

Warwick Active Rounders League Rules 2017-18

1. Organisation

The League is organised and run by Shamira Naidu-Young (Warwick Sport Engagement Team) who will have the final say on all matters of the league.

2. Squads

- a) Each team has a maximum of 20 and a minimum of 6 players. No more than 9 players may be on the field at any one time.
 - i. No player may be registered with more than one team at any one time.
 - ii. If a player wishes to transfer from one team to another they must deregister from the first before registering for the second.
 - iii. No team may use more than 20 players in a season, other than in exceptional circumstances and with the permission of the league organisers.
- b) Any team found to be in breach of these rules will forfeit the match 7-0.

3. General Rules

Games will consist of 2 innings. Each inning consists of 30 'Good' Balls. The team with the highest number of Rounders wins.

a. Scoring

- i. 1 Rounder if ball is hit and 4th post is reached and touched before next ball is bowled
- ii. 1 Rounder if ball is hit and 4th post reached on a no ball (you can't be caught out)
- iii. Half-Rounder if 4th post reached without hitting the ball
- iv. Half-Rounder if ball is hit and 2nd post reached and touched before next ball is bowled - but if you continue this run and are put out before reaching 4th post, the score will be nullified
- v. Half-Rounder for an obstruction by a fielder
- vi. Half-Rounder for 2 consecutive no balls to same batter
- vii. 1 Rounder for a backward hit if 4th post reached (you stay at 1st while ball is in the backward area)

b. Running around the track

- i. If you stop at a post you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out
- ii. When the bowler has the ball in his square you cannot move on, but if you are between posts you can carry on to the next
- iii. You cannot have two batters at a post. The Umpire will ask the first to run on when the second one makes contact
- iv. At a post you do not have to move on for every ball bowled
- v. Once in contact with the post, you may turn the corner over the 2 metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on.

c. Out when

- i. Caught
- ii. Foot over front/back line of batting square before hitting or missing a good ball
- iii. Running inside post (unless obstructed)
- iv. The post you are running to is stumped
- v. You lose contact with post during bowlers action when he has possession in the square
- vi. You overtake
- vii. You obstruct (you have right of way on track only)
- viii. Deliberately throw bat

d. Batter

- i. Wait in the backward area well away from 4th post
- ii. You will have one good ball bowled to you
- iii. Batter can use 2 hands
- iv. No ball if:
 1. Not smooth underarm action
 2. Ball is above head - below knee
 3. Ball bounces on way to you
 4. Is wide or straight at body
 5. The bowlers foot is outside the square during the bowling action
 6. You can take or run on a no ball, but once you reach 1st post you cannot return. You cannot be caught out and you score in the normal way.

4. Equipment & Referees

- a. Equipment will be provided for each session and is available for collection from the Sports Centre Reception. Your student/staff card will need to be left as a deposit. Team Captains are responsible for care and return of equipment.
- b. Games will be self-officiated between teams with an organiser there to assist when possible.

5. Fixtures

- a) Teams unable to fulfil a fixture must give at least 2 days' notice in advance to both a league organiser and the opposing team's captain. In any case, fixtures may be postponed without penalty no more than 1 time during the league.
- b) Teams failing to fulfil a fixture without obeying the above procedures will forfeit the match 7-0. For postponements after the notice period, or other rule breaches, penalty appeals will be considered at the discretion of the league organiser.
- c) The date, time and location of a fixture can only be changed with the permission of the league organiser.

6. Results

- a) Match results should be entered on the league web pages by both team captains. This should be done within 48 hours of the game taking place via <http://www.toptournament.co.uk/>

7. League Position

- a) League position will be decided on the following basis:
- i. Points
 - ii. Rounder difference

8. Disputes

In the case of a dispute teams should contact the League Organiser, Shamira Naidu-Young (Sports Engagement Team), whose ruling is final.

9. Conduct

Should a player indulge in any actions that are deemed by the organiser to be detrimental to the good spirit of the league, then the organiser is entitled to take whatever action is deemed appropriate. This may include, but is not limited to, suspension of players, loss of position/ points or exclusion from the competition. Such penalties are subject to the approval of the League Organiser, whose decision is final.

Good Luck and enjoy everybody.