MVP and Club Winner Qualifications & Calculations

At the end of each League Season, a Most Valuable Player and Club Winner is awarded. For consistency, the breakdown and calculations have been broken down for transparency.

Individual MVP for each Division

To qualify for MVP a player must be nominated in a team and have played more than half of the matches ie. for a normal 6 team draw with a bye this would be at least 5 matches.

Calculations:
Set up a spreadsheet with all players nominated in a team, plus make a note of their club. Reserves can be added as they play but will not qualify for the MVP.
For each match a player will receive a number as below:

Win 3-0 = 6

Win 3-1 = 5

Win 3-2 = 4

Loss 2-3 = 2

Loss 1-3 = 1

Loss 0-3 = 0

When the normal season is completed (before finals) each player's total is calculated and then divided by the total matches played. This will give the average for each player. The player who qualifies as above and has the highest average is the MVP.

See example below.
Player J won MVP as they had the highest average of players who had met all the qualifications.

	1	2	3	4	5	6	7	8	9	10			
Player A	6	4	6	5							21	Belmont	5.25
Player B	0	4	0	5	5	6	1	2			23	Belmont	2.88
Player C	2	6	6	5	5	2	1	5			32	Subi	4.00
Player D	1	5	0	1	6	1	4				18	Marmion	2.57
Player E	0	6	1	0	6	0	5				18	Belmont	2.57
Player F	6	6	1	1	4	6	5	1			30	Belmont	3.75
Player G	5	6	2	0	0	5					18	Marmion	3.00
Player H	6	4	5	6	6	1					28	Vic Park	4.67
Player I	0	4	4	0	2	1	1	2			14	Marmion	1.75
Player J	4	6	6	6	5	5	1				33	Belmont	4.71
Player K	5	5	6	0	1	0	1				18	Marmion	2.57
Player L	0	5	0	6	0	1	5	4			21	Belmont	2.63
Player M	2	1	2	4	0	5	0	6			20	Hilton	2.50
Player N	1	0	2	1	5	1	2	0	1	5	18	Mirrabooka	1.80
Player O	6	0	0	2	6	0	4	5			23	Belmont	2.88
Player P	2	4	0								6	Mirrabooka	
Player Q	0	0									0	Belmont	
Player R	6	1									7	Subi	
Player S	6										6	Marmion	
as at week 10													

Club Winner Qualifications & Calculations

For a club to qualify for this prize they must have at least 4 players nominated in teams.

Calculations:
A new spreadsheet is started which will use the information from each division MVP sheets. The number each player receives for a match is listed in their club total. This includes matches played by reserves. When the normal season is completed (before finals) the total is added and divided by the total of matches in the club list. The club with the highest average is the winner.

See example below:
As clubs Vic Park, Subi and Hilton do not have 4 players they do not qualify.
Belmont, Mirrabooka and Marmion do qualify.
Mirrabooka has the highest average so win the trophy for this example.

Belmont (15)	Mirrabooka (8)	Vic Park (2)	Subi (2)	Hilton (1)	Marmion (10)
0	1	6	4	2	1
6	0	1	2	1	5
4	5	4	1	2	0
0	4	5	6	4	5
6	1	0	6	0	4
5	0	0	4	5	6
2	2	6	4		2
2	1	6	5		6
4	4	2	6		2
1	6	4			4
0	6				0
1	4				0
1	5				1
5	2				5
2	1				6
5	4				2
6	2				5
6	2				4
0	4				5
6	1				2
6	2				0
0	6				2
2	6				1
1	1				0
1	0				2
0	6				4
0	6				5
5	5				6
1	0				4
1	0				6
4	0				0
1	1				4
2	2				6
5	6				5
5	4				2
5	4				0
4	5				1
0	6				6
1	1				1
0	**2.974358974**				0
1					4
6					1
6					6
5					0
0					0
0					**2.911111111**
6					
5					
2					
6					
0					
2					
1					
2.754716981					