Colorado Cricket League – Ranking System for Teams in League Championship.

In Colorado Cricket League's league championship, teams will be ranked using the following rule.

It is assumed that all teams have an equal schedule, i.e., each team in the league is scheduled to play an equal number of games in a season.

Ranking rule

1. 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.

Tie Breaker

In the next section, comparatives are restricted to teams that are tied in terms of number of regular season wins.

In case of equal number of wins among two or more teams, the following tie-breaker rules shall apply, in order.

- 2. 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.
- 3. 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. For this comparison, better performance is defined as higher number of wins followed by higher number of ties.
- 4. 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.
- 5. 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.
- 6. 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. Next ranking awarded to the team will allow for serialized ranking for each team

included in the jointly awarded ranking. If three teams tied for the third place, each will get 3^{rd} ranking. The team that is next to the three will get 6^{th} ranking.

Recommendations

This committee recommends to the EC to provide for a make-up weekend at the end of the season, before declaring the winners of a season. This will allow teams to replay any abandoned matches.

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.

Footnotes

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.

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.

Player availability or other internal matters of a club are *not* the EC's concern and they should not be valid reasons for refusing to replay a match.

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.