



# Sydney University Cricket Club

## 2011/12 Fantasy League

### TEAM STRUCTURE

1. Each Team will consist of **12 players**.
2. The Team value must not exceed **100 points total**.
3. Your Team must have at least
  - 4 designated Batsmen
  - 3 designated Bowlers
  - 2 designated All-rounders
  - 1 designated wicket-keeper and

The remaining 2 players can be either All Rounder, Batsman, Bowler or Wicket-keeper. Your choice.

### POINTS ALLOCATION

Scoring Rounds commence with Round 2, and include all fixtures. In a change from last year, PG, Green Shield and 1<sup>st</sup> Grade Limited Over comps will also be included.

For each of your players you receive:

- 1 point for each run scored
- 20 points for each wicket taken
- 10 points for each catch, stumping or run out
- 10 points bonus for each not out recorded
- 10 points bonus for half century or 3 wickets
- 20 points bonus for century or 5 wickets
- Double points for your nominated Captain

**All 12 of your players score for you.**

### SCORING PERIOD

This refers to the time in which your team can score points. The Scoring Periods are linked to the normal Grade Rounds, and close on the Sunday evening. That is if there is PG or 1<sup>st</sup> Grade Limited Over game on the Sunday that will be included with the Grade Round in play. With Green Shield games, they will be included with the active Grade Round. Eg. A GS game played after Sunday will be included with the Grade games current. If that is confusing see me and I'll explain. Effectively, when there are 3 GS games mid-week, there are 3 opportunities for GS players to score points for Team Managers who select them.

### TRANSFERS

You will be allowed to change the structure of your team after **Round 5**. Changes to Team structure will be accepted after November 20<sup>th</sup>, at any time, and will take effect from when submitted for the next relevant Scoring Period. Player Values will be reviewed after Round 4 and new values published at the beginning of each month. If your overall Team Value has increased you will be allowed to use the increase above the 100 point "cap". If your overall Team Value has decreased you will be restricted to the new point "cap". However, if your initial team value was less than 100 points, you will be eligible to use the outstanding balance. Eg. *Initial Team value 95 points. Increased value 110 points, you are eligible to have a new team at 115 points value.*

Player Values are as determined by the Organisers. All protests will be treated with dignity.

### COST

\$10 per team entered

### PRIZES

Each Round the Manager of the round will be entitled to a free beer/coke and a famous SUCC Chicken Burger.

- The remaining funds will be distributed at the end of the Competition as:
  - 40% to the Overall winning Manager
  - 25% to the 2<sup>nd</sup> placed Manager
  - 15% to the third placed Manager
  - 4% to the last placed Manager

During the season the organizers reserve the right to nominate specific rounds as bonus prize rounds.

### ENTERING a TEAM

Teams may be submitted in writing, with payment, to me by the start of play on October 8th. OR simply download the Nomination Form from the website, fill in your selections and then attach the document to an email to [leslie.carrington@det.nsw.edu.au](mailto:leslie.carrington@det.nsw.edu.au). Payment to follow.

# Les Carrington

Coordinator