



- 6 teams will participate in DMV 100 tournament.
- Teams will be split into two groups of 3 teams each.
- Each team will play two (2) group matches against the teams in the group
- Top 2 teams from each group will qualify for the playoffs.

GROUP A	GROUP B
A1	B1
A2	B2
A3	B3

## 1. Team Ranking

1.1. All Teams will be ranked in their respective division using the following tie-breaking criteria,

in order listed:

- i) Most Points (Win Points: 2, Washout/Draw /Tie Point: 1, Loss Points: 0)
- ii) Highest Net Run Rate
- iii) Win Percentage
- iv) Head-to-Head

1.2. A win will be worth 2 Points, a tie/an abandoned game 1 point for each team, and 0 for a loss.



## 2. Playoffs

### 2.1. Qualification

- Top Two (2) teams will qualify for the playoffs from each group using Team rankings as per the Cricclubs point table.
- Once teams are ranked in the playoff table, then cricclubs ranking will not apply. A1 will be always ranked higher than B2 regardless of group stage rankings.

#### DMV Semi Finals Quarter Finals

- A1 vs B2 – Semi Final 1
- A2 vs B1 – Semi Final 2

**Final:** Winner of Semi Final 1 Vs Semi Final 2

### 2.2. Eliminators & Semi-Finals

2.2.1. There will be a no reserve day for each playoff game.

2.2.2. If the playoffs cannot be completed due to weather related of any other reason, then higher ranking teams will move forward

2.2.3. There will be a super over for all playoff games which end up in a tie.

### 2.3. Final

2.3.1. If weather condition prevents the Final from being completed, there is a no reserve day for the finals.

2.3.2. If the match is not able to be completed, the team with higher ranking shall be declared winner.



### **Procedure for the Super Over Eliminator/One Over Per Side Eliminator**

1. Subject to weather conditions the one over (5 balls) per side eliminator will take place on the scheduled day of the match.
2. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
3. If the weather conditions don't allow the one over per side eliminator to be held on the scheduled day of the match, then the Scheduling Committee along with the Executive Committee will decide upon an appropriate course of action for decision making
4. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
5. The umpires shall stand at the same end as that in which they finished the match.
6. The umpires shall choose an end of the pitch for bowling and both teams will bowl from the same end.
7. Each team's over is played with the same fielding restrictions as apply for a non-powerplay over.
8. The team batting second in the match will bat first in the one over eliminator.
9. The same ball as used at the end of each team's innings shall be used for the "extra" over.
10. The loss of two wickets in the over ends the team's one over innings.
11. In case of a tie in the eliminator over, steps 3-9 will be repeated (teams may select different players in step 4) until one team scores more runs than the other and result is achieved.