



MIXED TENNIS

DATE:

- Wednesday 20th May 2020

TIME:

- 3.30 – 5pm

VENUE:

- Ashby Castle Tennis Club

AGE GROUP:

- Year 7 & 8

GENDER:

- Mixed

NUMBER OF PUPILS:

- Teams of 4 (2 boys and 2 girls per team).

TARGET GROUP:

- All pupils are eligible to take part

FORMAT:

- Players will be ranked 1 & 2 for both female and male.
- Singles matches will be followed by mixed doubles matches.
- There will be a time limit on all matches.

EQUIPMENT

- Students will need to wear PE kit and bring their own drink.
- Students can bring their own tennis racket or borrow one from the club on arrival.

PROGRESSION:

- There is no level 3 competition for year 7 & 8 tennis.



High School Golf

AGE GROUP:

- KS3 Mixed.

DATE:

- Thursday 11th of June 2020

TIME:

- 1:00pm – 3:00pm

VENUE:

- TBC depending on entries- if there is interest I will try to find a new venue

NUMBER OF PUPILS:

- Ideally multiples of 2 players (limit of players per school to be agreed dependant on interest)

TARGET GROUP:

- All pupils are eligible to take part.
- Schools are encouraged to pair club players with non-club players.

EQUIPMENT:

- Golf equipment will be provided for all players.
- Pupils are permitted to wear appropriate clothing as agreed by school staff.
- Golf shoes are permitted.

RULES:

- Standard golf stroke play scoring format.
- Air shots not to be counted.
- Lowest combined school score will be the winner.
- Exact format to be confirmed.

PROGRESSION:

- There is no School Games Pathway for this competition



YEAR 7 / 8 FUN ROUNDERS

DATE:

- 30th June 2020

TIME:

- 4:00pm – 5:30pm Depending

VENUE:

- Ivanhoe College

AGE GROUP:

- Year 7 / 8

GENDER:

- Girls

NUMBER OF PUPILS:

- A maximum of 15 pupils per team with 9 on the field at any one time.

TARGET GROUP:

- This is a FUN tournament, it is aimed at pupils who do not normally represent their school but enjoy playing rounders, regardless of experience

FORMAT:

- Games will be innings of 20 “good balls” maximum or until everyone is out or there is no one waiting in the batter’s box. Round robin or pools with play-offs will be used depending on the number of entries.

RULES:

- More detailed rules are on the Simplified Rules section below. More information can be found here - <https://www.roundersengland.co.uk/play/rounders-rules/>

SCORING:

- Rounders and half rounders can be scored. Penalty half rounders will also be awarded. Further details on scoring are on the Simplified Rules section below.

EQUIPMENT:

- Students must wear PE kit with all jewellery removed and long hair tied back.

PROGRESSION:

- There is no level 3 tournament for this competition.

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 Rouser if ball is hit and 4th post is reached and touched before next ball is bowled
- 1 Rouser if ball is hit and 4th post is reached on a no ball (you can't be caught out on a no ball)
- ½ Rouser if 4th post reached without hitting the ball
- ½ Rouser 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 Rouser for an obstruction by a fielder
- Penalty ½ rouser 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 rouser 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

**WE ARE
ALL
ROUNDERS**





KS3 Boys Softball

DATE

- Tuesday 30th June

TIME:

- 4:00pm – 5:30pm- depending on entries

VENUE:

- Ivanhoe High School

AGE GROUP:

- KS3 Boys

NUMBER OF PUPILS:

- 10 per team and 12 per squad.
- Each school can bring more than 1 team if they wish

TARGET GROUP:

- All players are eligible to play.

FORMAT:

- Schools will play against each other on a round robin basis.
- 3 points for a win.
- 2 points for a draw.
- 1 point for a loss.

RULES:

- Each team of 10 fielders take up various positions in the field.
- The batter stands next to home plate and the ball should be pitched underarm in an arc reaching the batter between knee and shoulder height as it passes over home plate.
- A pitch that passes through this area without the batter swinging or is swung at and missed or swung at and hit into foul territory is a strike. A pitch that misses this area without being swung at is a ball.
- Three strikes and the batter is out.
- Four balls the batter advances to first base.
- If batter hits the ball into fair territory they have to run towards first base.
- A run is scored when a batter touches all four bases consecutively from first base back to home plate—though not necessarily all on one play.

- A batter can be caught out, tagged out (when not standing on a base and touched by a fielder holding the ball) and forced out (the ball beats the batter or another runner to the base they are attempting to reach).
- An inning is completed when all 10 team members have batted.
- The fielding and batting team then change positions.

PROGRESSION: There is no level 3 tournament for this competition.