### **NRR CONCEPT**

	Net Run Rate	NRRR
Runs	<b>~</b>	<b>✓</b>
Overs	<b>~</b>	<b>✓</b>
Wickets	Х	<b>✓</b>

#### Net run rate formula

Total runs scored total overs played - Total runs conceded Total overs bowled

Wicket is a major parameter in a limited overs cricket
VJD SYSTE/DLS METHOD: Both of them use overs and wickets to determine the revised target

# **NRRR\* FORMULA**

RRR for team-1 =  $\frac{\text{Score of Team 1}}{100}$  [1  $\frac{\text{Score of Team 2}}{\text{Parscore_Team2}}$ ]

RRR for team-2 will be equal to -1\*(RRR of team-1)

•The PAR score becomes the base here

 The par score would have taken the wickets and overs into consideration

## **NET RUN RATE VS NRRR**

Triangular tournament (T20)

Match 1: Team-1 vs Team 2

Team-1 is all out for 80 runs. Team-2 wins in 10 overs but only by losing 0 wickets that is by scoring 81/9.



Match-2: Team-1 vs Team-3

Team-1 scores 155 runs and Team-3 just makes 110 runs in reply. Match-3: Team-3 vs Team-2 Team-3 scored 145 runs and Team-2 gets all out for



#### Triangular tournament

	Net Run Rate	NRRR
Team 1	-0.4917	+0.3623
Team 2	0.7417	-0.2623
Team 3	-0.25	-0.100

110 runs

**Scenario:** 20 over match, Team-1 - 80/10. In reply, Team-2 - 81/9 in 10 overs

	Team 1	Team 2	Difference
Net run rate	-4.10	+4.10	8.02
NRRR	-0.088	+0.088	0.176



As per NRR: If Team 1 has to make an attempt to come back in the tournament, it has to make up for a huge deficit of 8.02. Win margin required: NRR of 10.2 (nearly 200 runs)

As per NRRR: If Team 1 has to make an attempt to come back in the tournament, it has to make up for a deficit of 0.176. Win margin required is 17 runs.

\*Net Relative Run Rate