

# ARK-TENN CRICKET LEAGUE (ATCL)

**FORMAT 2017** 

Version 3.0

**T-20** 

# **Teams Participating**

BYCC, CACA, CAM, IL, LRCC-H, LRCC-H, MICA, MCC-G, MCC-P, MCC-T, WCC, WOLFPACK

TEAM RANKINGS 2016	TEAM NAME
1	IL
2	WOLFPACK
3	MCC-T
4	CACA
5	MICA
6	CAM
7	BYCC
8	MCC-G
9	LRCC-R
10	WCC
11	LRCC-H
12	MCC-P

# Group A

TE	AM RANKINGS 2015	TEAM NAME
-	1	IL
1961	4	CACA
	5	MICA
	8	MCC-G
	9	LRCC-R
W.	12	MCC-P

### SISTAULE

# **Group B**

TEAM RANKINGS 2015	TEAM NAME
2	WOLFPACK
3	MCC-T
6	CAM
7	BYCC
10	WCC
11	LRCC-H

### ✓ COMMENTS:

- ♣ Rained-out games points will be split otherwise as communicated below.
- There will be adjustment to schedule if T20 starts before the announced date.
  - Optional week: Team can choose to play on the weekend of March 11-12 for their first round game to avoid back to back game. Both teams have to agree. If the weekend gets rained out then the game moves back to original scheduled date.
  - The tournament begins March 18-19. Due to this early start if any game gets rained out during this weekend then that rained out game will be adjusted as back to back game in any of the upcoming weekend and in the open slot available.
- ♣ There may be 1 or 2 back-to-back games in first round and 1 back-to-back in second round.

### Round 1:

- ➤ Group A and Group B plays across each other (6 games).
- Home and away will be randomly assigned and travel games may be back to back for less travel.

### Round 2:

- > Top 8 teams in overall ranking will advance to Round 2.
- > Two groups will be formed (R1, R4, R5, R8 & R2, R3, R6, R7). The two groups plays within their group for total of 3 games.
- ➤ Bottom 4 teams will form two groups (R9, R12 & R10, R11) and will play across group for ranking for next year (2 games total).
- ➤ Home ground will be determined based on higher ranking team. Points and NRR will determine their position.

# \* Round 3 (Championship Playoffs):

- > Top 2 teams from each group will advance to playoffs.
- ➤ A1 will play B2 and A2 will play B1. (2 Games)
- Final will be played between two remaining teams.
- ➤ Home ground will be determined based on higher ranking team. Points and NRR will determine their position.
- No third place game. Ranking for 3<sup>rd</sup> 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.

### **\*** Buffer weekends for playoff games:

- All playoff games will be scheduled on Saturday unless there is ground unavailability. If a playoff game gets rained out on Saturday, and the home ground would be unfit for play on Sunday, Committee will decide (By 6PM on Saturday) whether to move the game to another ground in the same city (if it's playable) or to Away team's ground. If game isn't played on scheduled weekend game moves to following Saturday.
- If for some reason game is not played the following weekend then higher seed advances. Please also note, if time is constraint then Semi-Finals and Final can happen on the same weekend.

### **✓ TROPHIES FOR T-20:**

- ♣ Best Batsman, Best Bowler, MVP (Will be based on End of Round 2)
- 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 3)
- Championship Cup (Cup for 1st, 2nd, Individual trophies for Winners/Runners Up)
- ♣ Special Inning Awards (E.g. Any ATCL Record Breaking or Special Feat, Hat-Trick, etc)



# **T-35**

### **Teams Participating**

BYCC, CACA, CAM, IL, LRCC, MICA, MCC-G, MCC-T, WOLFPACK

TEAM RANKINGS 2016	TEAM NAME
1	IL
2	CACA
3	MCC-T
4	CAM
5	WOLFPACK
6	BYCC
7	LRCC
8	MCC-G
9	MICA

### ✓ COMMENTS:

Two black-out dates only, not within same weekend. In other words, teams cannot take complete weekend off.

### **❖** Round 1:

- > All teams will play each other (8 games total).
- ➤ Home and away will be randomly assigned.
- > Top 6 teams will proceed to next round and bottom 3 team will be eliminated from the tournament.

# Round 2 (Play-offs, President's Cup):

- > Top 2 teams will play each other for President's Cup. The teams are not eliminated in this round. Winner of Presidents Cup holds Ranking 1 for semi-finals.
- > Team ranked 3 to 6 will play quarter-finals. R3 plays R6 while R4 plays R5.
- After Presidents Cup and Quarterfinal, the teams will play semis based on following rankings. Ranked 1 plays winner of R4/R5 while Ranked 2 will play winner of R3/R6.
- Final will be played between winners of two Semi-Final matches.
- ➤ Home ground will be determined based on higher ranking team.

- No third place game. Ranking for 3<sup>rd</sup> 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.

## **\$** Buffer weekends for playoff games:

- All playoff games including Presidents Cup will be scheduled on Saturday unless there is ground unavailability. If a playoff game gets rained out on Saturday, and the home ground would be unfit for play on Sunday, Committee will decide (By 6PM on Saturday) whether to move the game to another ground in the same city (if it's playable) or to Away team's ground. If game isn't played on scheduled weekend game moves to following Saturday.
- If for some reason game is not played the following weekend then higher seed advances.

### ✓ TROPHIES FOR T-35:

- Best Batsman, Best Bowler, MVP (All way through as per ICC)
- ♣ Man of the Match trophy for every game in Super Sixes, Semis and Final
- ♣ Championship Cup (Cup for 1st, 2nd, Individual trophies for Winners/Runners Up)
- Presidents Cup (Individual trophies for Winners/Runners Up)
- ♣ Special Inning Awards (E.g. Any ATCL Record Breaking or Special Feat, Hat-Trick, etc)

### ✓ PLAYER OF THE YEAR:

**★** ATCL TROPHY FOR PLAYER OF THE YEAR WLL BE AWARDED TO INDIVIDUAL WITH MOST NUMBERS OF PLAYER OF THE WEEK TITLES. IN CASE OF TIE, COMMITTEE WILL MAKE THE FINAL CALL.