



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

2024—2025

GENERAL PLAYING CONDITIONS

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

Team Composition

Teams can be made up of no more than 12 players, with only 11 players allowed on the field at any one time. Any team members not in the playing eleven or involved in play (eg as a substitute fielder) are to wear a training bib whilst on or in close proximity to the playing area.

In the event of a team playing twelve players, the captain must inform the opposing captain and the official umpire/s who the non-bowler (cannot be the wicket-keeper) and non-batter are, before the toss. When official umpires are not present, the captain must electronically inform the opposing captain (eg by text message) who the non-batter and non-bowler are prior to the toss being made (in addition to informing them verbally, and identifying the players).

Underage Bowling Loads

The following bowling loads shall apply for pace bowlers (defined as bowlers where the wicket-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

A spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day. In the instance of a follow-on, the bowler's normal break between spells will apply.

In the event of a bowler inadvertently exceeding the number of overs permitted, whatever eventuates as a result of those deliveries will stand. Upon notification of the irregularity, the offending bowler will be immediately replaced and the over completed by another bowler. Any partially completed over will count as a full over only so far as each bowler's limit is concerned.

Helmets

Helmets, with a face guard, are mandatory for all cricketers while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (ie within 7 metres of the stumps, excluding behind the wicket on the offside).

British Standard helmets (BS7928: 2013) are strongly recommended.

A helmet must be replaced:

After a severe impact from a cricket ball.

If you can see or feel any damage to any part of the head protector.

After a hard knock causing indentation.

Clothing

White clothing must be worn by all players for two-day and One Day Modified fixtures.

CMCA-approved coloured clothing must be worn by all players for all white ball fixtures. This includes coloured trousers and pads (or “clads”) that provide adequate contrast with the white balls being used. Official umpire/s can require pads and or clads to be changed if they consider it necessary.

Scoring

Teams must ensure all players / teams are loaded correctly on any digital device to be used for scoring prior to the scheduled start time each day.

In the event no official scorer has been appointed, two scorers must be used. Each team may appoint their own scorer, otherwise the batting team shall provide both scorers.

Scorers are responsible for recording all runs scored, wickets taken, and the number of overs bowled, and to acknowledge all umpire signals.

Match scores are to be documented by using a minimum of:

Two paper score sheets; or

One paper score sheet and one digital device (to be scored on PlayHQ live scoring preferred)

All results must be recorded on PlayHQ within 48 hours of the completion of the match.

Drinks

All drinks breaks and their timing are at the discretion of the official umpire/s. Drinks must be taken on the playing field and not last longer than five minutes.

Laws

Unless otherwise provided below, the ND Senior Competition Regulations shall apply to all CMCA Premier and Premier 2 competitions. In any such instance not covered by the ND 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.

A team's first innings can be no longer than 70 overs in duration. A compulsory declaration shall be made on the completion of the 70th over of any first innings still in progress at that point.

If an innings finishes or players are off the field for any reason within 30 minutes prior to Tea, Tea will be taken immediately. If nine wickets are down at the time of the Tea interval, play will continue for a period of not more than 30 minutes, or until the last wicket falls, whichever first occurs.

One drinks break (or more, under conditions of extreme heat or cold) will be scheduled per session at the umpires' discretion. On Day 2 the drinks break in session three will be taken at 5.05 pm immediately prior to the start of the Last Hour.

Ten-minute breaks between innings will not reduce the number of overs to be bowled in a day.

Day 1

A minimum of 100 overs to be bowled.

Play can continue through to 7.00 pm to make up lost time (eg for weather or a slow over rate). No play shall occur after 7.00 pm.

Day 2

A minimum over rate of 15 overs per hour must be maintained on Day 2 prior to the Last Hour or the official umpire/s may award penalties for slow play. If no official umpire/s are appointed, competition points may be deducted retrospectively by CMCA for slow play.

The Last Hour shall commence at 5.10 pm unless an over is in progress at that time, in which case the Last Hour shall commence at the completion of that over. A minimum of 17 overs shall be bowled in the Last Hour, irrespective of how many overs have been bowled prior.

Regardless of any prior interruption or delay, play must cease on completion of the 17 overs, or at 6.10 pm, whichever last occurs.

2. Balls

Each club shall provide new CMCA-approved Kookaburra 156 gram 4-piece red 'Regulation' or 'Club Match' balls for each game they play.

The umpire/s are to retain possession of the match ball during any break in play, including between each day's play.

3. Declarations

No team shall declare its first innings closed until at least one hour of playing time has elapsed since the start of the innings. Time lost due to weather or other interruptions during the innings shall be excluded when determining the first hour of any innings.

4. Full and Short Pitched Deliveries

A bowler may bowl two short pitch deliveries an over before invoking a penalty.

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

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

5. Points

Outright win	10 plus any bonus or first innings points obtained
First innings lead	4
Tied match	5 each team plus any bonus or first innings points obtained
Completed first innings where scores are equal	2

Drawn match where neither side has gained first innings points	2 each team
Abandoned match without a ball bowled	2 each team

6. Bonus Points (first innings only)

One batting point for the batting team for every 40 runs up to 200 runs.

One bowling point for the fielding team for every two wickets.

7. Interrupted Match

If official umpire/s have been appointed, the decision whether play will start or continue shall be made by the umpire/s. If no official umpire/s have been appointed and weather delays or interrupts any game in any grade, both captains must agree, after consultation with a ground keeper if present, before play can start / resume.

If Day 1 is a washout for all games in a round, then the CMCA One Day Modified Playing Conditions will apply for Day 2. However, if one game is started on Day 1, then all games in the round will continue as per a standard two innings match on Day 2.

8. Player Changes

There can be up to three changes on Day 2 in addition to any replacements for players on CMCA or higher representative duty. If a player being replaced has already batted or bowled, his replacement cannot bat or bowl in that same innings. Captains must give changes, in writing, to the official umpire/s if appointed (or to each other if no umpire/s are appointed) prior to the start of play on Day 2.

On Day 2, any nominated 12th player must continue as the 12th player if being played from Day 1 (regardless of innings played).

If the Day 1 12th player becomes a replacement on Day 2 (only permitted if 11 players or fewer are available on Day 2), the standard Day 2 replacement restrictions will apply.

ONE DAY MODIFIED CRICKET PLAYING CONDITIONS

CMCA Two Day Competition Playing Conditions shall apply unless modified below.

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 to be played (weather permitting) with a minimum of 15 overs to be bowled in the Last Hour. The Last Hour shall commence at 5.30 pm unless an over is in progress at that time, in which case the Last Hour shall commence at the completion of that over.

The first innings of the match can be no longer than 70 overs in duration. A compulsory declaration shall be made on the completion of the 70th over of the first innings of the match if still in progress at that point.

If an innings finishes or players are off the field for any reason within 30 minutes prior to Tea, Tea will be taken immediately. If nine wickets are down at the time of the Tea interval, play will continue for a period of not more than 30 minutes, or until the last wicket falls, whichever first occurs.

The ten-minute break between innings will not reduce the number of overs to be bowled in the day.

Official umpire/s will award penalties for slow play. If no official umpire/s are appointed, competition points may be deducted retrospectively by CMCA for slow play.

2. Ball

Each club shall provide a new CMCA-approved Kookaburra 156 gram 4-piece red 'Regulation' or 'Club Match' ball.

The umpire/s are to retain possession of the match ball during any break in play.

3. Full and Short Pitched Deliveries

A bowler may bowl two short pitch deliveries an over before invoking a penalty.

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

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

4. Points

In order for teams to be eligible for draw or outright points, the match must have had a minimum of 50 overs played, with the team batting second having at least 15 overs (1 hour) to bat.

Outright win	10
Draw	2 each team If the team batting second is above the required run rate, plus 2 bonus points.
Tie	2 each team
Abandoned / No result	2 each team
Outright loss	0

If 50 overs aren't reached, or the team batting second isn't given the opportunity to bat 15 overs (1 hour), the match is considered to be Abandoned / No result.

5. Clothing

For the avoidance of doubt, all players must wear white clothing for One Day Modified fixtures.

PREMIER 2, ONE DAY PLAYING CONDITIONS

1. Duration

The match will consist of one innings per side. Each innings shall be limited to 50 six-ball overs.

Delayed or Interrupted Match

In the event of play starting late for any reason, the number of overs in each innings shall be reduced on the basis of one over for every four minutes of playing time lost, or part thereof, and that number of overs shall be deducted evenly between the two teams. If the number of overs calculated is an odd number, the number of overs is to be increased by one so an even number of overs can be divided.

In the event ground, weather or light conditions interrupt play, after 30 minutes off the field an over will be deducted for every 4 minutes the teams are off the field.

The Duckworth Lewis Stern (DLS) method (to be accessed through the scoring on PlayHQ) will be used to determine the recalculation of the overs / targets required.

The official umpire/s have sole discretion as to the stopping or resumption of play. If an official umpire has not been appointed, the captains of both sides will assume this role and need to agree to stop or resume play.

There must be a minimum of 20 overs available to the team batting second to constitute a match.

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 that the 30-minute lunch interval shall be taken at the cessation of the first innings, regardless of the time that occurs. The second innings start time shall then be adjusted accordingly.

Drinks breaks will be permitted at the completion of overs 17 and 34 unless the official umpire/s decide otherwise. Under conditions of extreme heat or cold the umpires may permit extra intervals for drinks.

Play can continue up to 7.00 pm if necessary to make up any lost time (eg for weather interruptions).

3. Ball

Each club shall provide a new CMCA-approved Kookaburra 156 gram 4-piece white ball for each game they play.

The umpire/s are to retain possession of the match ball during any break in play.

4. Points

Win	6
Tie or No result	3 each team
Loss	0

Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.

Where a team is all out, the number of overs used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

Examples

Team A scores 150 in the first innings after 50 overs. Team B scores 151 runs in 37 overs to win the match. Team A's run rate was 3.0 runs per over. Team B's run rate was 4.1 runs per over. $1.25 \times 3.0 = 3.75$. Team B therefore earns a bonus point as their run rate exceeded the required 3.75 runs per over.

Team A is all out in the 40th over for 160 runs. That represents a run rate of 3.2 over their otherwise eligible 50 overs. Team B takes their time and scores the required 161 runs to win the game in the 50th over for the loss of just two wickets. Their run rate is also 3.2. Neither team earns a bonus point.

Team A scores 160 runs in their 50 overs, with a run rate of 3.2. Team B fails to run down the required total, scoring 110 in their 50 overs, a run rate of 2.2 runs per over. $1.25 \times 2.2 = 2.75$. Team A therefore earns a bonus point as their run rate exceeded the required 2.75 runs per over.

5. OVER RATE PENALTIES

Each side is expected to have completed their 50th over within the 3 hours 20 minutes allowed for each innings. In the event of failing to do so, the full quota of overs will be completed, and the batting side will be credited with 8 runs for each over and any part over that has not been bowled. This will apply to both innings of the match.

If the side batting second is credited with runs in this way, and this consequently takes their score past that of the side batting first, the match shall be deemed to be won by the side batting second.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

If the innings is terminated before the scheduled or rescheduled cessation time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings.

The umpire/s shall inform the fielding team captain when taking the field for the first time, and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and their fellow umpire of any time allowances as and when they arise. These matters will not be subject to retrospective negotiation.

Over rate penalties apply only to innings of 20 overs or more duration. In innings of fewer than 20 overs, the umpire/s shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over rate.

If no official umpire/s are appointed, competition points may be deducted retrospectively by CMCA for slow play.

6. Fielding Restrictions

The following fielding restrictions shall apply:

At the instant of delivery, there may be no more than 5 fielders on the leg side.

A fielding restriction area shall be defined by two semicircles drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. If no semicircles are marked or they are marked but incorrectly positioned, the fielding restriction area shall be determined by the umpire/s at their sole discretion prior to the start of play.

Powerplays

Powerplay 1 — no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10.

Powerplay 2 — no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40.

Powerplay 3 — no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50.

If play is interrupted during an innings resulting in a reduction of overs to be bowled, the Powerplay table below will apply and the Powerplay shall take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

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

Examples of the Powerplay table in use

A 50 over innings is interrupted after 8.3 overs and is reduced to 32 overs. The new Powerplay phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new Powerplay phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

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

In the event of an infringement of any of the fielding restrictions above, the umpire at the striker's end shall call and signal No ball.

The scoreboard shall indicate the current Powerplay in progress.

7. Limitation of Overs

No bowler shall bowl more than 10 overs. If the number of overs in each innings has been reduced, no bowler may bowl more than 1/5 of the total overs allowed (unless such a number has already been exceeded before the interruption). Where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

Example

After 25 overs, rain interrupts play and Bowlers 1 and 2 have already bowled 9 overs each. If the innings is reduced to 37 overs, on resumption two bowlers can bowl 8 overs and three bowlers can bowl 7 overs. Bowlers 1 and 2 have already exceeded this limit and so they count as the bowlers who were allowed the extra over (ie 8 as opposed to 7 overs), and any other bowlers are limited to 7 overs.

In the event of a bowler being unable to complete an over for any reason, the remaining balls shall be bowled by another player at the same end. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

No bowler shall participate in consecutive overs, or part thereof.

8. Free hit

Any No ball will be followed by a free hit delivery. During a free hit delivery, the batter can only be dismissed in the circumstances of a No ball (ie Run Out, Hit Ball Twice, Obstructing the Field).

Fielders cannot change position for a free hit unless there has been a change of striker or if the No ball has been called for a fielding infringement (in which case the change is made only to correct the infringement).

The free hit will only be completed if a legal ball is bowled. If an illegal (eg No ball or Wide) ball is bowled, the free hit remains in effect.

9. Short Pitch Deliveries

A bowler is allowed two short pitch deliveries that bounce over the shoulder of the batter standing upright at the crease per over before invoking a penalty.

However, any short pitch delivery which passes **clearly above the head** of the batter standing upright at the crease, shall be called a Wide. If it is the **third such delivery** in the over, it will instead be called a No ball.

Any **full pitch delivery** that travels over waist height of the batter standing upright at the crease shall be called a No ball.

INDER LYNCH T20 COMPETITION PLAYING CONDITIONS

1. POINTS

Win	6
No result	3
Loss	0

2. DURATION

The match will consist of one innings per team, each innings limited to a maximum of 20 overs. A minimum of 5 overs per team shall constitute a match.

3. HOURS OF PLAY AND INTERVALS

Start times to be as advised by CMCA.

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

No drinks intervals are permitted except in the umpire/s opinion under conditions of extreme heat or cold.

There is **no provision to make up for time lost**, other than in the LENGTH OF INNINGS regulation below.

4. LENGTH OF INNINGS

In uninterrupted matches (ie the match is neither delayed nor interrupted):

Each team shall bat for 20 overs unless all out earlier. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled.

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

If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

5. DELAYED OR INTERRUPTED MATCH

In the event of an interruption to play, an over will be deducted for every 4 minutes the teams are off the field. The Duckworth Lewis Stern (DLS) method (to be accessed through the scoring on PlayHQ) will be used to recalculate the overs / targets required.

The umpire/s have sole discretion as to the stopping or resumption of play.

6. THE BALL

Each club shall provide a new CMCA-approved Kookaburra 4-piece white ball for each game they play.

The umpire/s are to retain possession of the match ball during any break in play.

7. FIELDING RESTRICTIONS

A fielding restriction area shall be defined by two semicircles drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each semicircle shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. If no semicircles are marked or they are marked but incorrectly positioned, the fielding restriction area shall be determined by the umpire/s at their sole discretion prior to the start of play.

At the instant of delivery there shall be no more than five fielders on the leg side. For the first 6 overs of each innings, only two fielders are permitted outside the fielding restriction area at the instant of delivery. For the remaining overs of each innings, only five fielders are permitted to be outside the fielding area at the instant of delivery.

8. BATTING INNINGS

Team batting first

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions shall be reduced proportionately for that innings only (ie restrictions are in place for 30% of the total innings). See the Table below. Fractions are to be ignored in all number of overs calculations.

If, on resumption, the number of overs for fielding restrictions has already been exceeded, it will have immediate effect.

Team batting second

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions for the **same proportion** (30%) of the second innings that was maintained for the first innings (fractions are to be ignored). See the Table below.

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

9. NUMBER OF OVERS PER BOWLER

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption) except, when the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

Example

After 8 overs, rain interrupts play and Bowlers 1 and 2 have already bowled 4 overs each. If the innings is reduced to 12 overs, on resumption two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit and so they count as the bowlers who were allowed the extra over (ie 3 as opposed to 2), and any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

No bowler shall participate in consecutive overs, or part thereof.

10. FREE HIT

Any No ball will be followed by a free hit delivery. During a free hit delivery, the batter can only be dismissed in the circumstances of a No ball (ie Run Out, Hit Ball Twice, Obstructing the Field). Fielders cannot change position for a free hit unless there has been a change of striker or if the No ball has been called for a fielding infringement, in which case the change is made only to correct the infringement.

The free hit will only be completed if a legal ball is bowled. If an illegal (eg No ball or Wide) ball is bowled the free hit remains in effect.

11. TIMED OUT

Law 31 will apply except the incoming batter must be in position to take guard, or their partner to be ready to receive the next ball, within 1 minute 30 seconds of the fall of the previous wicket, or they will be dismissed Timed Out on appeal from the fielding team.

The incoming batter is expected to be ready and to jog to the appropriate crease immediately a wicket falls.

The batter will be required to be ready as soon as the bowler is ready.

The umpire/s can impose a 5-run penalty for time wasting by a batter.

12. OVER RATE PENALTIES

Each side is expected to have completed their 20th over within 1 hr 20 minutes playing time. If failing to do so, the full quota of overs will be completed, and the batting side will be credited with 8 runs for each over or part over that has not been bowled. This will apply to both innings of the match.

If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, the match shall be deemed to be won by the side batting second.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the rescheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time, and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings.

The bowler's end umpire will inform the fielding captain, the batter and their fellow umpire of any time allowances as and when they arise. These matters will not be subject to retrospective negotiation.

Over rate penalties apply only to innings of 10 overs or more duration. In innings of fewer than 10 overs, the umpire/s shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over rate.

13. TIED MATCH (FINALS ONLY)

In the event of a tie at the end of the allotted overs, a Super Over will be used to determine the winner.

Super Over Procedure

The following procedure will apply should the provision for a Super Over be required in any finals match:

- (a) 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 umpire/s. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- (b) The Super Over will take place on the pitch allocated for the match.
- (c) In the case of two official umpires, the umpires shall stand at the same end as that in which they finished the match.
- (d) In both innings of the Super Over, the fielding team shall choose from which end to bowl.
- (e) Only nominated players in the main match may participate in the Super Over.
- (f) Any penance time being served in the main match shall be carried forward to the Super Over.
- (g) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- (h) The team batting second in the match will bat first in the Super Over.
- (i) The same balls as used in the main game shall be used in the Super Over.
- (j) The loss of two wickets in the over ends the team's one over innings.
- (k) In the event of the team's having the same score after the Super Over has been completed, if the original match was a tie, clause (m) immediately applies. Otherwise, the team whose batters hit the greater number of boundaries combined from its two innings in both the main match and the one over per team eliminator shall be the winner.
- (l) If the number of boundaries hit by both teams is equal, the team that hit the greater number of boundaries in the main match (ignoring the Super Over) shall be the winner.
- (m) 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 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 (ie including any runs resulting from a Wide, No ball 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.