

## NoSCA Playing Conditions - Appendix 3: Super Overs

A **Super Over** is a means of deciding the winner of a Cup or T20 match when the scores are tied at the end of the scheduled overs. The following conditions will apply.

- 1) There will be just three batsmen and one bowler for each team (although there will be eleven fielders).
- 2) The umpires will select which end to bowl and both teams will bowl from the same end.
- 3) Each team will use the same (or nearest equivalent) ball as used at the end of their bowling innings in normal play.
- 4) Fielding restrictions (if any) are the same as last over of match in normal play.
- 5) The team batting second in normal play bats first in the Super Over.
- 6) The loss of two wickets ends the Super Over innings for a team.
- 7) The team scoring most runs in the Super Over is the winner.
- 8) If the Super Over scores are tied, the team with the most sixes in the regular match and Super Over is the winner.
- 9) If this number is the same, the team with most boundaries in the regular match and Super Over is the winner
- 10) If this number is the same, then the winner will be the team with the highest score at the end of the penultimate over of the regular match, and if the same counting back until a winner is found (*i.e. for a normal T20 match where the Super Over is tied, the winner is the team with the highest total at the end of the 19<sup>th</sup> over, and if tied at the end of the 18<sup>th</sup> over, and if tied at the end of the 17<sup>th</sup> over . . . .*)

## NoSCA Playing Conditions - Appendix 4: Bowl Outs

In the very unlikely event that a winner of a three team T20 group cannot be found by the conditions outlined in Clause 56 of the Playing Conditions, the three teams will take part in a bowl out to be conducted as follows.

- 1) Each team Captain will advise the umpires and his fellow captains of the 5 bowlers to take part in the bowl out.
- 2) Bowlers will bowl from one end (to be decided by the umpires or captains) to a set of three stumps with bails.
- 3) Any delivery which is deemed by an umpire to be unfair under the MCC Laws of Cricket will be called 'no ball' and thus cannot count as a successful 'hit', but will count as the attempt by the bowler.
- 4) Each team may use their own player to keep wicket and collect the ball, but they must stand at least 2m back from the stumps.
- 5) There must be an umpire at the bowler's end and, if available, an umpire should also stand at the striker's end to help reset the wicket after a successful 'hit'.
- 6) Players from each team will bowl alternately, the starting team to be decided by the toss of a coin.
- 7) The teams will take it in turns until all five players from each team have bowled (unless there is a winner sooner).
- 8) The winners will be the team which hits the stumps most times in their five attempts.
- 9) In the event of a tie after five deliveries, the tied teams will **continue in turn** until there is a winner under 'sudden death'.
- 10) In the event of a T20 day being washed-out, the team captains and umpires have the option of agreeing to a bowl-out to determine a winner, should the ground conditions be deemed safe to do so.