# LYG Rounders 2025
## Entry Information & Rules

## Event Overview

**Date:** Wednesday 11<sup>th</sup> June 2025

**Venue:** Gunnersbury Park Sports Hub, W3 8LQ.

**Contact:** info@londonyouthgames.org

## Entry Information

**Squad Entry Deadline:** Wednesday 4<sup>th</sup> June 2025.

**Squad Size:** Minimum 9 (maximum 5 boys) – Maximum 15 (maximum 8 boys).

**Competitions:** Mixed teams.

## Eligibility Criteria

**Competition Tier:** Develop

**Competition Intent:** Developmental event which will focus on extending children and young people's knowledge & understanding of a particular sport using station based or non-scoring games formats. The measure of success is determined by demonstrating sporting values or through the accrual of team best scores. Local qualifying festivals may be used as a selection process to these events but is not mandatory.

**Player Eligibility:** Aimed at children and young people who are new to the sport and are not currently receiving regular coaching outside of school but may be more likely to take that step as a result of attending the event. Ideal for pupils who may be active and have basic competence but are not representing school teams.

**Age Categories**

| Age Category | Oldest DOB | Youngest DOB | Likely School Year |
|---|---|---|---|
| U13 | 01/09/11 | 31/08/13 | Year 7 and 8 |

## Full Rules & Regulations

**ROU 1** The London Youth Games Rounders competition will run in line with the Rounders England rules.

> **ROU 1.1** Should any rules listed below contradict those outlined by Rounders England, these rules will supersede those.

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**ROU 1.2** It will be at the discretion of the event referee and LYG personnel as to the application of these rules, and any subsequent decision made as a result will be final.

**ROU 1.3** The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matter arising during the tournament, including any matters not covered by the tournament regulations.

## ROU 2 Age Category

**ROU 2.1** The following age groups and respective maximum date of births will apply to the London Youth Games Rounders competition.

| Age Category | Oldest DOB | Youngest DOB | Likely School Year |
|---|---|---|---|
| U13 | 01/09/11 | 31/08/13 | Year 7 and 8 |

**ROU 2.2** Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

**ROU 2.3** It is the responsibility of competitors/teachers/School Games Organisers to ensure all competitors details are entered correctly at the time of submission.

**ROU 2.3.1** In the instance a competitor is found to be ineligible, they will be disqualified from the competition entirely.

## ROU 3 Eligibility Criteria

**Competition Tier:** Develop

**Competition Intent:** Developmental event which will focus on extending children and young people's knowledge & understanding of a particular sport using station based or non-scoring games formats. The measure of success is determined by demonstrating sporting values or through the accrual of team best scores. Local qualifying festivals may be used as a selection process to these events but is not mandatory.

**Player Eligibility:** Aimed at children and young people who are new to the sport and are not currently receiving regular coaching outside of school but may be more likely to take that step as a result of attending the event. Ideal for pupils who may be active and have basic competence but are not representing school teams.

**ROU 4 Squad Size** Schools are permitted to enter a minimum of 9 competitors and a maximum of 15 players.

**ROU 4.1** Boroughs are permitted to bring all 15 competitors entered to the event on the day however only 9 will be able to play per match.

**ROU 4.1** Maximum of 5 boys allowed on the pitch at one time.

## ROU 5 Kit & Equipment

**ROU 5.1** Rounders bats will be provided.

**ROU 5.2** Balls will be provided.

**ROU 5.3** Posts and bases will be provided.

## ROU 6 Competition Format

**ROU 6.1** One team bats while the other team fields and bowls.

**ROU 6.2** Round robin format.

**ROU 6.3** No seeding. Groups will be allocated at random.

**ROU 6.4** Number of groups and group sizes will be subject to entry numbers.

**ROU 6.5** Length of matches will be dependent on entry numbers.

## ROU 7 Competition Rules

### ROU 7.1 Batting

**ROU 7.1.1** Batters must be inside the batting square to bat.

**ROU 7.1.2** Batters can use one or two hands on the bat.

**ROU 7.1.3** Batters will have one good ball bowled at them.

**ROU 7.1.4** Batters can take a no ball and score in the usual way, but once they reach 1st post they cannot return to re-bat. You cannot be caught out or stumped out at 1st post on a no ball.

### ROU 7.2 No Balls

**ROU 7.2.1** No balls will be called by the umpire:

- Not smooth underarm action.

- Ball is above head or below knee.

- Ball bounces on way to batter.

- Wide or straight at body.

- Bowler's foot is outside the square during bowling action.

**ROU 7.2.2** A ½ rounder will be awarded to the batting team for two consecutive no balls to the same batter.

### ROU 7.3 Running around the track

**ROU 7.3.1** If the batter stops at a post, they must keep in contact with the post with their hand or their bat. If they break contact, the fielding team can stump the following post to put the batter out.

**ROU 7.3.2** The batter can run to a post that has been previously stumped (this doesn't score if the post immediately ahead has been stumped)

**ROU 7.3.3** When the bowler has the ball in the bowling square the batter cannot move on, but if between posts they can carry on to the next.

**ROU 7.3.4** There cannot be two batters at a post. The umpire will ask the first to run on when the second batter makes contact.

**ROU 7.3.5** Batters do not have to move on for every ball bowled.

**ROU 7.3.6** Once in contact with the post, the batter may turn the corner over the 2 metre line. If the batter turns the corner during a run and there is no contact with the post, they will be deemed to have turned the corner and must run on.

**ROU 7.3.7** Batter can move on as soon as the ball leaves the bowler's hand, including no balls.

**ROU 7.3.8** Batter must touch 4th post on getting home.

**ROU 7.4 A batter is out if:**

- The fielding team catch the ball hit by the batter before it touches the ground.

- Foot over front/back line of the batting square before hitting or missing a ball.

- Running inside the posts (unless obstructed).

- The post they are running to is stumped before they reach it.

- They overtake another batter on the track.

- They obstruct (batter has right of way on track only).

- Deliberately throw or drop bat.

- Side out.

- Loses contact with the post when the bowler has the ball and is in the square (except on an over run).

- Loses contact with the post during the bowlers' action but before they release the ball.

   **ROU 7.4.1** If a batter is out, they may rejoin the batting queue and take their remaining turns.

**ROU 7.5 Scoring:**

   **ROU 7.5.1** The following rounders will be awarded to the batting team:

   - 1 Rounder if ball is it and 4th post is reached and touched before next ball is bowled.

   - 1 Rounder if ball is hit and 4th post is reached on a no ball (cannot be caught out on a no ball).

- ½ Rounder if 4<sup>th</sup> post is reached without hitting the ball.

- ½ Rounder if ball is hit and 2<sup>nd</sup> or 3<sup>rd</sup> post is reached and touched before next ball is bowled (but if batter can continue this run and are put out before reaching 4<sup>th</sup> post, the score will be forfeited).

- ½ Rounder for an obstruction by a fielder.

- ½ Rounder for 2 consecutive no balls to same batter.

- 1 Rounder for a backwards hit if 4<sup>th</sup> post is reached (must stay at 1<sup>st</sup> post while ball is in the backwards area).

**ROU 7.5.2** ½ Rounder is awarded to the fielding team if waiting batters or batters out obstruct a fielder.

**ROU 7.5.3** ½ Rounder is deducted from the batting team per batter that is out.

**ROU 8 Overall Scoring** The matches will be non-scoring.

**ROU 8.1** There will be awards given for School Games values, for example the team that has the most batters contributing to their overall score, or the best improvement throughout the day.