



MPL-4 League Format (2017)

Version 1.0

Teams: BYCC, CACA, CAM, IL, LRCC, MCC-G, MCC-T, MICA, PREDATORS, SVM-WOLVES, WOLFPACK

T-20

Group A

TEAM RANKINGS 2015	TEAM NAME
1	IL
4	MCC-T
5	MICA
8	LRCC
9	BYCC

Group B

TEAM RANKINGS 2015	TEAM NAME
2	CAM
3	Wolfpack
6	MCC-G
7	CACA
10	PREDATORS
11	SVM-Wolves

- ✚ All rained out games during first round will result in points split.
 - If both HH and BT are either not fit for play or unavailable due to other games happening, then the committee allows teams to use the flexibility rule and play at JB or LR.
- ✚ For all Playoff games (Pre-Q Final, Q-Final, Semi-Final), committee holds the right to move the games if the local grounds (HH and BT) are unfit for play. The game can be moved to JB and if there is more than one game that is being moved, then committee will assign time slots for teams to complete their games. If any team doesn't agree to play the game at the new venue, then committee considers it as a forfeit. If HH, BT and JB are all unfit for play, then it's up to the teams to agree and play at LR, else higher seed will proceed.
 - Semi-final games are scheduled for October 22nd and if both or either one of the games gets rained out, then those games will be moved to October 28th (Saturday). If October 28th also results in a rained out game, then the higher seed will proceed to the finals (October 29th).
- ✚ If both the semi-final games get completed on October 22nd, then the Final game will be scheduled on Saturday, and Sunday would be a reserve day. If the Semi-final game(s) gets moved to October 28th, the Final game will be moved to October 29th (Sunday). If the Finals gets rained out on October 28/29th weekend, then it shall be moved to the following weekend. The following weekend will most likely be the weekend where India Fest would happen. Since India Fest is scheduled for November 4th (Saturday), the game will have to be played on November 5th (Sunday). If November 5th gets rained out, then the higher seed will be declared as the winner.
- ✚ In playoffs, higher ranked team plays at HH and the lower ranked team plays at BT.
 - Pre-Q Final: Team ranked 5 will play at HH and team ranked 6 will play at BT
 - Q-Final: Team ranked 3 will play at HH and team ranked 4 will play at BT
 - Semi-Final: Team ranked 1 will play at HH and team ranked 2 will play at BT
 - Final: To be played at HH
- ✚ No buffer weekends, except for Semi-final and Final games as mentioned above.
- ✚ D/L will be implemented as usual.

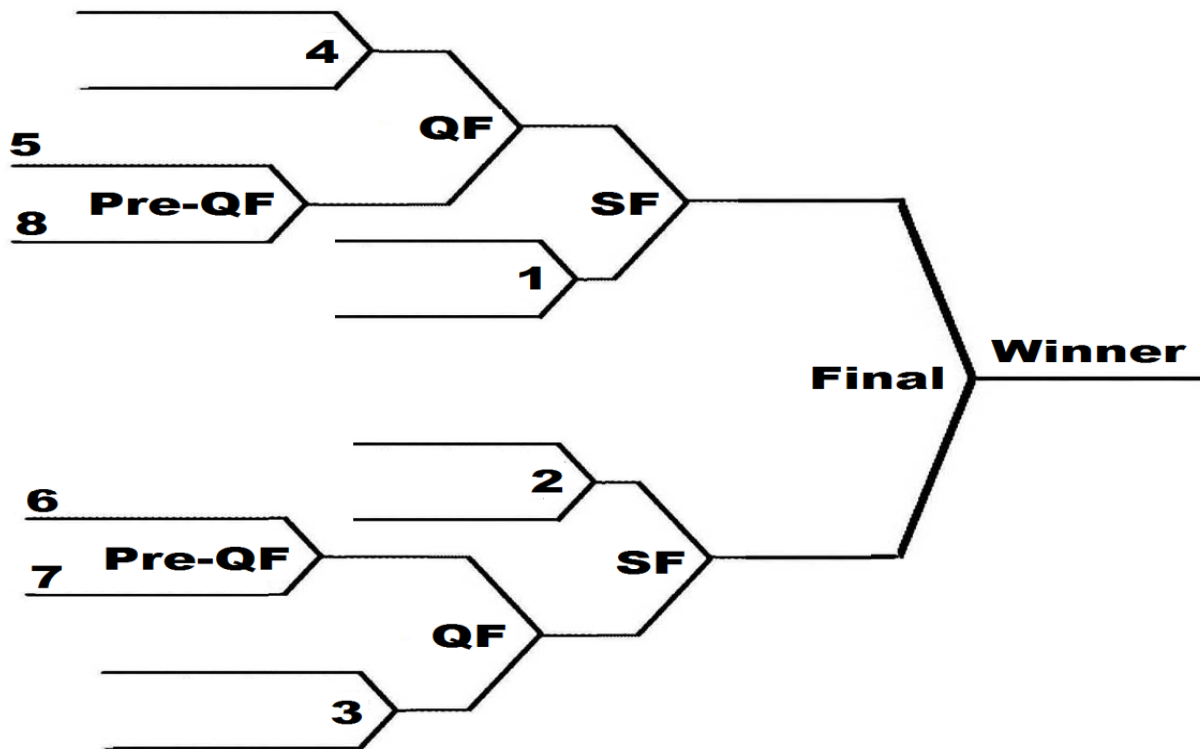
❖ Round 1:

- All teams will play across group (6 games total). Group A will play every team from Group B and vice-versa.
- Group B teams play their sixth game against a team within their own group, which will be decided based on the lottery.
- Home and away will be randomly assigned and travel games may be back to back for less travel.

❖ Round 2 (Playoffs):

- After round 1, all the teams will be re-ranked based on overall points and NRR.
- Teams ranked 1 & 2 will advance straight to semi-finals.
- Teams ranked 3 & 4 will advance straight to quarter-finals.
- Teams ranked 5 will play 8, while team ranked 6 will play 7 in pre-quarters to qualify for QF.
- Winner of 5/8 will play 4 in QF1 while winner of 6/7 will play 3 in QF2.

- Winner of 5/8/4 will play 1 in SF1 while winner of 6/7/3 will play 2 in SF2.
- Last two teams will play finals for the championship.
- No third place game. Ranking for 3rd place will be determined based on winner between the two teams when they faced each other in the last game, else Points and NRR will determine their position.
- Ranking for next year is based on all the matches. For e.g. Champion is ranked 1 and so forth.



TROPHIES FOR T-20:

- ❖ Best Batsman, Best Bowler, MVP (All way through as per ICC)
- ❖ Fastest 50 (All the way)
- ❖ Fastest 100 (All the way)
- ❖ Most Number of Sixes (All the way)
- ❖ Playoffs (MoM trophy for every game in Round 2)
- ❖ Championship Cup (Cup for 1st, 2nd, Individual trophies for Winners/Runners Up)
- ❖ Special Inning Awards (E.g. Any MPL Record Breaking or Special Feat, Hat-Trick, etc)