



## 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 Twenty20):  
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 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 2:* 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 3:* 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 3<sup>rd</sup> ranking. The team that is next to the three will get 6<sup>th</sup> 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

3<sup>rd</sup> 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  
3<sup>rd</sup> 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. then the choice of ground to be as follows
  - a - Neutral ground(s) with the minimum travel combined for both teams
  - b - If (a) not available, then the opposition's home ground
  - c - If (b) is also not available, then ANY ground of home team's choosing.

**Twenty 20:**

- The T20 teams will be split evenly into two groups.
- Each team will play every team in their group once. For an 8-team group that's 7 games per team for a total of 56 games. This will be Round 1. Round 1 is expected to be completed before the RMSG.
- At the end of Round 1, the top four teams from each group (half the group) will be placed in the First Division and the bottom four teams will be placed in the Second Division. Thus again each division will have 8 teams. The points gained by each team in round 1 against other teams who are joining them in Round 2, will be their starting points. This will start Round 2. In this round each team will play the four other teams that have joined them from the other group. That's 4 more games per team for a total of 32 more games.
- At the end of Round 2, the top 4 teams from each division will play for the Divisional Championship. The bottom 4 from each division will play for the Plate. So we will have two T20 divisional Championships – First Division and Second Division and two Plates – First Plate and Second Plate.
- The teams which are higher ranked at the end of the each round will get the home ground advantage for the next round/playoffs.
- Playoffs will be of IPL format. There would be an eliminator and 2 qualifiers. First team to reach the finals will have the home ground advantage.

Qualifier:	Q1	#1 vs #2
Eliminator :	E1:	#3 vs #4
	E2:	Q1 loser vs E1 winner
Finals:	Q1 winner vs E2 winner	

- The games to decide positions 5 to 8 will be:

Qualifier:	Q1	#5 vs #6
Eliminator :	E1:	#7 vs #8
	E2:	Q1 loser vs E1 winner
Finals:	Q1 winner vs E2 winner	

- The above rule will be applied to decide positions 9 to 16.
- In the event of the home ground of the higher ranked team not being available. then the choice of ground to be as follows
  - a - Neutral ground(s) with the minimum travel combined for both teams
  - b - If (a) not available, then the opposition's home ground
  - c - If (b) is also not available, then ANY ground of home team's choosing.

### ***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.