A ball must be bowled so that it reaches the area between the batter's chin and knees over a 0.75m base as it crosses the batting line. A no-ball will be called outside these limits. If the ball is struck **in front** of the batting line, it is **at the umpire's discretion** to call a no-ball if that can be clearly judged. A ball that bounces before the batting line is a no-ball.
8. Bowling shall be underarm only. The bowler can be male or female. If the bowler is female, she is allowed a maximum of **two paces** run-up. Her front bowling foot must be inside the bowling square when the ball is bowled, and not pass the square during the bowling action. Male bowlers are not permitted any run up and must keep both feet planted flat on the ground inside the bowling square during the entire bowling action. A no-ball will be called for any infringement.
9. Bowling must not be intimidating – that is not considered to be within the spirit of the game. The umpires are authorised to make judgement, taking into account the varying skill of different batters, about whether the bowling is intimidating. Bowlers will receive one warning, and if offending persists, the captain will be instructed to replace the bowler (see 38).
10. The batter has only one strike at the ball (except the last batter, see 17), and must run even if he/she fails to make contact with the ball, unless a no-ball is called by an umpire. The ball must be hit on the full and not allowed to bounce first.
11. A player can run on a no-ball and **cannot** be caught out, but **can** be out in all other ways. The bowling team will concede half-rounder penalties, initially for every three no-balls bowled, then at an increasing rate as per the grid on the score sheet. A no-ball from which a rounder or half-rounder is scored (as per 13 and 14) will still count towards the total of no-balls.
12. A batter hitting the ball so that its first bounce is behind the batting line may proceed around the pitch but no score at all will be awarded for such a hit. Fielders should return the ball as soon as possible. If a fielder fails to take a catch, or the ball hits an obstacle such as a tree, then the call as to whether the ball is behind or not shall be

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based upon where, in the umpire's opinion, the ball would have bounced had it not been intercepted.

13. A batter missing the ball may attempt to achieve a full circuit of the pitch, and if successful is awarded a half-rounder.
14. For a batter hitting the ball so that its first bounce is in front of the batting line, one complete circuit of the pitch while the ball is in play shall count as a rounder. If a batter reaches second base on his/her hit it will count as a half-rounder. Note that if a batter is subsequently out after passing second base, the half-rounder score will stand.
15. A batter is considered to be at a base when he or she is in the area between the spot and two lines perpendicular to the lines to each of the neighbouring bases, as shown in the figure below.



A batter may not leave or pass a base whilst the ball is dead (see 18) but if past may continue to the next base, or if less than half-way, have the option of returning to the previous base. In this case the batter can be out as per 16c.

16. A batter is out if he or she:
 - a. is caught from a good ball.
 - b. is stumped out by a fielder while attempting to reach the next base (foot or hand on the base are both acceptable).
 - c. with the next base already stumped, is stumped out by a fielder while attempting to return to the previous base (foot or hand on the base are both acceptable).
 - d. if the batter's foot goes inside the diamond at a base unless necessary to avoid a fielder. In making this judgement, the umpire will consider whether the batter would have passed around a vertical post in the centre of the base.
 - e. runs from a base before the ball to the next batter has left the bowlers hand.
 - f. runs to a stumped base before the next ball is bowled.
 - g. **deliberately** interferes with the play of the fielders (e.g. kicks the ball).
 - h. if the batter goes out of turn in the batting order then only (s)he is out.
 - i. engages in dangerous play while taking a shot (see 37).
 - j. is overtaken by another batter, or caught-up by the next batter at a base when the ball is dead (see 18).
 - k. slides to make ground at a base rather than running (see 21).

On all narrow decisions the batter has the benefit of the doubt.

17. When all the others in the team are out, the last batter shall receive up to three good balls and can be caught out on any of these.

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18. All play ceases when the bowler holds the ball and simultaneously touches the bowling base with feet or hands (called a dead ball). **Only the bowler** can create a dead ball. A batter having passed third base, but not fourth, may continue to fourth base, but is not awarded a rounder. Once the ball is dead, the bowler may not throw to a base trying to achieve a stumping.
19. Fielders should allow batters an unimpeded run around bases. Fielders on bases should stand **inside** the diamond to allow a batter to pass. If there is clear obstruction, the umpires shall award a rounder to the batter regardless of whether he/she scores.
20. Rounders are deductible for dissent, and in extreme cases (i.e. abuse of umpire) a player or players may be sent off.
21. Players or fielders must not slide instead of running. A player may be given out (if batting) or incur a penalty of a half-rounder (if fielding) if in the umpires opinion sliding causes danger to other players or causes damage to the pitch.

GENERAL COMPETITION RULES

22. The competition involves a league phase followed by a knockout phase. During the league phase of the competition, two points are awarded for a win, and one point to each team for a draw. For teams tied on points, league positions are determined by rounders difference.
23. **All team members must belong to the Harwell Laboratories Recreation Association (HLRA).** Non-members are not covered for third party insurance and that the team captain could be liable if a player is not a member. The penalty for playing a non-member is a **two points** deduction from the team. Consistent infringement may lead to disqualification from the tournament – where disqualification is an issue the committee's decision is final.
24. No player may play for more than one team.
25. The pitches will be marked out by HLRA on an opportunity basis.
26. All footwear with a stud, cleat, blade, spike, screw-in, heeled boots and shoes, working boots, walking boots or any other footwear liable to cut-up the ground or cause injury to other players are banned by HLRA. Any player wearing footwear banned by HLRA will be sent off. If a player is unsure if their footwear is legal, clarification is available from the Club Chairman.
27. Two teams are delegated to provide umpires for each league game. Failure to provide an umpire will result in teams having **two points** deducted. If a team fails to provide an umpire more than twice it may be disqualified – where disqualification is an issue the committee's decision is final. If you cannot umpire a game then you may swap duties with another team so that you do not lose two points. If you do this, then please advise the Fixtures Secretary in advance so that if that team does not turn up, they lose the points not you. The committee will organise umpires for games in the knockout phase. Guidance for umpires is given in 34 to 41.
28. Matches will start at 12.30 unless both captains agree a different time. In this instance, please make sure umpires are informed of any changes. Because most staff only have one hour for lunch, umpires must start the match at 12.35 at the very latest. If one or more of your nominated team are not present at that moment, then when they do arrive they will be allowed to join the game immediately **unless you are batting and they have already missed a go**, in which case they may join at the end of the innings.

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29. If captains wish to add additional players to their squads, provided they are HLRA members, then they must advise the Club Secretary of the players' names and HLRA membership numbers.

REARRANGED GAMES

30. If a Harwell team has a game scheduled during a site emergency exercise, then the game can be rearranged by informing the Fixtures Secretary. **Otherwise, once scheduled, games can only be rearranged due to bad weather.**
31. The Fixtures Secretary will schedule games in batches of a couple of weeks' fixtures. Other than as stated in 30, once scheduled, games cannot be rearranged. However, in the interests of avoiding conceded games, please note that:
- You can field a team with less than 10 players.
 - You can add players to your squad at any time (see 29).
 - If you can get agreement from the captain of your opponents, and the umpires, you can arrange to play at a time other than 12.30.
 - If there is a day beyond the period that fixtures have been issued for when you know will have a problem getting a team together e.g. an off-site workshop affecting your entire team (**not** just your best player isn't available!) then please inform the Fixtures Secretary and it will usually be possible to avoid it.
32. If the pitches are playable, then the games should proceed. In the event of bad weather:
- For rain prior to a game, it is the responsibility of the Weather Adjudicator or his delegate to make a decision on whether to call off the games.
 - For rain during a game, it is the responsibility of the umpires to make a decision to call off play.
 - In either case, the Fixtures Secretary will reschedule the games.
33. Other than permitted rearrangements (see 30), if a team concede a game, or fail to turn up within a reasonable time (to be decided by the umpires on the day), the opponents are awarded the game, and **two points** for a win. The team conceding will forfeit the game and will have **one point** deducted. A team that fails to field a team, thereby conceding, on more than two occasions may be disqualified – where disqualification is an issue the committee's decision is final.

GUIDANCE FOR UMPIRES

34. All umpires should know the rules and ensure that they have a full set of the current rules whilst umpiring a game. One umpire stands behind the bowler's arm, the other on the batting line in a suitable position to make judgements at bases. It is normal for the two umpires to swap positions half way through the game. Players should note that umpiring is voluntary and umpires should not receive abuse.
35. Make loud and prompt calls for the following decisions:
- Call "NO-BALL" if the ball bowled does not comply with rules 7 and 8. The umpire behind the bowler should call for wide no-balls; the umpire on the batting line should call for no-balls on grounds of height.
 - Watch for catches off good balls and call "OUT" if the ball is held.
 - Call "BEHIND" if the first bounce of the ball is behind the batting line (see 12).
 - Give decisions at bases (call "OUT" or "SAFE") for stumpings.

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- Make decisions on rounders and half-rounders scored, calling “ROUNDER”, “HALF” or (optionally, for clarification) “NO SCORE” as appropriate.
36. Completing the score sheet. Umpires should ensure full names are entered on score sheets so the highest scorer tables on the website can be maintained. Keep a record of rounders and half-rounders scored. Mark off no-balls by striking through the boxes on the grid on the score sheet, and add the number of rounders in the last box marked as the no-balls contribution, to the rounders scored to give the total innings score. No no-balls are to be carried from 1st to 2nd innings. Obtain signatures of both the umpires and captains on both score sheets. If the other umpire has not turned up, then clearly identify which team you are from so that you don't lose two points instead of them. At the end of the match make sure the Scorer receive the score sheets promptly.
 37. Dangerous play while batting. Batters should be given out for dangerous play while taking a shot. This could include throwing the bat or hitting the ball so it strikes the bowler or another close fielder hard.
 38. Intimidating bowling. Batters should not have to face intimidating bowling (see 9), even if the balls are not strictly no-balls, and the umpires may need to make a decision about this. In doing this umpires should take into account the varying skills of the different batters. If the umpires decide that bowling to certain batters is intimidating, then they should warn the bowler and captain. If offending persists, umpires should instruct the captain that the bowler must be replaced and may not bowl again in the game.
 39. Watch for undue time wasting on behalf of the fielding side, and if necessary, warn the captain. Up to two minutes per innings may be added on for extra time. For example, bowlers should not wait for fielders to re-position themselves if the next batter is ready. The innings will finish once time is up, including any added, as soon as the ball is returned to the bowler, when the umpire should call “TIME”.
 40. Disputes must be settled during the match. No matches will be replayed following disputed results. Umpires can deduct rounders for dissent, and in extreme cases (i.e. abuse) a player or players can be sent off. The decision is entirely up to the umpires and is final.
 41. Umpires should ensure that the spectators and the batting teams do not encroach onto the field or interfere with play.

SPECIAL RULES

42. Settling knockout games in the event of a draw. Should the final score be a draw in a knockout game, the winner will be decided as follows:
 - Each team will bat another innings of **five minutes** duration. If the result is still a draw:
 - The team that has conceded the fewer rounders contribution from no-balls when fielding in the whole match will be adjudged the winner. If the result is still tied:
 - The winner will be decided by the toss of a coin.

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SUMMARY OF CONTACTS

Contact	Regarding	Details
Fixtures Secretary	Booking pitches Umpire duty swap Rescheduled games	Mike Phillips Tel: 01235 445459 e-mail: harwellrounders@gmail.com
Weather Adjudicator	Confirmation for bad weather	Mike Phillips Tel: 01235 445459 e-mail: harwellrounders@gmail.com
Membership Secretary	General queries and adding additional players to squad	Hanna Muldoon Tel: 01235 822117 e-mail: hanna.muldoon@jisc.ac.uk
Scorer	Recipient for all score sheets, please mark 'Rounders' on the envelope, or scan and email.	Chris Robey Rm G.10, R25, Rutherford Appleton Laboratory Tel: 01235 446131 Fax: 01235 446049 e-mail: chris.robey@stfc.ac.uk
Club Chairman	General queries and if no-one else available	Mike Poole Tel: 01925 802896 e-mail: mike.poole@nda.gov.uk