



BEGINNER'S GUIDE

How to play Fantasy Cricket

Everything you need to know before you play — how it works, how to score, how contests and prizes work, the risks, and the tools that keep you in control.

WHAT'S INSIDE

- 1. How fantasy cricket works
- 2. The game in four steps
- 3. Create your team
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New to fantasy sports? Start here.

This guide walks you through the whole journey from your first team to your first prize. You can also learn inside the app: tap **How to Play** for video tutorials and FAQs, and open the **Points System** page to see exactly how every action scores.

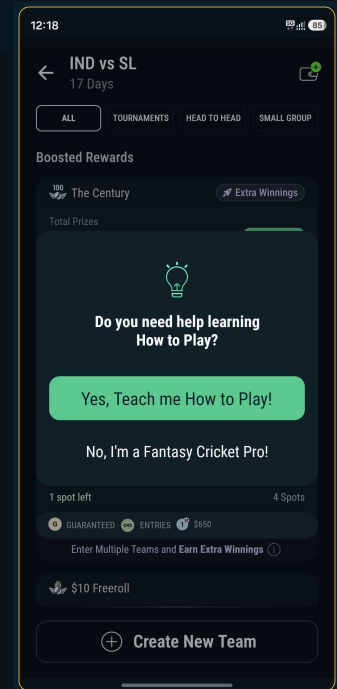


1 HOW FANTASY CRICKET WORKS

Fantasy cricket is a **game of skill**. You pick real players from an upcoming real-life match to build your own fantasy team, then enter that team into contests against other users. When the match is played, your players earn fantasy points based on how they actually perform — runs, wickets, catches and more. If your team scores more points than your opponents, you can win cash prizes.

WHY IT'S A GAME OF SKILL

- You **don't** need every player to do well — you need the right six.
- Your score depends only on real on-field performance, not luck.
- You choose a **Captain** and **Vice-Captain** for bonus points, so who you back matters.



In-app: tap "How to Play" to learn the basics

The basics, in one line

Build a 6-player team → enter a contest → earn points from real performances → win prizes based on your rank.



2 THE GAME IN FOUR STEPS

1

Create a team

Pick 6 players from both sides using a 100-credit budget. Name a Captain (2x points) and Vice-Captain (1.5x).

2

Enter a contest

Choose a contest — free or paid — and submit your team. Any entry fee is shown up front.

3

Earn points

As the match is played, your players score points for runs, wickets, catches, economy and strike rate.

4

Win prizes

When the match ends, contests are ranked by total points. Prizes are paid out based on where you finish.

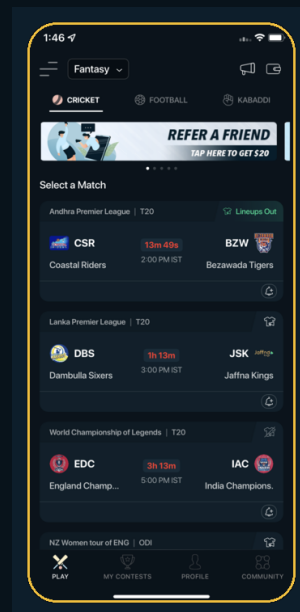
The rest of this guide covers each step in detail, plus the rules, prizes, fees, risks and safety tools you should know before you play.



From the **Play** tab, choose a match to start building your team. You'll pick 6 players within a 100-credit budget, then choose your Captain and Vice-Captain.

STEP 1 Select a match

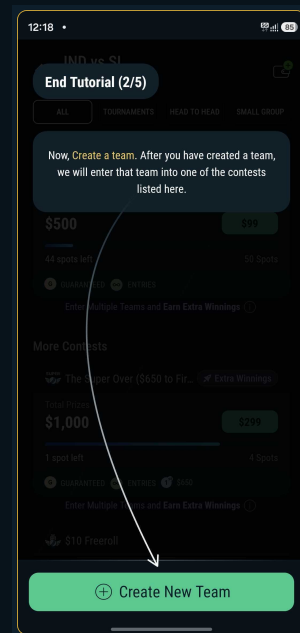
Make sure **Fantasy** is selected at the top, then tap any match on the Play tab to begin.



STEP 2 Tap Create New Team

On the contests screen, tap **Create New Team**. (You can also tap a contest card to create and enter in one go.)

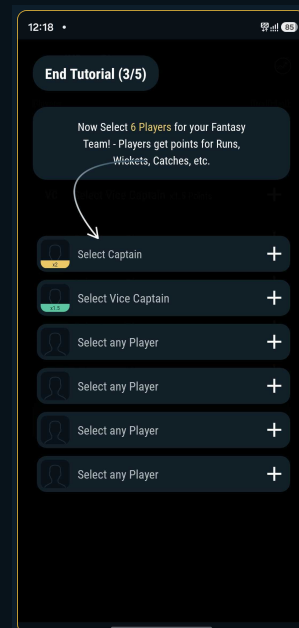
Every user starts with **100 credits** to spend on their squad.



STEP 3 Pick 6 players + Captain & Vice-Captain

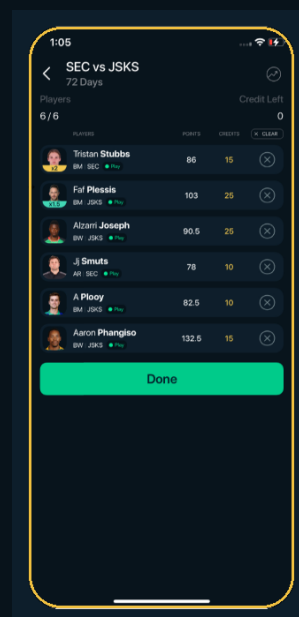
Select a total of **6 players** from either team (maximum 5 from any one side). Each player has a credit value from 0–30 based on skill and recent form — star players cost more.

Name a **Captain** (scores **2x** points) and a **Vice-Captain** (scores **1.5x**). These two picks often decide your contest.



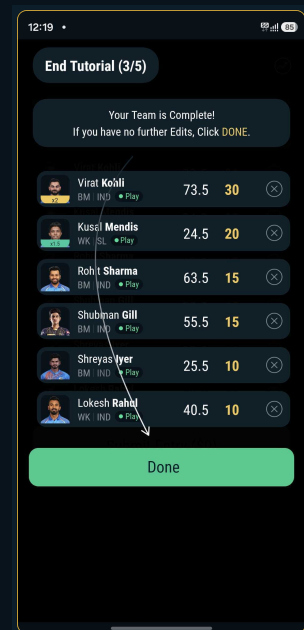
STEP 4 Stay within your 100 credits

As you add players, your remaining credits update at the top. Credits are an in-game budget only — they have no relationship to real money. Balance star names against value picks to fit all six in.



STEP 5 Review and finish

When all six slots and your CVC are set, your team is complete. Tap **Done** (or **Submit Entry** if you're joining a contest at the same time). You can edit your team as many times as you like until the match starts.



Tip

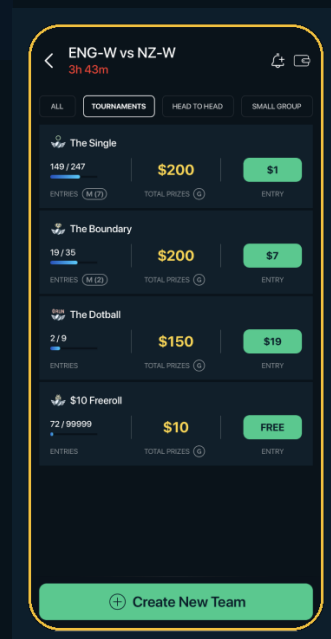
The Captain (2x) and Vice-Captain (1.5x) badges are shown on your team card. Choosing consistent performers as your C and VC is one of the most important skill decisions you'll make.

4 ENTER A CONTEST

After you've selected a match, you'll see a list of contests you can enter. Tap the **info** icon on any contest to see its entry fee, total prizes, how prizes are split, and who has already entered.

HOW TO JOIN

- Tap **Enter** on a contest, then choose which team (or teams) to enter.
- If the contest has an **entry fee**, it's deducted from your balance when you join. Free contests are also available.
- If you haven't built a team yet, you'll be prompted to create one first.
- You can enter multiple contests, and some contests allow multiple team entries.



Contest list — tap a card or Create New Team

Once you join, entry is final

A contest entry cannot be cancelled or withdrawn once submitted. Double-check your team and the entry fee before you confirm.

HOW SCORING WORKS (SCORING METHODOLOGY)

Every player on your team earns or loses fantasy points based on their real performance in the match. Points come from batting, bowling, fielding, economy rate and strike rate. Your **Captain scores 2x** and your **Vice-Captain scores 1.5x** their points. Your team's total is the sum of all six players.

Where to find the full scoring in the app

Scoring differs by format (T20/T10, ODI, Test) and by sport (Cricket, Football, and Kabaddi coming soon). Open the **Points System** page in-app to see the exact values for the match you're entering. The tables below show Cricket scoring for the two most common formats.

CRICKET — ODI

Batting	Points	Bowling	Points
Run scored	0.50	Wicket (excl. run out)	15.00
Every four	0.50	Bowled / LBW bonus	4.00
Every six	1.00	4 wickets	2.00
Half century	2.00	5 wickets	4.00
Century	2.00	Each maiden over	2.00
Duck (out)	-3.00		

Fielding	Points	Economy rate (min 5 overs)	Points
Catch	4.00	2.5 & below	3.00
Stumping	6.00	2.6 – 3.5	2.00
Run out (takes bails)	4.00	3.6 – 4.5	1.00
		7.1 – 8	-1.00
		8.1 – 9	-2.00
		Above 9	-3.00

Strike rate (min 20 balls faced)	Points
Above 140	3.00
120.01 – 140	2.00
100.01 – 120	1.00
50.1 – 60	-1.00
40.1 – 50	-2.00
40 & below	-3.00

Other	Points
In announced lineups	2.00



CRICKET — T20 / T10

Batting	Points	Bowling	Points
Run scored	0.50	Wicket (excl. run out)	12.50
Every four	0.50	Bowled / LBW bonus	4.00
Every six	1.00	3 wicket bonus	2.00
Half century	4.00	4 wickets	4.00
Century	4.00	5 wickets	8.00
Duck (out)	-2.00	Each maiden over	6.00

Fielding	Points	Economy rate (min 2 overs)	Points
Catch	4.00	4 & below	3.00
Stumping	6.00	4.1 – 5	2.00
Run out (takes bails)	4.00	5.1 – 6	1.00
		9.1 – 10	-1.00
		10.1 – 11	-2.00
		Above 11	-3.00

Strike rate (min 10 balls faced)	Points	Other	Points
Above 170	3.00	In announced lineups	2.00
150.01 – 170	2.00		
130.01 – 150	1.00		
60.1 – 70	-1.00		
50.1 – 60	-2.00		
50 & below	-3.00		



CRICKET — TEST

Batting	Points	Bowling	Points
Run scored	0.50	Wicket (excl. run out)	10.00
Every four	0.50	Bowled / LBW bonus	2.00
Every six	1.00	4 wickets	2.00
Half century	2.00	5 wickets	4.00
Century	2.00		
Duck (out)	-4.00		

Fielding	Points	Other	Points
Catch	4.00	In announced lineups	2.00
Stumping	6.00		
Run out (takes bails)	4.00		

Test-format note

Test scoring rewards wickets and penalises dismissals more heavily to reflect the longer format — a duck costs -4.00 and each wicket is worth 10.00. Test contests do not apply economy-rate or strike-rate bonuses. Run-out points are shared by the last players to touch the ball.

Good to know

- Captain = 2x points; Vice-Captain = 1.5x points.
- Economy and strike-rate bonuses/penalties only apply once a minimum number of overs bowled / balls faced is met.
- Points in super overs are not included in match scoring.
- Match scores come from official data feeds. If a stat is corrected after the match, scores and results are updated accordingly and winnings verified before payout.



GullyCricket offers several public contest types. Contest **names** (like “The Single” or “The Century”) are just labels that group contests with a similar entry fee and prize structure — they don't affect scoring or gameplay.

Contest type	How it works
Tournaments / Grand Leagues	Large-field contests with big total prize pools shared across many winners.
Head to Head	You versus one opponent — winner takes all.
Small Leagues	2–9 opponents. Pays either first place only, or the top three, depending on league size.

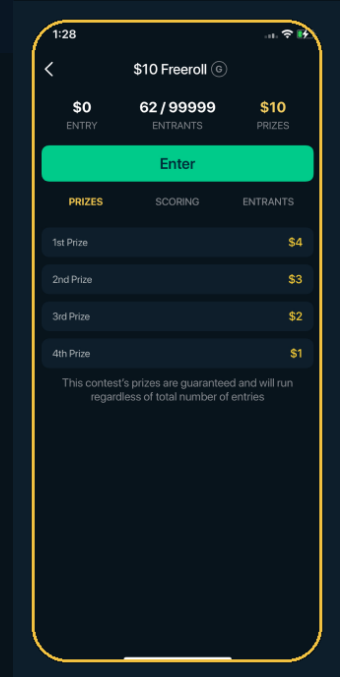
KEY CONTEST RULES

- **Lineup lock:** you can edit your team any number of times before the match starts. Once it begins, your team is locked.
- **Players who don't play:** if a selected player isn't in the playing XI, they score no points. Starting lineups are marked **Play/Out** about 25 minutes before start — always re-check your team then.
- **Entry is final:** a contest entry cannot be cancelled once joined.
- **Guaranteed contests** run even if they don't fill; some contests are capped at a set number of entries.
- **Rain, delays, abandonment or cancellation:** results follow the official match outcome. If a match is abandoned with no result, affected contests are handled per the contest rules shown in-app.
- **Fair play:** one account per person, no username misuse, and no bots or fraud. Beginner contests help newer players compete fairly. Breaking these rules can lead to account restrictions or closure.

When a match ends, every contest is ranked by total fantasy points. **Prizes are awarded based on your finishing position.** Each contest shows its total prize pool and the full payout breakdown before you enter — tap the contest's info icon to see it.

HOW PRIZES ARE PAID

- **Head to Head:** the higher score wins the whole prize.
- **Small Leagues:** pay the top finisher, or the top three, depending on size.
- **Grand Leagues / Tournaments:** pay many places on a sliding scale, with the largest share at the top.
- The example on the right shows a contest paying 1st–4th place (\$4 / \$3 / \$2 / \$1) from its prize pool.



Each contest shows its prize split up front

What happens in a tie

- **Head to Head:** a tie splits the prize 50/50 between both players.
- **Grand / Small Leagues:** tied players share the combined prizes for the positions they occupy, split evenly. Example: if 2nd pays \$100 and 3rd pays \$50, two players tied for 2nd each receive \$75.

When winnings arrive

Winnings usually appear a few hours after the match ends, once player points are verified. In some cases this can take up to 24 hours.

GullyCricket is transparent about costs. Here's what to know before you deposit or play.

Item	Details
Contest entry fees	Set per contest and always shown before you join. Free contests (including freerolls) are also available. Deducted from your balance when you enter.
Credit-card deposit fee	A 2.9% processing fee may apply to credit-card deposits and is shown before you confirm. Your very first deposit has no processing fee. Example: a \$100 deposit is charged as \$102.90 (\$100 + \$2.90).
Minimum withdrawal	\$25 for US players. Requests below \$25 can't be processed. Withdraw via PayPal, check, or direct bank transfer.
Taxes	In the US, if your net winnings (withdrawals minus deposits) exceed \$600 in your financial year, you must report them to the IRS. GullyCricket emails eligible US residents a 1099 tax form to help. Outside the US, check your local tax laws.

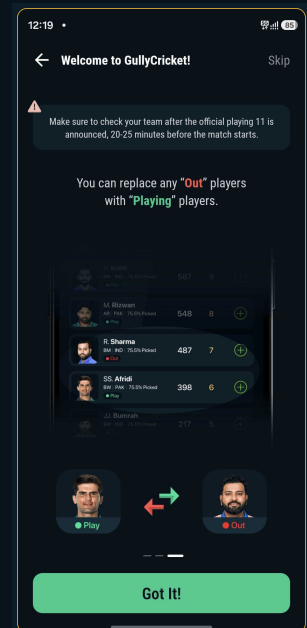
No hidden costs

Every entry fee and processing fee is displayed before you confirm the transaction. If you're unsure, review the amounts on screen before tapping confirm.

STEP ✓ Re-check about 20–25 minutes before start

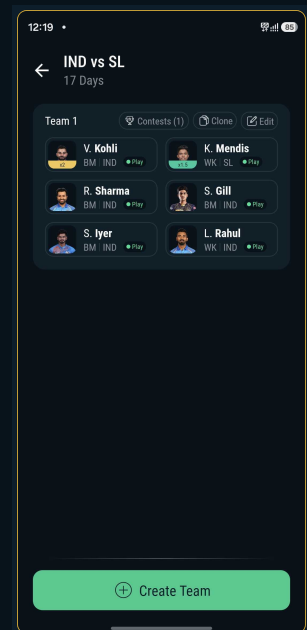
Official playing XIs are confirmed roughly 20–25 minutes before the match. At that point each of your players is marked **Play** (green) or **Out** (red).

Open **My Teams** inside the match and swap any **Out** player for a **Playing** one before the deadline. A player who isn't in the XI scores zero — so this quick check protects your entry.

**STEP ✓ Edit any time until lock**

You can edit your team as many times as you like right up until the match starts, via **My Teams** inside the match.

Once the match begins, teams are locked and players can't be swapped.

**Why this matters**

Missing a late team-sheet change is one of the most common beginner mistakes. Building a strong team is only half the job — confirming everyone is actually playing is the other half.

10 UNDERSTAND THE RISKS

Paid fantasy contests involve real money, and that means real financial risk. Please read this section before you deposit or enter a paid contest.

Key risks to understand

- **You can lose the money you enter with.** Entry fees are not refundable, and there is no guarantee you will win a prize.
- **Outcomes are uncertain.** Even a well-researched team can score poorly due to real-world events — injuries, late team changes, weather or simply an off day.
- **Entries are final.** Once you join a contest you can't cancel or withdraw the entry.
- **Spending can add up.** Fees and repeated entries accumulate. Only play with money you can afford to lose.
- **It can affect wellbeing.** For some people, gaming can become harmful. Chasing losses is a warning sign, not a strategy.

PLAY FOR ENTERTAINMENT

Treat contest entries as the cost of entertainment, not as a way to make money or recover losses. Set yourself a budget before you start, and use the responsible gaming tools in the next section to keep your play within limits you're comfortable with. You must be **18 or older** and located in a permitted jurisdiction to play.

If gaming stops being fun

If you ever feel your play is becoming a problem, help is available 24/7. Call or text the National Problem Gambling Helpline at **1-800-522-4700**, or use the tools and resources on the next page.



11 RESPONSIBLE GAMING TOOLS & SUPPORT

GullyCricket is committed to a safe, fair and responsible gaming environment. You'll find a range of tools to help you stay in control in **Account Settings** → **Responsible Play**.

TOOLS YOU CAN SET YOURSELF

Deposit limits Cap how much you can deposit over a chosen period.	Spend limits Cap how much you can spend on entries.
Loss limits Cap your net losses over a period.	Session time limits Limit how long a single session can last.
Reality checks Get periodic on-screen reminders of time and spend.	Cool-off periods Take a short break from playing.
Time-outs Lock your account for 24 hours, 3 days, 1 week or 1 month.	Self-exclusion Exclude yourself for a longer, fixed period.

How limits take effect

Requests to **decrease** a limit take effect immediately. Requests to **increase** a limit may be subject to a cooling-off period. You can manage all of these any time in Account Settings → Responsible Play.

SUPPORT THAT'S ALWAYS THERE

Our trained Safer Gaming officers are available 365 days a year. They watch for signs of gaming-related harm and may reach out to check in — they're there to help you stay in control, not to judge. You can request permanent account closure at any time by contacting support.

Where to get help	Contact
National Problem Gambling Helpline	Call or text 1-800-522-4700 • Chat: ncpgambling.org/chat
National Council on Problem Gambling	ncpgambling.org
Gamblers Anonymous	gamblersanonymous.org
GullyCricket Support	support@gullycricket.us

State-specific helplines (e.g. Tennessee REDLINE 1-800-889-9789; Virginia 1-888-532-3500; New York 1-877-8-HOPENY) are shown to players in those jurisdictions. You must be 18+ to play.



You're ready to play

That's the full picture — how to build a team, enter contests, score points and win, plus the rules, fees, risks and safety tools. Explore **How to Play** and the **Points System** pages in-app whenever you need a refresher, and remember to play for fun and within your limits.

