

## Annexure F: Super Over Procedure

1. Unless exceptional circumstances arise (as per clause 21), there shall be an unlimited number of Super Overs played to achieve a result.
2. The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.
3. The loss of two wickets in the over ends the team's one over innings.
4. In normal circumstances, it shall commence five minutes after the conclusion of the match. The Super Over will be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilised, or 20 minutes.
5. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned.
6. The Super Over shall take place on the pitch allocated for the match (the designated pitch).
7. Only nominated players in the match (including activated concussion replacements) may participate in the Super Over. Should any player (including the batter and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
8. Any penalty time being served in the match shall be carried forward to the Super Over.
9. The umpires shall stand at the same end as that in which they finished the match.
10. The team batting second in the match shall bat first in the Super Over. The balls used in the respective team's innings shall be used for the Super Over. If the ball needs to be changed, the Playing Conditions shall apply.
11. The fielding side shall choose the end from which it is to bowl its one over.
12. Each team's over is played with the same fielding restrictions that apply for the last over in a match played under the Playing Conditions.
13. The winners of the Super Over shall be the team which scored the most runs as per normal playing conditions, irrespective of the number of wickets lost.
14. If the Super Over is tied, then subsequent Super Overs will be played until there is a winner.
15. In normal circumstances, any subsequent Super Over will start five minutes after the previous Super Over ends. The interval shall be five minutes.
16. The team batting second in the previous Super Over will bat first in the subsequent Super Over.
17. The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.
18. Any batter dismissed in any previous Super Over shall be ineligible to bat in **any** following Super Over.
19. The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.

20. All other playing conditions will be the same as for the initial Super Over.
21. 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.
22. In circumstances where there are unavoidable time constraints which do not allow the completion of multiple Super Over(s), Queensland Cricket may, prior to the start of the series and by notification to the participating teams, limit the number of possible Super Overs.