**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* Once a bid is **placed**, it is **final** and **cannot be withdrawn or modified**.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** |
| --- | --- | --- |
| Round 1 | Last Platinum → First | Reverse order |
| Round 2 | First Platinum → Last | Original order |

**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 |  |