

2026-2027

Limited Over Playing Conditions

Senior Cricket



Male Cricket Subcommittee
Cricket Far North
9/9/2026

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Changes from past seasons will be listed below in green:

September 17, 2026 – changes to start time and innings length of morning matches (highlighted below in yellow).

One Day Format Playing Conditions

Playing Times

Grade	Overs	Start	Drinks	Interval	Drinks	Close
1st / 2nd Grade	40	12:30	20 overs	15:10 – 15:25	20 overs	18:10
3rd and 4th Grade morning Matches						
IF 12:30 or 13:00 matches to follow	35	07:50	17 overs	9:55 – 10:05	17 overs	12:10
IF day/night 15:00 matches to follow	35	07:55	17 overs	10:35 – 10:45	17 overs	13:30
3rd and 4th Grade Afternoon matches						
3rd Grade P.M.	35	13:00	17 overs	15:20 – 15:30	17 overs	17:50
4th / JMC P.M.	35	13:00	17 overs	15:20 – 15:30	17 overs	17:50
Day/Night Matches (1st, 2nd only)						
1st / 2nd Grade	40	15:00	20 overs	17:40 -17:55	20 overs	20:35

NOTE: 3rd and 4th grade intervals have been reduced to 10 minutes.

Morning matches must be played to time and must conclude at 12:10.

However, a morning match can be extended to 1:30 IF:

- a day/night match commencing at 15:00 is scheduled following their match on the same ground.
- Scheduled times to complete each innings are above in the playing times
- Morning playing Conditions still apply to this match.

General Playing Conditions:

All Cricket Far North matches shall be played in accordance with the **M.C.C. Laws of Cricket 2019 Code version 3 2026**.

Separate Regulations and General Playing Conditions is available on the Cricket Far North website which covers all aspects of the playing conditions and regulations for all cricket matches played in the Far North.

The Playing Conditions pertained hereafter are current for this 2025-2026 season and cannot be changed unless by a majority of votes at a General Meeting. These playing conditions may vary from the Laws of cricket in some instances, they will then take precedence over the Laws.

1. The Players (Law 1)

1.1. Number of players on the field

Eleven fieldsmen only shall be on the field of play at any time.

1.2. Number of players named in a team.

In 1st, 2nd Grade – 12 players may be named in the team, however:

1.2.1. One [1] player shall be nominated as the 12th man and will not be permitted to bat or bowl, but he/she may interchange with fieldsmen during the progress of the match.

1.2.2. Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted. The umpire(s) are to be informed by the captain at every interchange.

In 3rd and 4th Grade: 12 players may be nominated: however:

1.2.3. There are only 11 batters per team. One [1] player will be nominated as the non-batter.

1.2.4. All 12 players may bowl if required.

2. The Ball (Law 4)

NOTE: The minimum ball requirements are outlined below, if a team felt they would prefer to play with a higher quality ball, they may.

- 1st Grade – Kookaburra 156g 4-piece Regulation (White) or better.
- 2nd and 3rd Grade – Kookaburra 156g 4-piece Club Match (White) or better.
- Other senior Grades – Kookaburra 156g 4-piece Senator (White) or better.
- Ladies – Kookaburra 142g 2-piece Red King (White) or better.

3. Intervals (Law 11)

3.1. Duration of Intervals

Interval times are listed above in the Playing Times table.

3.2. Changing Agreed Times of Intervals

3.2.1. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second shall commence correspondingly earlier.

3.2.2. If the innings of the team batting first is completed after the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second shall commence correspondingly later.

3.2.3. Where the innings of the team batting first is delayed or interrupted, the length of the interval shall be reduced to 10 minutes after 30 minutes of actual playing time is lost.

3.3. Intervals for Drinks.

Note the conditions of use of water bottles etc. in Article 11 – Intervals of The General Playing Conditions.

If a wicket has fallen or a batsman retires within 3 minutes of the scheduled drinks break, then the drinks break can be taken immediately.

For drinks intervals see table above.

4. Start of Play, Cessation of Play (Law 12)

See playing times above. **For morning matches, following the playing times as listed in the times above.**

See 5.1, 5.2, 5.3, 5.4, 5.5 below.

5. Extra Time (12.7)

Morning Matches

- 5.1. There is no extra time if a team is playing in a morning competition unless there are no afternoon games to immediately follow on the same field.
- 5.2. **These matches will play to time** see clause 6 – Delayed or Interrupted Match below.
- 5.3. For morning matches which are late finishing and there are no immediate games to follow, play may continue until such time as it takes to complete the innings.
- 5.4. For day/night matches which will follow the morning matches, the cut-off time for play is 13:30. No play can continue after this time to allow for preparation of the wicket for the evening match.
- 5.5. **Failure to adhere to the playing time in morning matches will also apply as 5.8 and article 6 – Over Rate Penalties.**

Afternoon matches

- 5.6. If the required overs are not bowled by time, apart from the conditions in 5.1 – 5.5 (morning matches) play will continue until all overs are bowled if the umpires believe conditions are safe to do so.
- 5.7. Artificial lights cannot be used to supplement natural light to assist in extending play unless lights are to be utilised due to playing times. See [The General Playing Conditions](#) clause 2.16 – Use of artificial lights.
- 5.8. Over Rate Penalties will apply.

6. Over Rate Penalties (12.8)

Penalties shall apply for not completing the target overs by the designated times. Umpires will record this on their match reports. Captains may report using the [Over Rate Breach Form](#).

See [General Playing Conditions](#) clause 12.8 – Over Rate Penalties for more detail.

7. Innings (Law 13)

See [Club and Player Regulations](#) Clause 13.7 Length of Innings for any delays in matches.

See also [Appendix B – Morning match Extra Conditions](#) below.

Minimum Overs to Constitute a Match (13.7)

- 40 over matches – 20 overs.
- Under 40 overs – 15 overs.

8. The Result (Law 16)

A Win (16.1)

- 8.1. A result can be achieved only if both teams have had the opportunity of batting for the minimum number of overs unless one team has been all out in less than the minimum overs or unless the team batting second scores enough runs to win in less than the minimum overs.
- 8.2. All matches in which both teams have not had an opportunity of batting for the minimum number of overs shall be declared No Result.

Tie (16.3)

In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. **If the scores are equal, the result shall be determined by a Super Over.**

See Appendix D – The Super Over

9. Delayed or Interrupted Matches (13.7)

See [General Playing Conditions](#) 13.8 for first innings delay procedures and 13.15 for second innings delays.

Grade morning matches

- 9.1. Morning Matches which have an afternoon match (commencing at 12:30 or 13:00) scheduled to follow on the same field.
- 9.1.1.** If there is another match commencing at 12:30 or 13:00 on the same ground, the match must be played to time. The first inning must conclude at the prescribed time listed in the playing times above.
- 9.1.2.** If the team batting first is dismissed prior to 5 minutes before the scheduled close, the team batting second is entitled to their full number of overs.
- 9.1.3.** If a team is dismissed within 5 minutes of the scheduled close, the team batting second is entitled to face the same number of overs played in the first innings.
- 9.1.4.** For grade matches played in the morning which do not receive their allotted number of overs (equal to what was received in the 1st innings), the Duckworth Lewis method is used to calculate the target score.
See [General Playing Conditions](#) 16.4 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score.
- 9.2. Morning matches which are followed by an afternoon match commencing at 15:00 may extend their playing time to 13:30.
- 9.3. *In this situation, the match must still be played to the morning playing conditions (Bowling from the same end for 7 overs).*

10. Calculation of the Target Score (16.4)

See [General Playing Conditions](#) 16.4 Interrupted or Prematurely Terminated Matches – Calculation of the target score.

11. Points Awarded in Preliminary Matches (16.10)

- Win – 6 points
- Tie (If Super Over is not possible) – 4 points
- No result/Abandoned – 3 points
- Bye – 3 points

- Loss – 0 points

12. The Over (Law 17)

See [General Playing Conditions 17.1 Number of Overs per bowler](#) for more detail regarding bowling restrictions.

12.1. Maximum Number of overs per bowler.

No bowler may bowl more than one-fifth of the total 6-ball overs in a match. For example:

- 40 over matches - 8
- 35 over matches - 7
- 30 over matches - 6

See also Appendix C below for the maximum number of overs a bowler can bowl when overs have been reduced in an innings.

13. Scoring Runs (Law 18)

A key change to the Laws of Cricket is Laws 18.4 and 18.11 which states:

18.4 – Unintentional Short Runs

18.4.2 If, either or both batters run short and a boundary is scored the umpire concerned shall disregard the short-running and shall not call or signal a Short Run, unless the boundary is a result of an overthrow or wilful act of a fielder (see Law 19.8 Overthrow or Wilful Act of a Fielder)

18.5.1 Deliberate short runs

If either umpire considers that one or both batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply 18.5.2. No runs, other than penalties, are to be scored.

8.5.1.1 A deliberate short run is an attempt by the batters to appear to run more than one run, while at least one batter deliberately does not make good their ground at one end.

18.5.1.2 Provided the umpires believe that there was no intention by the batter concerned to deceive the umpires, it will not be considered a deliberate short run if the batters abandon an attempted run.

18.5.2 The bowler's end umpire shall

- signal No ball or Wide to the scorers, if applicable
- repeat the Short run signal to the scorers and inform them that no runs, except penalties, are to be scored
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side)
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

- Instruct the fielding captain to decide which of the batters at the wicket, including the incoming batter if applicable, shall face the next delivery (see 18.13).

18.5.3 The umpires together shall report the occurrence as soon as possible after the match in their match report to the Fixtures and Competitions Committee (Fandc@cricketfarnorth.com.au) who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

18.11 – Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in 18.11.1.7 to 18.11.1.8 the not out batter will return to his or her original end.

18.11.1.7 Caught

18.11.1.8 Obstructing the field where the obstruction or distraction prevents the striker being out caught.

14. Wide (Law 20)

Law 20.1 If a bowler bowls a ball, not being a No Ball, the umpire shall adjudge it as a wide if the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

Guidelines will have been drawn on the pitch as a guide to off-side wides as outlined in the General Playing Conditions.

15. No Ball (Law 21)

The delivery following a call of No Ball will be a free hit. See [General Playing Conditions 21.19 Free Hit after a No Ball](#).

16. Batter's Innings; runners (Law 25)

Law 25.8 – Strikers Right to Play the Ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (See Law 27.5 – Restrictions on actions of wicket-keeper and 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1.

Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

17. The Fielder (Law 28)

17.1. At the instant of delivery, there shall be no more than 5 fielders on the on-side (leg-side).

18. Restrictions on the Placement of Fielders (28.7)

Field restrictions termed “Power Plays” pertain to maximum number of fielders permitted outside the 30-yard circle for Men and 25.15yds for Ladies competitions.

See also APPENDIX A – Powerplays in reduced overs (below).

18.1. 40 over Competition

Power Play 1: (Overs 1 – 8) 2 fielders.

Power Play 2: (Overs 9 – 32) 4 fielders.

Power Play 3: (Overs 33 – 40) 5 fielders.

18.2. Power Plays in the 35 Over Competition.

Power Play 1: (Overs 1-7) 2 players.

Power Play 2: (Overs 8-35) 5 players.

18.3. Power Plays in the 30 Over Competition.

Power Play 1: (Overs 1-6) 2 players.

Power Play 2: (Overs 6-30) 5 players.

NOTE: In a Ladies competition, power play 2 will allow 4 players only outside the 25.15-yard circle.

19. Hit Wicket (Law35)

See the General Playing Conditions for full details of this law. Below is simpler explanation.

- When a batter plays a shot and then stumbles or loses balance because of the shot they played, and they hit the wicket, it is out, even if the ball has reached the boundary or gone over the fence.
- If a striker plays a shot, loses balance and falls into a close in fielder, who pushes him away and he falls on the stumps – this is not out hit wicket. If this is incidental i.e. the batter falls on his stumps from playing a shot but hits the keeper with his bat on the way, it is still hit wicket and out.
- Similarly with equipment falling off a batter, hitting a close in fielder and then bouncing onto the wicket, this is not out.
- If the striker lets go of his bat and it hits the wicket, that is out. It is not out if it hits the keeper first then hits the wicket.

20.Run Out (Law 38)

There is change to the run out law, however Appendix 2.7 and 2.8 in the new Laws state that a player must have full control of the ball when attempting a run out (or stumping).

This means that if a fielder tips the ball and it goes on to break the wicket and the batter is out of his/her ground, it will be not out because they did not have complete control of the ball.

See the General Playing Conditions for more detail.

21.Timed Out (Law 40)

Law 40 will apply except that the incoming batsman must be in position to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming

batsman is expected to be ready to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

22. Unfair Play (Law41)

41.3 The match ball – changing its condition.

The only allowed natural substance used to polish the ball is sweat.

Saliva is no longer allowed to be used to polish the ball.

23. Bowling of Dangerous and Unfair Short-Pitched Deliveries

23.1. Any short-pitched delivery **above the head** is a Wide and counts as one of the short balls for the over.

23.2. In Limited matches only two fast short-pitched deliveries are permitted and considered fair per over.

23.2.1. The **first and second** fair fast short-pitched delivery above the shoulders will be signalled as such.

23.2.2. A **third** fast short-pitched ball above shoulder height in the same over will be considered unfair and called and signalled as a WIDE, and the bowler will be given a warning. This warning is there to remind the bowler that the next fast short-pitched delivery above shoulder height in that over and a fourth fast short-pitched delivery in any subsequent over, 21.2.3 will be enforced.

23.2.3. A **fourth** fast short-pitched delivery above shoulder height **in the same over** is considered unfair and will result in a call of NO BALL and the captain will be asked to remove the bowler. This will be followed by a free-hit. A player who did not bowl the previous over or part thereof may complete the over. This will count as 1 over for the replacement bowler.

23.2.4. The bowler cannot bowl for the remainder of the match.

See [General Playing Conditions](#) 41.6 for full details. 21.1 and 21.2 above are for fair/unfair deliveries. See General Playing Conditions 41.6.12 and 41.6.13 for dangerous fast short pitched deliveries, which takes into consideration the skills of the batter, the speed, length, height and direction of the ball which are considered likely to inflict physical injury to the batter.

One Day Format Semi-Final and Finals Playing Conditions

The following conditions shall apply to the final's series for all senior grades.

1. Eligibility of Players and Teams to contest a Semi-Final or Final

See [Club and Player Regulations](#) Regulation 27 Qualifying for Finals

2. Team finishing on Equal Points after the preliminary rounds.

See [Club and Player Regulations](#) Regulation 29 in the event of teams finishing on equal points.

See also [Club and Player Regulations](#) Regulation 40 Net Run Rate.

3. Semi-Finals and Final Venues

See [Club and Player Regulations](#) Regulation 34 – Allocation of Semi-Finals and Finals Venues

4. Days and hours of play

- 4.1. Semi-finals and Finals match days and playing times will be as advertised in the PlayHQ draw. The Minimum overs to be played in Semi-Finals and Finals matches will be 50% of the finals format. For example, if a final is set to be a 35 over match, then the minimum number of overs that can be played in that semi-final or final is 17 overs (50% of 35). Apart from the minimum overs, all finals will conform with standard One Day match playing conditions and regulations.

5. Extra Playing Time

There will be an extra hour's play available following the standard closure times if:

- 5.1. Time was lost during the day's play and if conditions permit. See [General Playing Condition](#) 2.7 – Fitness for Play for more information.
- 5.2. The number of overs required in day's play, has not been bowled by the closure time.

6. Semi-Final match incomplete.

There will be no allowance for a spare weekend should the semi-final conclude as a tie (no 'Super Over' possible), No Result or is Abandoned. The team finishing highest on the ladder prior to the semi-finals shall automatically progress into the final.

7. Finals Format and Washed Out/Abandoned matches.

- 7.1. All finals will be played in a format advised by the Fixtures and Competitions Sub-Committee before the commencement of each season. Finals will be published in the draw. See the Semi-Finals and Finals Regulations for details.
- 7.2. The Grand Final shall have one (1) reserve day (2 for 1st Grade) allocated on which a Tie (with no 'Super Over' possible), No Result, or an Abandoned match may be replayed. No other matches shall have a reserve day allocated.
- 7.3. See also [Club and Player Regulations](#) Regulation's 33 and 37.5 (team finishing higher wins) should the reserve day match also conclude as a tie (no Super Over can be played), No Result or is Abandoned.

8. Playing Conditions.

All other Playing Conditions are as per preliminary matches. Team finishing on Equal Points after the preliminary rounds.

APPENDIX A – Powerplays in Reduced Overs

40 Over Matches - Powerplays in reduced overs.

Pertains to both Innings.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	9

30 and 35 Over Matches - Powerplays in reduced overs.

Innings Duration	Powerplay 1	Powerplay 2
10	2	8
11	2	9
12	2	10
13	2	11
14	3	11
15	3	12
16	3	13
17	3	14
18	4	14
19	4	15
20	4	16
21	4	17
22	5	17
23	5	18
24	5	19
25	5	20
26	5	21
27	6	21
28	6	22
29	6	23
30	6	24
31	6	25
32	7	25
33	7	26
34	7	27

Appendix B - Morning matches - extra conditions

Should there be another match drawn for the same ground commencing at 12:30 or 13:00, and for day/night matches commencing on the same oval at 15:00.

In order to ensure **any morning match** concludes at the designated closure time for afternoon matches to follow-on, all morning matches must:

1. Bowling of Consecutive Overs

Bowlers must bowl from the same end for a number of consecutive overs, then swap ends and repeat until the final remaining overs are bowled.

- 1.1. **35 over matches**, the fielding side will have 7 overs from each end before the bowlers change ends.
 - 1.1.1. For each of these 7 over spells, batsmen swap ends, bowlers remain at same end.
 - 1.1.2. At start of overs 8, 15, 21 and 28 – batsmen do not swap, bowlers change ends.
- 1.2. The first innings must close at or before the designated times as outlined in the Playing Times Table (above).
 - 1.2.1. If the required overs have not been bowled at the designated closure time, play will cease at the end of the over in which the time has been reached OR if a new over is due to commence within 3 minutes prior to the designated time, the innings will close.
 - 1.2.2. The team batting second will receive the same number of overs completed by the first batting team if they are not dismissed or pass the score prior to that over.
 - 1.2.3. If the number of overs is not completed at the designated time for the close of the match, then the Duckworth/Lewis/Stern method will be used to calculate the target score for the team batting second.
 - 1.2.4. The captain of the fielding side in any innings may be reported for slow play should this instance occur. (See [Regulations and General Playing Conditions](#) 12.8 Over Rate Penalties) .
- 1.3. It is the responsibility of the umpires to ensure the match is played under these conditions.
- 1.4. If there are no official umpires, it is the responsibility of the team captains and their designated player-umpires to ensure the match is played under these conditions.

Appropriate penalties will be applied by the Fixtures and Competitions Sub-Committee should the above conditions not be adhered to, specifically the playing times as outlined in the limited overs table above.

2. Matches adjusted.

- 2.1. Afternoon matches or morning matches with no afternoon matches drawn on the same ground commencing at 12:30 or 13:00 may be played as a normal game.
- 2.2. **If there is a scheduled 3:00 p.m. start time (day/night game) for an afternoon match on the same ground, play can continue up to, but not later than 1:30 p.m. These matches must adhere to the above playing conditions.**

2.3. If playing an afternoon match or there is no follow-on match after a morning match, matches will be played as normal.

Appendix C – Over deduction ready reckoner

Limited Over Matches

See Minimum Overs					
Over #	Bowler Number				
	1	2	3	4	5
50	10	10	10	10	10
49	10	10	10	10	9
48	10	10	10	9	9
47	10	10	9	9	9
46	10	9	9	9	9
45	9	9	9	9	9
44	9	9	9	9	8
43	9	9	9	8	8
42	9	9	8	8	8
41	9	8	8	8	8
40	8	8	8	8	8
39	8	8	8	8	7
38	8	8	8	7	7
37	8	8	7	7	7
36	8	7	7	7	7
35	7	7	7	7	7
34	7	7	7	7	6
33	7	7	7	6	6
32	7	7	6	6	6
31	7	6	6	6	6
30	6	6	6	6	6
29	6	6	6	6	5
28	6	6	6	5	5
27	6	6	5	5	5
26	6	5	5	5	5

Limited Over Matches cont.

See minimum overs					
Over	Bowler Number				
25	5	5	5	5	5
24	5	5	5	5	4
23	5	5	5	4	4
22	5	5	4	4	4
21	5	4	4	4	4
20	4	4	4	4	4
19	4	4	4	4	3
18	4	4	4	3	3
17	4	4	3	3	3
16	4	3	3	3	3
15	3	3	3	3	3

APPENDIX D – The Super Over

As a result of a tied match as outlined in clause 16.3.1 – A Tie, a Super Over shall be played.

1. Procedure for a Super Over.

- 1.1.1. Subject to ground, weather, or light conditions the Super Over will take place on the scheduled day of the match. It shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
- 1.1.2. A total of 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over or any subsequent Super Overs in Finals Matches. Should play be delayed prior to or during the Super Over or any subsequent Super Overs in Finals matches, once the playing time lost exceeds the 30 minutes, the Super Over or any subsequent Super Over in Finals matches shall be abandoned. See Clause 44.2.
- 1.1.3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Fixtures and Competitions Subcommittee.
- 1.1.4. The umpires shall stand at the same end as they stood during the match.
 - Prior to the commencement of the Super Over each team shall select three batters and one bowler.
 - The selected players are given to the umpires who will record their names.
 - Each team's over is played with the same fielding restrictions as those that are in place for the last over of the match.
 - The loss of two wickets in the over ends the team's one over innings.
- 1.1.5. In both innings of the Super Over, the fielding side shall choose which end to bowl from. 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 batters 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 batters are opening, and then the batters can choose ends based on the bowling strategies.
- 1.1.6. Only the starting 11 players for each team in the main match may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main match shall apply.
- 1.1.7. Any penalty time, warnings or suspensions being served in the main match shall be carried forward to the Super Over.
- 1.1.8. Each team's over is played with the fielding restrictions applicable to the maximum number of fielders permitted outside

fielding restriction circle as detailed in the separate fixture playing conditions.

1.1.9. The team batting second in the match will bat first in the Super Over.

1.1.10. Two balls are selected by the match officials prior to the match. The balls are to be of equal wear and tear and be about 10 overs old. Once selected the two balls are then placed individually into a box. If a Super Over is required the captains will randomly, without viewing either ball, select one of the two balls. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply.

If there are no balls available, the teams will bowl with their match balls regardless of their condition.

1.1.11. Each team shall bat for one over unless all out earlier.

1.1.12. The winners of the super over shall be the team which scored the most runs as per normal playing conditions and irrespective of the number of wickets lost.

2. For Super Overs which are tied or abandoned:

2.1. Home and Away Matches:

In the event of a tie after the super over or an abandonment of the Super Over then the match will be declared a tie and points allocated a per match points outlined in the separate fixture playing conditions.

2.2. Finals (including Grand Final):

If the super over is a tie in a Finals match (including the Grand Final) then subsequent Super Overs shall be played until there is a winner. There shall be an unlimited number of Super Overs played to achieve the result. The following conditions will apply to the subsequent Super Overs.

2.3. In normal circumstances any subsequent Super Overs will start 5 minutes after the preceding Super Over. The interval shall be 5 minutes.

2.4. The team batting second in the preceding over will bat first in the following super over.

2.5. The balls selected for use in the initial Super Over will be used, by the same team, in the subsequent Super Overs.

2.6. Clauses 1.1.3 to 1.1.8 will apply for subsequent Super Overs (Subject to 44.1.2)