

Rounders

Rounders, which is the sixteenth century version of the bat & ball game that dates back to "the dawn of time." This game is also called Townball.

1. **Infinite swings.** The striker has no limit on tries to hit the ball.
2. **Ball must be fed where striker pleases.** The Feeder must throw the ball where the Striker wants it. If the Striker is unhappy with the Feeder, The Striker may request a new Feeder.
3. **Any hit - RUN!** Anytime the ball contacts the stick, even a "tip", it is valid and the Striker must run. The ball must be struck anywhere!! The runners at the sanctuaries may begin running as soon as the ball is struck - whether it is a good hit or an Out. It doesn't matter, once the runner begins to run, KEEP GOING!
4. **Run Clockwise!** Upon hitting the ball, The Striker then must run clockwise around the sanctuaries and may run anywhere as long as he passes *outside* of each sanctuary.
5. **Striker is Out.** The Striker is out if the hit is caught in the air or on one bounce.
6. **Runner is Out.** The runner is out if he is plugged (hit with a thrown ball) while running. He is not out if he grasps a sanctuary before he is plugged. Note: The Striker becomes a runner as soon as he begins running.
7. **Sanctuaries Work Once.** Once a runner has touched a sanctuary, he may not let go of it and then grasp it again - it has been used up for that runner.
8. **In until Out.** A player is "in" until he has been gotten out. This also applies to the castle - all players that are "in" must remain in the castle. If they step out they are "out."
9. **Un defended castle is vulnerable.** If there are no Defenders, the attacking team may capture the castle by plugging the castle stone.
10. **Everybody Out.** The teams change sides when the entire defending team is "out", or when the castle has been captured.
11. **Two Rounders.** If the last Defender hits the ball and makes it all the way back into the castle in one run twice in a row then everyone on his team is back "in" again.