

# VELAMMAL ENGINEERING COLLEGE

OZMENTA'25

## AUCTION ARENA

**Category:** Team (3 Members)

**Schedule:** From 10 PM onwards.

### ROUND 1: IPL QUIZ

- The quiz consists of **25 IPL-related questions** covering player stats, team history, and tournament records.
- Participants with the highest scores will qualify for **Round 2**.

### ROUND 2: TEAM FORMATION & AUCTION

#### Team Formation

- Participants are divided into teams of **3 members**.
- Each team selects a **team leader**.
- The team leader randomly draws an **IPL team name** from a spinning wheel.

#### Squad Composition

- Each team must form a squad of **11 players + 1 impact player**.
- **Maximum Player Limits:**
  - **4 Overseas Players**
  - **4 Batsmen**
  - **4 Bowlers**
  - **3 All-rounders**
  - **2 Wicketkeepers**

### AUCTION RULES

#### Budget & Bidding System

- Each team has a purse of **₹60 crore** to acquire players.
- **Base Prices:**
  - **Overseas Players:** ₹2 crore
  - **Capped Indian Players:** Varies based on individual statistics
  - **Uncapped Indian Players:** ₹25 lakh
- **Bid Increments:**
  - Until ₹10 crore → **₹25 lakh per bid increase**
  - Beyond ₹10 crore → **₹50 lakh per bid increase**
- Once a team exhausts its budget, they **cannot bid further**.

## SPECIAL RULES

### Golden Ticket Rule

- Each team gets **1 Golden Ticket** at the start.
- When used, it **freezes the bid amount** for a player, making it final.
- No further bids are allowed for that player.
- **One-time use per team.**

### RTM (Right to Match) Card Rule

- Each team gets **1 RTM card** to retain a player from their previous squad.
- When another team bids on an ex-player, the RTM team can **match the highest bid** and keep the player.
- If the RTM team **declines**, the bidding team wins the player.
- **One-time use per team.**

## SCORING & RESULTS

### Final Scoring System

- After the auction, each team's **total score** is calculated based on the **player stats** of the acquired squad.

### Transparency & Verification

- A **password-protected PDF** listing the **player stats & points** will be shared with all participants.
- The **password** will be released before final result calculations for verification.

### Winning Team

- The team with the **highest cumulative score** wins.
- The verification process ensures **absolute transparency** in the results.

**For any queries, contact the event coordinators.**

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