Fantasy Cricket: A Beginner's Guide

Fantasy cricket is an online game where fans act as virtual team managers. Before a real match, you pick a squad of real players (e.g. cricketers from the two playing teams). Your team earns fantasy points based on the actual match performances of those players . The goal is to score more points than other participants' teams. In effect, you "own" a lineup of real players and compete on leaderboards or in contests, with rewards (often cash or prizes) for the top-performing teams.

Team Creation and Selection

• **Credit Budget:** Most fantasy contests give you a fixed credit budget (commonly 100 points) to select 11 players . Each player has a credit cost (stronger players cost more), and you cannot exceed the budget.
• **Player Roles:** A valid team must include a mix of roles. Typically you must pick at least 11 players, including at least 1 wicket-keeper, a handful of batsmen, some bowlers, and all rounders. For example, a common rule-set is WK (1–4), BAT (3–6), AR (1–4), BOWL (3–6) . In practice many contests require ≥3 batsmen, ≥3 bowlers, ≥1 wicket-keeper and ≥1 all-rounder. Also, most systems cap players from one side (e.g. no more than 7 from Team A) to balance teams .
• **Team Deadline:** You must finalize your team before the contest deadline (often 10–30 minutes before the actual match start). After this deadline, the lineup is locked. You should always wait for the playing XI and toss news, as any player who is not in the final starting eleven will score 0 points (even "starting points" are forfeited). In short, avoid picking anyone doubtful or likely benched .
• **Captain & Vice-Captain:** When creating your team, you assign one player as Captain and another as Vice-Captain. The captain's points count double, and the vice-captain's 1.5× . For example, if a captain scores 50 fantasy points, he contributes 100 to your team. It's crucial to pick your strongest performers here – typically top-order batsmen or all-rounders – to maximize these multipliers .

Scoring System

Fantasy points are awarded for specific actions in the real match. While exact values vary by game, common principles include:
• **Batting Points:** Runs and boundary-hitting are rewarded. Typically +1 point per run , +1 per four and +2 per six . There are milestone bonuses for big innings: e.g. +4 points for a half century and +8 (or +16 in some formats) for a century incurs a small penalty

(e.g. −2). A duck (out without scoring) often . Many systems also consider strike rate –
for instance, a very low strike rate (below ~50–70) can incur negative points, while a
high strike rate may earn small bonuses .

• **Bowling Points:** Wickets are heavily rewarded. A typical value is ~20–25 points per
wicket . There are extra bonus points for multi-wicket hauls: for example, taking 4
wickets might give an extra +8, and 5 wickets +16 (on top of the base wicket points).
Bowling maiden overs also score points (often +8 per maiden). Economy rate matters
too: bowling very economically (e.g. under 5 runs/over) can earn bonus points, whereas
an expensive rate (e.g. >10 rpo) may incur negative points .

• **Fielding Points:** Catches, stumpings, and run-outs add points. A catch is typically
around +8 points, a direct stumping or run-out +12, and when a run-out involves two
fielders they each get about +6. (Some games simplify it to +8 for catches and +6–12
for run-outs.) Tracking sharp fielders is worthwhile since every catch or run-out yields
healthy points .

• **Captain/Vice-Captain Multipliers:** As noted, the chosen captain's score is doubled
and the vice captain's is multiplied by 1.5. This makes picking your most likely
high-scorer as captain especially important.

• **Other Bonuses:** Many contests award bonus points for "Man of the Match" (e.g. +50)
or other feats. Also, events in a Super Over usually do not count.

• Overall, a sample T20 scoring table (from an official scheme) looks like: 1 pt/run,
25/wicket, 8/catch, 12 (direct) for stumpings/run-outs, +1 boundary, +2 six, +8 per 50,
+16 per 100, +8 per maiden, +8 per 4 wkts, +16 per 5-wkts . (Note: different providers
use slightly different numbers, but these illustrate the typical structure.)

Formats and Rules

Fantasy cricket is offered for all major formats: T20, One-Day (ODI) and even Test
matches . The core rules are the same, but scoring nuances can vary by format. For
example, in fast-paced T20 games boundaries and wickets are especially valuable ,
whereas ODIs are more balanced between batting and bowling. In Test matches (long
format), bowlers are often awarded more per wicket (e.g. ~30 points each) since
wickets can be harder to come by. Some formats also tweak when strike-rate or
economy bonuses apply (e.g. batting strike-rate might only count if a minimum of 10
balls faced in T20 vs 25 balls in ODIs).

Team Rules:
Every contest enforces team-composition rules. You must pick exactly 11 players and
usually meet role minimums as described above . The platform may also limit multiple
entries: for example, head-to-head contests allow one team per contest, while "mega" or
"league" contests may allow several teams . Most importantly, once the contest deadline

passes (typically right at match start or a set time before), the team is locked. You cannot join or modify a team after the match begins .

- ● **Joining After Start:** Standard contests do not allow late entry. You generally must join before kickoff, and no new teams are admitted once play has begun. (An exception on some sites is a special "2nd innings" contest: here users pick a new team only for the remaining overs of the match after the first innings is complete .)
- ● **Editing Teams:** You can edit your team freely before the deadline, but no changes are allowed after the match starts. Plan your final lineup in advance and double-check playing XIs.
- ● **Player Non-Participation:** If one of your selected players does not end up playing in the match, he will score zero points (no points at all, not even the 'initial pick' points) . This is why avoiding doubtful players is crucial.
- ● **Match Cancellations:** If a match is abandoned (rainout, etc.) with no result, most contests are voided and all entry fees are refunded . For tied matches that finish (e.g. a Super Over tie), fantasy points are calculated normally and winners declared by points.
- ● **Prize Distribution:** Paid contests form a prize pool from entry fees. After scoring, prizes are split among the top-ranked teams. Commonly, each rank has a fixed prize, and if multiple players tie for the same rank their combined prize money is split equally . For example, if two players tie for 1st, the 1st+2nd prizes are averaged between them. Winnings are usually credited to your account shortly after results are finalized (often within a few hours) .

Strategy and Tips

• **Do Your Research**: Study player form, statistics, matchups and conditions. Check recent performance (runs scored, wickets taken), batting/bowling averages, head-to-head records, etc. Also examine pitch behavior and weather forecasts. For instance, a dry pitch may favor spinners, a flat pitch favors batsmen, and overcast skies may help fast bowlers. Use these insights to pick players likely to score.

• **Balance Your Team:** Build a well-rounded lineup rather than all specialists. A mix of top-order batsmen (for runs) and strike bowlers (for wickets) is key . All-rounders are especially valuable, as they can accumulate points with both bat and ball . Avoid an "all batsmen" or "all bowlers" stack; diversify roles to maximize scoring potential in different match situations .

• **Watch the Playing XI:** Never pick a player who isn't in the final starting eleven . Verify lineups (often announced ~30–60 min before start) and replace any omissions. Many platforms allow last-minute edits up to the lock time. Likewise, follow the toss: in T20s, teams chasing or batting first can influence which players to pick.

• **Captain/Vice Selection:** Assign these to your best two picks. Ideally choose a star batsman or all-rounder in form for captain, and another high-upside player for vice-captain . Remember the 2×/1.5× multipliers – a correct captaincy call can double your points. Some recommend captains who regularly score or take wickets; others like all-rounders for dual chance .

• **Contest Selection:** Beginners are advised to start with smaller contests or head-to-heads. In a 1v1 contest, you have a 50% chance to win, which is easier than competing against thousands . "Small league" contests (10–50 entrants) also give good winning chances with modest rewards. Avoid very large "mega-leagues" at first, where even minor mistakes can knock you out of prize range. As you gain experience, you can move to bigger contests.

• **Manage Bankroll and Entry Fees:** Especially in cash games, use only disposable funds and stick to an entry budget. It's better to play several affordable contests than one high-stakes game. Before joining a contest, note the total prize and payout ranks – some contests pay only top few, others are flatter. • • **Leverage Differential Picks (Carefully)**: All top players will be chosen by many teams, so a less obvious "differential" player can give you an edge if he performs. But balance this with proven picks – too many gambles reduce your safety.

• **Stay Updated:** Monitor news on injuries or late changes. If a chosen player withdraws at the last minute, replace him before lock. Follow live scores in your own contests to learn what strategies work (e.g. see if your budget of bowlers vs batsmen paid off). Over time, track which types of players (top-order batsmen vs finishers, strike bowlers vs economy bowlers, etc.) tend to score best in your leagues.

• **Patience and Consistency:** Fantasy is part skill, part luck. Even well-researched teams can flop if players fail on a given day. Don't get discouraged by a few bad results. Over a tournament or season, consistent research and prudent play will improve your returns.

Frequently Asked Questions

• **Can I join a contest after the match starts?** No – in almost all contests, the entry deadline is the match start. Once the game begins you cannot add new teams. (An exception: some platforms offer "2nd innings" contests where you pick a team mid-game for only the second half .)

• **What if a selected player doesn't play?** If one of your chosen players doesn't end up in the playing XI, he scores 0 points (and any initial selection points are void) . You simply lose that slot's potential. This is why it's essential to replace injured or benched players before kickoff.

• **Can I edit my team after submission?** You can edit your team only before the deadline (typically until ~30 min before the match) . Once the contest starts, no edits or substitutions are allowed . In other words, think of your team as final after the lock time.

• **What are the Captain/Vice-Captain roles?** The captain's fantasy points for the match are doubled (×2) and the vice-captain's are multiplied by 1.5 (50% bonus) . These boosts make captaincy a high-leverage choice. It's best to pick your most likely big-scorer as captain, and the second-strongest as vice-captain.

• **How are winnings distributed?** Paid contests specify a prize pool and a payout structure beforehand. After the match, teams are ranked by points. Top ranks win prizes. If multiple players tie for a rank, they split the sum of those ranks' prizes equally . For example, if two teams tie for first, they split the total of the 1st and 2nd prizes. Winnings are typically credited to your fantasy account soon after the results (often within a few hours) . Unused entry fees (e.g. from a voided contest) are usually refunded back to your account.

• **What if a match is abandoned or tied?** If a match is abandoned (no result), most platforms void all related contests and refund entry fees . If the game is completed with a result or tie (after any Super Over), normal scoring applies and winners are decided by points.

• **Is there a maximum cap on the number of overseas players in the team?** Yes, when creating a fantasy cricket team, there is typically a cap on the number of overseas players you can include—most platforms like Dream11, MPL, or My11Circle allow a maximum of 4 overseas players in your playing XI. This restriction mirrors real-world rules, such as those in the IPL, where teams can field only four foreign players per match. It's designed to maintain competitive balance and push users to scout strong domestic talent rather than stacking their team with international stars. So, you'll need to be strategic—reserve those overseas slots for high-impact players and make sure they're actually in the playing XI, while also identifying value picks among local players to round out your team effectively.

Additional Insights

• **Formats Supported:** Fantasy games typically cover T20s, ODIs and Tests. Short formats (T20) reward big hitters and wicket-takers; ODIs are more balanced; Tests often award higher points for wickets . Always check the specific scoring rules for the format you're playing.

• **Contest Types**: Besides size (head-to-head vs leagues), contests may be "practice" (no cash), "public" (open to all), or "private" (invite-only). Familiarize yourself with the contest rules, entry limits, and prize structure before joining.

• **Practice and Fun:** Many platforms offer free practice contests. Use these to learn the interface and scoring before risking money. Remember fantasy cricket is a game – enjoy the process of analysis and competition, and play responsibly.

Ethical Considerations

Here are some key ethical considerations every beginning fantasy-cricket player should keep in mind:

• **Responsible Spending & Problem Gambling**

- Treat entry fees like entertainment costs, not guaranteed investments.
- Set strict budgets and stick to them—never chase losses.
- Be wary of "super-high-stakes" contests that can encourage unhealthy risk-taking.
- If you feel compelled to spend more after losses, seek help (e.g., local gambling-helpline resources).

• **Fair Play & Integrity**

- Never share lineup details or insider tips in contests where you compete against friends—this skews the level playing field.
- Avoid collusion (teaming up with others to manipulate results) or using multiple accounts to enter the same contest.

• **Age & Legal Compliance**

- Most platforms require you to be **18+**. Underage participation is both unethical and often illegal.
- Abide by the laws in your country/state regarding online gaming and betting.

• **Data Privacy & Security**

- Use strong, unique passwords for your fantasy-cricket accounts.
- Beware of phishing scams — never share OTPs or login credentials.
- Check that the platform follows good data-protection practices (e.g., HTTPS, clear privacy policy).

• **Mindful Use of Cricket Data**

- Respect copyright. If you build tools (e.g. scrapers), ensure you're not violating terms of service or intellectual-property rights.
- Give proper attribution if you reuse public stats or analysis from others.

• **Avoid Promoting Excessive Gambling**

- If you discuss fantasy-cricket with friends or on social media, avoid encouraging them to spend more than they can afford.
- Promote healthy discussion—share tips on strategy and fun, not just winning money.

• **Transparency & Disclosure**

- If you recommend contests or strategies as part of content creation (blogs, videos), disclose any affiliate relationships or sponsorships.
- Be honest if you receive any incentives for promoting a platform or contest.

• **Emotional Well-Being**

- Recognize fantasy cricket is partly luck—don't let wins or losses affect your mood or relationships.
- Take breaks, and don't let fantasy gaming interfere with real-life obligations (work, study, family).

By keeping these ethical points in mind, you'll build a more sustainable, enjoyable, and responsible fantasy-cricket habit.