TOURNAMENT NET RUN RATE CALCULATION

NRR
[NET RUN RATE]

=

$$\left(\frac{\text{TOTAL RUNS SCORED IN ALL MATCHES}}{\text{[DIVIDED BY]}} \right) \text{ [MINUS] } \left(\frac{\text{TOTAL RUNS CONCEDED IN ALL MATCHES}}{\text{[DIVIDED BY]}} \right)$$

(
TOTAL RUNS SCORED
IN ALL MATCHES
_____
[DIVIDED BY]
_____
TOTAL OVERS FACED
IN ALL MATCHES
)

[MINUS]

(
TOTAL RUNS CONCEDED
IN ALL MATCHES
_____
[DIVIDED BY]
_____
TOTAL OVERS BOWLED
IN ALL MATCHES
)

- If a team is bowled out, it is not the overs actually faced which their score is divided by; instead the full quota of overs to which it would have been entitled is used (e.g. 50 overs for an uninterrupted One Day International, and 20 overs for a Twenty20 match).

- Convert the number of balls in an incomplete over to obtain the fraction as a decimal. Example: 14.3 Overs is converted to 14.5 Overs.

- If a match is abandoned as a No Result, none of the runs scored or overs bowled count towards this calculation.

- If a match is interrupted, Duckworth-Lewis revised targets are set, and a result is subsequently achieved, the revised targets and revised overs are used for Team 1's innings (i.e. 1 run less than the final Target Score for Team 2, off the total number of overs allocated to Team 2), and the actual runs scored by Team 2 and overs allocated to Team 2 are used for Team 2's innings. If a match is abandoned, but a result decided by retrospectively applying Duckworth-Lewis, the number of overs assigned to each team for this calculation is the number of overs actually faced by Team 2. Team 1 is credited with Team 2's Par Score (the number of runs they would need to have reached from this number of overs and wickets lost if they were going to match Team 1's score), and the actual runs scored are used by Team 2 for Team 2's innings.