

Player Auction Rule Book

The official rules for your league's IPL-style player auction. Fill in the blanks, share it with every franchise owner and player before auction night, and let no argument survive first contact with this document.

1 · League Setup

League name: _____ Sport: _____

Season: _____ Auction date & time: _____

League Owner (auction controller): _____

Setting	Value	Notes
Number of franchises		Every franchise bids with an identical purse
Minimum squad size		Every franchise must reach this number
Maximum squad size		Optional — leave blank for no cap
Registered player pool		At least franchises × minimum squad; +15% recommended

2 · The Points Economy

Setting	Value	Notes
Purse per franchise		Points, identical for every team. No real money.
Base price per player		Every player opens at this price

Bid increments

When the current bid is...	The next raise is...
Base price up to 2× base	
2× base up to 5× base	
Above 5× base	

THE SQUAD-MINIMUM RESERVE RULE

A franchise may never bid an amount that would leave it unable to pay **base price for every remaining required squad slot**. Maximum legal bid = remaining purse – (unfilled required slots – 1) × base price. Bids above this limit are void.

Tip: unsure about these numbers? The free calculator at gaim.zone/tools/auction-budget-calculator produces a purse, max-bid ceiling, and increment ladder from your league size.

3 • Auction Night Rules

1. **Order of players.** Players are presented one at a time in **randomized order**. The order is not revealed in advance.
2. **Opening.** Every player opens at base price. The first franchise to bid takes the opening price.
3. **Raising.** Each new bid raises the price by the increment for the current tier (section 2). Out-of-turn or below-increment bids are void.
4. **The timer.** Each player carries a countdown of _____ seconds. **Every valid bid resets the timer.** When the timer expires, the highest bidder wins the player.
5. **Sold.** The winning bid is deducted from the franchise's purse immediately. A sale, once called, is final.
6. **Unsold players.** A player receiving no bid is marked unsold and **re-enters the pool** after the first pass. Re-entry rounds continue until every franchise reaches its minimum squad.
7. **Pauses.** Only the League Owner may pause the auction, with a stated reason and resume time. A bid in progress completes before any pause takes effect.
8. **Disputes.** The bid log is the single source of truth. Where no log entry exists, the League Owner's decision is final.

4 • Conduct & Fair Play

- Owners bid only for their own franchise; proxy or joint bidding is not permitted.
- No collusion: agreements between franchises to suppress or inflate bidding void the affected sales at the League Owner's discretion.
- Players may not bid, signal, or negotiate during their own auction.
- All bidding uses points with no real-world monetary value. Any real-world entry fees or prizes are handled by the League Owner outside the auction and are not part of these rules.
- The League Owner may remove any participant for repeated rule violations.

5 • After the Auction

- Full squad rosters and the complete bid log are published to all participants the same day.
- Post-auction trades _____ (permitted / not permitted). If permitted, both owners and the League Owner must approve in writing.
- The match schedule is published within _____ days of the auction.

6 · Signatures

We agree to run this auction under the rules above.

League Owner · date

Franchise owner · date

Franchise owner · date

Franchise owner · date

Franchise owner · date

Franchise owner · date

Skip the paperwork next time. Every rule in this document — randomized order, timer resets, tiered increments, budget enforcement, the squad-minimum reserve, unsold re-entry, and the tamper-proof bid log — is enforced automatically when you run your auction on **Gaim.zone**, free. Every owner bids live from their own phone.

www.gaim.zone