

CRICKET DRAFTING RULES – PLATINUM CATEGORY

1. Starting Bid

- The **bidding starts at Rs. 30,000.**
- Maximum allowed bid is **Rs. 300,000.**

2. Bid Increments

- Minimum bid increment is **Rs. 10,000.**
- Owners must **increase in multiples of Rs. 10,000.**
- **No bid lower than Rs. 10,000 increment is allowed.**

3. Who Can Bid

- Only **official team owners** are allowed to **place and announce bids.**
- **No proxies** or team representatives are allowed to bid.

4. Bid Finality

- Once a bid is **placed**, it is **final** and **cannot be withdrawn or modified.**

5. Time Limit

- Each owner has **45 seconds** to place or increase their bid.
- If no bid is placed within that time, it counts as a **pass** for that turn.

6. Simultaneous Bids

- If **two or more owners** call a bid at the same time:
 - The **host will decide** which bid was registered first.
 - The host's decision is **final and binding.**

7. Tie at Rs. 300,000

- If **two or more owners** reach the **maximum bid** of Rs. 300,000:
 - It results in a **tie.**
 - A **draw will be conducted** to select the winner.
 - **Meanwhile**, MGT may **pause** that pick and **introduce another Platinum player.**

8. Second Platinum Option (in case of tie)

- Owners involved in the tie are allowed to **bid on the newly introduced Platinum player**.
- If an owner **wins** the second player, they are **disqualified from the draw** for the first.

9. Team Limits

- There are **8 Platinum players** available in total.
- Each team is allowed to **select only ONE Platinum player**.

10. Payment Rules

- Payment for a player can be made via:
 - **Hard Cash**
 - **Bank Account Transfer**
- Payment must be settled **immediately after the draft ends** or within the **timeframe decided by management**.

11. Player Announcement

- Once a player is **sold**, the **purchase is locked** and cannot be reversed.
- The **host or management** will officially confirm the sold player.

12. Owner Conduct

- Owners must remain **respectful** and **not interrupt** other bidders.
- **Arguments or disruptions** may lead to a **warning or disqualification** by the host.

13. Management Authority

- Management reserves the right to:
 - Introduce surprise players or rounds if required.
 - Resolve disputes and make final decisions.
 - Adjust timing or procedure in special circumstances.

CRICKET DRAFTING RULES – DIAMOND CATEGORY (ROUND TWO)

1. Total Players

- There are **16 Diamond players** available for selection.

2. Number of Picks

- Each team can pick **up to 2 Diamond players**.
- With **8 teams**, there will be **2 rounds**:
 - **Round 1**: 8 picks
 - **Round 2**: 8 picks
 - **Total = 16 Diamond players**

3. Pick Order Logic

► Based on Platinum Round:

- The team that picked their **Platinum player first** will pick **last** in **Diamond Round 1**.
- The team that picked their **Platinum player last** will pick **first** in **Diamond Round 1**.

► Snake Draft Format:

- **Round 1**: Order is from **last Platinum picker → first**
- **Round 2**: Order is **reversed**, i.e. from **first Platinum picker → last**

☑ This rotation ensures **fairness and balance** across rounds.

4. Selection Method

- Diamond players are selected in **fixed order** — no bidding involved.
- Each owner selects a player in their designated turn.

5. Time Limit

- Each owner has **45 seconds** to make their pick.
- If the owner **doesn't pick within 45 seconds**, they are **skipped** for that round (subject to MGT discretion).

6. Lock-In Rule

- Once a Diamond player is picked, it is **final and cannot be changed**.
- **No trades or reversals** will be entertained after selection.

7. Conduct & Disputes

- Owners must maintain **discipline and order** during the draft.
- In case of **simultaneous action/conflict**, the **host decides who proceeds first**.
- All decisions made by the **host or MGT are final**.

8. Draft Flow Summary

Round	Pick Direction	Based On Platinum Round
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Round 1	Last Platinum → First	Reverse order
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Round 2	First Platinum → Last	Original order
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CRICKET DRAFTING RULES – GOLD CATEGORY

1. Total Players

- There are **4 Gold category players** available for selection.

2. Number of Picks

- Each team can pick **up to 1 Gold player**.
- The draft will proceed in **4 separate picks** (likely 1 per round).
- The draft follows a **rotating (snake) pick order**.

3. Pick Order Logic

□ Based on Second Diamond Pick Order:

- The **pick order from the second Diamond round** will be used as the **starting order** for Gold Round 1.

☞ Snake Format Across 4 Picks:

- **Gold Pick 1:** Follows **Diamond Round 2** order (first to last).
- **Gold Pick 2:** Reverses → **last to first**.

- **Gold Pick 3:** Reverses again → **first to last**.
- **Gold Pick 4:** Reverses again → **last to first**.

✔ This creates a **balanced, fair order rotation** for teams.

4. Selection Method

- Gold players are selected via **fixed pick order** — no bidding.
- Owners must select from the **remaining available players** when it's their turn.

5. Time Limit

- Each team has **45 seconds** to make their pick.
- Failure to pick in time may result in being **skipped**, unless allowed by MGT.

6. Lock-In Rule

- Once a Gold player is picked, the decision is **final**.
- **No changes or trades** will be allowed after the selection.

7. Conduct & Disputes

- Draft should be conducted in a **professional and respectful** manner.
- In case of **simultaneous actions or confusion**, the **host decides** who proceeds first.
- All decisions by the **host or management are final**.

8. Draft Flow Table – GOLD PICKS

Gold Pick Order Direction Based On

Pick 1	First → Last	Same as Diamond Round 2
Pick 2	Last → First	Reversed
Pick 3	First → Last	Reversed again
Pick 4	Last → First	Reversed again

CRICKET DRAFTING RULES – SILVER CATEGORY

1. Total Players

- There are **4 Silver players** available for selection.

2. Number of Picks

- Each team may select **up to 1 Silver player**.
- The draft proceeds across **4 individual pick rounds** (1 pick per round).

3. Pick Order Logic

Based on Gold Round 4:

- The **pick order of Gold Round 4** will become the **starting order** for Silver Pick 1.

Snake Format Across All 4 Picks:

- **Silver Pick 1:** Based on **Gold Pick 4** order
- **Silver Pick 2:** Reverse of Pick 1
- **Silver Pick 3:** Reverse of Pick 2
- **Silver Pick 4:** Reverse of Pick 3

 This rotating order ensures **fair and balanced distribution**.

4. Selection Method

- Silver players are selected using **fixed order**, no bidding.
- Each owner selects from the **remaining available Silver players** when their turn comes.

5. Time Limit

- **45 seconds per pick**.
- Owners who do not select within the time will be **skipped** (subject to host's discretion).

6. Finality of Pick

- Once selected, a Silver player is **locked in** — **no changes or trades allowed**.

7. Conduct & Disputes

- Maintain respectful conduct throughout.
- Host will **resolve any ties or confusion**.
- Host/MGT decisions are **final**.

8. Draft Flow – SILVER PICKS

Silver Pick Direction	Based On
Pick 1	From Gold Pick 4 Same order
Pick 2	Reverse of Pick 1
Pick 3	Reverse of Pick 2
Pick 4	Reverse of Pick 3

CRICKET DRAFTING RULES – EMERGING CATEGORY

1. Total Players

- There are **2 Emerging players** available.

2. Number of Picks

- Each team may pick **up to 1 Emerging player**, but only **2 total picks will be made**.

3. Pick Order Logic

► Based on Silver Pick 4:

- **Silver Pick 4 order** will determine the **first Emerging pick**.

► Snake Format:

- **Emerging Pick 1:** Follows **Silver Pick 4** order.
- **Emerging Pick 2:** **Reversed** from Pick 1.

4. Selection Method

- Fixed pick order — **no bidding** involved.

5. Time Limit

- Each team gets **45 seconds** to choose.
- Missed pick = **forfeited opportunity** (unless host allows otherwise).

6. Finality

- Once selected, the player is **locked in**.

7. Conduct & Authority

- Maintain discipline and order.
- Host resolves any disputes.
- Host's decision is **final** in all matters.

8. Draft Flow – EMERGING PICKS

Emerging Pick Direction		Based On
Pick 1	Silver Pick 4	Same order
Pick 2	Reverse of Pick 1	