

LAWS OF THE GAMES – ALL MATCHES & CUP COMPETITIONS

Explained here are the Laws of the Games with specific references to the summer league and cup competitions, winter league and gala day events. Please ensure you have read these rules and comply with them.

25. Pitch Dimensions

- 25.1. All matches to be played on a grass surface.
- 25.2. The bowling 'pitch' shall be 3 yards by 2 feet and shall be 7 yards from the 'home'.
- 25.3. The 'home' shall be 1 yard by 2 feet.
- 25.4. All measurements specified above are taken from the inside of the tapes. Tapes should be 1.5 to 2 inches wide.
- 25.5. The 1st base shall be $9\frac{3}{4}$ yards from the centre of the bowling pitch ($9\frac{1}{2}$ yards from the edge of the bowling pitch) and 12 yards from the home. 2nd base is 12 yards from the 1st; 3rd base is 12 yards from the 2nd; and 4th base is 12 yards from the 3rd and is also 12 yards from home, (refer to the diagram in this book).
- 25.6. Each base and the back tape of the batting home must be at least 20 yards clear of any natural hazard, e.g. tree, wall building or slope.

26. Equipment

- 26.1. Bases shall be marked by rigid poles, the height of which must be at least 4.5 feet above the ground. Poles should be clean and painted for visibility.
- 26.2. Home teams must supply sufficient sawdust to enable the match to commence/continue in poor weather conditions and at least 4 good quality lawn tennis balls.
- 26.3. Wooden rounders bats should have blades 12 to 14 inches long and 3 inches wide and must not be weighted or wrapped with any substance on the blade.
- 26.4. Players using a bat not in accordance with the rules shall have 3 points deducted in the League competition and shall be disqualified in the cup and shield competitions.
- 26.5. Moulded studs and blades are permissible. Steel studs and spike shoes are not allowed.

27. Teams

Refer to specific rules, outlined further on within this book, in respect of team rules.

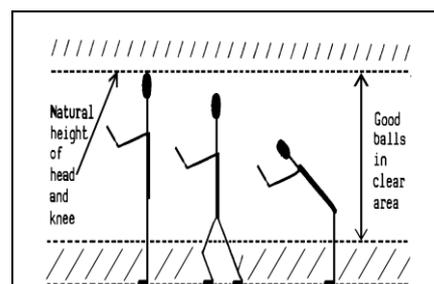
28. Scoring

- 28.1. The batting player shall score one run for each base touched, in order before stopping. A player has not reached any base unless that base is touched.
- 28.2. A complete 'rounder' shall score 6. A 'rounder' is completed when the player has reached 4th base, having made contact with the 1st, 2nd and 3rd bases.
- 28.3. A player, once having stopped (not hesitated), cannot resume running for the purpose of increasing the score, but may, when she wishes, run on 'out of the way'.
- 28.4. The team making the highest score shall win.

29. Bowlers

- 29.1. On stepping into the bowling pitch the bowler must pause before commencing to bowl. (A 'pause' can be described as an interruption in an otherwise continuous movement, i.e. at some instant the bowler's feet may be side-by-side and stationary).
- 29.2. The bowler must deliver the ball underhand while both feet are within the limits of the bowling pitch. The bowler's feet must be clear of the tapes at all times. (If the bowler stands on the tapes at any point whilst bowling, the referee will call 'no ball tapes').
- 29.3. A bowler commencing to run must release the ball before stepping outside of the bowling pitch, or she will be penalised for baulking. No player may be hit out as a result of a baulk. No player may be hit out after the bowler, with the intention of bowling, has placed one foot in the bowler's pitch. (The ball must be released before the bowler leaves the bowling pitch. If the referee feels that a baulk is created unintentionally e.g. by the actions of the batting player, it would be unfair to penalise the bowler. In such circumstances referees will ask the bowler to start again).
- 29.4. If the ball is above the knee of the batting player, below the top of her head and within the limits of the 'home' when it reaches the batting player, the ball is good.
- 29.5. The height of the batting player is determined by a batting player's natural height.
- 29.6. If a ball is not pitched, as outlined above, it is bad.

The sketch indicates in a simple form, what can happen when a batting player takes up position. Note how both the head and the knee have dropped in Fig. 2, which means that a "bad" ball could pass above the knee. In Figs. 2 & 3, a ball could be above the head and still be "good". Referees should watch as the batting player walks to the home and try to judge her natural height.



The photographs below show the effect when looking from the front. In photograph 1 the player is stood at full height whilst in photograph 2 she has taken up a “crouched” position. Look carefully at the hedges in the background, they provide the referee with an indication as the natural height of the player.



Photograph 1



Photograph 2

30. Batting Players

- 30.1. Players waiting to bat must stand at least 12 yards from the home to the rear.
- 30.2. The batting player must bat in the same order until put out. (This is mainly for the benefit of the scorers. If it becomes apparent that batting players have gone out of order, check that the scorers have recorded the correct score [or at least agree the total], and ask the batting players to sort themselves out next time round. This should not be considered as ‘overtaking’ and must not be penalised).
- 30.3. Players taking up a batting position must stand outside the ‘home’ and keep one foot on the one-yard (side) tape.
- 30.4. The ball can be played with the bat, hand or forearm.
- 30.5. The batting player must run after the first good ball, whether hit or not.
- 30.6. A batting player is out if she is caught out, if, after making a scoring shot from a good ball, a fielder catches the ball without the ball touching the ground. (A batting player is caught out if the fielder holds the ball, after it has come off the bat, hand or forearm, before it touches the ground. The catch is considered good if the ball is hugged to the fielder’s body or is caught off any player, the referee or a base pole. The catch is not good if the ball lodges in headgear e.g. anorak hood, the ball has struck an obstruction e.g. scorers or their fittings, a tree, building, spectator or a batting player who is already out, or the ball touches the ground whilst held in the fielder’s hand. Referees should minimise obstructions by suggesting bags and clothing be left well away from the playing area. If this is not feasible, bags and clothing should be put directly behind the scorers).
- 30.7. A batting player may hit any ball, ‘good’ or ‘bad’. A batting player may score from a bad ball. If hit out (before first base), run out at first base, or caught out, the batting player returns to the ‘home’.
- 30.8. A batting player, leaving the ‘home’ after a bad ball, which has not been hit, must be brought back.
- 30.9. The batting side shall score one extra run per each bad ball.
- 30.10. A player is out if the fielding side touches the batting player, or first base, with the ball before the batting player reaches first base. (Referees should not be fooled by the fielder who touches the base with her hand - that doesn’t count. Also, the fielder has to touch the base before the batting player is to be given out. When batting player and fielder touch the base simultaneously, the batting player is not out).
- 30.11. A player, while running to a base, is out if she is touched by a ball from one of the fielding side. A runner may dodge within a radius of 12 yards of a base. If a player exceeds this distance, she is out. (The ball need not leave the fielder’s hand. If the ball touches any part of the batting player, she should be given out. If the ball is deflected, accidentally or intentionally, by a fielder on to the batting player, the batting player is out. A batting player over-running a base by 12 yards, due to slippery conditions should not be confused with one who is dodging, which is a deliberate attempt to avoid a fielder. Referees have to decide whether or not a batting player is attempting to stop at a base. Players can create a wrong impression, but everything depends on what the referee believes the intention to be).
- 30.12. A batting player already stood at a base cannot commence running until the bowler has both feet in the bowling pitch.
- 30.13. A player running between bases after the delivery of a bad ball can be hit out.
- 30.14. More than one player can be put out by one ball.
- 30.15. If a batting player misses first base, the referee should shout ‘no run’ and not ‘no score’. If a batting player misses a base, she may be hit out (even if in the batting line) until the next ball is bowled. (If a batting player misses a base, the score will only count to the previous base touched. Referees shall give ‘no run’ if the batting player misses first base, ‘one’ if she touches first but misses second and so on. Referees should wait until the batting player has stopped before giving the score. Referees should not do anything else to tell the players what has happened. The batting player remains liable to be hit unless she returns to the base missed or the bowler prepares to bowl by putting one foot in the bowler’s pitch).
- 30.16. Only one batting player shall be allowed at a base at one time.

- 30.17. If there are 2 batting players on a base, the first batting player to contact the base must move to the next base, but may be hit out with the ball. (The first batting player to contact the base may be hit out while at the base. Once the second batting player has reached the base, the first batting player must move on. The second batting player cannot go back once she has touched the base).
- 30.18. A player may be hit out unless touching the base (except when 30.17 occurs).
- 30.19. If a batting player overtakes another between bases, the overtaking batting player will be given out. The referee will call a score determined by the last base she had hit before overtaking her teammate.
- 30.20. The last batting player may be put out by any manner as well as stumping the 'home'.
- 30.21. If, at any time, no player is in the 'home' the batting side may all be put out by a fielder touching the 'home' with the ball. (Where there is a race between the batting player reaching 4th base and the fielding side touching the home with the ball, the referee should get into a position from where both home and 4th base can be seen).
- 30.22. The ball has to make contact inside the 'home' to end the innings (the tape is not part of the 'home').
- 30.23. If any batting player is waiting, or has reached the fourth base, the 'home' shall be considered occupied.

31. Backstop

- 31.1. The backstop must stand directly behind the 'home' when the ball is bowled, otherwise she is guilty of obstruction and one run is added to the score of the batting side. The Backstop must stand at least 1 metre behind the 'home'

32. Fielding Players

- 32.1. With the exception of the backstop, fielding players must stand at a distance whereby the closest point of contact is at least 2 metres from an opposing player when the said player is in the batting position.
- 32.2. Any fielder wishing to take up position behind the spectators or batting players' line must inform the referee of her intention. The referee must then move spectators or batting players to have a clear view of the fielder.
- 32.3. Players are not allowed to wear gloves, with grips on them, as it is perceived to give an unfair advantage when catching the ball.

33. Spectators

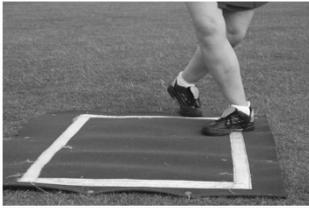
- 33.1. Referees are asked to see that spectators are well back.

34. Substitutes

- 34.1. Only a team's registered players may be used as substitutes. A substitute is allowed to take full part in the match.
- 34.2. A substitute can be used for an injured player at any time during the match. Up to 4 tactical substitutions may be used and should be introduced at half time.
- 34.3. Any substituted player can take no further part in the game.
- 34.4. The referee's decision is final.

35. Infringements - Penalty

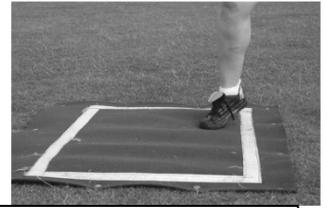
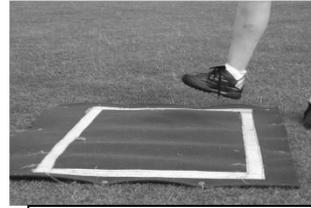
35.1. The intention of this law is to prevent the free foot moving across the line of the side tape, in front or behind, to give advantage of a good swing at the ball.



Swings her leg outside the 'home' round the back or front of the tape (photograph 3).



Stands on any part of the front or back tape (photograph 4).



Lifts her foot off the side tape (photographs 5 & 6)

35.2. A penalty can be given regardless of whether the batter hits the ball or not.

35.3. If the referee thinks a penalty has been committed:

- One run will be deducted from the score and all batting players must return to their original positions.
- No runs will be scored by the batting player from the hit.
- The referee will call 'penalty' only when the batting player has safely reached first base. She will then be brought back to the 'home' and asked to bat again. A batting player can be put out by the fielding team prior to reaching first base (or 'caught' out after she has passed first base).

36. Infringements – Impeding

36.1. Impeding: A batting player who is wilfully impeded by a fielder cannot be put out but will be allowed to go to the next base and score accordingly.

37. Infringements – Obstruction

- 37.1. In the case of the last batting player and an obstructed ball, the batting player must return to the 'home' and bat again, and deduct the runs scored from the previous hit.
- 37.2. If a ball is obstructed by a dog, the batting player returns to the last base touched, and given the score for that base.
- 37.3. When a batting player obscures the bowler's view of the backstop, i.e. by leaning over the batting square, she is guilty of obstruction. Therefore, when a good ball is delivered but it strikes the trunk of the batting player's body, the batting player will be given out. (A batting player cannot 'obstruct' a bad ball).
- 37.4. The backstop must stand directly behind the 'home' when the ball is bowled, otherwise she is guilty of obstruction and one run is added to the score of the batting side.
- 37.5. Players cannot be hit out when a spectator has obstructed a ball, the player must return to the base last touched prior to being hit.

38. Teams

- 38.1. Each team shall consist of 11 players
- 38.2. The visiting team shall have the choice of the first innings. The visiting team shall lose the choice if they are 15 minutes late.
- 38.3. Teams with at least 7 players must commence play, however if they refuse, the referee must note the actual starting time on the scorecard, and indicate which team was at fault.
- 38.4. Eligible players will be allowed to join in at any time, providing the referee is informed of the intention before the start of the match, and advised when an additional player arrives.
- 38.5. Temporary players are not allowed.