



**PLAYING CONDITIONS FOR
CMCA PREMIER AND PREMIER 2
COMPETITIONS**

2025—2026

GENERAL PLAYING CONDITIONS

These General Playing Conditions apply to all CMCA Premier and Premier 2 competitions.

1. Team Composition

Teams may consist of up to 12 players, with a maximum of 11 on the field at any time. Team members not in the playing XI or not actively fielding (eg substitutes) must wear a training bib when on or near the field.

If a team plans to use 12 players, the captain must confirm this to the opposing captain and any appointed umpire before the toss.

- The **non-bowler** (cannot be the wicket-keeper), and
- The **non-batter**, who will also be the 12th player.

If no official umpires are present, confirmation must be made verbally and via electronic message (eg text) to the opposition captain, and the players physically identified.

2. Underage Bowling Loads

Bowling load restrictions for pace bowlers (ie bowlers where the keeper would normally stand back):

Player Age	Bowling Restrictions
15 years	12 overs per day 5 overs per spell
16 years	14 overs per day 6 overs per spell
17 years	16 overs per day 6 overs per spell
18 years	20 overs per day 8 overs per spell

If play is interrupted for a continuous period of 60 minutes or longer, a bowler may commence a new spell. A spell also ends at the close of play and may restart the following day. In follow-on situations, normal breaks between spells apply.

If a bowler exceeds their allowed overs, all results of those deliveries will stand. The bowler must be immediately replaced, and another must complete the over. Any partially bowled over counts as a full over against both bowlers' limits.

3. Helmets

British Standard helmets (BS7928:2013) are strongly recommended. Helmets with a face guard are **mandatory** during matches and training for:

- Batting
- Wicket-keeping within 5m of the stumps
- Fielding within 7m of the stumps (except behind the wicket on the offside).

Helmets must be replaced:

- After a severe impact.
- If any visible or felt damage is present.

- After any indentation from a hard knock.

4. **Clothing**

Two-day and One Day Modified fixtures: white clothing must be worn.

White ball fixtures: Players must wear CMCA-approved coloured playing kits, including trousers and pads or clads that provide a clear contrast to the white ball. Umpires may require players to change pads or clads if they deem the contrast insufficient.

5. **Scoring**

All players and teams must be properly loaded into any digital device used for scoring before the match begins.

If no official scorer is appointed:

- Each team must provide one scorer, or
- The batting team must provide two scorers.

Scorers must record runs, wickets and overs, and acknowledge all umpire signals.

All match results must be entered into PlayHQ **within 48 hours** of match completion.

6. **Approved Scoring Methods** (minimum of two must be used):

- **Live scoring on PlayHQ** (mandatory for all Premier matches when suitable WIFI is available)
- Digital device with a suitable backup battery/power supply available
- Linear run sheet
- Paper score sheet.

If digital scoring is used exclusively during a match, a paper-based backup must always be available.

7. **Drinks**

Unless specified below, timing and frequency are at the discretion of the official umpires.

Drinks breaks must be taken on the field of play and last no more than five minutes.

8. **Laws**

CMCA competitions follow the Northern Districts Senior Competition Regulations, unless otherwise specified in these Playing Conditions.

Where a matter is not addressed in these Playing Conditions or the Northern Districts Senior Competition Regulations, the MCC Laws of Cricket shall apply.

TWO-DAY COMPETITION PLAYING CONDITIONS

1. Hours of Play

Session one	10.30 am — 1.00 pm
Lunch	1.00 pm — 1.40 pm
Session two	1.40 pm — 3.50 pm
Tea	3.50 pm — 4.10 pm
Session three	4.10 pm — 6.10 pm.

Both first innings are limited to 70 overs maximum, with a compulsory declaration at the end of the 70th over for any first innings still in progress.

If an innings ends or play is interrupted within 30 minutes of Tea, Tea will be taken early.

If nine wickets are down at the scheduled Tea time, play shall continue for 30 minutes or until the last wicket falls, whichever occurs first.

One drinks break per session (more in extreme conditions), with the final session drinks on Day 2 at 5:05 pm, immediately before the start of the Last Hour.

Minimum Overs

Day 1: 100 overs minimum. Play may extend to 7:00 pm to make up lost time.

Day 2: The 100 overs minimum does not apply on Day 2.

A minimum over rate of 15 overs/hour before the Last Hour, with a minimum of 17 overs bowled in the Last Hour.

Official umpires may impose penalties for slow rates. If no official umpires are present, CMCA may deduct competition points.

Ten-minute breaks between innings do not reduce the overs to be bowled in a day unless they occur in the Last Hour.

Last Hour

Commences at 5:10 pm on Day 2, unless an over is in progress, in which case it will begin upon completion of that over.

If an interval or interruption occurs during the Last Hour, the minimum number of overs to be bowled shall be reduced by one over for every four minutes of playing time lost. If an interruption occurs partway through an over, that over shall be completed upon resumption. The two parts of that over will then count as one of the minimum overs to be bowled.

Play must cease upon completion of the scheduled 17 overs (or any reduced number) or at 6:10 pm, whichever last occurs.

2. Ball

Each team must provide a new CMCA-approved Kookaburra 156g 4-piece Regulation or Club Match red ball per innings. In any given match, both teams are to use the same specification ball where possible.

Umpires will retain possession of the ball during all breaks and between days.

3. Declarations

A team may not declare its first innings closed until one hour of play has elapsed (excluding delays and interruptions).

4. Short and Full-Pitch Deliveries

A bowler may deliver two short-pitched balls per over before penalty provisions apply.

Any short-pitched delivery that passes clearly above the head of the batter standing upright at the crease is a Wide delivery. If it is the third such short delivery in the over, it shall instead be called a No ball.

Any full pitch delivery that passes over the waist height of the batter standing upright at the crease is a No ball.

5. Points

Outright win by an innings	14
Outright win	12
Outright tie	6 each team
First innings win	4
First innings tie	3 each team
Abandoned match with no first innings result	2 each team

6. Interrupted Matches

Where official umpire(s) are appointed, the umpire(s) decide when play starts/resumes.

In the absence of official umpires, the team captains must agree on the start or resumption of play after consultation with the groundkeeper, if present.

If all games in a round are washed out on Day 1, One Day Modified Playing Conditions will apply on Day 2. If any game starts on Day 1, standard two-day rules apply for all matches on Day 2.

7. Player Changes (Day 2)

A maximum of five replacements per team is permitted on Day 2, in addition to any replacements for players unavailable due to CMCA or higher representative duty.

If the replaced player batted/bowled in an innings, their replacement cannot do so in that same innings.

Unless otherwise agreed by both captains before the start of play on Day 2, the 12th player on Day 1 remains the 12th player on Day 2 unless the team has 11 or fewer players, in which case they may play as a replacement (but replacement restrictions still apply).

Captains must notify the umpire(s) (or each other if no official umpire(s) are appointed) of changes in writing before play starts.

ONE DAY MODIFIED CRICKET PLAYING CONDITIONS

Unless specified below, CMCA Two Day Competition Playing Conditions shall apply.

1. Hours of Play

Session one	10.30 am — 1.00 pm, drinks break at 11.45 am
Lunch	1.00 pm — 1.30 pm
Session two	1.30 pm — 4.00 pm, drinks break at 2.45 pm
Tea	4.00 pm — 4.20 pm
Session three	4.20 pm — 6.30 pm, drinks break at 5.25 pm.

A minimum of **100 overs** must be bowled in the day, conditions permitting.

The ten-minute changeover between innings does not reduce the total number of overs to be bowled in a day or the Last Hour.

If an innings concludes or play is interrupted within 30 minutes before Tea, the Tea interval will be taken immediately.

If nine wickets are down at the scheduled Tea break, play may continue for 30 minutes or until the final wicket falls, whichever occurs first.

Official umpires may impose penalties for slow over rates. In the absence of official umpires, CMCA reserves the right to deduct competition points retrospectively for slow over rates.

Last Hour

Commences at 5:30 pm, or upon completion of the over in progress at that time.

A minimum of 17 overs must be bowled during the Last Hour. However, if an interruption occurs during the Last Hour, the minimum number of overs to be bowled shall be reduced by one over for every four minutes of playing time lost. If an interruption occurs partway through an over, that over shall be completed upon resumption. Together, the two parts of that over will count as one of the minimum number of overs to be bowled.

Play must cease upon completion of the scheduled 17 overs (or any reduced number) or at 6:30 pm, whichever last occurs.

2. Ball

Each team must provide a new CMCA-approved Kookaburra 156g 4-piece Regulation or Club Match red ball per innings. In any given match, both teams are to use the same specification ball where possible.

Umpires will retain control of the match ball during any break in play.

3. Full and Short-Pitched Deliveries

A bowler may deliver two short-pitched balls per over before penalty provisions apply.

Any short-pitched delivery that passes clearly above the head of the batter standing upright at the crease is a Wide delivery. If it is the third such short delivery in the over, it shall instead be called a No ball.

Any full pitch delivery that passes over waist height of the batter standing upright at the crease is a No ball.

4. Points

Unless an outright win or a tie is achieved earlier (in which case competition points will be awarded), a minimum of 50 overs must be bowled, and the team batting second must have the opportunity to bat for at least 15 overs (1 hour) for competition points to be awarded.

Outright win	12
Tie	6 each team
Draw	4 each team
Abandoned / No result	2 each team
Outright loss	0

Unless an outright win or a tie is achieved prior (in which case competition points will be awarded), if fewer than 50 overs are bowled, or the team batting second does not have the opportunity to bat for at least 15 overs, the match shall be recorded as Abandoned / No Result.

5. Clothing

All players must wear traditional white cricket clothing for One Day Modified fixtures. Coloured clothing is not permitted.

PREMIER 2, ONE DAY PLAYING CONDITIONS

1. Duration of Match

Each match shall consist of one innings per side, with each innings limited to a maximum of 50 overs.

Delayed or Interrupted Matches

If the start of play is delayed for any reason, the number of overs in each innings shall be reduced at a rate of one over for every four minutes of lost playing time (or part thereof). The reduction shall be applied evenly between both teams. Where the total number of overs lost results in an odd number, it shall be rounded up to ensure an even split between the two innings.

If play is interrupted after commencement (eg due to ground, weather, or light conditions), no overs shall be deducted for the first 30 minutes of interruption. After that period, one over will be lost for every four minutes of further delay, deducted equally from both sides.

The Duckworth-Lewis-Stern (DLS) method, accessible through PlayHQ scoring, shall be used to calculate revised overs and target scores where applicable.

Authority to Suspend or Resume Play

Official appointed umpire(s) have the authority to suspend or resume play. If no official umpire has been appointed, this responsibility falls to the team captains, who must reach a mutual agreement on whether to stop or restart play.

Minimum Overs

For a result to be possible, the team batting second must have the opportunity to face a minimum of 20 overs unless an outright win or a tie is achieved prior (in which case competition points will be awarded).

2. Hours of Play

Session one 11.00 am — 2.20 pm

Lunch 2.20 pm — 2.50 pm

Session two 2.50 pm — 6.10 pm

except a 30-minute lunch interval shall be taken after the first innings, regardless of when that innings ends. The start time for the second innings shall be adjusted accordingly.

Drinks breaks will be permitted after the 17th and 34th overs, unless the official umpire(s) decide otherwise. In extreme heat or cold, the umpire(s) may permit additional drink intervals at their discretion.

Play may be extended until 7:00 pm to make up time lost due to interruptions (eg weather interruptions).

3. Ball

Each team must provide a new CMCA-approved Kookaburra 156g 4-piece Regulation or Club Match white ball per innings. In any given match, both teams are to use the same specification ball where possible.

The umpire(s) will retain possession of the match ball during any break in play.

4. Points

Win	6
Tie	3 each team
No result	2 each team
Loss	0

Bonus Points

A team that achieves a run rate at least 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate is calculated by dividing the total runs scored by the number of overs faced. If a team is all out, its overs faced shall be deemed to be the maximum number of overs it was otherwise eligible to receive.

In shortened matches, where targets are revised, bonus point eligibility will be determined based on the adjusted target and the maximum overs allocated.

Examples:

1. **Team A** scores 150 runs in 50 overs (run rate = 3.0).
Team B chases the target, scoring 151 runs in 37 overs (run rate = 4.1).
 $1.25 \times 3.0 = 3.75$.
Team B earns the bonus point, as their run rate exceeds 3.75.
2. **Team A** is all out for 160 runs in the 40th over.
Their run rate is calculated over 50 overs: $160 \div 50 = 3.2$.
Team B scores 161 in 50 overs (run rate = 3.2).
Neither team earns a bonus point, as Team B's run rate does not exceed 1.25×3.2 .
3. **Team A** scores 160 in 50 overs (run rate = 3.2).
Team B scores 110 in 50 overs (run rate = 2.2).
 $1.25 \times 2.2 = 2.75$.
Team A earns a bonus point, as their run rate exceeds 2.75.

5. Over Rate Penalties

Each side is expected to complete their 50 overs within 3 hours and 20 minutes. If this time is exceeded:

- The full quota of overs must still be bowled.
- The batting team will be credited **8 runs** for every full or partial over not completed within the allotted time.

If the side batting second is awarded penalty runs and their total score exceeds the first innings total, the match shall be deemed won by the side batting second.

Penalties will be applied immediately after the ball becomes dead following the scheduled (or rescheduled) end time for the innings.

If the innings ends before the scheduled/rescheduled time, no penalty applies.

If an innings is interrupted, penalties are assessed against the rescheduled cessation time.

Umpires must inform the fielding captain of the scheduled cessation time at the start of the innings and after any interruption. The bowler's end umpire must notify the fielding captain, the batters and their fellow umpire of any time allowances as and when they arise. These decisions are not subject to retrospective negotiation.

Note:

Over rate penalties only apply to innings of 20 overs or more.

In shorter innings, Law 41.9 (deliberate or avoidable time-wasting) shall be strictly enforced.

If no official umpires are present, CMCA reserves the right to deduct competition points retrospectively for slow over rates.

6. Fielding Restrictions

At the moment of delivery, no more than five fielders may be positioned on the leg side.

Fielding Restriction Area:

Defined by two semicircles (radius: 30 yards / 27.43m) centred on the middle stump at either end, connected by parallel lines.

If incorrectly marked or absent, the umpire(s) will define the area at their discretion before play begins.

Powerplays

In a 50-over innings, the fielding restrictions will apply as follows:

- **Powerplay 1 (Overs 1–10):** Maximum **2 fielders** outside the restriction area.
- **Powerplay 2 (Overs 11–40):** Maximum **4 fielders** outside the restriction area.
- **Powerplay 3 (Overs 41–50):** Maximum **5 fielders** outside the restriction area.

If play is interrupted and the innings is shortened, the revised Powerplay schedule (as set out in the table below) will take effect immediately on resumption—even if the interruption occurs mid-over.

At the commencement of the middle and final phases, the umpire shall signal to the scorers by rotating their arm in a large circle.

If any fielding restriction is breached, the umpire at the striker's end shall call and signal a No ball.

Powerplay Table

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
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	10

Powerplay Examples

Example 1:

A 50-over innings is interrupted after 8.3 overs and reduced to 32 overs. The revised Powerplay phases are: **7 + 19 + 6**.

When play resumes, the middle phase fielding restrictions take immediate effect and continue for the next 17.3 overs (until 26 overs have been bowled). The final phase begins after the 26th over.

Example 2:

A 40-over innings is interrupted after 18.5 overs and reduced to 22 overs. The revised Powerplay phases are: **5 + 13 + 4**.

When play resumes, the innings is already within the final phase, which will apply for the remaining 3.1 overs.

7. Limitation of Overs

No bowler may bowl more than 10 overs in an uninterrupted 50-over innings. If the innings is shortened, the maximum number of overs per bowler shall be 1/5 of the total overs allowed (unless a bowler has already exceeded this before the interruption).

If the total number of overs is not divisible by five, additional overs shall be allocated to the minimum number of bowlers required to balance the total.

Example:

After 25 overs, play is interrupted due to rain. Bowlers 1 and 2 have already bowled 9 overs each. The innings is reduced to 37 overs. The revised bowling limits allow:

- Two bowlers to bowl up to 8 overs; and
- Three bowlers to bowl up to 7 overs.

Since Bowlers 1 and 2 have already exceeded the 7-over mark, they are deemed to be the bowlers permitted the extra over (8 instead of 7). All other bowlers are limited to 7 overs.

If a bowler is unable to complete an over for any reason, the remaining deliveries must be completed by another bowler from the same end. The partial over will count as a full over for both bowlers for their limits.

No bowler may bowl consecutive overs or parts thereof.

8. Free Hit

Every No ball shall be followed by a Free Hit.

During a Free Hit, the batter may only be dismissed under the laws applicable to a No ball (ie Run Out, Hit the Ball Twice, or Obstructing the Field).

Fielders may not change position for the Free Hit unless:

- There is a change of striker; or
- The No ball was called for a fielding infringement (in which case only adjustments to correct the infringement are permitted).

The Free Hit must be completed with a legal delivery, otherwise, the Free Hit remains in effect.

9. Short-Pitched Deliveries

A bowler may bowl up to two short-pitched deliveries per over that pass above the shoulder of the batter standing upright at the crease.

Any delivery that passes clearly above the batter's head shall be called a Wide. If it is the third such short delivery in the over, it shall instead be called a No ball.

A full-pitched delivery that passes above the waist height of a batter standing upright at the crease shall be called a No ball.

INDER LYNCH T20 COMPETITION PLAYING CONDITIONS

1. Points

Win	6
Tie	4 each team
No result	2 each team
Loss	0

2. Duration

Each match shall consist of one innings per team, with each innings limited to a maximum of 20 overs. A minimum of 5 overs per team is required to constitute a match.

3. Hours of Play and Intervals

Match start times will be advised by CMCA.

If the team batting first completes its innings before the scheduled interval, the interval will commence immediately, and the innings of the team batting second shall begin earlier.

No drinks intervals are permitted, unless deemed necessary by the umpire(s) due to extreme heat or cold.

There is no provision to make up time lost due to delays, except as provided under the Length of Innings regulations.

4. Length of Innings

Uninterrupted Matches:

Each team shall bat for 20 overs, unless all out earlier.

If the team fielding first fails to bowl 20 overs by the scheduled time, play shall continue until the full quota is completed.

If the team batting first is dismissed in fewer than 20 overs, the team batting second is still entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled end time, the hours of play may be extended (subject to ground, weather, and light conditions) until all overs are bowled or a result is achieved.

Delayed or Interrupted Matches

For each 4 minutes of lost playing time, one over will be deducted from each innings.

The Duckworth-Lewis-Stern (DLS) method shall be used to recalculate overs and target scores. DLS is available via PlayHQ scoring.

The umpires have sole discretion regarding the suspension or resumption of play.

5. Ball

Each team must provide a new CMCA-approved Kookaburra 156g 4-piece Regulation or Club Match white ball per innings. In any given match, both teams are to use the same specification ball where possible.

Umpires will retain possession of the match ball during any break in play.

6. Fielding Restrictions

The fielding restriction area is defined by two semicircles with a radius of 30 yards (27.43 metres) from the middle stump at each end, joined by two parallel lines.

If fielding circles are not marked (or incorrectly marked), umpires will determine the restriction area at their sole discretion before play starts.

At the time of delivery:

- No more than five fielders are permitted on the leg side.
- During the first 6 overs, only two fielders may be outside the restriction area.
- For the remaining 14 overs, up to five fielders may be outside the restriction area.

7. Batting innings and reduction in overs

Team Batting First

If the innings is reduced, the Powerplay (fielding restrictions) shall also be reduced in proportion, 30% of total overs (rounded down). See the Powerplay Fielding Restriction Adjustments table below for reference.

If, at the resumption of play, the number of overs already bowled exceeds the revised Powerplay length, the fielding restrictions for the next phase shall have immediate effect.

Team Batting Second

If the innings is reduced, the same proportional application of fielding restrictions (30% of overs) shall apply as was applied in the first innings.

Fractions are ignored in all over calculations.

Powerplay Fielding Restriction Adjustments

Total Overs in Innings	Number of Overs Fielding Restrictions Apply
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

8. Overs per Bowler

No bowler may bowl more than 4 overs in a 20-over innings.

When overs are reduced due to delay or interruption, no bowler may bowl more than one-fifth of the total number of overs allowed—unless this limit has already been exceeded before the interruption.

If the total number of overs is not divisible by five, an additional over shall be allocated to the minimum number of bowlers necessary to make up the balance.

Example:

Play is interrupted after 8 overs, with Bowlers 1 and 2 having bowled 4 overs each. The innings is reduced to 12 overs.

On resumption, two bowlers may bowl 3 overs, and three bowlers may bowl 2 overs.

Bowlers 1 and 2, having already bowled 4 overs, are deemed to have bowled their full allocation (ie 3 overs), and other bowlers are restricted to 2 overs.

If an interruption occurs mid-over and the bowler has exceeded the new maximum allocation, they shall be allowed to complete the current over.

If a bowler cannot complete an over, another bowler must deliver the remaining balls from the same end. For over limits, both portions of the over will count as full overs for the respective bowlers involved.

No bowler may bowl consecutive overs, or part thereof.

9. Short-Pitched Deliveries

A bowler may bowl one short-pitched delivery per over that passes above the shoulder of the batter standing upright at the crease.

Any delivery that passes clearly above the batter's head shall be called a Wide. If it is the third such short delivery in the over, it shall instead be called a No ball.

A full-pitched delivery that passes above the waist height of a batter standing upright at the crease shall be called a No ball.

10. Free Hit

A Free Hit will follow every No ball.

During a Free Hit, the batter can only be dismissed under the conditions applicable to a No ball (ie Run Out, Hit the Ball Twice, Obstructing the Field).

Fielders may not change position for the Free Hit unless:

- There is a change of striker, or
- The No ball was called for a fielding infringement (in which case, only adjustments to correct the infringement are permitted).

The Free Hit must be completed with a legal delivery, otherwise, the Free Hit remains in effect.

11. Timed Out

Law 40 applies, except the incoming batter must be in position to take guard (or their partner ready to receive the next ball) within 1 minute and 30 seconds of the previous wicket falling. Failure to do so, upon appeal, will result in the batter being Timed Out.

The incoming batter is expected to jog immediately to the crease upon the fall of a wicket.

The batter must be ready as soon as the bowler is ready to deliver.

Umpires may impose a 5-run penalty for time-wasting by the batting side.

12. Over Rate Penalties

Each fielding team is expected to complete its 20 overs within 1 hour and 20 minutes of playing time.

If the fielding team fails to do so, the full quota of overs will still be completed, but the batting side will be credited with 8 penalty runs for every over or part over not completed within the time limit. This applies in both innings.

If the innings is terminated early, no over rate penalty applies.

If play is interrupted, the over rate is calculated based on the rescheduled cessation time, which the umpire will communicate to the fielding captain upon resumption.

The umpire at the bowler's end will advise of any time allowances as they arise. These are not subject to retrospective negotiation.

Over rate penalties only apply to innings of 10 overs or more. For innings of fewer than 10 overs, umpires will apply strict time-wasting penalties under the Laws of Cricket.

Penalties will be imposed immediately after the ball becomes dead following the scheduled or rescheduled cessation time. If this results in the side batting second surpassing the opposition's score, they shall be deemed to have won the match.

13. Tied Final Match and Super Over

A Super Over will only be used to determine the winner of a tied Final match.

Super Over Procedure:

- a) The Super Over will be played on the same day, ideally starting 10 minutes after the Final match ends, subject to weather and conditions.
- b) It will take place on the same pitch as the match.
- c) If two official umpires are present, they shall stand at the same ends as they did to finish the match.
- d) The fielding team may choose the end from which to bowl.
- e) Only players nominated in the main match may participate.
- f) Any penance time being served will carry into the Super Over.

- g) Standard last-over fielding restrictions apply.
- h) The team batting second in the match will bat first in the Super Over.
- i) The same match balls will be used.
- j) The Super Over ends once two wickets fall.
- k) If the Super Over is tied:

A countback from the final ball of the Super Over is used to determine the winner, based on which team had the higher scoring delivery. If a team loses two wickets before facing all six deliveries, the unbowed deliveries count as dot balls. All runs scored from a delivery, including extras and penalties, are included.

If the teams remain tied after the countback, the winner is the team that scored more boundaries (fours and sixes combined) across both the main match and the Super Over.

If still tied, the team that hit more boundaries in the main match alone is declared the winner.

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 the same number of runs from the 6th and 5th balls of their Super Over innings. However, on the 4th ball, Team 1 scored 2 runs while Team 2 managed only a single. As a result, Team 1 is declared the winner, having the higher-scoring delivery at the earliest point of difference.