

## APPENDIX F

### PROCEDURE FOR THE SUPER OVER

The following procedure shall apply should the provision for a Super Over be adopted in any match.

- 1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See paragraph 16 below.
- 3 The Super Over shall 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 ICC Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the match may 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 relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
- 7 Any penalty time being served in the match shall be carried forward to the Super Over.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the ICC Twenty20 International Playing Conditions.
- 9 The team batting second in the match shall bat first in the Super Over.
- 10 The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, the Playing Conditions shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 Each team shall be allowed to make one unsuccessful Player Review in each innings of the Super Over. This entitlement shall apply irrespective of the number of unsuccessful Player Review requests made during the match itself.

- 13 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 Duckworth/Lewis/Stern method, paragraph 15 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
- 14 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 15 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 two wickets during its over, then any unbowled 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 Wides, No balls or penalty runs.

Example:

RUNS SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- 16 Paragraph 2 examples:

Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.30.

- a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over is abandoned.
- b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.
- c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.