

CRICKET-O-MANIA

PARTICIPATION:

- It is a team event with each team consisting of 4 members.
- Each team should announce the owner at the time of registration.
- Spot registration is allowed.
- Each team will be provided with a unique identification number at the start of the event and will be identified with the unique number.

STRUCTURE:

- It consists of 2 rounds.
 - Prelims
 - Auction Round
- **PRELIMS:** The prelims will be a pen and paper rounds on general knowledge of cricket, which the team has to answer in a given period of time. 8 teams with the highest scores will qualify for the finals. There will be a tie-breaker if necessary to determine the qualifiers.
- **FINALS:** There will be an oral on-stage auction for the qualified teams.
 - A pool of cricketers will be released for the auction with a mix of base prices and cricketing skills (batsman/bowler/all-rounder/wicketkeeper).
 - Each team must build a squad of 15-18 players by spending money from the allotted team purse. The squad can contain a maximum of 7 nonIndian cricketers. The squad must contain at least 5 batsmen, 4 bowlers, 3 allrounders and 2 wicket keepers.
 - Bidding rules: When a player's name comes up at the auction, the base price will be announced. If no team bids within 10 seconds, then the player is unsold. If someone bids for the player using the buzzer, then the bidding amount will be raised. Other teams can now bid within 10 seconds. If no one bids, then the player is declared sold to the team holding the bid. If someone

bids again, then the price is incremented and the process repeated until the player is sold.

- Once the auction concludes, each team must make their playing 11 and appoint a captain and a wicketkeeper. The strength of the squad will be calculated using an in-house player rating system and the teams with the highest and second-highest points will be declared the winner and the runner-up. Any leftover amount in the team purse will not be considered while calculating points.

- Playing 11 will be given some extra weightage.

- Playing 11 should contain

- 5 batsmen

- 3 bowlers

- 2 allrounders

- 1 wicket keeper

OR

- 5 batsmen

- 4 bowlers

- 1 allrounder

- 1 wicketkeeper

Judging Criteria:

The squad batting score depends on the individual batting ratings of the batsmen and allrounders, and the squad bowling score depends on the individual bowling ratings of the bowlers and all rounders. The batting and bowling ratings for individual players have been calculated on the basis of their T20 records especially IPL, along with weightage given to the recent form of the past 1 year. **This will not be revealed to the participating teams.** Captaincy score will be calculated for the appointed squad captain based on their T20 captaincy record. Only current T20 players who have captained a team in IPL for at least one season can be appointed as squad captain. If any draw happens in the final round then, priorities will be given in order.

1. Captain

2. Playing 11
3. Allrounders

RULES AND REGULATIONS:

1. Teams engaging in unfair means during the prelims such as copying or using electronic devices such as mobile phones will be immediately disqualified.
2. Teams arriving late to the venue will not receive any extra time.
3. Teams are not allowed to communicate with each other during the event.
4. The decision of the coordinator will be final and binding at all times.

NOTE:

- Other important details will be provided at the time of the event.
- If more number of teams/participants don't turn up, the prize money will be waived by 50%.
- Any final decision will be taken by the organizing committee.

PRIZES: Total Cash Prizes that will be awarded to the winners of the final round are:

- 1st Prize - 4000/-
- 2nd Prize - 2000/-

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