

New MVP Formula on CricHQ

CricHQ has developed a new MVP formula in conjunction with the New Zealand Cricket Players' Association (NZCPA) to improve the accuracy of the rating formula for all players across all formats of the game.

This week the new formula will be released and will replace the current MVP calculations across all CricHQ platforms - iOS App, Android App and CricHQ.com.



The new formula will shift away from players being awarded MVP points based on the criteria used in the English first class game. The previous formula that was used was licenced to CricHQ from the Cricket Players Association (England based players association).

The new formula recognises the format of the match and can quickly 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.

Information on how the new formula will calculate can be found on the following page.

CricHQ have 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 & Fielding Rules

DESCRIPTION	NOTES
BOWLING:	
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.
Total	Sum of bowling MVP points including and bonuses.
FIELDING:	
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

DESCRIPTION	NOTES
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. In a 50 over match both aspects are equally valuable with both attracting a 6% bonus, whilst a T20 match the SR bonus is 10% compared with a 2% bonus for par score.

MATCH FORMAT	PAR SCORE BONUS	STRIKE RATE BONUS
20 over innings	2%	10%
50 over innings	6%	6%
80+ over innings	10%	2%

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 have the opportunity to score 12% of the team's runs (36).

BATTER POSITION	PAR SCORE
1	14%
2	13%
3	13%
4	12%
5	11%
6	9%
7	7%
8	6%
9	4%
10	3%
11	2%