



# CRICKET BOARD OF MALDIVES

Malé Sports Complex. Indoor Cricket Hall, 1st Floor

Tel. +960 332 5503 Mob. +960 777 4761 Fax. +960 332 5550

Email. [info@maldivescricket.org](mailto:info@maldivescricket.org) Website. [www.maldivescricket.org](http://www.maldivescricket.org) Twitter. [@maldivescricket](https://twitter.com/maldivescricket)

## MOST VALUABLE PLAYER / PLAYER OF THE TOURNAMENT CALCULATIONS

The Cricket Board of Maldives uses 'CricHQ' scoring software to record all of the organised tournaments that take place in the Maldives. This software allows live scoring to be viewed online from any location. Also, it serves as a secure way to ensure the records of matches played and individual players statistics are available for all to view, anytime, anywhere.

For allocating the 'Player of the Tournament' or 'Most Valuable Player' award the Cricket Board of Maldives follows a tried and tested International Format that 'CricHQ' provides.

The Cricket Board of Maldives has been using this system to FAIRLY allocate this award for over 3 years.

Here is a breakdown of how it works:

The Player of the Tournament formula recognises the format of the match and can adapt to the situation of the game, rewarding players constantly through the game on events, as they happen.

This will ensure that all levels of cricket from International through to Junior Cricket will have a relevant rating system that fairly allocates points to players based on the game they are participating in.

CricHQ has completed in-depth analysis and studies to gain vital MVP knowledge. We have analysed historical data of all International and First Class fixtures and from 100,000 recreational cricket matches on CricHQ.

The basis of MVP points allocation is that 25 runs has the same value as 1 wicket, therefore; 1 wicket = 2.5 MVP points & 10 runs = 1 MVP point

### Bowling Rules

Unassisted wicket (bowled/LBW/etc): 1 wicket = 2.5 MVP points. When the bowler takes the wicket without the assistance of a fielder

Assisted wicket (caught/stumped/etc): 1 assisted wicket = 1.25 points to each participant, calculated on a 50/50 share of total MVP points available between bowler and catcher/stumper

Multiple wicket bonus: If the bowler gets more than one bowling wicket then they get a 10% bonus for every additional wicket. This is added on top of the bowler MVP points they already have.

Economy rate bonus: Bowlers are rewarded/penalised if their economy rates are lower/higher than their team's economy rate.

Par score bonus: If a batsman is dismissed for less than their par score, the negative points earned are converted to positive and shared amongst the wicket taker (s).

Base: Sum of bowling MVP points without bonuses.





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Total: Sum of bowling MVP points including and bonuses.

## Fielding Rules

Unassisted wicket (run out): 1 wicket = 2.5 MVP points to the person effecting the run out without assistance from any other fielder

## Assisted wicket

(Includes run out assist): 1 assisted wicket = 1.25 points to each participant, calculated on a 50/50 share of total MVP points available between the first 2 people (limit 2 participants)

Multiple wicket bonus: If the fielder gets more than one fielding wicket then they get a 10% bonus for every additional wicket. This is added to any fielding MVP points they already have.

Par score bonus: If a batsman is dismissed for less than their required par score, the negative points earned are converted to positive and shared amongst the wicket takers. (i.e. All the points can go to the fielder or split 50/50 with the bowler)

Base: Sum of fielding MVP points without bonuses.

Total: Sum of fielding MVP points including bonuses.

## Batting Rules

Runs base: 25 runs = 2.5 MVP Points

Strike rate bonus: Batsmen are rewarded/penalised if their strike rates are higher/lower than their team's strike rate.

Par score bonus: If a batsman scores higher than their batting positions "Par Score", they attract a bonus on all runs scored thereafter.

Total: Sum of batting MVP points including bonuses.

## Batsman Strike Rate and Par Score Bonuses

The MVP formula balances the importance of strike rates and advancing the game within shorter matches, with batting time and achieving above par scores in longer matches.

## Par Score Bonus

The below table provides indicative weightings to what each batting position contributes on average to the amount of total runs scored in an innings.

These averages vary slightly depending upon the match type being played.

An example would be if a team scores 300 runs the batsman at number 4 would normally has the opportunity to score 12% of the team's runs (36).

