

Harwell Summer Rounders Club Rules

Last revised: October 2024

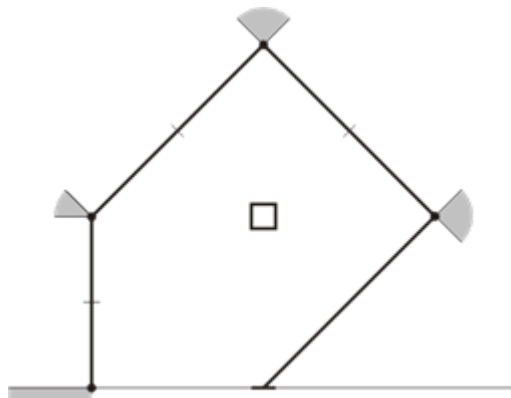
Précis of Main Rules:

- Two innings of max. 10 minutes each.
- Start time of 12:30. No later than 12:35.
- All players to be HLRA members.
- No footwear likely to damage the pitch.
- Additional players to your team require a new team sheet to be submitted.
- A good ball is bowled between the chin & the knee (Rule 7).
- No fast intimidating or aggressive bowling (Rule 9). One warning, then the bowler must be replaced if no change.
- A batter has one attempt at a good ball unless they are the last batter, then they get three chances.
- A batter can run on a no ball but cannot be caught out (Rule 11).
- A ball hit which first bounces behind the batting line cannot be scored from (Rule 12).
- If the ball is missed and the batter runs all the way round the diamond, a half rounder will be awarded.
- All the way round gets a rounder, getting to second base gets a half-rounder.
- A batter is at a base when between the two perpendicular lines.
- A batter is out by:
Being caught, run out, going inside the diamond, leaving the base early, being out of turn, interfering with play, dangerous play or sliding.
- The ball is “dead”, and no more scores apply when the bowler has the ball and has a hand or foot in the bowling square.
- Fielders to stand inside the diamond when manning bases. Obvious obstruction is penalised by a rounder to the batting side.
- On close decisions, the batter has the benefit of doubt.
- No show umpiring will incur a 2 point penalty.
- A team may field a maximum of two ringers, only one of which may be male, in the league phase.

Game Rules:

1. Each team should consist of a maximum of ten, and a minimum of six players with no more than six men. If a team is short, batters are not allowed to bat 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 is prohibited from a run up but may move a step forward as part of the bowling action. The front foot must be in the bowling square when the ball is released, and no foot will pass in front of the bowling square during the bowling action. A no-ball will be called for any infringement.
9. Bowling must not be fast, intimidating or aggressive. 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 fast, intimidating or aggressive. Bowlers will receive one warning, and if offending persists, the captain will be instructed to replace the bowler (also see Umpire's Guidance no. 7).
10. The batter has only one strike at the ball (except the last batter, see 17), and must run even if there is no contact with the ball, unless a no-ball is called by either 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 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, after hitting the ball, a half-rounder will be awarded. 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 they are 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 they:
- are caught from a good ball.
 - are run out by a fielder while attempting to reach the next base (foot or hand on the base are both acceptable).
 - place their foot 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.
 - leave a base before the next ball has left the bowler's hand.
 - run to a stumped base before the next ball is bowled.
 - deliberately** interfere with the play of the fielders (e.g. kicks the ball).
 - go out of turn in the batting order.
 - engage in dangerous play while taking a shot (see Umpire's Guidance no. 6).
 - are overtaken by another batter or caught-up by the next batter at a base when the ball is dead (see 18).
 - slide to make ground at a base rather than running (see 21).

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

Should the ball be hit into the surrounding trees and its trajectory be affected, the umpire should give the batter the benefit of doubt so that the batter remains in should the ball be subsequently caught by the opposing team.

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.
18. All play ceases when the bowler holds the ball and simultaneously touches the bowling square 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. **All** fielders will allow batters an unimpeded run around bases. Fielders on bases should stand **inside** the diamond to allow a batter to pass. If there is obvious or intentional obstruction, **the umpires have the discretion to award a half or a full rounder** to the batter regardless of whether the appropriate base is

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reached or not. If a fielder is likely to collide with a batter whilst attempting a run out, then the fielder should give way to avoid colliding with the batter.

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 along the ground. A player may be given out (if batting) or incur a penalty of a half-rounder (if fielding) if in the umpire's opinion sliding causes danger to other players or damage to the pitch.
22. Each team must field a backstop to prevent excessive time elapsing when retrieving a ball that has gone behind the batsman.

General Competition Rules:

23. The competition involves a league phase followed by a knockout phase. Teams will not be allowed to add new members once the League Phases have finished.
24. 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.
25. **All players must belong to the Harwell Laboratories Recreation Association (HLRA).** Non-members are not covered for third party insurance. 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.
26. Any player, once signed up to a team, can not play or sign on for another team unless they play as a “ringer” and appear on the list of ringers.
27. Teams are permitted to field ‘ringers’ when members of their own team are not available. The use of ringers will follow the following rules:
 - A team may field a maximum of two ringers, only one of which may be a man, in the league phase.
 - No ringers are to be fielded during the knockout phase of the competition.
 - Any ringer playing will be identified on the scoresheet, with an “R” marked in the box against their name.
 - A ringer's score, though counting towards the game score and the team's score in the league, will not count towards the player's overall scoring in the player rankings.
28. The pitches will be marked out by HLRA on an opportunity basis.
29. 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.
30. Two teams are delegated to provide umpires for each league game. Failure to provide an umpire will result in teams having **two points** deducted, in the first instance. If a team fails to provide an umpire a further time, the committee will make the decision as to any further penalty incurred. Further penalty options include exclusion from the competition for the current year. If you cannot umpire your delegated match, then you may swap duties with another team so as not to incur any penalty. If you do this, then please advise the Fixtures Secretary in advance so that teams do not incur any penalty unnecessarily. The committee will organise umpires for games in the knockout phase. Guidance for umpires is given in later in this document.

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31. 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.
32. 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.
33. For each single instance of non-compliance of any rule, the Committee has the discretion to deduct two points. If there are multiple infractions, then further penalties, including exclusion from the competition, will be at the Committee's discretion.

Rearranged Games:

34. Once scheduled, games will only be rearranged for bad weather. This is at the discretion of the Rounders Club Committee.
35. The Fixtures Secretary will issue a schedule of games at appropriately timed intervals throughout the season. In the interests of avoiding conceded games, please note that:
 - You can field a team with a minimum of 6 players.
 - You can add players to your squad at any time (see 32).
 - 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 when you know there 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 **before** the fixtures are issued and it will be taken into consideration.
36. 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 to make a judgment on whether the pitches are safe to play on or not. This role may be temporarily delegated should the Weather Adjudicator not be able to make the judgment (not on site or unable to go outside).
 - The decision as to whether it is safe to play or not will be made by 12:00. After 12:00 and during the game, the Umpires, after consultation with the Team Captains, will decide if it is safe for the players to start or continue with a match.
 - The Committee will make every effort to rearrange the fixture. If this is not possible, the game will be a NO RESULT and **one point** awarded to each team.
37. If a team concedes a game or fails to turn up within a reasonable time (to be decided by the umpires on the day), the opponents are awarded the game, **two points** for a win and the score of 10-0 is recorded to the appropriate teams.

Guidance for Umpires:

1. All umpires will be prepared for the game they are umpiring. They will know the pitch number and the teams that they are umpiring. They will arrive in good time so that all game prep is done and the match starts promptly at 12:30.
2. All umpires will have a good understanding of the rules and ensure that they have a full set of current rules whilst umpiring a game.

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3. 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 to swap positions half way through the game.
4. Umpires should 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 rule 12).
 - Give decisions at bases (call "OUT" or "SAFE") for run outs.
 - Make decisions on rounders and half-rounders scored, calling "ROUNDER", "HALF" or (optionally, for clarification) "NO SCORE" as appropriate.
5. 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.
 - Umpires should 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-balls are not 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 do not incur a penalty.
 - At the end of the match make sure the Scorer receive the score sheets promptly.
6. Dangerous play while batting. Batters should be given out for dangerous play while taking a shot. This includes throwing the bat or hitting the ball, so it strikes the bowler or bowling umpire.
7. Intimidating or aggressive bowling. Batters should not have to face fast, intimidating or aggressive bowling (see Rule 9). The umpires will decide if the bowling is too fast, intimidating or aggressive taking into account the varying skills of the different batters. If the umpires decide that the bowling is too fast, intimidating or aggressive, then they should warn the bowler and captain. If offending persists, umpires should instruct the captain that the bowler must be replaced.
8. Watch for undue time wasting on behalf of the fielding side, and if necessary, warn the captain. Extra time may be added on to each innings for undue time wasting. 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 time, as soon as the ball is returned to the bowler, when the umpire should call "TIME".
9. 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.
10. Umpires should ensure that the spectators and the batting teams do not encroach onto the field or interfere with play.

Players should note that umpiring is voluntary, and, as such, umpires should not receive abuse.

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Special Rules:

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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HLRA Rounders Club Committee & Contacts:

Contact	Duties	Details
Club Chair	Chair meetings. Guidance of Committee. Final Decision Maker	Katie Hopgood Tel: 07762 345537 Email: Katie.hopgood@ukri.org
Club Vice Chair	Assist Chair as required. Organise the Chilton Challenge	Tea Seitis Tel: Email: Aristea.Seitis@stfc.ac.uk
Club Secretary	Arrange Committee meetings, distribution lists, etc. Publicise events.	Clayton Bevas Tel: Email: Clayton.Bevas@jacobs.com
Club Treasurer	Keep financial records. Arrange trophies & engraving.	Sonya Chapman Tel: Email: Sonya.Chapman@stfc.ac.uk
Fixtures Secretary	Scheduling games. Booking pitches Umpire duty swap	Aaron Scott Tel.: Email: AaronScott_93@hotmail.com
Membership Secretary	Receive team lists & entries. Ensure that all players are HLRA members	Clayton Bevas Tel: Email: Clayton.Bevas@jacobs.com
Ringers Manager	Manage Ringers List	Tea Seitis Tel: Email: Aristea.Seitis@stfc.ac.uk
Weather Adjudicator	Check for weather and announce postponements.	Adam Rankin Tel: 07989 574862 e-mail: Adam.Rankin@diamond.ac.uk
Rules & Scoresheets	Keep rules & scoresheets up to date.	Adam Rankin Tel: 07989 574862 e-mail: Adam.Rankin@diamond.ac.uk
Umpiring Adjudicator	Sanctioning umpiring no shows. Arranging all aspects of umpire training.	Nicki Wallace Tel: 07843 605004 / 01235 44 5912 e-mail: Nicki.Wallace@stfc.ac.uk
Website Manager. Scorer	Recipient for all score sheets.	Chris Staples e-mail: mail@cjs-home.net
HLRA Liaison	Liaise with HLRA re pitch issues. Liaise with HL generally.	Nicki Wallace Tel: 07843 605004 / 01235 44 5912 e-mail: Nicki.Wallace@stfc.ac.uk
Committee Member		Emma-Jane Goode