

# ROUNDERS

Rounders is a game in which two teams seek to strike the ball thrown by the opponent and traverse a field consisting of four posts, exiting the field after the 4th post, until the next turn.

**BATTING AREA:** 12m (13.12yds) square.

**RUNNING TRACK:** A solid line extending from the front right hand corner of the batting square, to the 1st post measuring 12m (13.12yds) long will be marked. The same line will be extended past the first post for 2M. The distance from the batting square to the second post and the first post to the third post is 17m (18.59yds). The 4th post measures in a straight line from the 3rd post 8.5m (9.3yds) and extended 2m (2.19yds) over the frontline of the batting square. The lines from the 1st post to the 2nd post and from the 2nd post to the 3rd post will also be extended 2M past the 2nd and 3rd post respectively.

**BOWLING SQUARE:** 2.5m (2.73yds) square.

**BATTING SQUARE:** 2m (2.19yds) square. The front line of the batting square extends 12m (13.12yds) minimum in either direction. The area in front of this line toward the bowling square is called the forward area and the area behind it is called the backward area.

The front line is parallel with and 7.5m (8.2yds) away from the front line of the bowling square.

**BATSMEN OUTLINE AND WAITING LINE:** 10m (10.94yds) minimum behind the front line of the batting square and 15m (16.4yds) on both sides of the front-right hand corner of the square, they are then marked 2m (3.28yds) long from that point.

**POSTS:** 1.2m (1.31yds) above the ground. They shall be supported in a base and not fixed in the ground.

**LINE WIDTH:** Recommended 2.5cm (.98in) minimum to 5cm (1.97in) maximum.

**COLOUR:** White lines are suggested but not specified.

## MANAGER'S GUIDE

Pedestrian: 8 min.  
Fastliner: 4 min.