



NATIONAL FEDERATION OF YOUNG FARMERS' CLUBS

Competitions Programme 2025-2026

NFYFC MIXED ROUNDERS

10 to 13 Years

RULES

COMPETITION AIM

To encourage YFC members to work together as a team to demonstrate their Rounders skills in a competition environment.

LEARNING OUTCOMES

Rounder skills: Batting and fielding skills, hand-eye-coordination and tactical decision making; teamwork, respect, discipline, enjoyment, sportsmanship as well as providing health and wellbeing benefits.

REMINDER: Read in conjunction with **NFYFC General Rules**. Further information can be found at <http://www.nfyfc.org.uk/CompetitionsResources/competitionsresources>

1. DATE & VENUE

1.1. After Area Eliminators, the Final will be held at the National Sports Day on **Sunday 5th July 2026** in Staffordshire.

2. REPRESENTATION

- 2.1. Counties may enter one team per 600 members or part thereof in Area Events.
- 2.2. Areas will be represented in the Final by one team per 3,000 members or part thereof. (Northern Area 2, Eastern Area 1 and East Midlands 1, West Midlands Area 1, South West Area 2, South East Area 1 and Wales 2)

3. ELIGIBILITY

A squad of ten players (maximum), from whom 9 players shall be chosen to form the team for each game. All players must be full members of a Club affiliated to NFYFC and must be between 10-13 years of age. For clarification, members need to be between the ages of **10 and 13 on the 1st September 2025**. They may have reached their 14th Birthday on the day of the (NFYFC) Final.

- 3.1. **Under the simplified rules of rounders attached it states a team of 15 with a minimum of 6. For the NFYFC Finals the rules will be Maximum of 10 with 9 players on the pitch at any one time.**
- 3.2. Teams should consist of no more than 5 male players on the pitch at anytime.

4. SUBSTITUTION

4.1. All substitutes must have been eligible to complete in the County final.

5. PROCEDURE in brief.

- 5.1. A summary of the rules in line with Rounders England can be found on the reverse of the score card attached.
- 5.2. 9 players are on the field for each team at any one time.
- 5.3. One team bats while the other team fields and bowls.
- 5.4. The ball to be used is an Aresson Softy Rounders Ball.
- 5.5. The bowler bowls the ball to the batter who hits the ball anywhere on the Rounders pitch. The batter then runs to as many posts as possible before the fielders return the ball to touch the post the batter is heading for OR the ball is returned to the Bowler within the Bowler's Square.
- 5.6. If the batter reaches the 2nd or 3rd post in one hit, the batting team scores ½ Rounder. If the batter reaches 4th post in one hit, the batting team scores a Rounder. If the batter does not hit the ball they still run around the Rounders pitch, if they make it to 4th post in one run they score a ½ Rounder. If the batter hits the ball backwards

they must run, but stop and wait at 1st post until the ball returns or is thrown forward to the forward area, the batter can then continue to run around the pitch.

- 5.7. A batter can be out if the fielding team catch the ball hit by the batter before it touches the ground or by touching the post the batter is heading to with the ball before the batter reaches it.
- 5.8. At the NFYFC Final, matches will consist of a minimum of one innings per team, to a maximum of 20 good balls.
- 5.9. Substitutions may be made between games but not during an innings. Substitutes may return to play in subsequent games.
- 5.10. Two consecutive 'no balls' from the same batter constitutes ½ a rounder.

6. AWARDS

- 6.1. NFYFC Trophy and NFYFC Prize Cards to the winning team.
- 6.2. Prize cards to the teams placed, 2nd, 3rd and 4th.
- 6.3. NFYFC Certificate of Achievement will be awarded to all members of teams in the Final.

7. NOTES

- 7.1. It is advised to have a competent medical advisor in attendance at both County and Area Rounds and only use qualified referees in order to minimise any risk to members.
- 7.2. Further information can be found at www.englishrounders.co.uk

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SIMPLIFIED RULES

TEAMS

- Games are played between two teams. Each team has a maximum of 15 and a minimum of 6 players.
 - No more than 9 players may be on the field at any one time
- If a mixed team—there should be no more than 5 male players
- List of players and substitutes should be submitted to the Umpire prior to play
- Games are usually played over 2 innings
- Players once substituted may return during the game, but batters only in the position of their original number

BATTING

- Wait in the backward area well away from 4th post
- If out, wait in the backward area well away from 1st post
- Enter the batting square when called to do so by the Umpire
- You will have one good ball bowled to you
- Batter can use 2 hands
- You can take a no ball and score in the usual way, but once you reach 1st post you cannot return.
 - You cannot be caught out or stumped out at 1st post on a no ball

NO BALLS

- Not smooth underarm action
- Ball is above head or below knee
- Ball bounces on way to you
- Wide or straight at body
- The Bowler's foot is outside the square during the bowling action

RUNNING AROUND THE TRACK

- If you stop at a post you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out
- You can run on to a post even if it has been previously stumped (you don't score if the post immediately ahead has been stumped)
- When the bowler has the ball in the bowling square you cannot move on, but if you are between posts you can carry on to the next
- You cannot have two batters at a post. The Umpire will ask the first to run on when the second one makes contact
- At a post you do not have to move on for every ball bowled
- Once in contact with the post, you may turn the corner over the 2 metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on
- You can move on as soon as the ball leaves the Bowler's hand, including no balls
- You must touch 4th post on getting home

SCORING

- 1 Rounder if ball is hit 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 (you can't be caught out on a no ball)
- ½ Rounder if 4th post reached without hitting the ball
- ½ Rounder if ball is hit and 2nd or 3rd post reached and touched before next ball is bowled - but if you continue this run and are put out before reaching 4th post, the score will be forfeited
- Penalty ½ Rounder for an obstruction by a fielder
- Penalty ½ rounder for 2 consecutive no balls to same batter
- You can score in the normal way on a backward hit but must remain at 1st post while the ball is in the backward area
- The team with the highest number of Rounders wins
- Penalty ½ rounder to fielding team if waiting batters or batters out obstruct a fielder

OUT WHEN

- Caught
- Foot over front/back line of batting square before hitting or missing a ball
- Running inside post (unless obstructed)
- The post you are running to is stumped
- You overtake another batter on the track
- You obstruct (you have right of way on track only)
- Deliberately throw or drop bat
- Side out
- If ordered to make and maintain contact with the post and refuse to do so
- You lose contact with the post;
- When the bowler has the ball and is in the square (except on an over run)
- During the bowlers action but before they release the ball