



Points System:

- 4 points will be awarded for a win and 0 points for a loss
- The two teams will earn 2 points each in case of an incomplete or an abandoned match
- 1 point will be deducted as a penalty for any team that does not show up for a scheduled league match. In such a case, the team that showed would get full 4 points. However, if both teams mutually agree not to play a game (other than unplayable ground conditions), both will be penalized 1 point each.
- Winning team has the responsibility to submit scorecard. Should a match end in a tie, the responsibility will fall on the home team.
- Match result should be submitted by Monday 8 PM for that weekends match. Offending team shall be deducted .25 of a point for every day not submitted. Failure to submit the full scorecard by Wednesday 8 PM being increased to .50 of a point and for every additional week an extra fine of .25 of a point will be added.

Tie-Breaking Procedures:

- At the end of the round-robin stage, the teams will be **ranked** based on the numbers of **points** they earned. A team with earn more points when compared to another team will earn a higher rank as compared to the other team in the final standings.
- At the end of the round-robin stage, if **two** teams are tied with the same number of points, then the team, which **won more** number of round-robin games **between those two** teams, will earn the higher rank in the final standings.
- At the end of the round-robin stage, if **more than two** teams are tied with the same number of points, then the **net run rate** will used a measure to decide the rank of the tied teams. A team with a higher net run rate when compared to another team will earn a higher rank as compared to the other team in the final standings.
- A team's net run rate will be calculated as (**batting Run Rate – bowling Run Rate**)
- A team's batting run rate will be calculated by reference to the number of runs scored divided by the number of overs faced
- A team's bowling run rate will be calculated by reference to the number of runs given away while bowling divided by the number of overs bowled
- Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face
- Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.
- Any incomplete / abandoned match will not be taken into consideration while calculating the net run rate for a team.



- If the two teams manage to tie a match which is a complete match or a match that has been shortened and target revised through the Duckworth/Lewis system, then the following rules will apply:
 1. If the match was a round-robin game, then the result would be a tie and the teams would split the points.
 2. If the match was a quarter final or a semi-final, then the team which entered that stage with a higher rank, would be considered winners.
 3. If the match was the final of the MCL, then the team which entered finals with a higher rank, would win the MCL trophy.

League Format:

Round Robin Stage:

Teams have been split in to 2 groups of 11. All teams will play 16 games during the regular season. The top 4 teams from each group will qualify for further rounds. **There is no rain date for the Round Robin stage games. Points will be split between teams if a match is cancelled due to bad weather or unplayable ground conditions.**

Quarter Finals:

The top 4 teams of each group (with most points) from the preliminary round robin stage automatically qualifies for the quarter finals. Quarter finals are played in the format given below. In case a game ends in a tie or rained out, the team with a higher rank for that game automatically qualifies for the semi-finals. **There is one rain date for the quarter finals.** The winner of each of the quarter finals qualifies for the semi finals.

Quarter Finals Format:

QF1 - Group A - Rank 1 Team Vs Group B - Rank 4 Team
QF2 - Group B - Rank 1 Team Vs Group A - Rank 4 Team
QF3 - Group A - Rank 2 Team Vs Group B - Rank 3 Team
QF4 - Group B - Rank 2 Team Vs Group A - Rank 3 Team

Semi Finals:

The winners of each of the quarter finals qualify for the semi finals. Semi finals are played in the format given below. **There is one rain date for the semi finals.** In case a game ends in a tie or rained out, the team with a higher rank for that game automatically qualifies for finals. The winner of each of the semi finals qualifies for the finals.

Semi Finals Format:

SF1 - Winner QF1 Vs Winner QF4
SF2 - Winner QF2 Vs Winner QF3

Finals:

Millennium Cricket League League Format – 2007 Season



Finals are played between the winners of each of the semi finals. In case a game ends in a tie the team with a higher rank wins the tournament. **In case the finals are rained out, it will be played the following week until a result or tie occurs.**

Finals Format:

Champions - Winner SF1 Vs Winner SF2