



FANTASY CRICKET

Parkville District Cricket Club Fantasy Cricket 2015/16 Season

Support your club and have fun doing it!

We have created a fantasy competition for the current season using you and your team mates.

How to create a team:

1. Browse to <http://parkville-district.fantasyclubcricket.co.uk/>
2. Sign up using your email address
3. Create your team
4. Pay \$10 to Scott Pickering

How to play: (more detailed instructions are on the site)

1. Create a team and name it
2. Name a captain (can change each week) to score double points
3. Manage players using 1 free and unlimited costed transfers per week
4. Score more points than everyone else
5. Win!

Rules

- There can be only one team entered per registered user.
- Each team shall have a value of no more than \$55 million.
- Points will be updated on a weekly basis throughout the season. (see detailed rules for two-day game scenarios)
- You can make 1 free transfer each week. Additional transfers can be made at a cost of 10 points each. Please note that transfers are free and unlimited up until the first game has been played. (Round 3 for us)
- Each team must select a captain who will earn double points each week. You may change your captain each week if you wish.
- Every team must contain...
 - 4 x batters
 - 4 x bowlers
 - 2 x all rounders
 - 1 x wicket keeper

Batting

- 1 point per run
- 10 points for a not out
- 20 points for scoring 50+ runs
- 40 points for scoring 100+ runs
- -20 points for scoring a duck

Bowling

- 15 points per wicket taken
- 30 points for taking 5+ wickets
- -20 points for conceding 50+ runs (for 0 wickets)

Fielding

- 10 points per catch
- 15 points per stumping
- 20 points per run out



PARKVILLE DISTRICT CRICKET CLUB

Home Of The Mighty Wombats

Detailed Rules and Game Information

- Prizes will be determined based on the number of teams playing and will be announced during the season.
- Entry Fees must be paid before 1st December 2015. Unpaid teams will be deleted and this cannot be undone.
- Points will be entered from Round 3 until the last round of the home and away season.
- Points accrued in the first 2 rounds of the season (Oct 4th/11th) will not be added to the players score.
- Finals will not be included in the scoring.
- Transfers can be made each week and will incur the following costs –
 - First trade – free
 - Each subsequent trade – 10 point deduction from score.
- Transfers cannot be undone – so think carefully before submitting your changes.
- Unlimited transfers can be made up until the start of round 3.
- Transfers will be locked during the weekend and will reopen after the points have been added – hopefully by Tuesday evening.
- Captains can be changed each week if required.
- Captains score double points.
- Player prices have been calculated based on last season's statistics. Average points per game and expected games per season have been used to determine current prices.
- There will be no loading for higher grades. Player prices have been set to take into consideration players who play two-day games rather than one day games, so it is up to the fantasy manager to decide if a two-day player will score better than another player who will play 2 one-day games in the same period.
- Points will be entered by the administrators after each weekend of play.
- Two-day games will be scored as two distinct days of play with the following exceptions
 - Innings that continue over the break will be scored as runs per day, but any bonus points that have not yet been added on the first day will be added on the second day. The following scenarios assume the innings is not completed at the end of day one.
 - Batting Scenario 1
 - Player 1 is 45 not out overnight and goes on to score 80 runs (out). This player will get 45 points (45 runs) for day one, and then 55 points on the second day (35 runs plus 20 bonus points) . No 'Not out' bonus will be added on either day.
 - Batting Scenario 2
 - Player 1 is 55 not out overnight and goes on to score 80 runs (out). This player will get 75 points for day one (55 runs plus 20 bonus points), and then 25 points on the second day (25 runs) . No 'Not out' bonus will be added on either day.
 - Bowling Scenario 1
 - Player 1 has taken 3/50 overnight and goes on to take 5/60. This player will get 45 points (15 x 3 wickets) for day one and 60 points on the second day (15 x 2 wickets plus 30 bonus points)
 - Bowling Scenario 2
 - Player 1 has taken 5/50 overnight and goes on to take 6/60. This player will get 105 points (15 x 5 wickets plus 30 bonus points) for day one and 15 points on the second day (15 x 1 wicket)
 - Bowling Scenario 3
 - Player 1 has taken 0/55 overnight and goes on to take 0/55. This player will get 0 points (15 x 0 wickets – no penalty entered) for day one and -20 points on the second day (-20 penalty points)
 - Bowling Scenario 4
 - Player 1 has taken 0/55 overnight and goes on to take 1/60. This player will get 0 points (15 x 0 wickets – no penalty entered) for day one and 15 points on the second day (15 x 1 wicket)
 - It may be necessary to 'fudge' the players actual figures to get the correct points registered against the player. The points scored will be correct even if the stats appear different from those scored in the match.
- Fantasy manager's can transfer a player out during a two-day match, but they will only receive the points scored for the first day. See the scenarios above for examples of points scored during a two-day match.
- Fantasy manager's can transfer a player in during a two-day match, but they will only receive the points scored for the second day. See the scenarios above for examples of points scored during a two-day match.
- All players involved in a run-out will score points for the run-out.
- There is no concept of assisted and unassisted wickets. All wickets are scored at the same rate.
- All players are penalised for a duck – not just batsmen and all-rounders.