

Nipperboard Rounders

Fundamentals

Primary component: striking with an object

Additional component/s: catching, speed

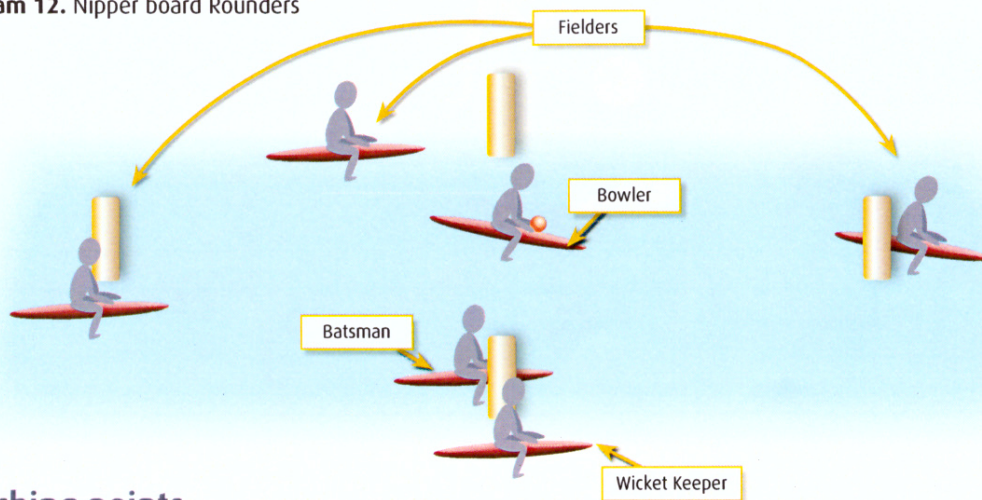
Description

A rounders set up is established at a flat-water location using buoys as seen in the diagram. A bowler, batsman, wicket keeper and fielders are required. 3 strikes and out rule applies. Points are allocated for each person that makes it back to the starting base. A person is 'out' if touched with the ball while running/paddling between bases or the base being run to is tagged with the ball before reaching it. When 3 people are 'out' the teams swap from batting to fielding and vice-versa.

Equipment required

Flat water ocean location, buoys x 4, rounders bat, ball, nipper boards

Diagram 12. Nipper board Rounders



Coaching points

Keep eye on the ball when batting and catching, encourage rapid acceleration

Fielders must not block a paddling/running batsman unless they have the ball to tag them with

Variations

The game may be without boards in shallow water to encourage wading or performed on the beach.

Water polo is a good alternative that encourages throwing and catching whilst swimming.