

Rounders tournament and fun day information



Sunday 12th July

*Mulberrys Sports Complex,
AstraZeneca, Alderley Park*



Rounders tournament and fun day information

- Day will start at 12.00, with matches beginning at 12.15. The final match will finish at approximately 16.15, but the bar and bouncy castle will remain open until 17.00
- A **bouncy castle, penalty shoot-out, face-painting, balloon modelling, and garden games** will be provided free of charge for children
- A **free BBQ** (hot dogs/burgers and veggie option) will be available for all attendees (incl. supporters/family)
- Alcoholic drinks will be available to purchase at the AZ bar. **Non-alcoholic squash will be provided free to attendees** throughout the day

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The teams

Group A

- Team 1 – TBC
- Team 2 – TBC
- Team 3 – TBC
- Team 4 – TBC

Group B

- Team 5 – TBC
- Team 6 – TBC
- Team 7 – TBC
- Team 8 – TBC



Note: all players take part at their own risk. MedComms Networking / Network Pharma will not accept any responsibilities for accidents that might occur.

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Tournament schedule

Group A

Time	Team
12.15	Team 1 versus Team 2
12.45	Team 3 versus Team 4
1.15	Team 1 versus Team 3
1.45	Team 2 versus Team 4
2.15	Team 1 versus Team 4
2.45	Team 2 versus Team 3

Group B

Time	Team
12.15	Team 5 versus Team 6
12.45	Team 7 versus Team 8
1.15	Team 5 versus Team 7
1.45	Team 6 versus Team 8
2.15	Team 5 versus Team 8
2.45	Team 6 versus Team 7

In the Group stage, teams will get 3 points for a win, 1 point for a draw and 0 points for a loss. All time are approximate

Time	Team
3.15	Runners up Group A versus Runner up Group B
3.45	Winner Group A versus Winner Group B

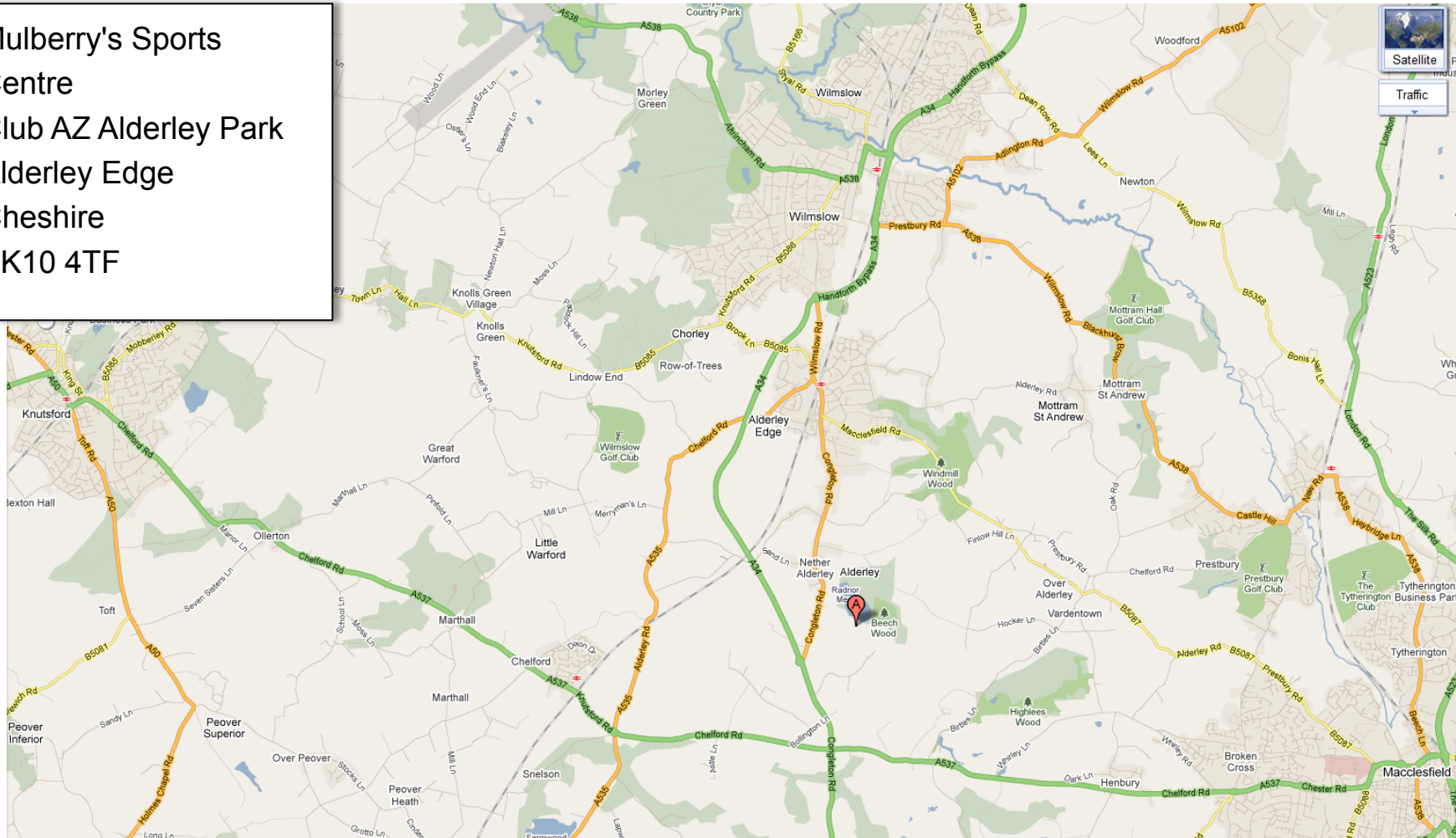
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Where is Mulberry's Sports Complex?



Mulberry's Sports Centre
Club AZ Alderley Park
Alderley Edge
Cheshire
SK10 4TF





Rounders tournament rules

- Each team should have 7 players
- Players can be substituted between matches but not within a specific match (except in the case of injury/illness)
- Each match will be a maximum of 20 minutes in length
- Within a match, the team to bat first will be decided by a coin flip
- Each team will play an innings each
- An innings is over when all the batting players are either out or at a base so that there is no-one left to face the next ball
- If after 10 minutes of play, the first team to bat is not out, then their first innings will be considered over, and the other team will be asked to bat
- The umpire's decision is final

Note: all players take part at their own risk. MedComms Networking / Network Pharma will not accept any responsibilities for accidents that might occur.



Detailed rules: bowling and no-balls

1. The bowler must bowl a ball towards the batter so that it is **thrown with an underarm** action. The ball must arrive **without bouncing** and must be **above the batter's knee, and below the batter's head**. The bowler's **feet must inside the bowler's area** when the ball is bowled

... otherwise a 'no-ball' is called...

A **batter can attempt to hit a no-ball and can run on a no-ball**, if desired whether the ball is hit or not, but cannot return once first post is reached

If two consecutive no-balls are bowled to the same batter, the batter goes to first base



Detailed rules: batting

One, by one, the batters in a team line up to take their turn.

- The batter **gets one chance to hit the ball (ignoring no-balls) and must run even if the ball is not struck (again ignoring no balls)**
- If the **ball is hit behind the batter or not hit at all, the batter can only run to first base**
- Otherwise, the batter runs around as many of the bases as possible and stops at a post only when the batter thinks there is a danger of the next post being 'stumped'

The batter is out if:

- ✓ the **batter hits the ball and it is caught without first hitting the ground**
- ✓ the **post being run to is 'stumped'** - a fielder touches it with the ball – before the batter gets to it
- ✓ the **batter runs inside a post**
- ✓ the **batter overtakes a fellow batter** when running around the posts*

*2 people cannot be at the same post



Detailed rules: scoring and winning

- **A point is immediately posted if the batter hits the ball or is bowled a no ball and then reaches the fourth post**
- If the batter hits the ball and reaches the first, second or third post without being out, the batter stays at that post until the next ball is bowled
- As soon as the ball leaves the bowler's hand, the batter can run to the next post, even if a no-ball is called
- **A batter who reaches the fourth post scores a point.**
- Once the fourth post is reached, the person goes to the back of the batter's line and awaits their next turn to bat
- **NOTE: If the ball his hit out of bounds by the batter (e.g. over a wall) then a point is automatically scored**
- **After both sides have played an innings, the side with the most points wins**

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For further details...

Please contact local organiser,
Ryan Woodrow:

- Email: ryan.woodrow@aspire-scientific.com
- Phone: 01625 575101