

NEWMEDICA WYCHAVON PARISH GAMES

Organised by Wychavon Parish Games Association – Competition and Community Coming Together

ROUNDERS

Venue – Badsey Community Sports Club. Brewers Lane, WR11 7EU.

SPONSORED BY - MARSHALLS TRANSPORT (EVESHAM) LTD.

01386 556808 – marshallsofevesham.co.uk

DATE – 28th JUNE 2026

Registration closes at – 9.15am Start – 9.45am

Rule 1.

1.1 All competitors **MUST RESIDE** in the Wychavon Parish / Ward that they are representing. Where a person resides between more than one Wychavon Parish / Ward then, they can only represent the Parish or Ward in which they predominantly reside. Being on the electoral Roll does not in itself constitute residency.

1.2 Competitors who are studying full time at university or college will be eligible to compete for the Parish / Ward where they normally reside, until they have completed their course.

1.3 Where an ineligible competitor has been found to have breached this rule, then the Parish / Ward will forfeit all points gained in that event.

Rule 2.

2.1 The team details must be recorded on the **SHEETS PROVIDED** prior to the event; this is for Insurance and Health & Safety reasons.

2.2 The team sheet must provide the following details for each team member - name, address with post code and it must be **SIGNED** by each team member.

2.3 For competitors under the age of 18 the team sheet **MUST BE SIGNED** by their Parent or Guardian.

2.4 By signing the team sheet, the team member confirms that he/she is medically able to take part and is doing so at his/her own risk.

2.5 If a team does not comply with the requests above or fails to provide the teams details as required, then they will not be allowed to enter the event.

Rule 3.

3.1 Where a Parish or Ward has entered an event but then needs to withdraw, they will need to give the **WPGA SECRETARY** a minimum of 48 hours' notice of their non-participation, to avoid delays on the day.

3.2 Any team that fails to take part and has not given the **WPGA Secretary** 48 hours' notice, then the Parish / Ward will be deducted 2 points from their total points score.

Rule 4.

4.1 Any queries prior to the event should be made to the WPGA SECRETARY before 9pm.

4.2 Any dispute or protest must be made by the Team Captain on the day of the event, so that the facts can be established.

Rule 5.

5.1 Abuse of any of the people identified in the WPGA Abuse Policy will not be tolerated by the Committee. Where there is evidence of any abuse, the person concerned will not be allowed to continue representing that Parish in that event or any other event.

5.2 Team Captains must make all team members aware of the contents of this policy which will be included in the pack sent out to them with the rules.

Rule 6.

6.1 If a team withdraws from an event but then subsequently finds that they are then able to take part, they can request the reinstatement of their entry.

6.2 Any decision on these requests will be at the discretion of the Committee.

Rule 7.

7.1 A Team shall consist of a minimum of Six (6) Players with a maximum of 10 to allow for one substitute in case of injury.

7.2 Where a team cannot provide 10 ladies, then they can include 2 Men.

7.3 No more than 9 players will be on the pitch at any one time.

7.4 Each team must provide one person to assist the umpire.

7.5 Parents must give their signed consent for any player under the age of 18.

Rule 8.

8.1 Players must be 12 and over.

8.2 Players between 12 and 18 must have parental permission to take part.

Rule 9.

9.1 The Draw will take place on the morning of the event.

Rule 10.

10.1 Any team not registered by the time stated, will not be able to take part once the draw has taken place.

Rule 11.

11.1 The event will be played on a Round Robin basis where each team will be allocated to a group, where they will play the other teams in that group.

11.2 The top two teams in each group will progress to the quarter-final (if there are 4 groups) or semi-finals if there are 2 groups. The losing quarter or semi-finalists will play off for 3rd and 4th place.

Rule 12.

12.1 Only equipment that is provided by the hosts will be used.

12.2 Individual players are not permitted to use their own equipment.

Rule 13.

13.1 Independent umpires will be provided.

Rule 14.

14.1 Points awarded during group stage. 2 points for a win - 1 point for a draw

Rule 15.

15.1 Each game will be one innings of 20 balls.

Rule 16.

Match Scoring:

16.1 One rounder is scored if either of the following is achieved:

(i) The ball is hit, and the 4th post is reached before the next ball is bowled.

(ii) The batter hits the ball, runs on a 'no ball' and 4th post is reached before the next ball is bowled (you cannot be 'caught out' on a no ball).

(iii) 4th post is reached after the ball is hit into the backward area; however, the batter must stay at 1st post. Once the ball is put back into the forward area, a player may choose to run on to the proceeding post.

16.2 1/2 rounder is scored if the batter achieves any of the following:

(i). The ball is hit, and 2nd or 3rd post are reached before the next ball is bowled.

(ii). The ball is hit, and 2nd or 3rd post are reached after the ball is hit into the backward area; however, the batter must stay at 1st post. Once the ball is put back into the forward area, a player may choose to run on to the proceeding post.

(iii). The ball is not hit, and 4th post is reached before the next ball is bowled.

16.3 Penalties of 1/2 rounder will be awarded if:

(i). The bowler delivers 2 consecutive no balls to the same batter.

(ii). The batter is obstructed by a fielder.

(iii). A penalty 1/2 rounder will be given to the fielding team should one of their members be obstructed by a member of the batting team.

Rule 17.

Batting:

17.1 All batters must wait in the backward area, not obstructing the field of play.

17.2 If out, must move away from batters still in play but not obstruct 1st or 4th post, the backstop area or the vision of the umpire.

17.3 You will have ONLY 1 good ball bowled to you.

17.4 You can run on a 'no ball'. Once a batter is within reach of first post, they cannot return and are deemed to have 'taken' the ball. You may score in the normal way and cannot be 'caught out' or stumped on first post.

Rule 18.

Running around the track

18.1 When stopping at a post you must keep contact with that post with either the bat or your hand until the next ball is bowled.

On leaving contact with the post, you may be 'stumped out' by the fielding team at the next post.

You cannot move if the bowler has the ball in the bowling square.

You may move once the ball has been bowled – even if a no ball is called.

4th post must be touched on getting home.

There may be no more than 1 batter at a post and there will be no overtaking by batters. The first batter shall be asked to move on in this instance.

Rule 19.

19.1 A Player is out in the following circumstances

Caught.

Running inside a post – unless obstructed.

The post you are running to is stumped.

You lose contact with the post when the bowler has the ball in the square.

You overtake.

You obstruct a fielder (right of way on track only).

You deliberately throw the bat.

If the batter's foot projects over the front or back line of the batting square before they have hit the ball or it has passed them.

19.2 When a batting player is out, they cannot re-enter the game under any circumstances.

Rule 20.

SIDE OUT.

20.1 Where there is no batter waiting their turn to bat; all the batters on the running track may be put out simultaneously by the ball being thrown full pitch or placed by a fielder into the batting square before any batter has reached and touched 4th post.

In a limited ball innings, it is the last good ball, the batter hits the ball, reaches 2nd or 3rd post and stays.

20.3 If the fielding side returns the ball to the batting square, the umpire should declare “Side out”, and the batter has no score because they are ‘out’ on the track.

20.4 If the fielding side does not return the ball to the batting square, the umpire may wait for a brief moment and declare “innings over” and award a half rounder to the batter at 2nd or 3rd post even if the fielding side has stumped the post ahead of the batter and/or returned the ball to the bowler.

Rule 21

21.1 ‘No Ball’ is called when any of the following occurs:

There is not a smooth underarm action.

The Ball is bowled below knee or above the head (in the normal standing position).

The Ball bounces on its way to batter.

The Ball is greater than a bat’s reach wide of, or straight at, the body as the ball is bowled.

The bowler’s foot is outside of the bowling square during bowling action.

Rule 22.

22.1 Teams must not change their batting order during a game.

Rule 23.

23.1 The men in the team cannot follow each other in the batting order.

23.2 Where the batting team have 9 players then there must be two women between each man in the batting order.

Rule 24.

24.1 If there is a tie at the end of the group stage, then the league placings will be determined on the following basis:

the number of rounders scored.

the difference between the number of rounders scored and the number of rounders conceded.

Where they are tied then each of the tied teams will face a 5 delivery play off.

Rule 25.

25.1 If there are 4 groups, the top two teams in each group will progress to the quarterfinals. If there are two groups, the top two teams will progress to the semi-finals.

25.2 Where there are three groups the best runner-up will also progress.

25.3 All other teams will play another game to determine their overall position, on the basis of their group league positions.

Event Organiser – WPGA Committee

WPGA Secretary – Kate Nash secretary@wychavonparishgames.org

February 2026