

FANTASY CRICKET LEAGUE 2011

THE RULES

(SOME NEW FOR THIS SEASON SO READ THEM!!!)

1. Your team must consist of eleven players, selected from those shown overleaf.
2. Each player on the list has been given a fantasy value from 1 to 7 points. The total value of your Fantasy Team must not exceed 40 points. *You must select a player from each group (i.e. you must have at least one x 1 pointer, one x 2 pointer etc).*
3. One member of your team must be nominated as your 'captain'. *The value of your captain will be double that shown on the attached list (i.e. if you select a captain worth 2 points, he will cost you 4 points, a 3 pointer will cost 6 etc).* However, points scored by this player will count double. If you wish to change your captain during the season you may do so using the 'Player Transfer' process described in rule 4.
4. Team Managers will be allowed to replace up to four of their team with alternatives at any time during the season providing that the requirement of rule 2 is maintained. One change of Captain is also allowed in addition to the four replacements. There will be a processing fee of £1.00 per player transfer or change of Captain. Such changes must be notified using the official transfer form available from the club. For obvious reasons, transfer effectivity dates cannot be retrospective. If the player being replaced has been nominated as the Team Captain, the Team Manager must nominate a new Captain from their adjusted team.
5. Your selected players will earn you points based on their performances in the eighteen West of England Premier League Division One (1st and 2nd XI) and Wiltshire League matches (3rd and 4th XI) only. Matches played before the latest submission date for entries will be included in player fantasy totals.
5. Should any of your players not play in any of the four XI's selected for reasons of injury, availability, or simple non-selection, then they will score no points. If you select a player who leaves the Club during the season, then you will be allowed to select a replacement in accordance with rule 2 at no charge.
6. Your selected team must be given a name (of no more than thirty characters in length) by which it will be identified in the League table. Use of a pseudonym will preserve your identity and minimise any undue influence that might be brought to bear on players towards the end of the season! The organiser retains the right to disallow any team name for any reason.
7. For ease of administration, please use the official entry form to register your team. A supply of these can be found adjacent to the Clubhouse entrance.
8. All entries must be received by the organisers (N Dennett/S Fleming) **before 12.30pm on Saturday 14th May**.
9. Your players will earn you points in the following manner:
 - a) 1 point for every run scored.
 - b) 10 bonus points for scoring 50.
 - c) 25 bonus points for scoring 100.
 - d) 12 points for every wicket taken.
 - e) 25 bonus points for taking 5 wickets in an innings.
 - f) 50 bonus points for taking 10 wickets in an innings.
 - g) 8 points for every catch held other than those by a wicket keeper.
 - h) 5 points for every catch held by a wicket keeper.
 - i) 5 points for every stumping taken.
 - j) 5 points deducted for batting and being dismissed without scoring.
 - k) Your nominated Captain will score double points (see rule 3).
11. The latest league positions will be posted on the noticeboard during the week following each match day.
12. Cash prizes totalling no more than 70% of the total entrance fees will be awarded to the selectors of the first three teams at the top of the League Table following completion of all relevant matches. There will also be a prize for the player who finishes at the top of the performance table.

13. THE DECISIONS OF THE ORGANISERS IS FINAL!