



Colorado Cricket League – Ranking System

RANKING AND STANDINGS:

- A team with highest number of wins shall get the highest ranking. Team with second highest number of wins shall get the second highest ranking, and so on till the last rank.
- In case of a Tie-Breaker (the same rules will be used for both Premier 40 and Twenty 20):

Tie-Breaker Rules come into play if at the end of the league stage, the teams are tied on the number of regular season wins OR tied on points gained.

- *Tie-Breaker 1:* A team with the highest number of tied games shall get the highest ranking; team with second highest number of tied games shall get the second highest ranking and so on. *A washed out or abandoned match is not considered a tie.*
- *Tie-Breaker 2:* In case of a further tie, the team with the best head-to-head performance (win-loss-tie) within the subset of tied teams at this stage shall get the highest ranking, team with second best performance shall get the second highest ranking, and so on.
- *Tie-Breaker 3:* In case of a further tie, the team with the best Net Run Rate (NRR) overall (taking into account all regular season games in that year *against all participants*, in which a result was obtained) shall get the highest ranking within this subset, team with second highest NRR shall get the second highest ranking, and so on.
- *Tie-Breaker 4:* In case of a further tie, the team with the best NRR against the teams within this subset shall get the highest ranking; team with second highest NRR shall get the second highest ranking, and so on.
- *Tie-Breaker 5:* If a tie exists even after the preceding tie-breakers, all teams tied at this stage shall get a joint ranking with the highest possible ranking awarded to each team within this subset. Included in the jointly awarded ranking. *If three teams tied for the third place, each will get 3rd ranking. The team that is next to the three will get 6th ranking.* Next ranking awarded to the team will allow for serialized ranking for each team.

PLAYOFFS:

Premier F40:

- The standings/rankings at the end of the league stage will determine the play off schedule
- The teams which are higher ranked at the end of the league stage will get the home ground advantage for the playoffs
- The games to decide positions 1 to 4 will be:
Semifinals: S1: #1 vs #4
S2: #2 vs #3
3rd place: S1 Loser vs S2 Loser
Finals: S1 Winner vs S2 Winner
- The games to decide positions 5 to 8 will be:
Semifinals: S3: #5 vs #8
S4: #6 vs #7
3rd place: S3 Loser vs S4 Loser
Finals: S3 Winner vs S4 Winner
- In the event of the home ground of the higher ranked team not being available, the match will be played at the ground which is chosen by the higher ranked team subject to availability of that ground.
- In the event of home grounds of both teams not being available, the match will be scheduled at a neutral venue as per the availability of the grounds.

Twenty 20:

- The standings/rankings at the end of the league stage will determine the play off schedule
- The teams which are higher ranked at the end of the league stage will get the home ground advantage for the playoffs.
- The games to decide positions 1 to 4 will be:
Semifinals: S1: #1 vs #4
S2: #2 vs #3
3rd place: S1 Loser vs S2 Loser
Finals: S1 Winner vs S2 Winner
- The games to decide positions 5 to 8 will be:
Semifinals: S3: #5 vs #8
S4: #6 vs #7
3rd place: S3 Loser vs S4 Loser
Finals: S3 Winner vs S4 Winner
- The games to decide positions 9 and 10 will be:
Playoff: #9 vs #10
- In the event of the home ground of the higher ranked team not being available, the match will be played at the ground which is chosen by the higher ranked team subject to availability of that ground.

- In the event of home grounds of both teams not being available, the match will be scheduled at a neutral venue as per the availability of the grounds.

Cancelled/Abandoned Games:

- In case of Washed out or abandoned matches, the teams involved shall not get credit for a win or a tie.
- It is recommended that the teams try and replay the matches within the time-frame that the League EC provides.
- Concerns or disputes regarding replay matches must be reported to the EC as soon as possible. The EC is responsible for answering these concerns and resolving any such disputes.
- EC may choose to declare a game as a forfeit or a tie. In which case it will be added to the overall result and appropriate ranking rule(s) shall apply.
- EC has decided that any game that is washed out WILL have to be replayed. Teams not willing to play will forfeit the game and it will be considered a walkover.
- Valid concerns to be taken up or reported before the EC with respect to replay matches are:
 - Ground availability
 - Exact time-frame to finish replay games
 - Refusal by one team to replay a match.
 - Mutual agreement to not play a previously abandoned/washed out match. In case of a mutual agreement to not replay an abandoned/washed out match, a reason for abandonment *must* be provided to the EC.
- If ground availability and weather becomes an issue then games for positions 1 to 4 will be given preference over games for positions 5 to 8 OR 9 and 10

Disputes and grievances

Once a season starts, this rule shall remain in effect until the winner for that season is declared, unless amended by an AGM or an EGM. If a team has any disputes or concerns with interpretation of any part of this rule once the season has started, they must be submitted to the League Executive Committee, which shall take necessary steps to resolve them.