

# SUPER OVER PROCEDURE

1. Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
2. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned. See clause 15.
3. The Super Over will take place on the pitch allocated for the match (the designated pitch).
4. The umpires shall stand at the same end as they stood during the match.
5. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowlers prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.
6. The nominated players in the main match shall participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.
7. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
8. The team batting second in the match will bat first in the Super Over.
9. Each team shall use their match ball for the Super Over. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply. The ball to be used is at the discretion of the officiating Umpires.
10. Each team shall bat for one over unless all out earlier.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, see Clause 13 below immediately applies. Otherwise, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
12. If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
13. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.
14. If a Super Over cannot be completed due to ground, weather or light conditions the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.
15. Clause 2 example:  
Hours of Play  
2.00pm - 3.20pm Session 1  
3.20pm - 3.35pm Interval  
3.35pm - 4.55pm Session2  
30 minutes extra time available for Super Over.  
The main match finishes at 4.55pm. The Super Over is scheduled to start at 5:05pm with 30 minutes extra time available. It starts on time but is interrupted at 5.10pm. Play must resume by 5.40pm otherwise the Super Over is abandoned.