



BidPlayer User Guide

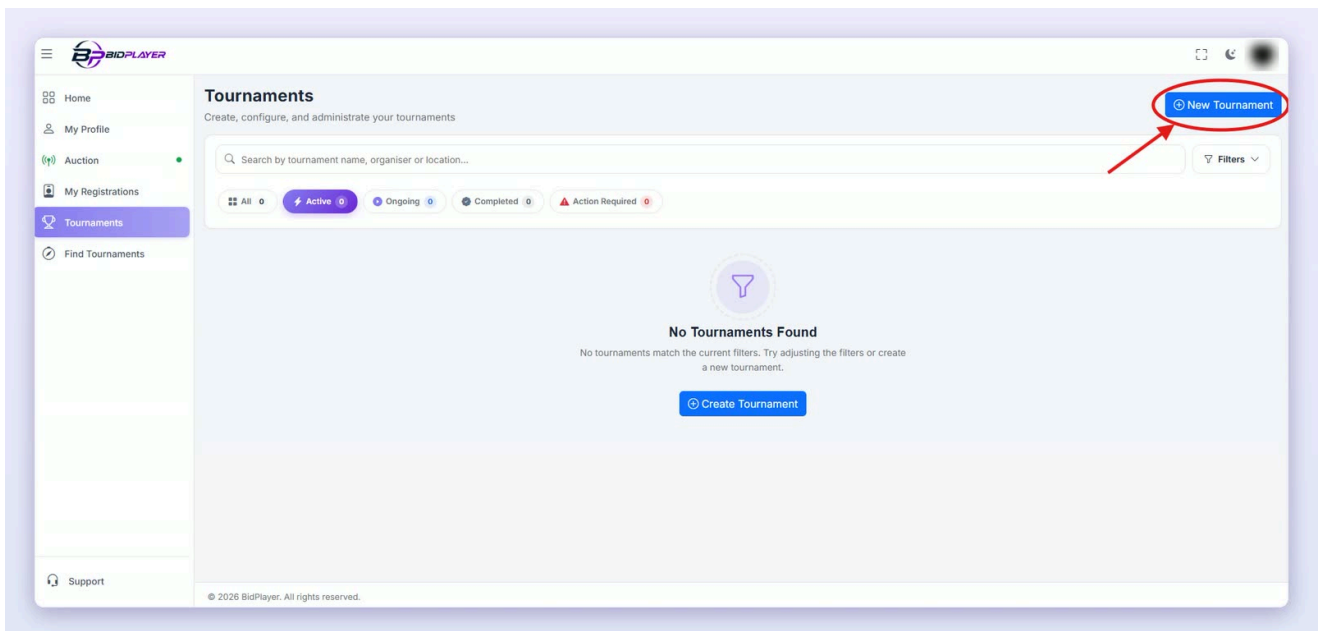
Set up a tournament, clubs, players and auction

How to create a tournament

Four quick steps. Takes a few minutes.

1 Start

Sign in, open **Tournaments** and click **New Tournament**.



Click New Tournament (red circle) on the Tournaments page.

2 Enter the details

Fill in the tournament name, dates, venue, number of clubs and players. Fields marked * are required.

New Tournament
Fill in the details to create a new tournament

Basic Information
Tournament branding, name, season, schedule dates, and venue

Tournament Logo*
 [Upload Logo](#)
Recommended: Square image (1:1 aspect ratio), at least 200 x 200 px, maximum 5MB.

Tournament Name*
Championship Tournament League

Season
e.g., 1, 2, 3

Tournament Code
e.g., EPL-2026

Tournament Start Date*
01-11-2026

Tournament End Date*
25-11-2026

City / Location*
Ernakulam

Venue / Ground*
JLN Stadium

Sport Type
Cricket

Ball Type
Select Ball Type

[Cancel](#) [Save](#)

Basic details: logo, name, dates, venue and sport.

2 Enter the details (continued)

Organiser Information
Search and assign the registered user responsible for tournament administration

 [Change](#)

Only verified BidPlayer users are listed here.

Format & Player Capacity
Participating club quotas, player capacities, and registration state

Number of Clubs Participating*
5

Player Registration Status
Open

Total Players in Tournament*
30

Total Icon & Reserved Players in Tournament*
5

Total Players for Auction*
25

Total players count includes Icon & Reserved players.
Total icon and reserved players across all clubs. Enter 0 if none.

Club Representative Settings
Manage visibility and permissions for participating club representatives

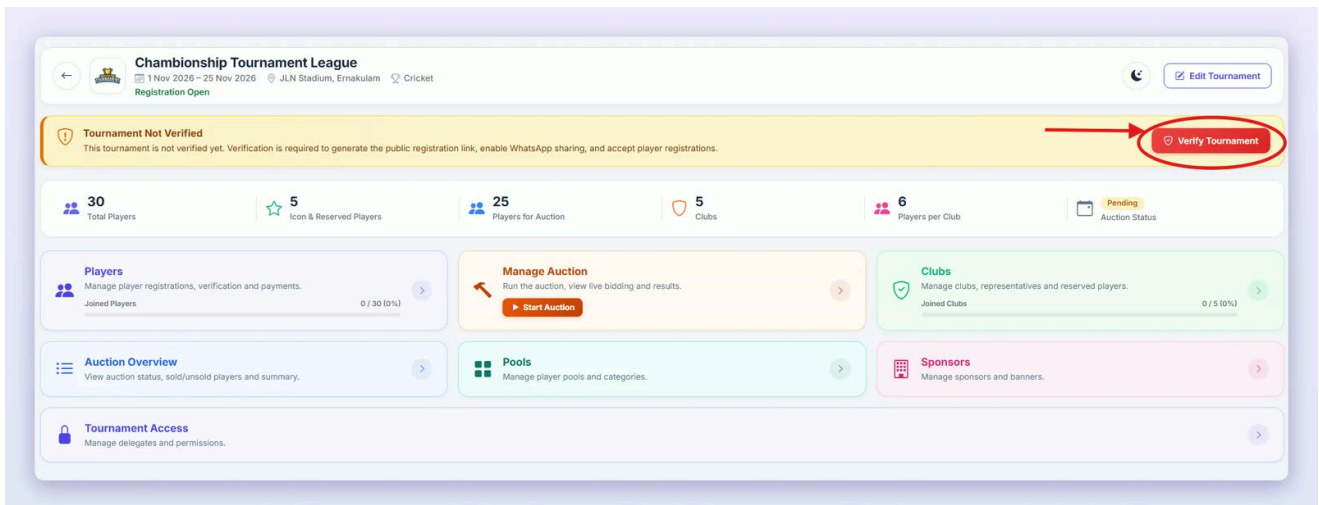
☒ Allow club representatives to view joined players
When enabled, club reps can browse the list of players who have registered for this tournament.

[Cancel](#) [Save](#)

Organiser, number of clubs and players. Click Save when done.

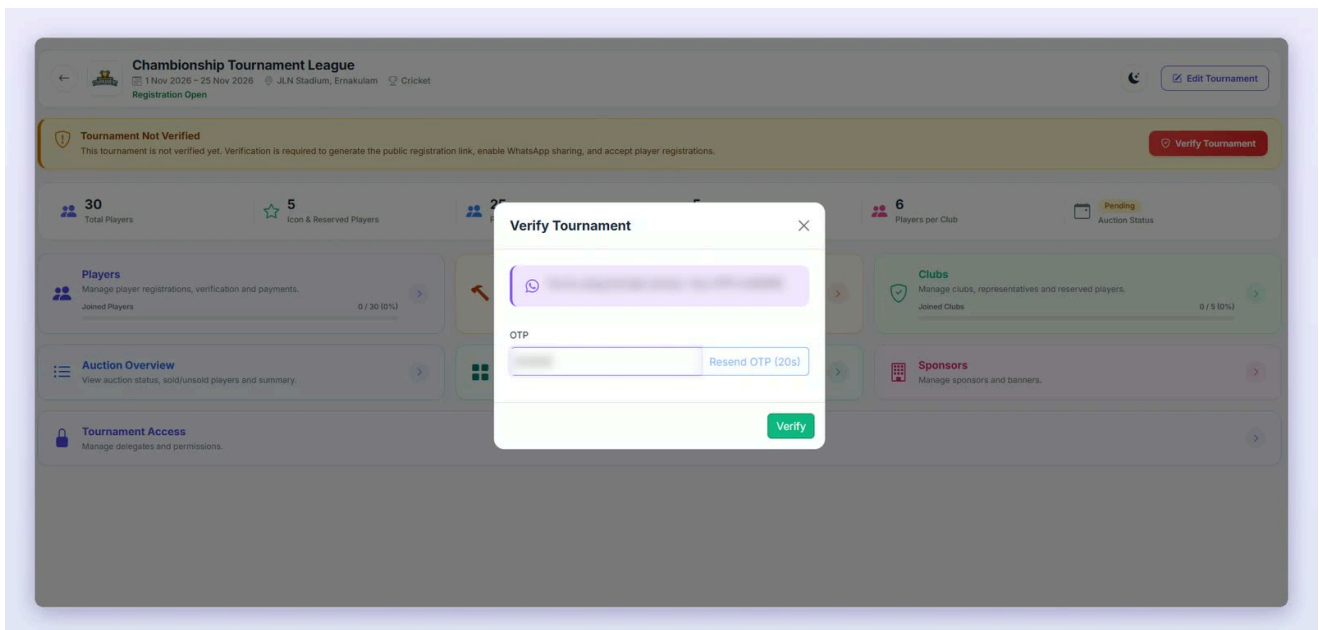
3 Verify with OTP

Your new tournament shows **Tournament Not Verified**. Click **Verify Tournament**, enter the OTP you receive and click **Verify**.



Click Verify Tournament in the yellow notice.

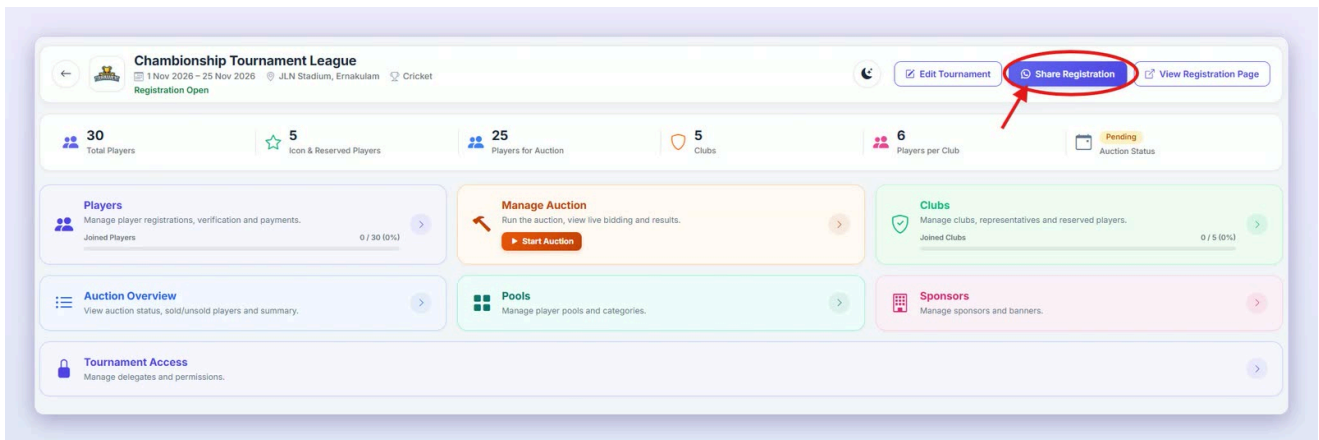
3 Verify with OTP (continued)



Enter the OTP and click Verify.

4 Share the registration link

Once verified, the registration link is ready. Use the share options to send it to players, for example on WhatsApp.



Click Share Registration (red circle) to send the link, for example on WhatsApp.

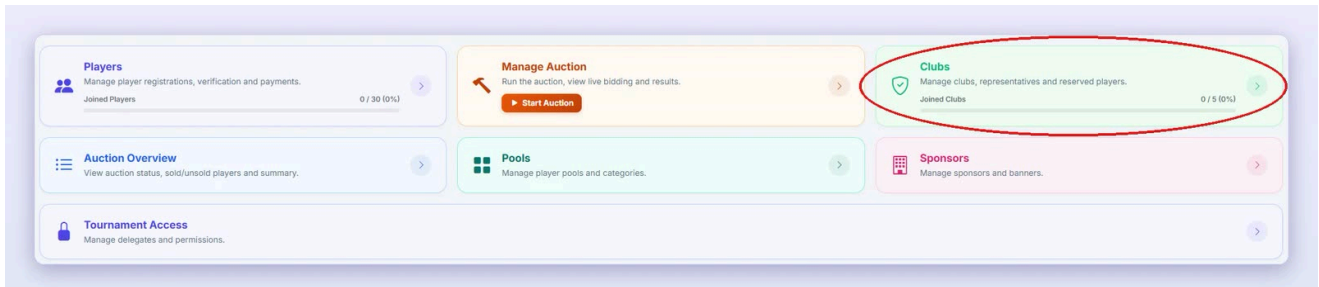
To know how players can register and how the Tournament Organiser can add players, refer to [Register Players](#).

How to create a club

Add clubs yourself, or let clubs register through a link.

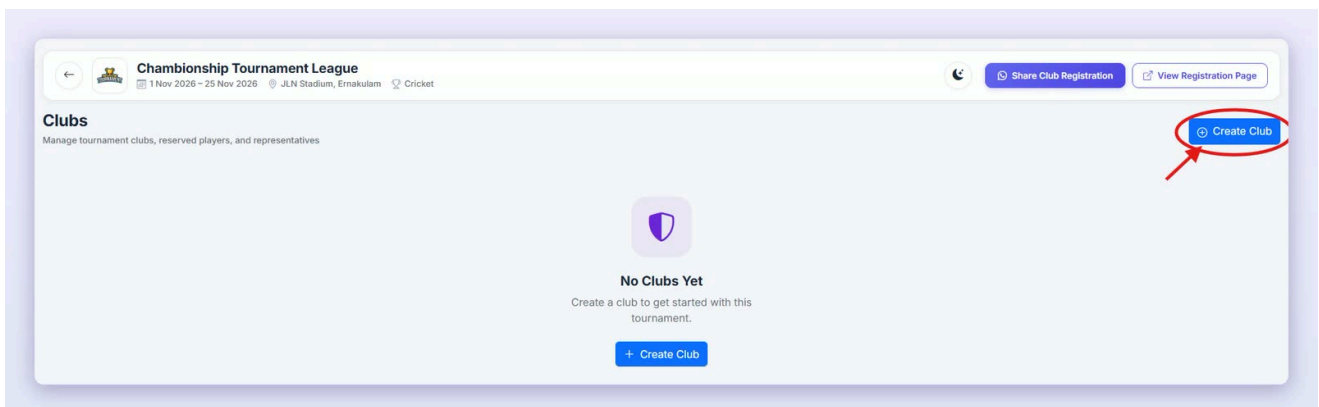
1 Open Add Club

In your Tournament Organiser window, open the **Clubs** card and click to add a club.



Open the Clubs card (red circle) on your tournament page.

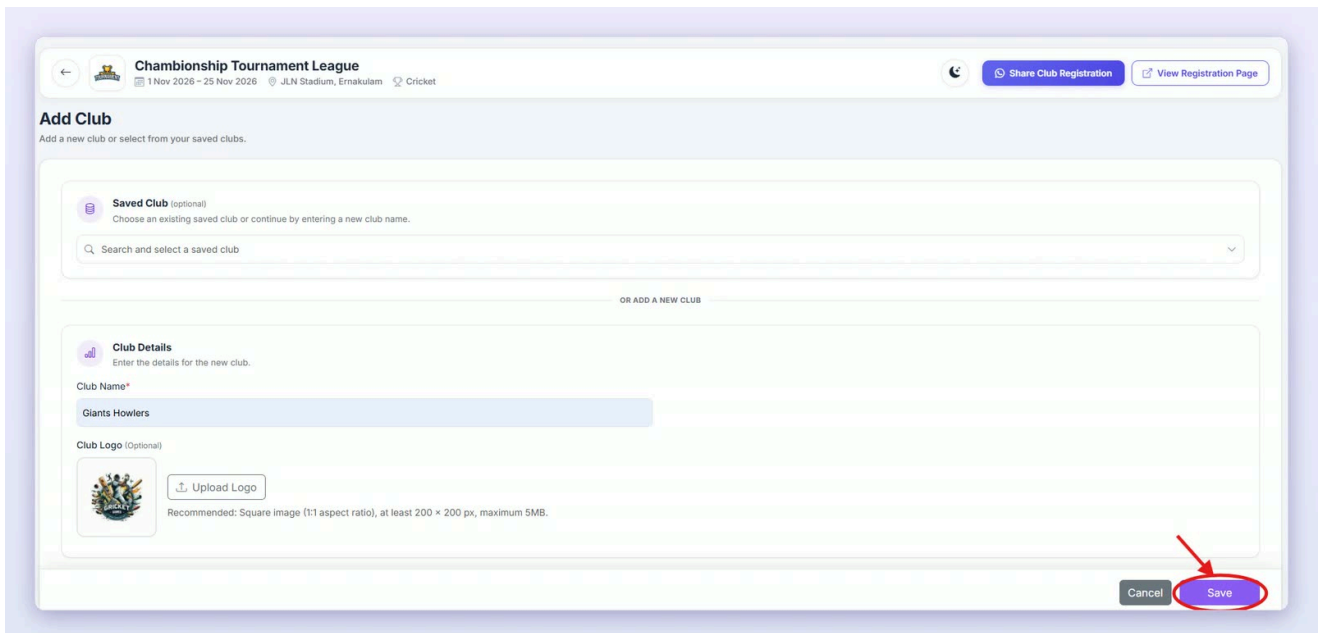
1 Open Add Club (continued)



Click Create Club (red circle).

2 Import or create the club

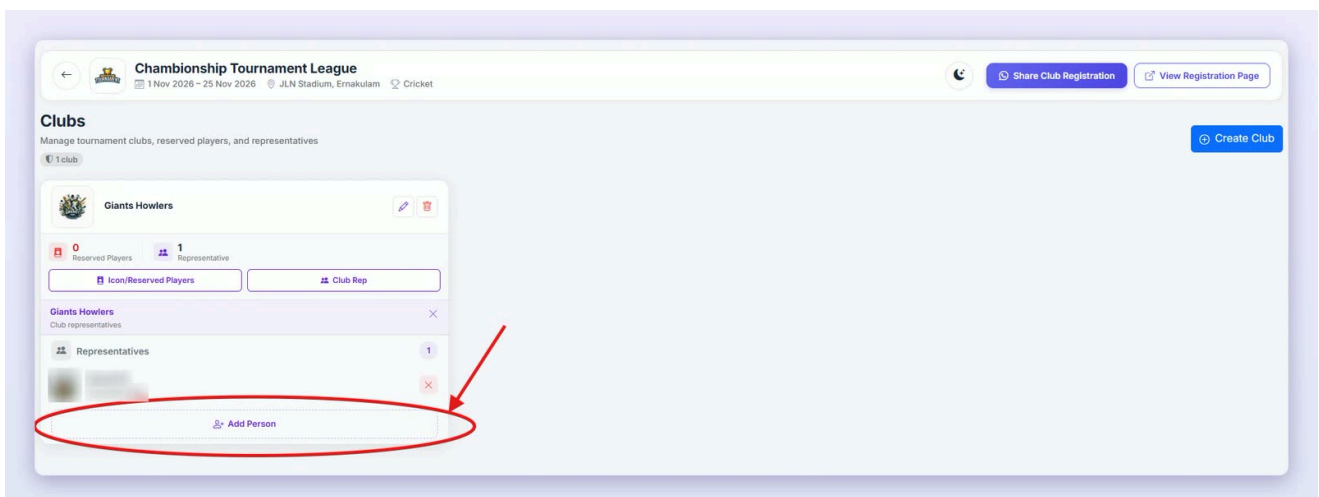
If a club is already registered in BidPlayer, you can import it by searching its name and clicking **Import**. Or enter a new club name and add a logo if you like.



Pick a saved club to import it, or type a new club name and add a logo. Then click Save (red circle).

3 Add club representatives

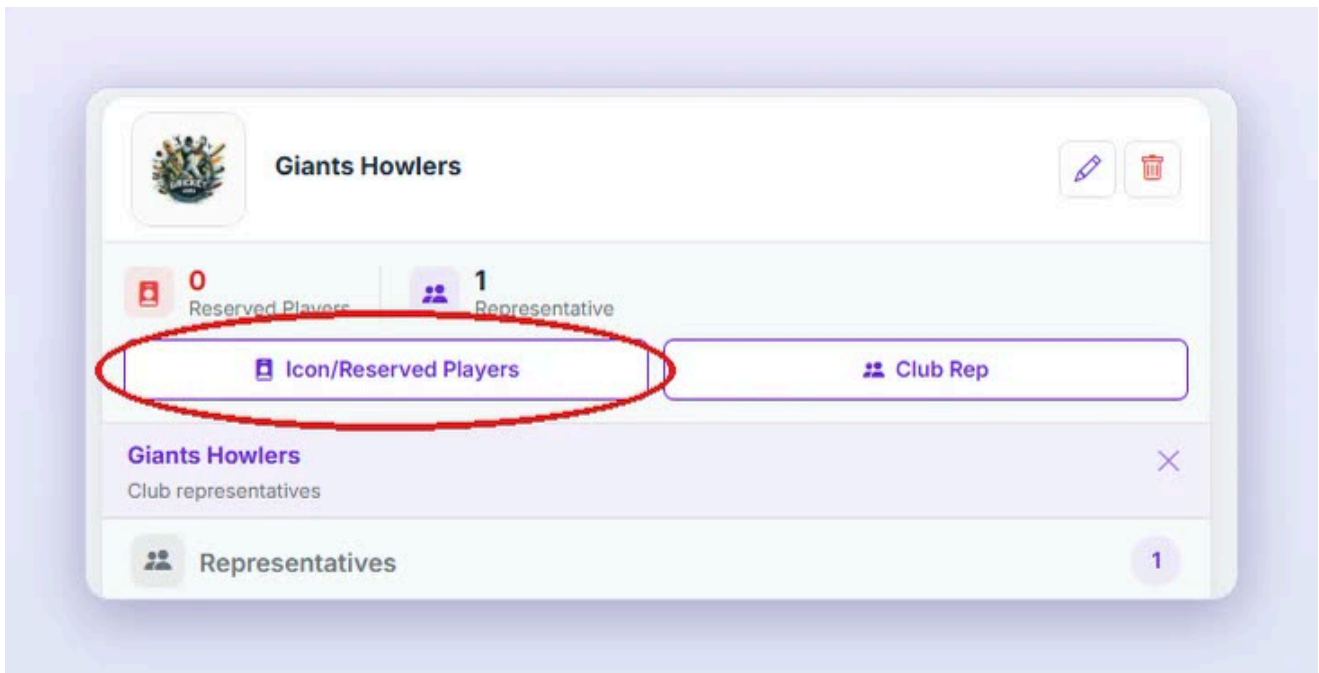
At least one representative is required. They manage the club and place bids in the auction. The person can be an existing BidPlayer user or someone new.



Under Representatives, click Add Person (red circle) to add a club representative.

4 Add reserved players (optional)

Assign players who have joined the tournament directly to the club as **Icon Player**, **Captain**, **Owner**, **Manager** or **Assigned**. Reserved players are not part of the auction.



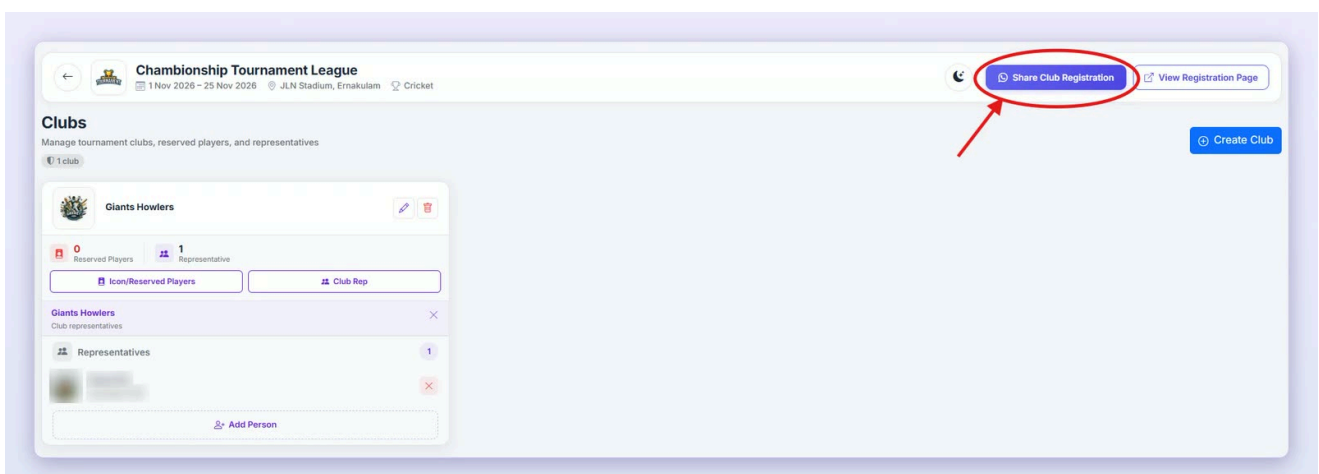
Click Icon/Reserved Players (red circle) to assign players directly to the club.

5 Save

Click **Save**. The club is added to your tournament.

Or let clubs register by link

At the top of the page, use **Club Registration Link** to copy the link, **Share Club Registration** to send it on WhatsApp, or **View Registration Page** to preview it. Clubs register themselves from the link.



Click Share Club Registration (red circle) to send clubs the registration link.

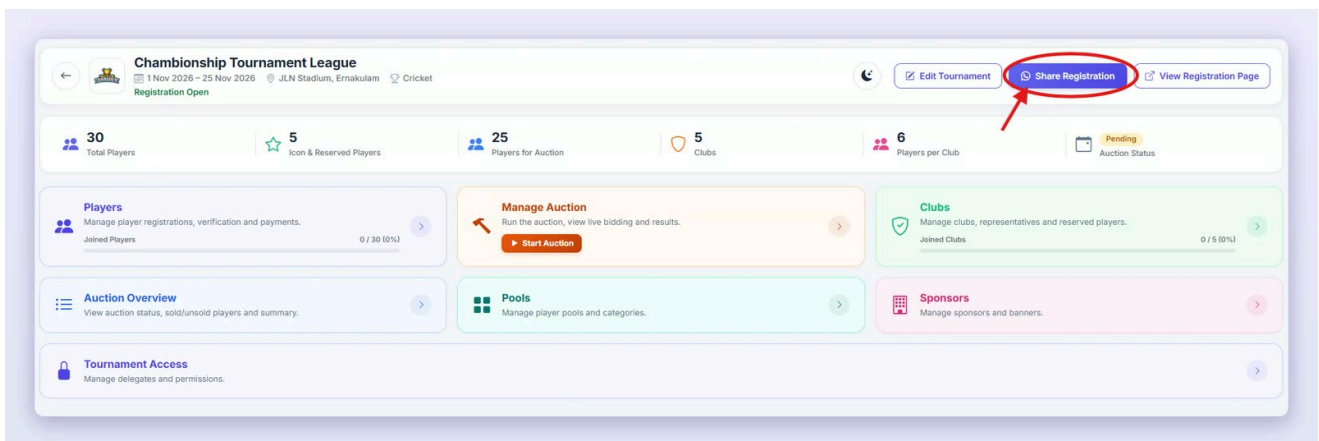
How to register players

There are two ways to register players: through your registration link, where the player registers by themselves, or by you as the Tournament Organiser.

Way 1 – Through the registration link

1 Share the link

Verify your tournament first, then share the registration link with players using the share options.

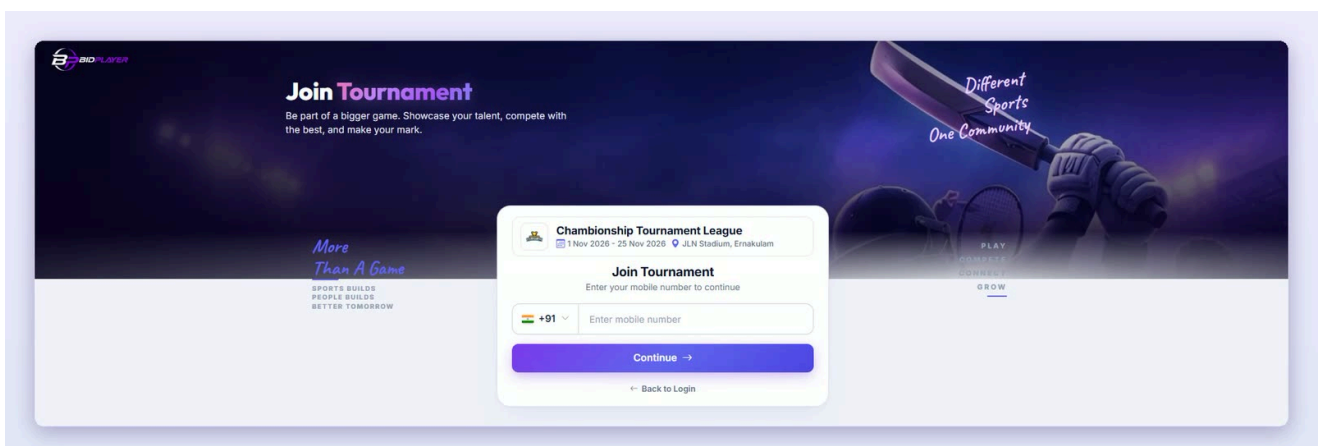


Click Share Registration (red circle) to send the link, for example on WhatsApp.

Way 1 – Through the registration link

2 Player opens the link

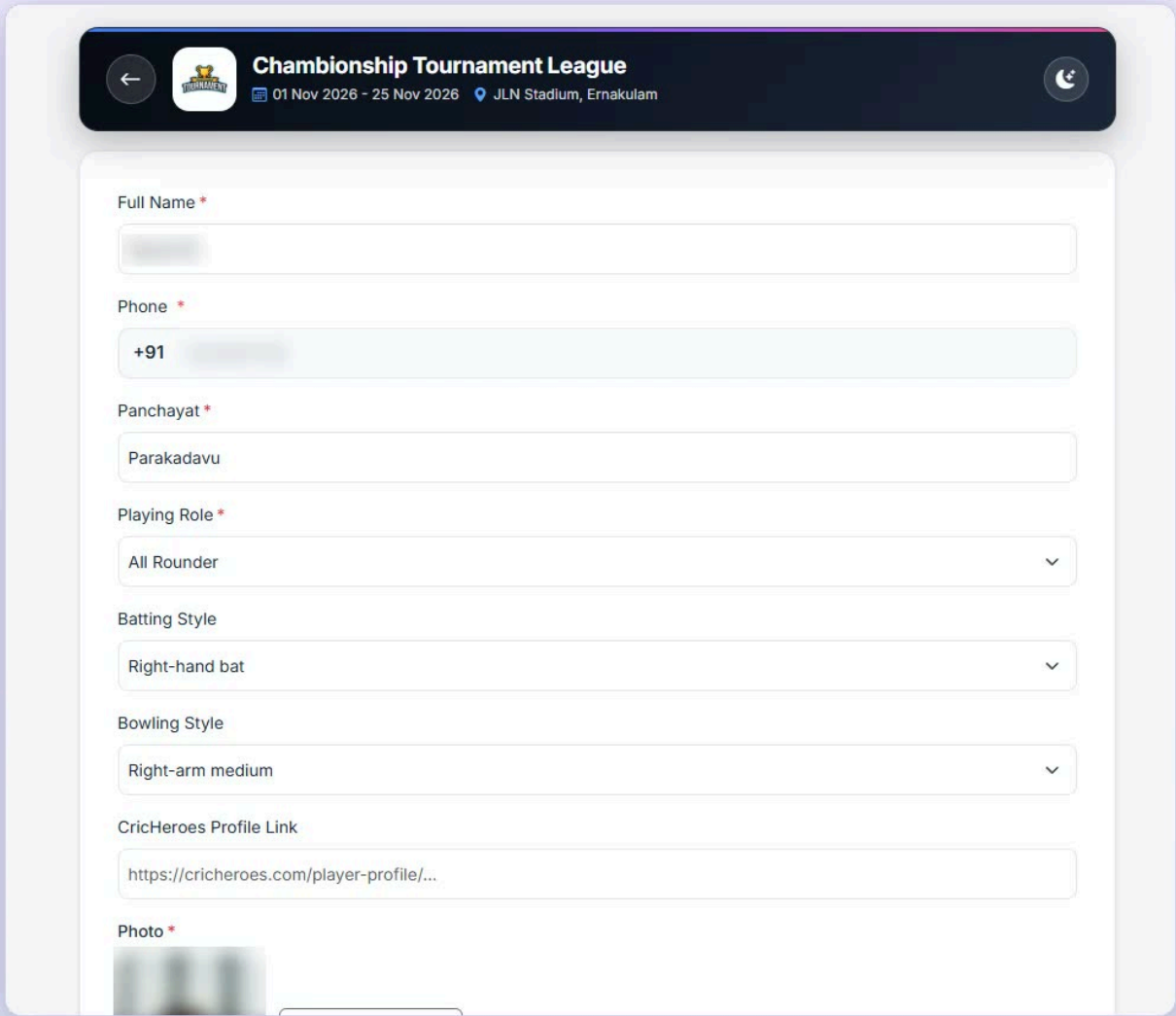
The player enters their mobile number and clicks **Continue**.



The player enters their mobile number here and clicks Continue.

3 Player fills the form

Name, panchayat and playing role are required. Batting style, bowling style and CricHeroes link are optional.

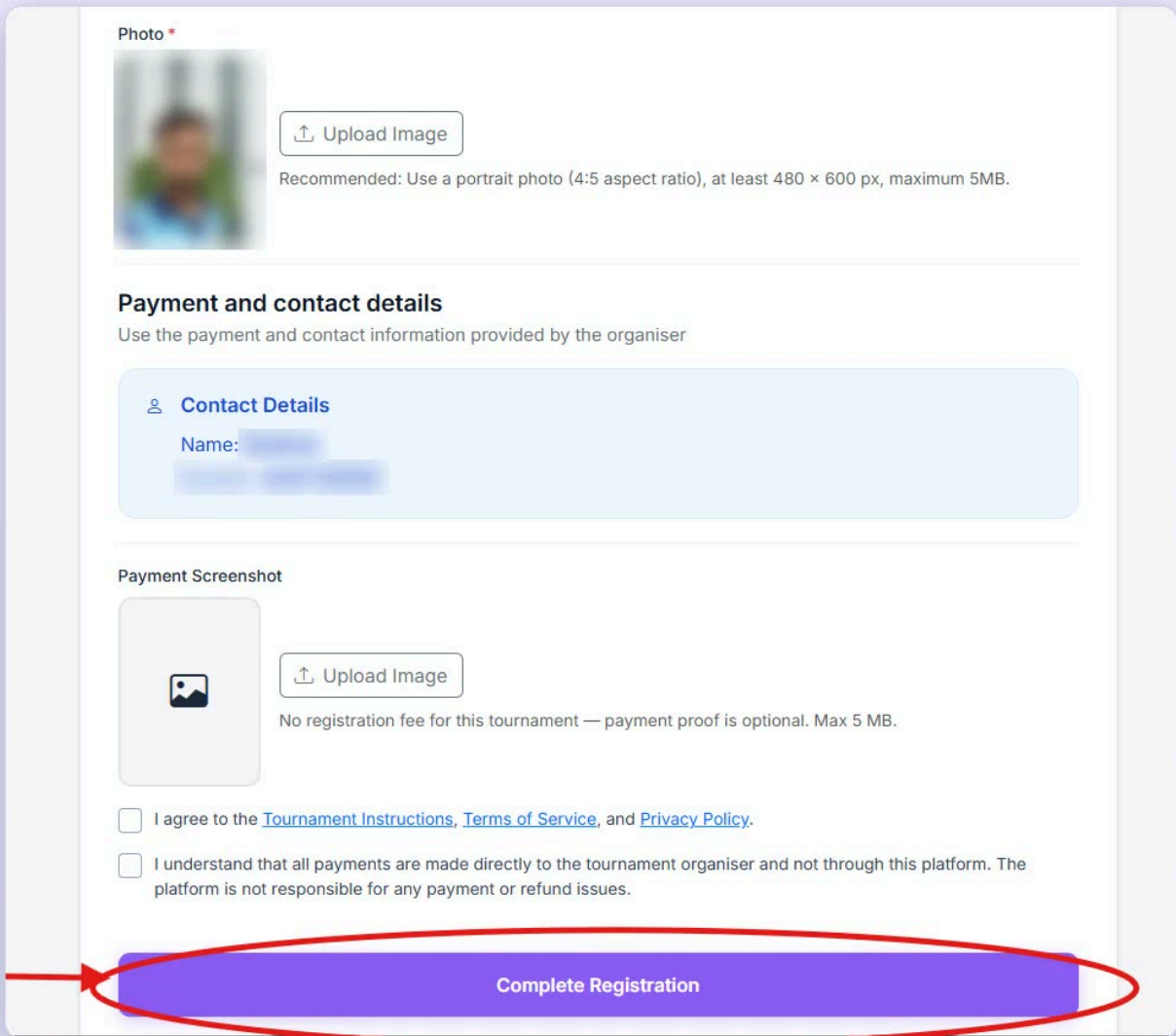


The screenshot shows a mobile application interface for the 'Championship Tournament League'. The header bar is dark blue with a back arrow, a tournament logo, the title 'Championship Tournament League', the dates '01 Nov 2026 - 25 Nov 2026', the location 'JLN Stadium, Ernakulam', and a moon icon. The form itself is white with rounded corners and contains the following fields: 'Full Name *' (text input), 'Phone *' (text input with a '+91' prefix), 'Panchayat *' (text input with 'Parakadavu' entered), 'Playing Role *' (dropdown menu with 'All Rounder' selected), 'Batting Style' (dropdown menu with 'Right-hand bat' selected), 'Bowling Style' (dropdown menu with 'Right-arm medium' selected), 'CricHeroes Profile Link' (text input with a URL), and 'Photo *' (image input with a placeholder photo).

The player fills in name, panchayat and playing role, and uploads a photo.

4 Player pays

The player pays the registration fee directly to the organiser, uploads the payment screenshot, accepts the terms and clicks **Complete Registration**.



The image shows a registration form with the following sections:

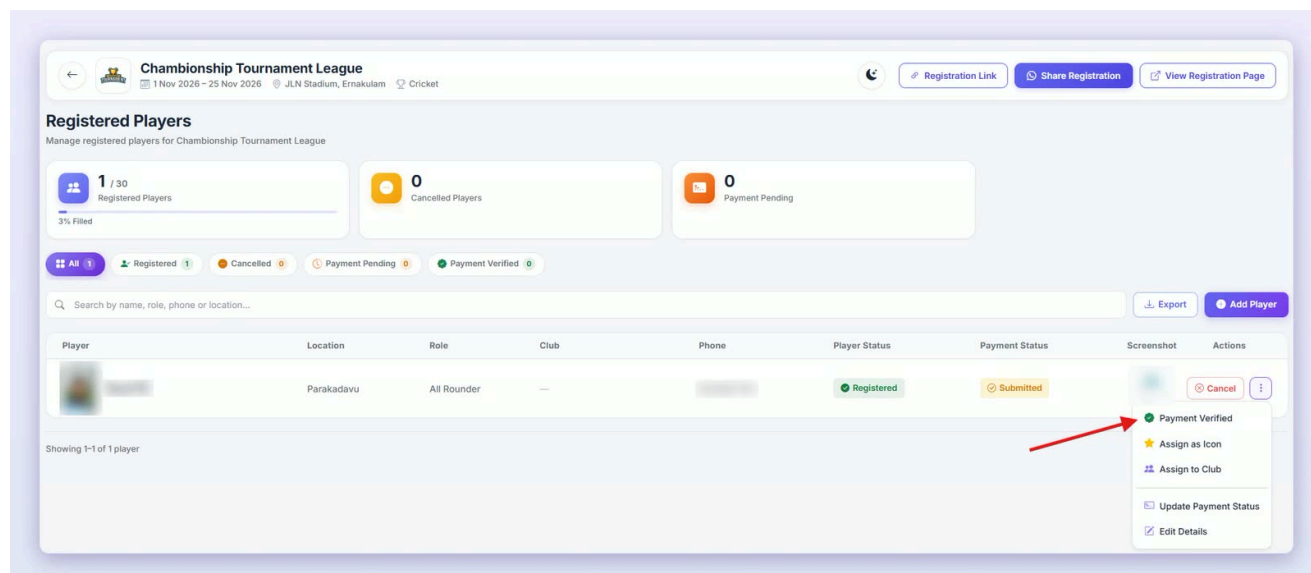
- Photo ***: A placeholder image and an "Upload Image" button. Below it, text reads: "Recommended: Use a portrait photo (4:5 aspect ratio), at least 480 × 600 px, maximum 5MB."
- Payment and contact details**: A heading with the instruction "Use the payment and contact information provided by the organiser".
- Contact Details**: A light blue box containing a "Name:" label and a text input field.
- Payment Screenshot**: A placeholder image and an "Upload Image" button. Below it, text reads: "No registration fee for this tournament — payment proof is optional. Max 5 MB."
- Agreements**: Two checkboxes with text:
 - ☐ I agree to the [Tournament Instructions](#), [Terms of Service](#), and [Privacy Policy](#).
 - ☐ I understand that all payments are made directly to the tournament organiser and not through this platform. The platform is not responsible for any payment or refund issues.
- Complete Registration**: A large purple button at the bottom, circled in red with an arrow pointing to it from the left.

Upload the payment screenshot, tick both boxes and click Complete Registration (red circle).

Way 1 – Through the registration link

5 Organiser verifies and approves

After the player has registered through the link, open the **Players** card in your Tournament Organiser window. Check each payment, then verify and approve the player.

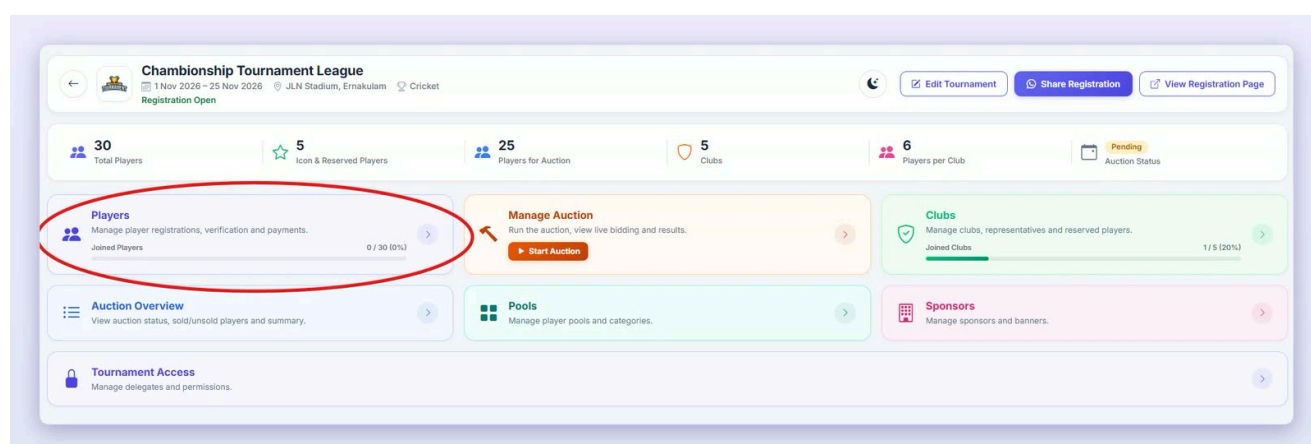


Open the **:** menu on a player and choose Payment Verified (red arrow).

Way 2 – By the Tournament Organiser

1 Open the Players card

You can also add players yourself, without sharing the link. In your Tournament Organiser window, open the **Players** card.

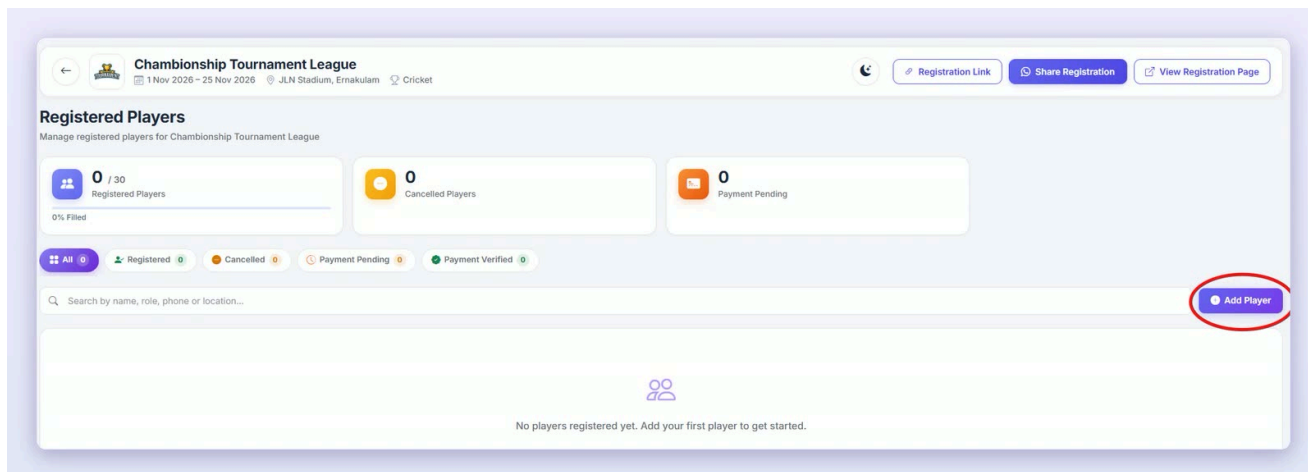


Open the Players card (red circle).

Way 2 – By the Tournament Organiser

2 Add the player

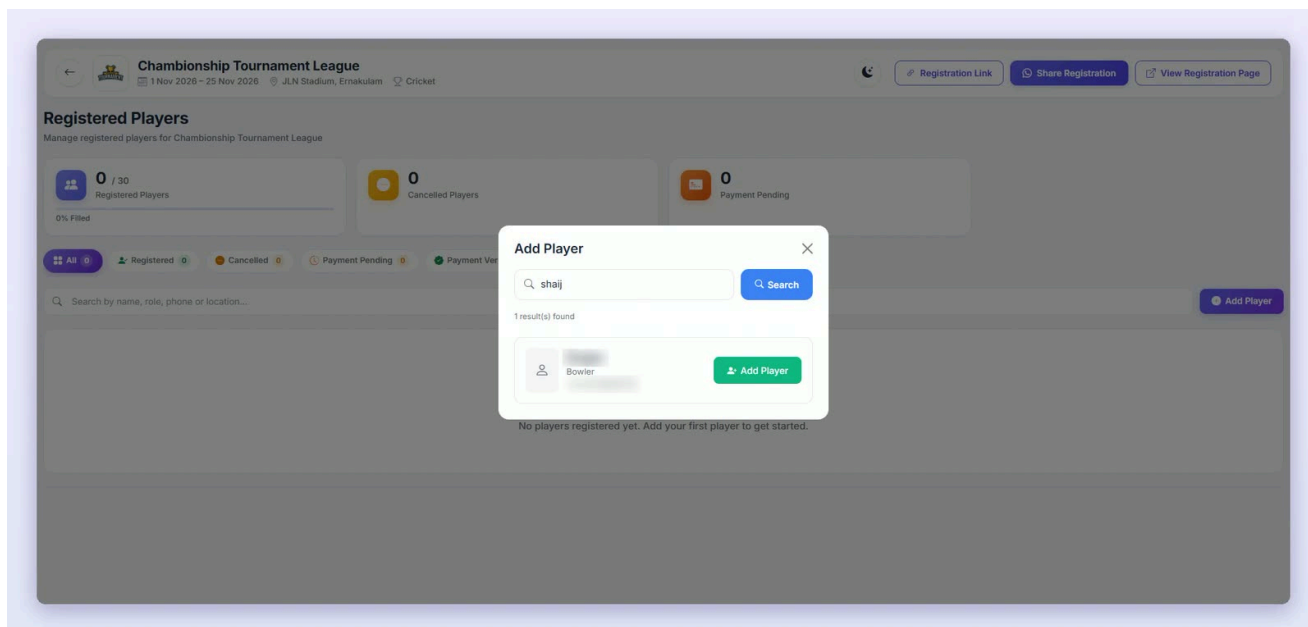
Click **Add Player**, search for the player by name or phone number, then click **Add Player** next to their name. Players already in the tournament show **Already registered**.



Click Add Player (red circle).

Way 2 – By the Tournament Organiser

2 Add the player (continued)



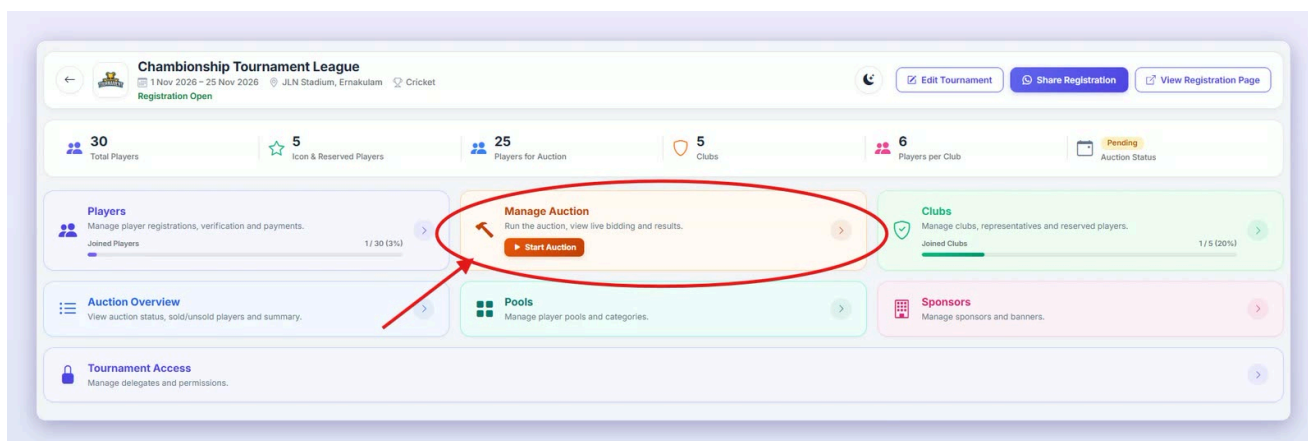
Search for the player by name, then click Add Player.

How to set up the auction

Decide when the auction happens, how many points each club gets, and who places the bids. Everything is on the **Auction Settings** screen.

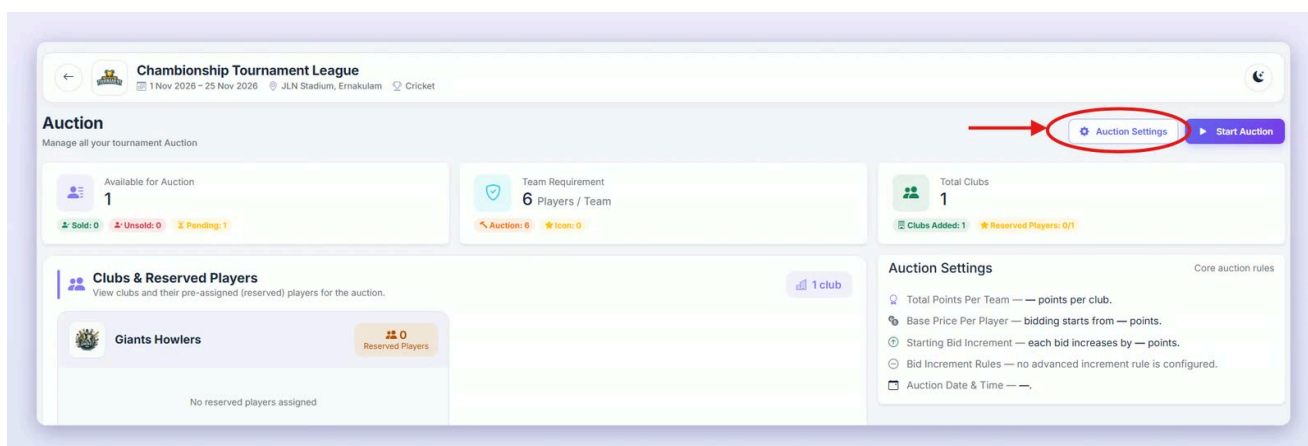
1 Open Auction Settings

Open your tournament in the Tournament Organiser window and click the **Auction** card. Fields marked * are required.



Click the Manage Auction card (red circle).

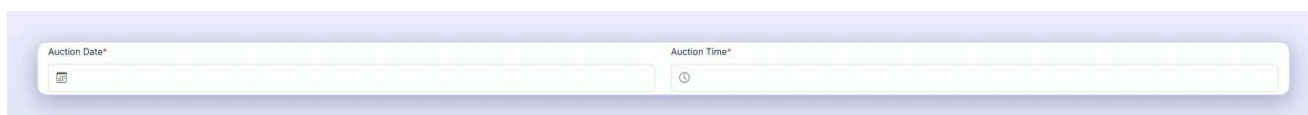
1 Open Auction Settings (continued)



Click Auction Settings (red circle).

2 Pick the date and time

Choose the **Auction Date** and **Auction Time**.



Choose the Auction Date and Auction Time.

3 Set the points

- **Total Points Per Team** – the purse every club has to spend, for example 6000.
- **Base Price Per Player** – the starting price of each player, for example 200.

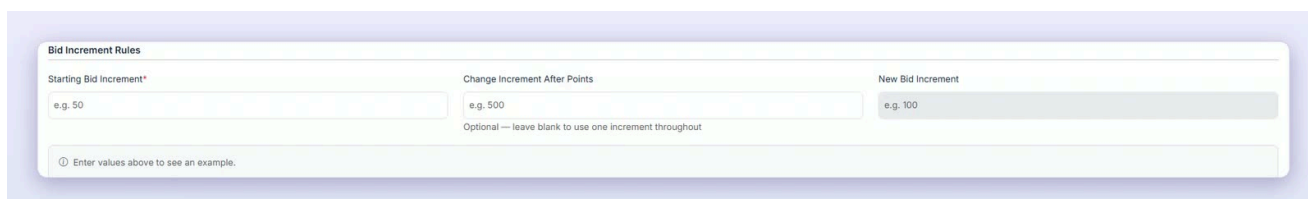
A screenshot of a web form with two input fields. The first field is labeled 'Total Points Per Team*' and contains the text 'e.g. 6000'. The second field is labeled 'Base Price Per Player*' and contains the text 'e.g. 200'.

Enter Total Points Per Team and Base Price Per Player.

4 Set the bid increments

- **Starting Bid Increment** – how much each bid goes up by, for example 50.
- **Change Increment After Points** – optional. Once the bid passes this amount (for example 500), the **New Bid Increment** (for example 100) is used. Leave it blank to keep one increment throughout.

Once you fill these in, an example box shows how the bids will progress.

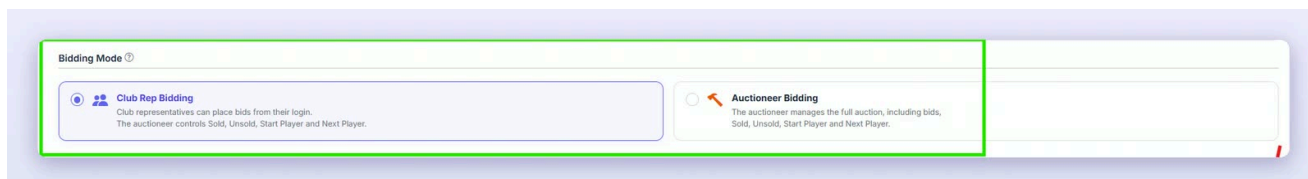
A screenshot of a web form titled 'Bid Increment Rules'. It has three input fields: 'Starting Bid Increment*' with 'e.g. 50', 'Change Increment After Points' with 'e.g. 500', and 'New Bid Increment' with 'e.g. 100'. Below the fields is a note: 'Optional — leave blank to use one increment throughout'. At the bottom, there is a small text box that says 'Enter values above to see an example.'

Enter the bid increments. An example appears below once you fill them in.

5 Choose the bidding mode

This decides who places the bids.

- **Club Rep Bidding** – club representatives place their own bids from their own login, from anywhere. This works for an online auction. The auctioneer still controls *Sold*, *Unsold*, *Start Player* and *Next Player*.
- **Auctioneer Bidding** – club representatives are present in person. They call out their bids, and the auctioneer confirms each bid and manages the whole auction.

A screenshot of a web form titled 'Bidding Mode'. It has two radio button options. The first option is 'Club Rep Bidding' with a description: 'Club representatives can place bids from their login. The auctioneer controls Sold, Unsold, Start Player and Next Player.' The second option is 'Auctioneer Bidding' with a description: 'The auctioneer manages the full auction, including bids, Sold, Unsold, Start Player and Next Player.' A green box highlights the 'Club Rep Bidding' option.

Green box: choose who places the bids, Club Rep Bidding or Auctioneer Bidding.

6

Open the auction to the public (optional)

Turn on **Open this auction to the public** and anyone can follow the live auction and see the results without signing in, even if they are not registered. Bidding stays limited to the organiser and club representatives. Results remain public until the tournament ends.

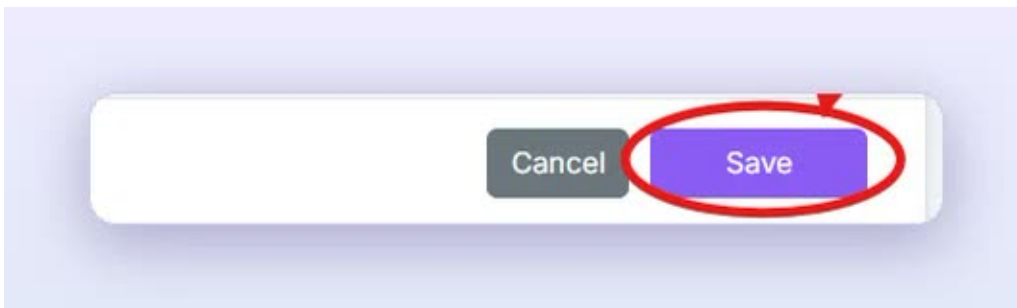


Switch on Open this auction to the public if anyone should be able to watch.

7

Add notes and save

Add any **Auction Notes** you want, then click **Save**. Use **View Public Page** at the top to preview what the public sees.



Click Save (red circle) when you are done.

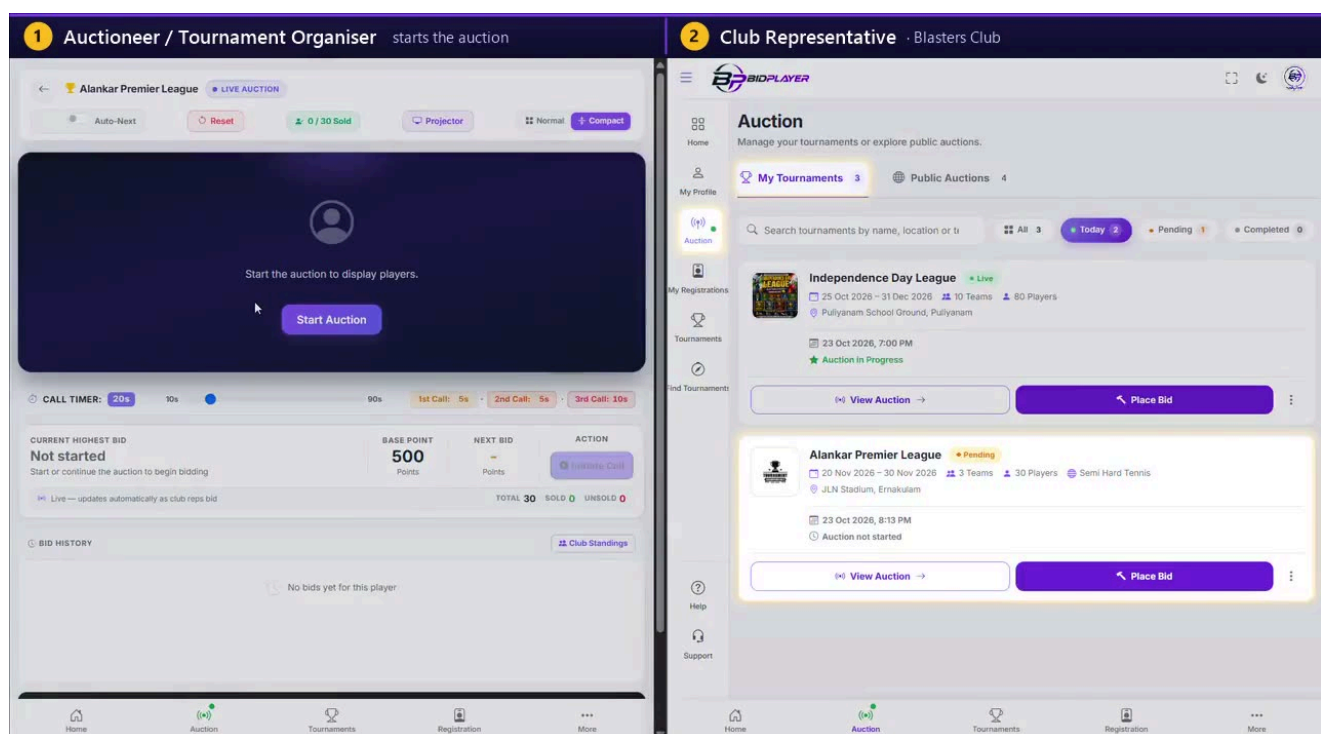
How to run the auction

The Auctioneer (Tournament Organiser) runs the auction, and Club Representatives bid for their clubs from their own login. Everyone sees the same live screen. This guide shows **Club Rep Bidding**. With Auctioneer Bidding, the auctioneer confirms the bids that representatives call out.

1 Open the auction screens

Auctioneer: open **Manage Auction** and click **Start Auction** to open the live auction screen.

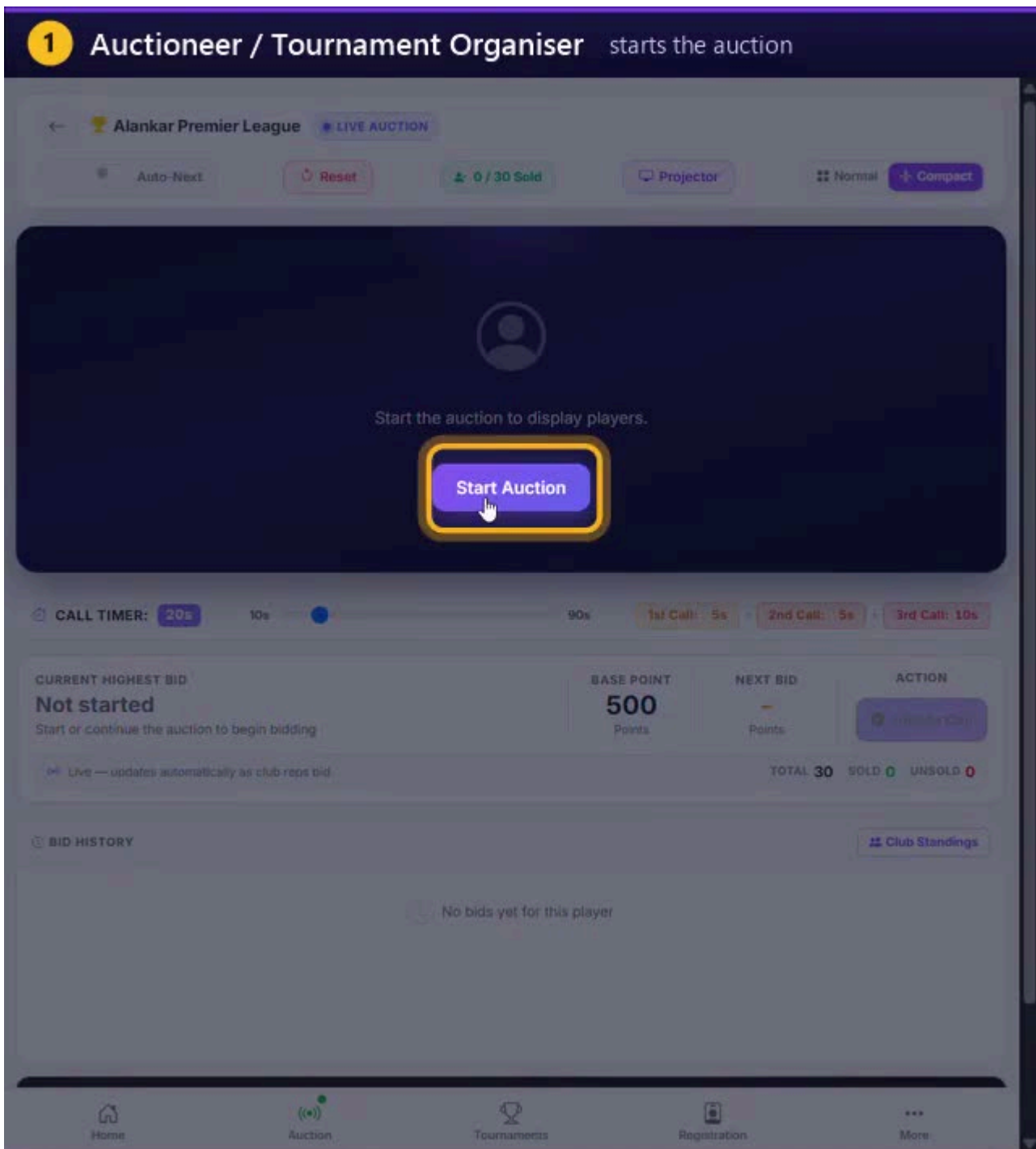
Club Representatives: sign in with their own login and open **Auction** → **My Tournaments** → **View Auction**.



Left: the Auctioneer's live screen. Right: a Club Representative opens the tournament from Auction → My Tournaments.

2 Click Start Auction

Click **Start Auction**. The first player appears in every window at the same time.



Auctioneer: click Start Auction (highlighted).

3 Club Representative: click Place Bid

Click **Place Bid**. Each bid goes up by the bid increment (100 points in this example).

The screenshot displays the 'Alankar Premier League' auction interface. At the top, it shows the league name, dates (20 Nov 2026 - 30 Nov 2026), ball type (Semi Hard Tennis Ball), and venue (JLN Stadium, Ernakulam). A 'LIVE' indicator is present. Below this, there are tabs for 'Live Auction', 'Clubs', 'Sold Players', and 'Player Pool'. The 'Auction Progress' section indicates '0 of 30 players completed - 0%'. The 'Current Player' section features a profile for Karthik Rajashekharan, a Batter from Parakkadavu, with a 'Base Point' of 500. The 'Current Bid' is 'No bids yet', and the 'Next Bid' is 500 Points. The 'Leading Club' is 'No leading club yet'. There are buttons for 'Bid History' and 'CricHeroes Profile'. The 'Place Your Bid' section shows 'Bidding as Blasters Club' with a 'SQUAD' of 0/10, 'POINTS LEFT' of 9,000, and 'MAX BID' of 4,500. At the bottom, there is a 'Recent Bids' section and a prominent blue 'Place Bid' button highlighted with a yellow border and a hand cursor icon.

Club Representative: click Place Bid (highlighted).

4 The auctioneer sees every bid instantly

The auctioneer sees each bid the moment it is placed. Here the current highest bid is 500 points, from Blasters Club.

1 Auctioneer / Tournament Organiser starts the auction

Alankar Premier League **LIVE AUCTION**

Auto-Next Reset 0 / 30 Sold Projector Normal Compact



Karthik Rajashekharan
BATTER
Right-hand bat Right-arm medium
Parakkadavu

BASE PRICE **500 pts**

CALL TIMER: 20s 10s 00s 1st Call: 5s 2nd Call: 5s 3rd Call: 10s

CURRENT HIGHEST BID	BASE POINT	NEXT BID	ACTION
500 Points Blasters Club	500 Points	600 Points	Initiate Call

Live — updates automatically as club reps bid TOTAL 30 SOLD 0 UNSOLD 0

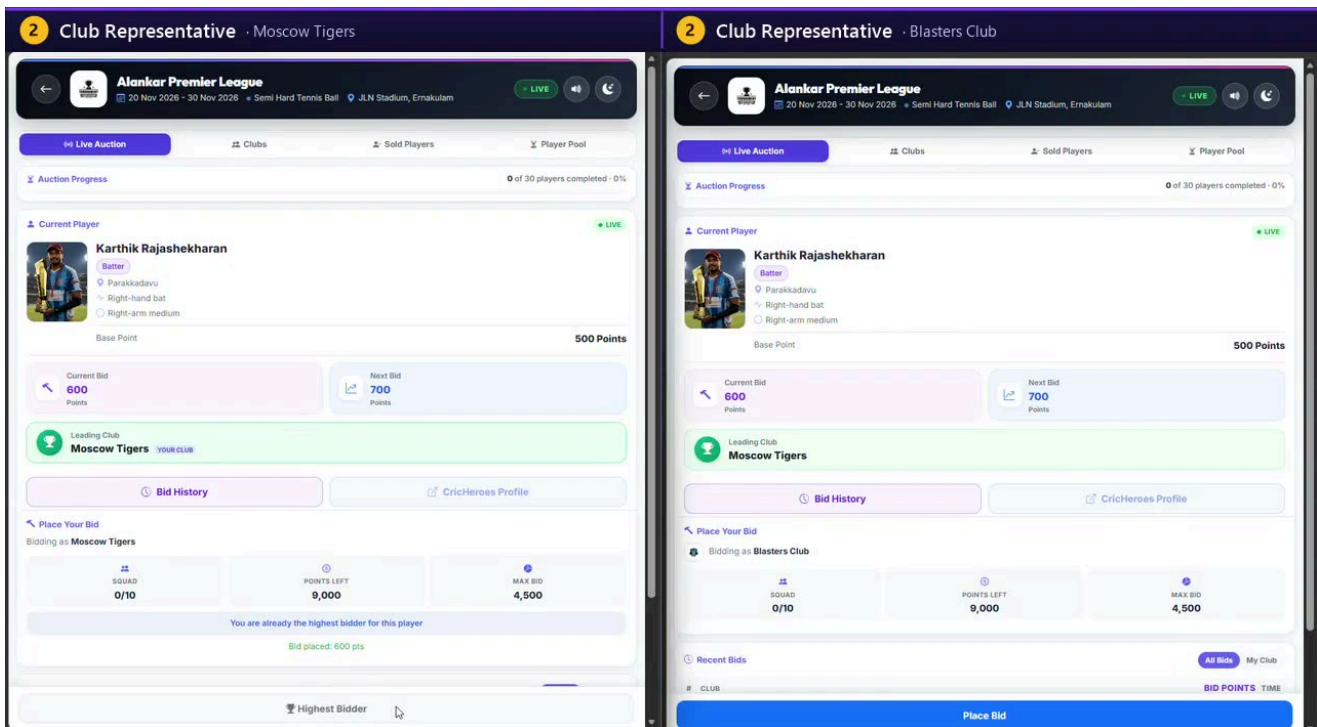
BID HISTORY (1) Club Standings

Home Auction Tournaments Registration More

Auctioneer: the current highest bid updates instantly (highlighted).

5 Other clubs bid from their own window

Other clubs place their bids from their own windows. Bids climb 600, 700, 800, and the highest bid wins.



Two club representatives bidding from their own windows.

6 Every club has a Max Bid

Above its **Max Bid**, Place Bid is disabled and a warning appears. A club's Max Bid is the most it can bid on one player while keeping enough points to fill the rest of its squad at the base price.

The screenshot displays the 'Club Representative' interface for the 'Moscow Tigers' club during the 'Alankar Premier League' auction. The current player being bid on is Vinayak Gireesan, an All Rounder from Parakkadavu. The interface shows the current bid at 500 points and the next bid at 600 points. The leading club is Blasters Club. The 'Place Your Bid' section shows the club's current squad size (0/10), points left (5,000), and the maximum bid (500). A warning message, 'Maximum points per player exceeded', is displayed below the bid input field, indicating that the club's current bid exceeds its maximum allowed bid for this player. The 'Place Bid' button is disabled.

SQUAD	POINTS LEFT	MAX BID
0/10	5,000	500

Maximum points per player exceeded

Above the Max Bid, Place Bid is disabled and a warning appears (highlighted).

7 Auctioneer: click Initiate Call

Click **Initiate Call** to start the countdown: 1st call, 2nd call, 3rd call (20 seconds in this example).

1 Auctioneer / Tournament Organiser starts the auction

Alankar Premier League • LIVE AUCTION

Auto-Next Reset 0 / 30 Sold Projector Normal Compact

Karthik Rajashekharan
BATTER
Right-hand bat Right-arm medium
Parakkadavu

BASE PRICE 500 pts

CALL TIMER: 20s 10s 90s 1st Call: 5s 2nd Call: 5s 3rd Call: 10s

CURRENT HIGHEST BID
800 Points
Moscow Tigers

BASE POINT
500 Points

NEXT BID
900 Points

ACTION
1ST CALL: 20s Pause

TOTAL 30 SOLD 0 UNSOLD 0

BID HISTORY TAB Club Standings

Home Auction Tournaments Registration More

Auctioneer: click Initiate Call to start the countdown (highlighted).

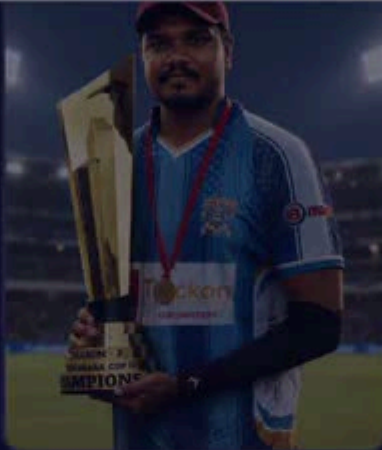
8 Click Sold to award the player

Click **Sold** to award the player to the highest bidder: Moscow Tigers, 800 points. **Pause** holds the countdown.

1 Auctioneer / Tournament Organiser starts the auction

Alankar Premier League • LIVE AUCTION

Auto-Next Reset 0 / 30 Sold Projector Normal Compact



Karthik Rajashekharan
BATTER
Right-hand bat Right-arm medium
Parakkadavu

BASE PRICE 500 pts

CALL TIMER: 20s 10s 90s 1st Call: 5s 2nd Call: 5s 3rd Call: 10s

CURRENT HIGHEST BID	BASE POINT	NEXT BID	ACTION
800 Points Moscow Tigers	500 Points	900 Points	PAUSED (16s) Resume Sold

Live — updates automatically as club reps bid

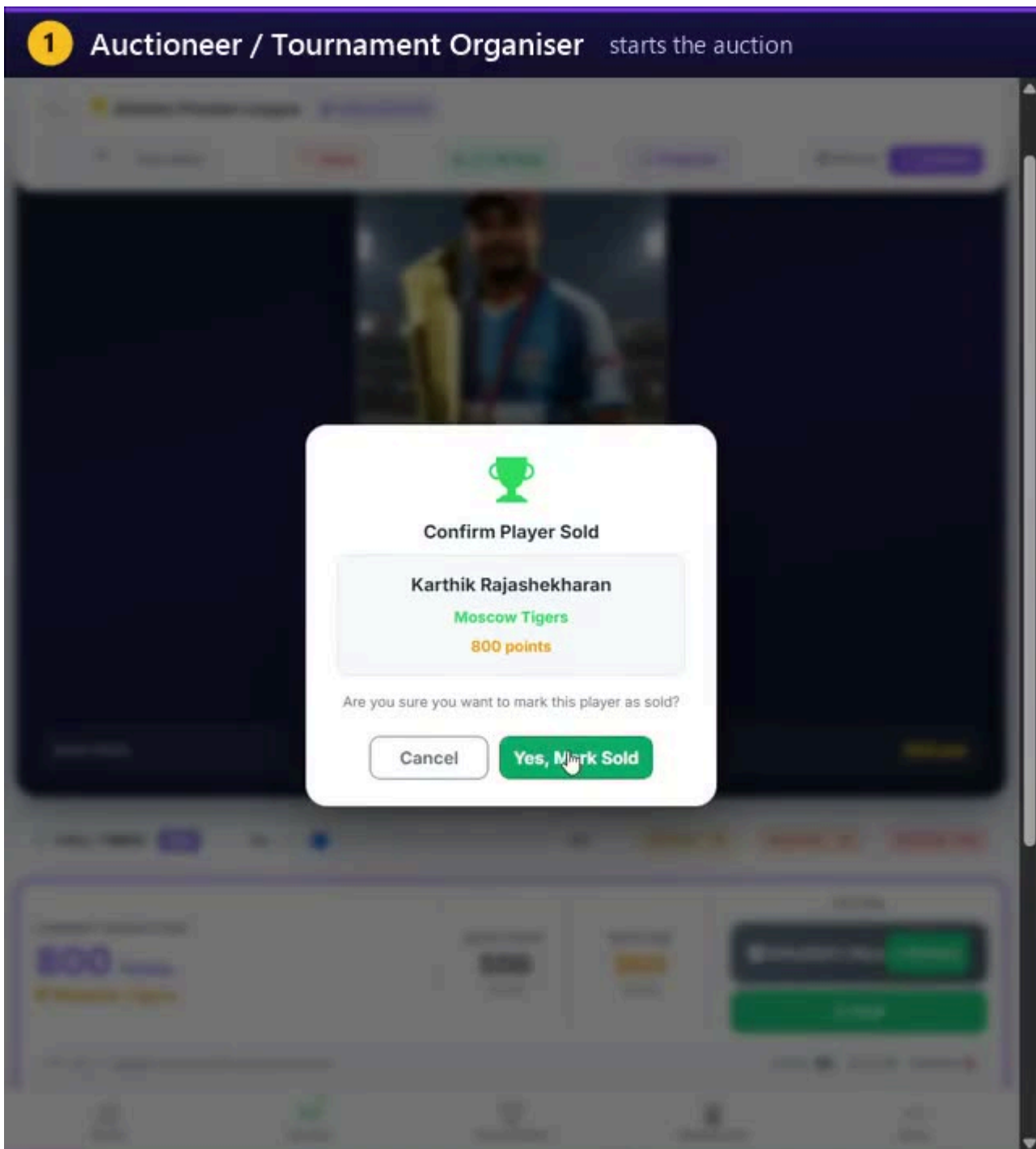
TOTAL 30 SOLD 0 UNSOLD 0

Home Auction Tournaments Registration More

Click Sold (highlighted). Pause holds the countdown.

9 Confirm with Yes, Mark Sold

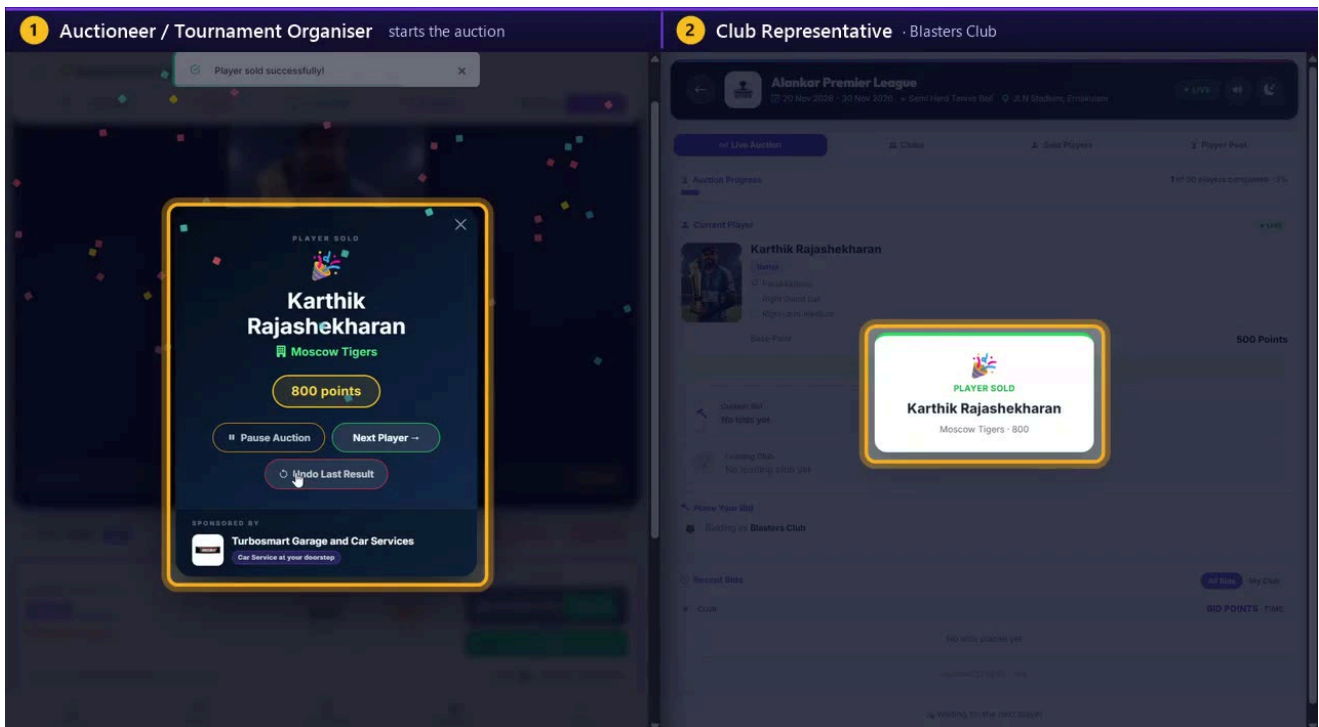
Confirm the sale with **Yes, Mark Sold**.



Confirm the sale: click Yes, Mark Sold.

10 Everyone sees the result at once

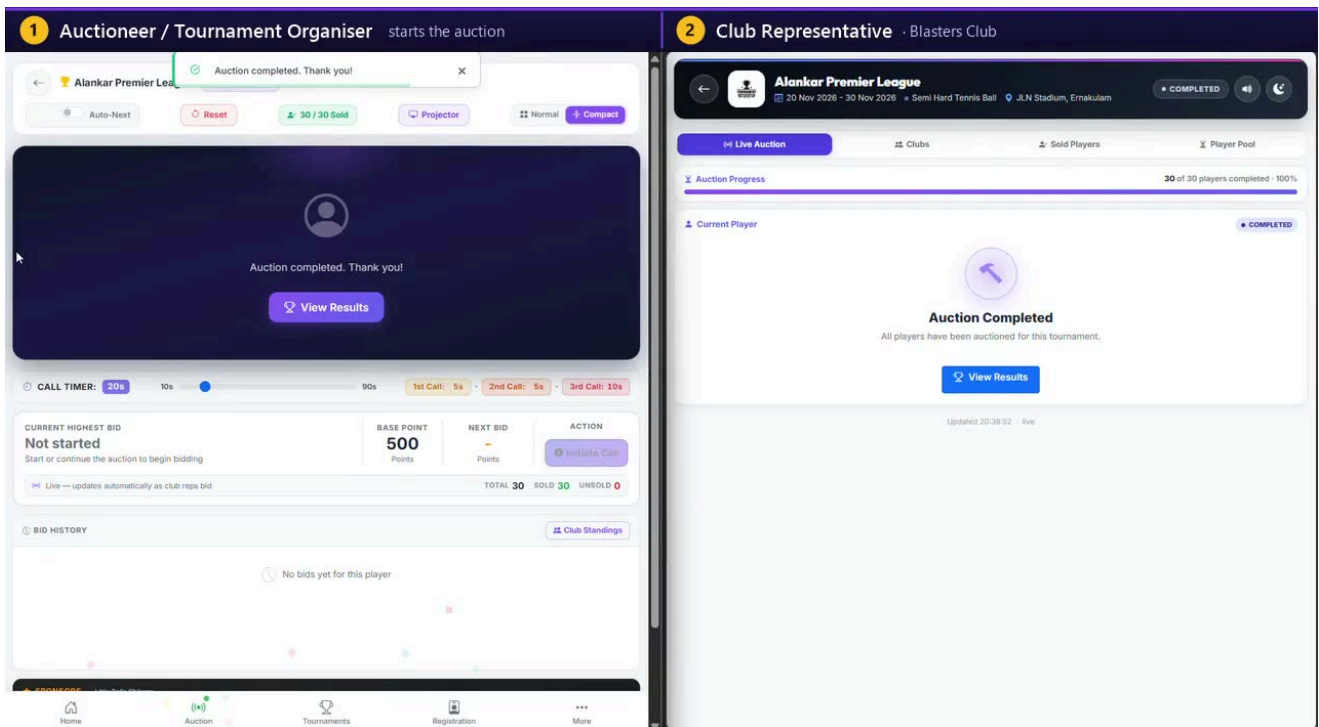
Everyone sees the result at once. Click **Next Player** and repeat for every player. The auction continues until all players are done. Use **Undo Last Result** if a sale needs to be reversed.



Everyone sees the result at once. The auctioneer clicks Next Player.

11 Auction complete

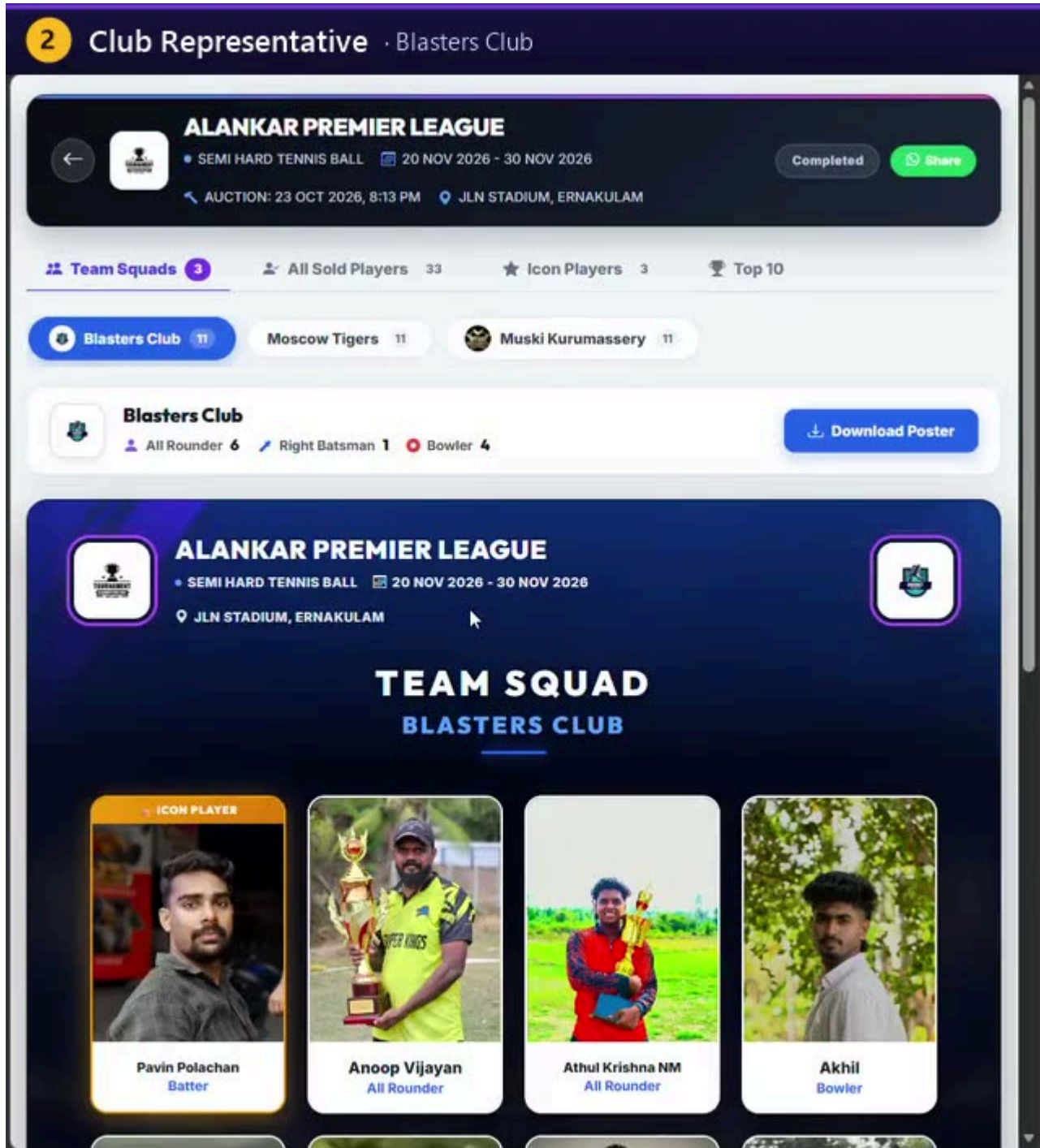
When every player has been through the auction, the screen shows **Auction completed**. Click **View Results**.



Auction completed: the Auctioneer's screen and a Club Representative's screen.

12 Club Representatives can view the results

Club Representatives can see **Team Squads**, **All Sold Players**, **Icon Players** and **Top 10**, and download a poster of a team's squad with **Download Poster**.



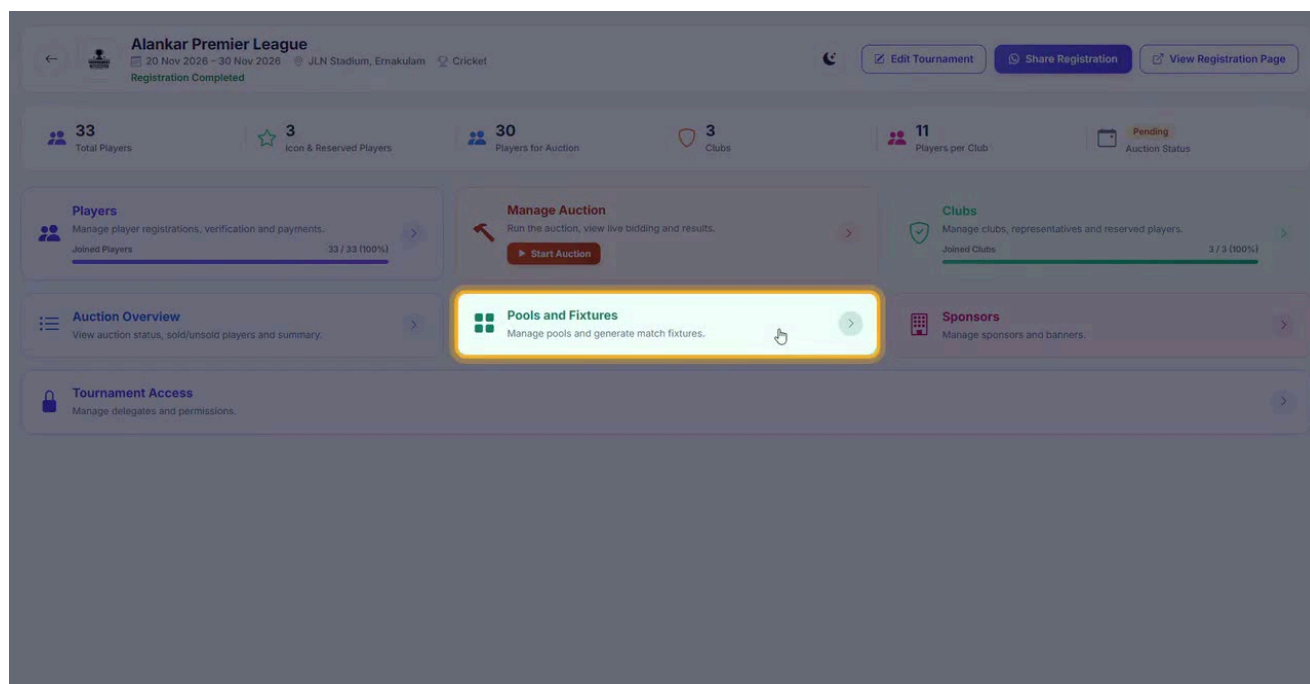
Team squads, sold players, icon players and a downloadable poster.

Pools & Fixtures

Pools split your clubs into groups, just like the group stage in the IPL. Draw the pools with a fair random spin, then generate the fixtures: the match schedule.

1 Open Pools and Fixtures

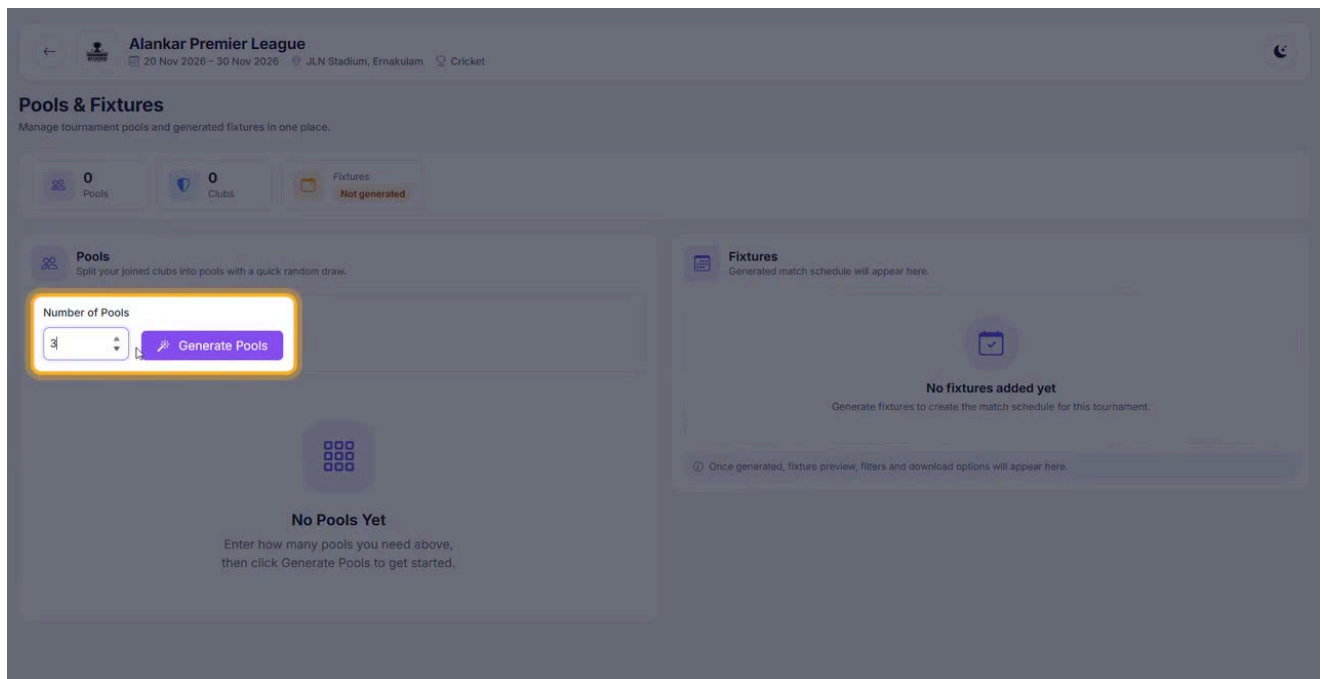
Once your clubs have joined, open the **Pools and Fixtures** card in your Tournament Organiser window.



Open the Pools and Fixtures card (highlighted) on your tournament page.

2 Enter how many pools you need

Type the number of pools, then click **Generate Pools**.

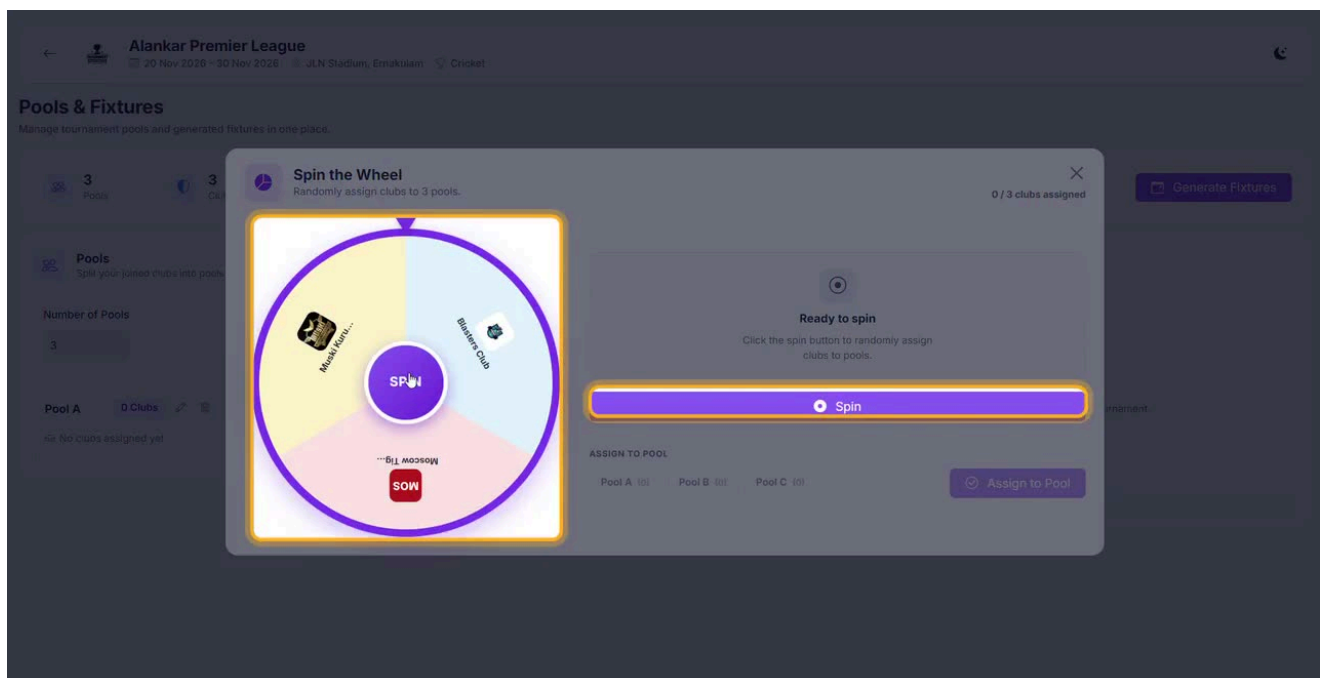


The screenshot shows the 'Alankar Premier League' interface. The 'Pools & Fixtures' section is active. Under the 'Pools' tab, there is a 'Number of Pools' input field with the value '3' and a highlighted 'Generate Pools' button. The 'Fixtures' tab shows 'No fixtures added yet'.

Enter the number of pools and click Generate Pools (highlighted).

3 Draw the clubs into pools

Click **Spin the Wheel**, then click **Spin**. The wheel picks a club at random, so the draw is fair.

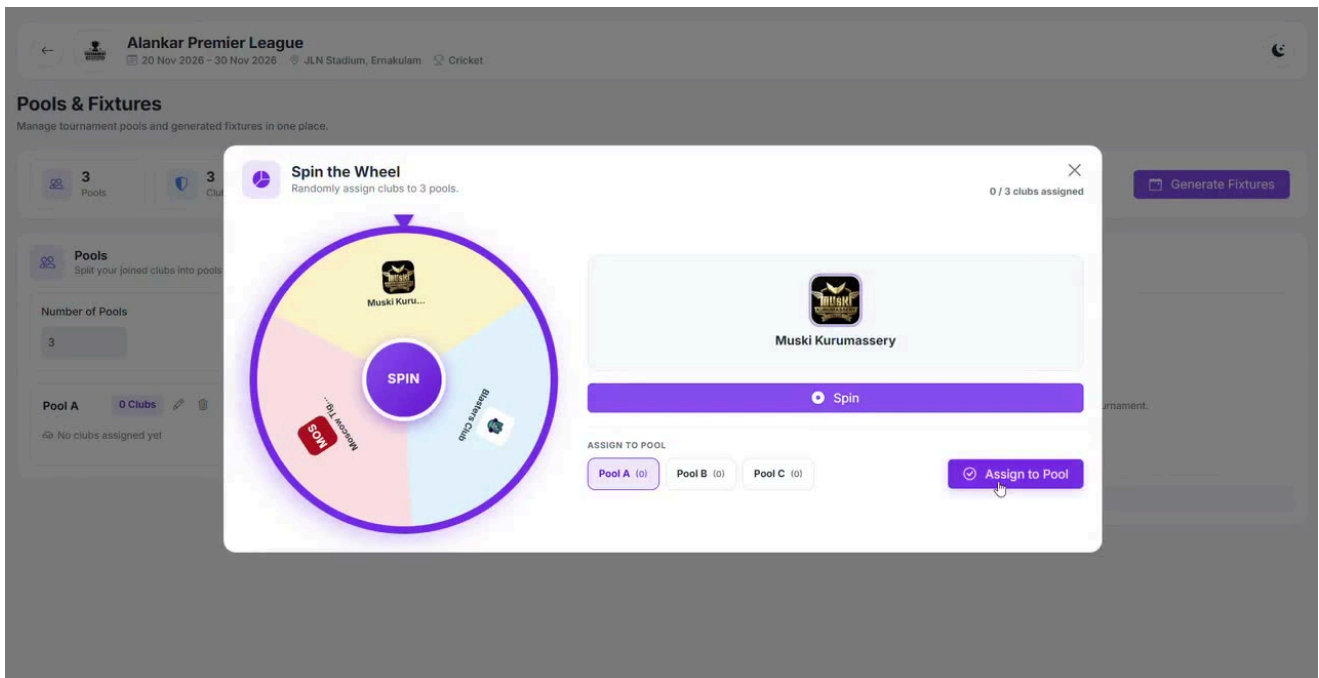


The screenshot shows the 'Alankar Premier League' interface with the 'Spin the Wheel' modal open. The wheel is divided into three sections: 'Moscow Tig...', 'Blatny Club', and 'Moscow Tig...'. The 'Spin' button is highlighted. The modal also shows '0 / 3 clubs assigned' and a 'Generate Fixtures' button.

Click Spin (highlighted) and the wheel picks a club at random.

3 Draw the clubs into pools (continued)

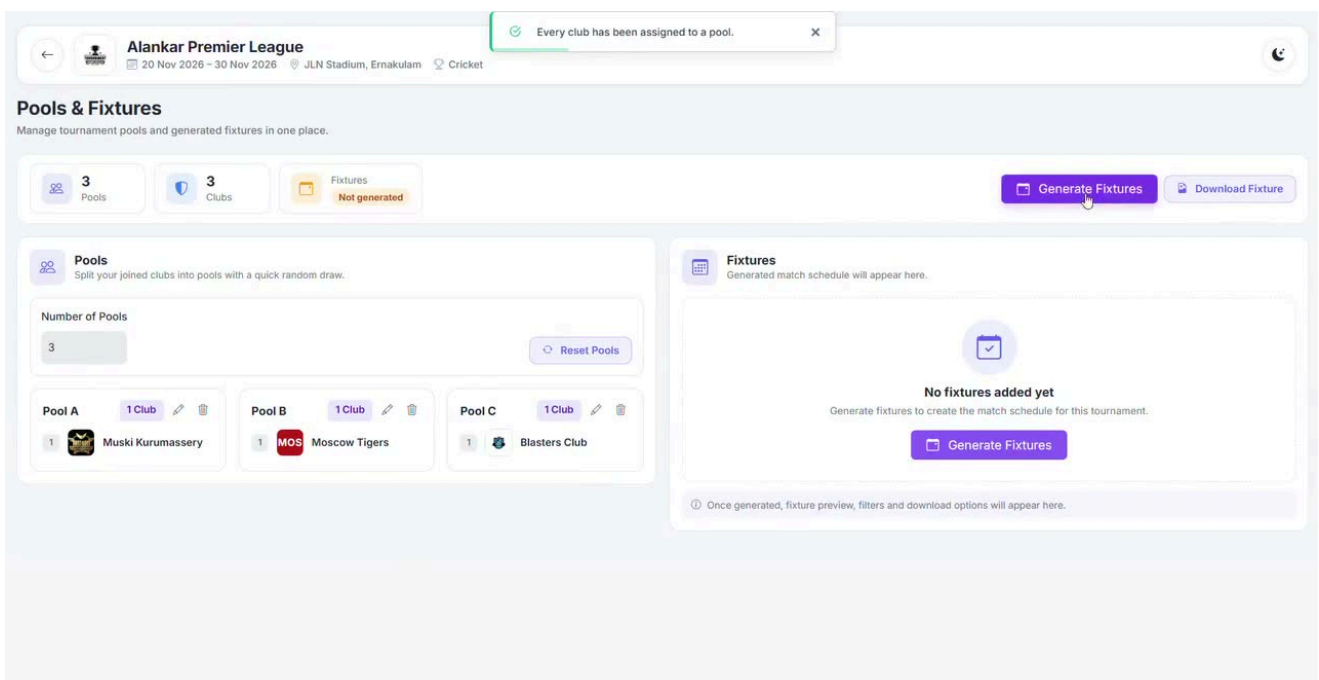
Click **Assign to Pool** and the club joins the pool the wheel picked. Spin again until every club has a pool.



Click Assign to Pool to put the club in the pool the wheel picked.

4 Generate the fixtures

Once every club is in a pool, click **Generate Fixtures**.



Every club is in a pool. Click Generate Fixtures.

4 Generate the fixtures (continued)

Choose the fixture type:

- **Pool Matches** – clubs play the other clubs in their own pool (A1 vs A2).
- **Cross-Pool Matches** – clubs from different pools play each other (A1 vs B1).
- **All Teams** – every club plays every other club, whatever pool it is in.
- **Custom Fixtures** – you choose the matches yourself.

The screenshot shows the 'Alankar Premier League' fixture management interface. At the top, it displays the league name, dates (20 Nov 2026 - 30 Nov 2026), location (JLN Stadium, Ernakulam), and sport (Cricket). Below this is the 'Fixture Management' section with a sub-header 'Create and manage tournament fixtures. Choose the format, set the timings and generate matches.'

The 'Fixture Type' section offers four options: 'Pool Matches' (selected), 'Cross-Pool Matches', 'All Teams', and 'Custom Fixtures'. Each option includes a brief description and a visual representation of the match format.

The 'Generate fixtures' section contains several input fields: 'Pools' (set to 'All pools'), 'Match format (per pair)' (set to 'Once'), 'First match date' (20-11-2026), 'First match time' (7:00 AM), 'Match duration (minutes)' (40 minutes), 'Break between matches (minutes)' (5 minutes), and 'Last match end time (optional)' (5:30 PM). A note states: 'Matches that cannot finish before this time will move to the next day.'

On the right, the 'Pools & Clubs' section lists three pools: 'A (1 clubs)' with 'Muski Kurumassery', 'B (1 clubs)' with 'Moscow Tigers', and 'C (1 clubs)' with 'Blasters Club'. An 'Edit Pools' link is available at the top right of this section.

A purple banner at the bottom left explains the selected fixture type: 'Pool matches: each club plays the other clubs in the same pool.'

Pick a fixture type: Pool Matches, Cross-Pool Matches, All Teams or Custom Fixtures.

4 Generate the fixtures (continued)

Set the first match date and time, how long each match lasts, and the break between matches. A last match end time is optional: matches that cannot finish before it move to the next day. Then click **Generate Fixtures** and confirm.

Alankar Premier League
20 Nov 2026 – 30 Nov 2026 | JLN Stadium, Ernakulam | Cricket

Fixture Management

Create and manage tournament fixtures. Choose the format, set the timings and generate matches.

Fixture Type

- ☐ Pool Matches
A1 vs A2, B1 vs B2, etc.
A1 vs A2
- ☐ Cross-Pool Matches
A1 vs B1, A2 vs B2, etc.
A1 vs B1
- ☒ All Teams
A1 vs A2, A1 vs B1, etc.
A1 vs B2
- ☐ Custom Fixtures
Choose matches manually
A1 vs B3

Generate fixtures

Match format (per pair)
Once

First match date *
20-11-2026

First match time *
7:00 AM

Match duration (minutes) *
40 minutes

Break between matches (minutes) *
5 minutes

Last match end time (optional)
5:30 PM

Matches that cannot finish before this time will move to the next day.

All teams: every club plays every other club, whatever pool it is in.

Generate Fixtures Total matches to be generated: 3

Matches run one after another with the break between them and start at the same time each day. All matches must start on or before the tournament's end date.

Pools & Clubs [Edit Pools](#)

- A** (1 clubs)
1. Muski Kurumassery
- B** (1 clubs)
1. Moscow Tigers
- C** (1 clubs)
1. Blasters Club

Set the date, start time, match length and break, then click Generate Fixtures.

5 Swap matches if you need to change the order

Tick any two matches, click **Swap Matches** and confirm. The two matches exchange their date, time and position. Use the pool filters (All Matches, A, B, C) to look at one pool at a time.

Alankar Premier League
20 Nov 2026 – 30 Nov 2026 | JLN Stadium, Ernakulam | Cricket

Fixture Management
Create and manage tournament fixtures. Choose the format, set the timings and generate matches.

Fixture Preview (3 matches)
Match time: 40 minutes · Break: 5 minutes · First match: 7:00 AM

Select any 2 matches and click **Swap Matches**.

Match No.	Time	Pool	Fixture	Team 1	Team 2	Actions
FRIDAY, 20 NOVEMBER 2026 · 3 MATCHES						
1	7:00 AM	A-B	A1 vs B1	Muski Kurumassery	Moscow Tigers	☒ ☒
2	7:45 AM	A-C	A1 vs C1	Muski Kurumassery	Blasters Club	☒ ☒
3	8:30 AM	B-C	B1 vs C1	Moscow Tigers	Blasters Club	☐ ☐

Tick two matches and click Swap Matches (highlighted).

6 Download the fixtures

On the Pools & Fixtures page, click **Download Fixture** to save the match schedule. The button appears once every club is in a pool.

Alankar Premier League
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Pools & Fixtures
Manage tournament pools and generated fixtures in one place.

3 Pools | 3 Clubs | Fixtures 3 matches

Pools
Split your joined clubs into pools with a quick random draw.

Number of Pools: 3

Pool A 1 Club: Muski Kurumassery
Pool B 1 Club: MOS Moscow Tigers
Pool C 1 Club: Blasters Club

Fixtures
Generated match schedule for this tournament.

3 fixtures generated | 40 min match duration | 5 min break duration | First match 7:00 AM

Friday, 20 November 2026

#	Time	Pool	Fixture	Team 1	Team 2
1	7:00 AM	A-C	A1 vs C1	Muski Kurumassery	Blasters Club
2	7:45 AM	A-B	A1 vs B1	Muski Kurumassery	Moscow Tigers
3	8:30 AM	B-C	B1 vs C1	Moscow Tigers	Blasters Club

Showing 3 of 3 fixtures

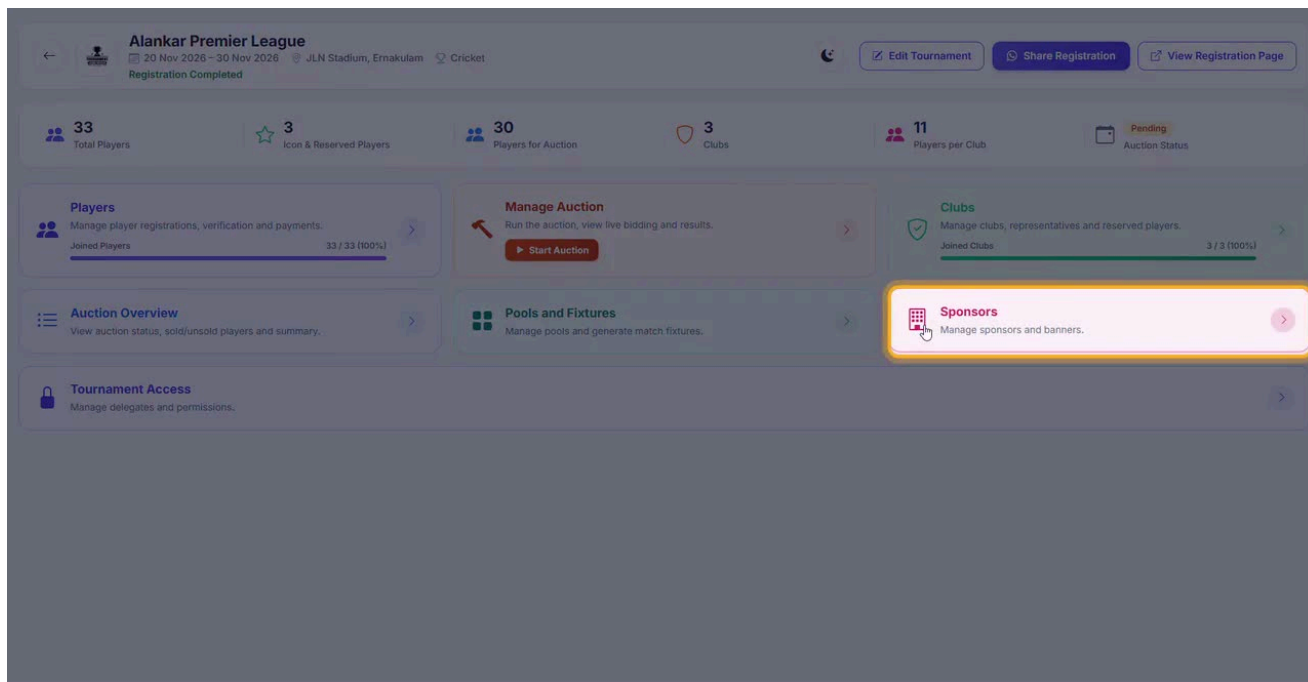
Click Download Fixture (highlighted) to save the match schedule.

Sponsors

Sponsors support your tournament. Add them yourself and they show on the registration page and the live auction banner.

1 Open Sponsors

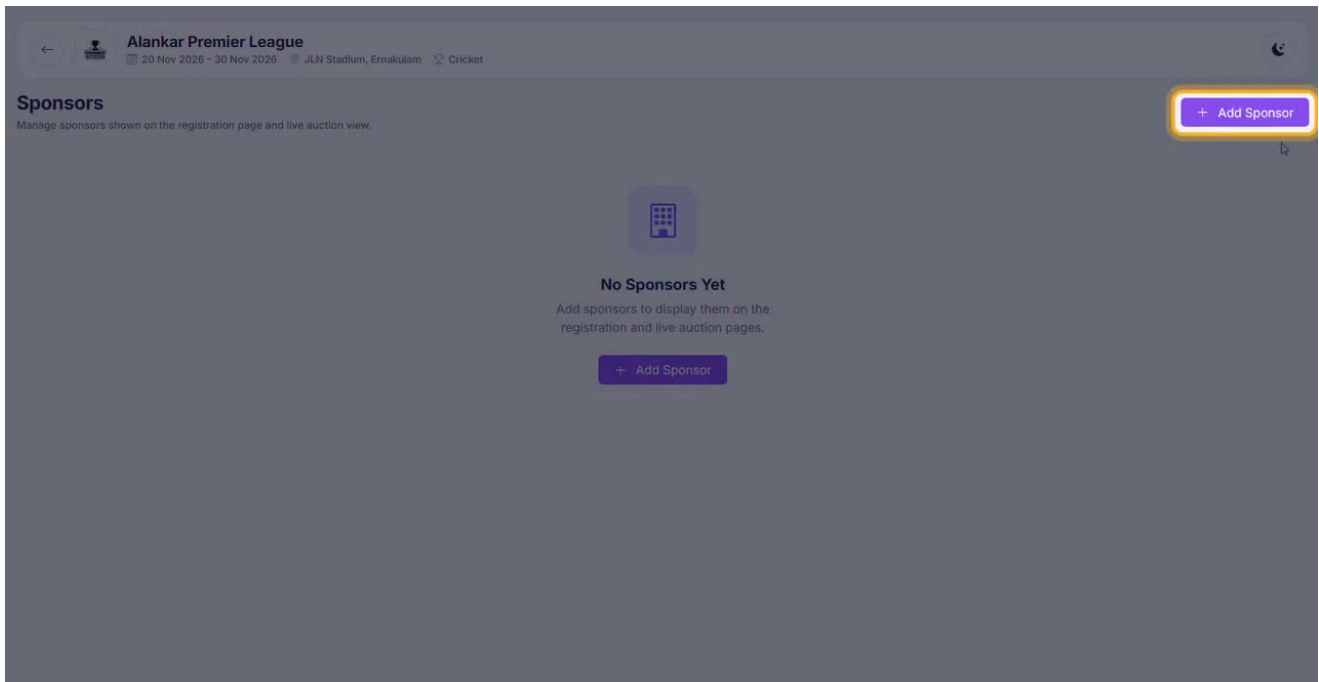
In your Tournament Organiser window, open the **Sponsors** card.



Open the Sponsors card (highlighted) on your tournament page.

2 Click Add Sponsor

Click **Add Sponsor**. Sponsors appear on the registration page and the live auction banner.



Click Add Sponsor (highlighted).

3 Upload the sponsor's logo

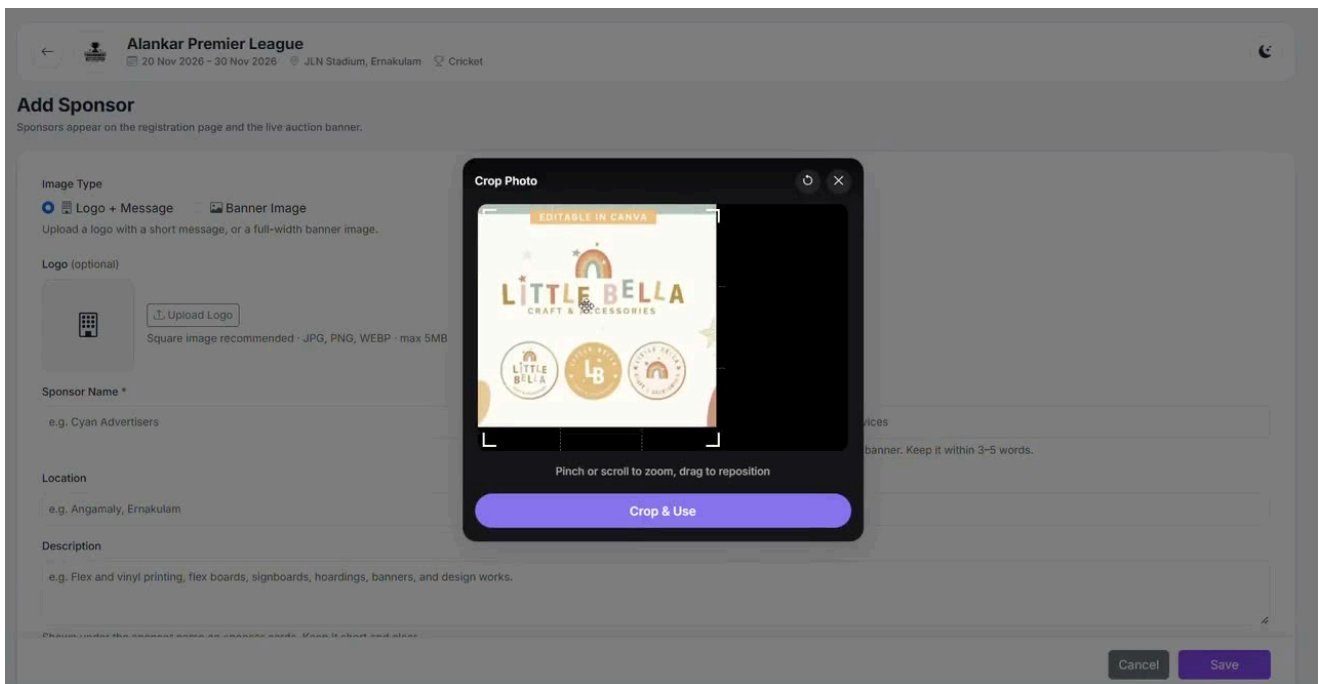
Click **Upload Logo** and choose the logo. A square image works best (JPG, PNG or WEBP, up to 5 MB). The logo is optional. For a full-width wide picture instead, choose **Banner Image** under Image Type (3.5:1 ratio).

A screenshot of the 'Add Sponsor' form in the same web application. The form is titled 'Add Sponsor' and includes a sub-header 'Sponsors appear on the registration page and the live auction banner.' Under the 'Image Type' section, there are two radio buttons: 'Logo + Message' (selected) and 'Banner Image'. Below this, there is a text input field for 'Logo (optional)' which is highlighted with a yellow rectangular border. Inside this field, there is a small icon of a grid and a button labeled 'Upload Logo'. Below the button, it says 'Square image recommended · JPG, PNG, WEBP · max 5MB'. The form also includes fields for 'Sponsor Name *', 'Location', 'Description', 'Short Message *', and 'Contact Number'. At the bottom right, there are 'Cancel' and 'Save' buttons.

Upload the sponsor's logo (highlighted).

3 Upload the sponsor's logo (continued)

Crop the picture, then click **Crop & Use**. The logo preview appears on the form.

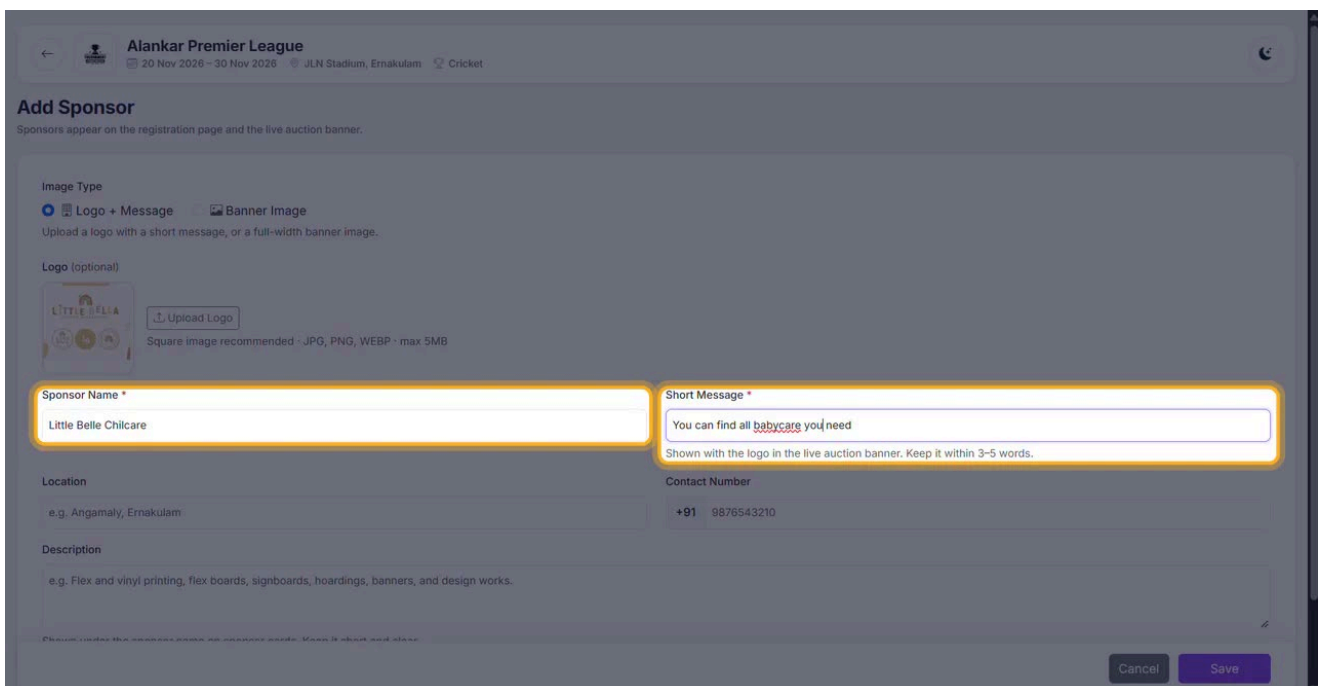


The screenshot shows the 'Add Sponsor' form for the 'Alankar Premier League'. A 'Crop Photo' modal is open over the 'Image Type' section. The modal displays a logo for 'LITTLE BELLA CRAFT & ACCESSORIES' with a 'Crop & Use' button at the bottom. The form fields visible include 'Image Type' (radio buttons for 'Logo + Message' and 'Banner Image'), 'Logo (optional)' (with an 'Upload Logo' button), 'Sponsor Name *' (with a placeholder 'e.g. Cyan Advertisers'), 'Location' (with a placeholder 'e.g. Angamaly, Ernakulam'), and 'Description' (with a placeholder 'e.g. Flex and vinyl printing, flex boards, signboards, hoardings, banners, and design works.').

Crop the picture, then click Crop & Use.

4 Enter the sponsor name and a short message

Both are required. Keep the message within 3–5 words: it is shown with the logo on the live auction banner.



The screenshot shows the 'Add Sponsor' form with the 'Sponsor Name' and 'Short Message' fields highlighted with orange borders. The 'Sponsor Name' field contains the text 'Little Belle Chiccare'. The 'Short Message' field contains the text 'You can find all baby care you need'. The form also includes a 'Logo (optional)' section with a 'Upload Logo' button, a 'Location' field with the placeholder 'e.g. Angamaly, Ernakulam', and a 'Description' field with the placeholder 'e.g. Flex and vinyl printing, flex boards, signboards, hoardings, banners, and design works.'. The 'Contact Number' field contains the text '+91 9876543210'.

Enter the sponsor name and a short message (highlighted).

5 Add the location (optional)

Type the place, or pick it from the suggestions.

Alankar Premier League
20 Nov 2026 – 30 Nov 2026 | JLN Stadium, Ernakulam | Cricket

Add Sponsor

Sponsors appear on the registration page and the live auction banner.

Image Type
☒ Logo + Message ☐ Banner Image
Upload a logo with a short message, or a full-width banner image.

Logo (optional)

[Upload Logo](#)
Square image recommended · JPG, PNG, WEBP · max 5MB

Sponsor Name *
Little Belle Chilcare

Location
Ernakulam

Description
e.g. Flex and vinyl printing, flex boards, signboards, hoardings, banners, and design works.
Shown under the sponsor name on sponsor cards. Keep it short and clear.

Short Message *
You can find all babycare you need
Shown with the logo in the live auction banner. Keep it within 3-5 words.

Contact Number
+91 9876543210

[Cancel](#) [Save](#)

Type the location or pick it from the suggestions.

6 Add a contact number (optional)

Enter a valid 10-digit mobile number. It is shown with the sponsor on the registration page.

Alankar Premier League
20 Nov 2026 – 30 Nov 2026 | JLN Stadium, Ernakulam | Cricket

Add Sponsor

Sponsors appear on the registration page and the live auction banner.

Image Type
☒ Logo + Message ☐ Banner Image
Upload a logo with a short message, or a full-width banner image.

Logo (optional)

[Upload Logo](#)
Square image recommended · JPG, PNG, WEBP · max 5MB

Sponsor Name *
Little Belle Chilcare

Location
Pullyanam

Description
e.g. Flex and vinyl printing, flex boards, signboards, hoardings, banners, and design works.
Shown under the sponsor name on sponsor cards. Keep it short and clear.

Short Message *
You can find all babycare you need
Shown with the logo in the live auction banner. Keep it within 3-5 words.

Contact Number
+91

☒ Active

[Cancel](#) [Save](#)

Enter the sponsor's contact number (highlighted).

7 Add a short description (optional)

The description is shown under the sponsor name on the sponsor cards. Keep it short and clear. Leave **Active** switched on so the sponsor is shown.

Alankar Premier League
20 Nov 2026 – 30 Nov 2026 JLN Stadium, Ernakulam Cricket

Image Type
☒ Logo + Message ☐ Banner Image
Upload a logo with a short message, or a full-width banner image.

Logo (optional)

Upload Logo
Square image recommended · JPG, PNG, WEBP · max 5MB

Sponsor Name *
Little Belle Chilcare

Location
Puliyannam

Short Message *
You can find all baby care you need
Shown with the logo in the live auction banner. Keep it within 3-5 words.

Contact Number
+91

Description
Baby Dress, Baby Care and all kind of Baby Products
Shown under the sponsor name on sponsor cards. Keep it short and clear.

☒ Active

Cancel Save

Add a short description and leave Active switched on.

8 Click Save

Click **Save** to add the sponsor.

Alankar Premier League
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Image Type
☒ Logo + Message ☐ Banner Image
Upload a logo with a short message, or a full-width banner image.

Logo (optional)

Upload Logo
Square image recommended · JPG, PNG, WEBP · max 5MB

Sponsor Name *
Little Belle Chilcare

Location
Puliyannam

Short Message *
You can find all baby care you need
Shown with the logo in the live auction banner. Keep it within 3-5 words.

Contact Number
+91

Description
Baby Dress, Baby Care and all kind of Baby Products are available in the store
Shown under the sponsor name on sponsor cards. Keep it short and clear.

☒ Active

Cancel Save

Click Save (highlighted).

Sponsors are ready

Your sponsors now show on the registration page and the live auction banner. On this page you can drag the cards to change the order, edit a sponsor, switch one off with the toggle, or delete it. Only Active sponsors are shown.

The screenshot shows a web interface for managing sponsors. At the top, a header bar displays the event name "Alankar Premier League", the dates "20 Nov 2026 - 30 Nov 2026", the location "JLN Stadium, Ernakulam", and the sport "Cricket". Below the header, the "Sponsors" section is titled "Manage sponsors shown on the registration page and live auction view." and includes a "+ Add Sponsor" button. A note states "Drag cards to reorder - changes save automatically". Three sponsor cards are displayed, each with a drag handle, edit, toggle, and delete icons. The first card is for "Little Belle Chilcare" (tagged #1), the second for "Tiny Threads Boutique" (tagged #2), and the third for "Turbosmart Garage and Car Services" (tagged #3). Each card shows a placeholder image, the business name, a tagline, and a status of "Active".

Sponsor cards: drag to reorder, edit, switch on or off, or delete.

Glossary

Quick meanings of the words used in this guide.

Tournament Organiser

The person who creates and runs the tournament: adds clubs and players, and sets up the auction.

Club Rep

Club Representative. Manages a club and, in Club Rep Bidding, places the club's bids during the auction.

Auctioneer

Runs the live auction: starts each player, marks them Sold or Unsold and moves to the next player. In Auctioneer Bidding, also confirms every bid.

Icon / Reserved Player

A player assigned directly to a club before the auction, as Icon Player, Captain, Owner, Manager or Assigned. Reserved players are not part of the auction.

Pool

A group of clubs within the tournament, like the group stage in the IPL.

Fixture

A scheduled match between two clubs, with a date, time and pool. All the fixtures together make the match schedule.

Sponsor

A business or person who supports your tournament. Active sponsors show on the registration page and the live auction banner.

Base Price

The starting price of every player in the auction.

Total Points Per Team

The purse each club has to spend in the auction.

Bid Increment

How much a bid goes up by each time. It can change once the bid passes a set amount.

Max Bid

The most a club can bid on one player while keeping enough points to fill the rest of its squad at the base price.
