AUCTION PLATFORM

COMPLETE WORKFLOW GUIDE

Closed Bid Auction System

From event registration to final results — everything your team needs to run a seamless sealed-bid fantasy auction.

PHASES COVERED	AUCTION TYPE	INCLUDES
16 Steps End-to-End	Sealed / Pre-Bid	Prediction Contest

HOW IT WORKS

The Big Picture

Phase 1 — Setup

Admin configures the event: categories, auction rules, team slots, player pool, point budgets and deadlines.

Steps 1–8 · Pre-event

Phase 2 — Auction Day

Commissioner opens sealed windows. Teams submit bids. Players are revealed — sold, tied, or moved to live open bidding.

Steps 9–14 · Live event

Phase 3 — Contest & Results

Parallel prediction contest runs alongside. Fans register picks, the hall displays live, and final standings are published.

Steps 15–16 · Post-event

STEP 1 | SETUP PHASE

Event Registration

The admin creates the event and defines its core identity — the foundation everything else builds on.

- **Event name, slug & season** — unique URL identifier per event
- **Auction type** — select Closed Bid (Sealed / Pre-Bid)
- **Sport / league type** — cricket, football, kabaddi etc.
- **Registration mode** — open to all, membership-gated, or hybrid
- **Currency / point label** — coins, credits, points, crores etc.

Registration Modes
Open · Members-only · Hybrid

Outcome
Event is live & accepting setup

✓ Admin tip
The event slug becomes the public URL — choose it carefully as it cannot be changed after teams start joining.

STEP 2 | SETUP PHASE

Categories Definition

Define the player positions and squad structure for this event. These categories drive how teams must be built.

Position Labels
Batsman, Bowler, All-rounder, Wicket-keeper — or any custom labels for your sport

Slots per Category
Min and max number of players each team must have from each position

Base Points per Category
Minimum bid starting amount per position type — different tiers for marquee vs. regular players

Display Order
Controls the sequence players appear in during the auction queue

EXAMPLE — CRICKET

Position	Slots	Base Pts
Batsman	3–5	100
Bowler	3–4	100
All-rounder	1–3	150
WK-Batsman	1–2	100

✓ Key point
Categories define the squad shape — teams cannot submit bids that violate these position constraints.

STEP 3 | SETUP PHASE

Auction Configuration

Point budgets, squad sizes and per-player limits are set here. These rules govern what every team can spend.

TEAM BUDGET

1,000 pts

Total points per team (configurable)

PER-PLAYER LIMIT

500 pts

Max any single player can be bid

SQUAD SIZE

11 players

Min required · Max allowed slots

BID INCREMENT

Base pts

Tags go from base up to full budget

CLOSED BID SETTINGS

Auction model	Sealed / Pre-Bid
Bid visibility	Hidden until reveal
Tie resolution	Random draw
Unsold players	Open bidding

✓ Key rule

Teams see only their own bids during submission. All bids are revealed simultaneously by the commissioner.

STEP 4 | SETUP PHASE

Team Registration

Each bidding team is registered with identity, color and a secret passcode for auction day access.

Team name & short code
A display name plus a short identifier used in the auction URL (e.g. AJJ, MUM)

Team passcode
Secret code generated by admin and shared with team owner — required to access the bid form

Team color & logo
Visual identity shown in the auction hall display, commissioner panel and results

Team owner / manager
Contact info for communication and result notifications

HOW TEAMS ACCESS THE BID FORM

1. Admin shares the prebid link — URL contains the team short code
2. Team owner enters their passcode on the page
3. Bid form unlocks — ready to enter sealed bids

✓ Security note
Passcode is separate from the URL. Even if someone sees the link, they cannot access the bid form without the secret passcode.

STEP 5 | SETUP PHASE

Player Registration

All players available for bidding are entered into the system — individually or via bulk import.

Player name & profile photo
Displayed in the bid form, hall screen and all result views

Position / category
Assigned to one of the categories defined in Step 2 — drives minimum bid

Base points (override)
Optionally set a player-specific base — marquee players start higher

Queue ordering
The sequence in which players are put up for auction; supports random shuffle

IMPORT OPTIONS

- CSV bulk upload
- API integration
- Manual entry via admin panel

Player card in bid form shows:

Photo | Name | Position | Base pts | Point tags

✓ Tip
Add profile photos — they appear on the hall display during live reveal, making the event more engaging.

STEP 6 | SETUP PHASE

Association Linking

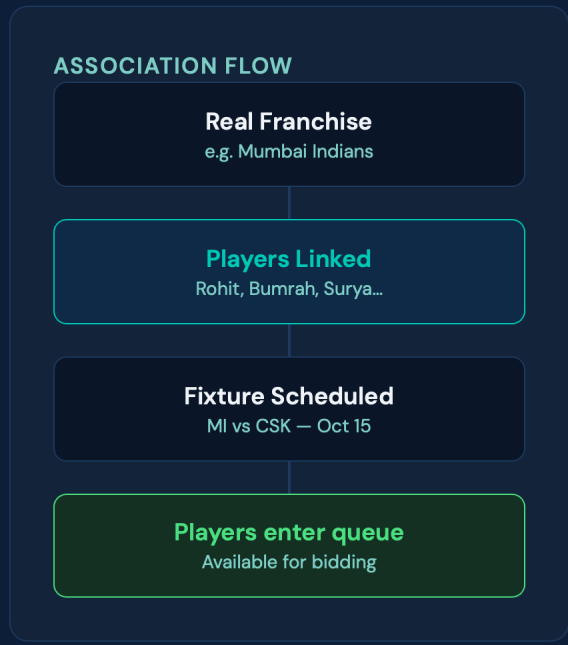
Link players to their real-world teams or franchises. This powers match-day scoring and prediction contest logic.

Player → Real Team
Associates each player with their franchise or national team — e.g. Virat Kohli → RCB

Match Fixtures
Schedule of real matches — which team plays whom and when — drives the auction timeline

Prediction Subjects
Associations define which match-level outcomes fans can predict (winner, top scorer etc.)

Player Pool Eligibility
Only players whose real team is playing the next match appear in the auction queue for that round



STEP 7 | SETUP PHASE

Deadlines & Schedule

Key dates gate each phase of the event. The system enforces these automatically.

REGISTRATION CLOSE
Team & player sign-ups lock
No new teams or player additions after this date

PREBID WINDOW OPENS
Sealed bid form becomes active
Commissioner opens manually for each player; teams enter bids in real time

PREDICTION CONTEST OPENS
Public prediction entry begins
Fans register predictions before match day cutoff

RESULTS PUBLICATION
Final teams & scores go live
All bids finalized, prediction results tallied, leaderboard published

⚠ IMPORTANT
Prebid windows are opened and closed manually by the commissioner — the timer shown is advisory only. The commissioner decides when to close each window.

✓ Edit window
Teams can edit their bids any time the window is open. The last submission before the commissioner closes it is the final bid.

STEP 8 | SETUP PHASE

Prediction Configuration

A parallel prediction contest runs alongside the auction — fans guess outcomes before each match. Configure it here.

Question Types
Match winner, top run-scorer, player of the match, total runs, wickets etc.

Entry Cutoff
Predictions lock automatically at match start time — no late entries

Scoring Rules
Points per correct prediction, bonus for perfect round, deductions for wrong answers

Eligibility
Open to all registered members, or restricted to auction team owners only

PREDICTION CONTEST FLOW

1. Admin defines questions for each match
2. Fans register their picks before cutoff
3. Match plays out — admin enters results
4. Scores tallied, leaderboard updates live

✓ Runs in parallel
The prediction contest is independent of the auction — participants can engage even without owning an auction team.

STEP 9 | LIVE AUCTION DAY

Commissioner Controls

The commissioner runs the auction from a dedicated panel — controlling the sequence, windows, and player selection.

Open Prebid Window
Click Open — all teams' bid forms unlock simultaneously. Window stays open until commissioner clicks Close.

Monitor Submissions
Real-time grid shows which teams have submitted. Colored chips update live — commissioner waits for all teams or decides to close.

Close Window
Locks all bids — teams see "Window closed" and their final submission. Commissioner can now reveal.

Pick Next Player
Random pick or manual select from queue — brings the next player into the active auction round.

WINDOW TOGGLE LOGIC

▶ Open	■ Close
Unlocks bids	Locks all bids
Disables itself	Disables itself
Enables Close	Enables Open

Same window ID reused each toggle — prior submissions carry forward automatically.

Advisory timer
A countdown bar shows suggested time. When it reaches zero the bar turns amber — but the window stays open. Only the commissioner's Close button actually closes it.

STEP 10 | 🔴 LIVE AUCTION DAY

Sealed Bid Entry

When the commissioner opens the window, team owners see the bid form — a live squad builder with point-tag selectors.

Player search & slot assignment
Type to search from the available player pool. Drag or click to assign to a squad slot.

Point tag popup
Click the "⚡ Points" button per player — a popup shows clickable tags from base points up to team's remaining budget, in multiples of base.

Live budget tracker
Remaining points update as bids are entered. Over-budget or under minimum players — Submit is blocked with a hint.

Submit & edit cycle
After submitting, team sees their bids in a locked view. An Edit button lets them revise until the commissioner closes the window.

SUBMISSION RULES

Minimum players required	Must fill min slots
Budget limit	Cannot exceed total
Per-player max	Enforced in tags
Visible to others?	Hidden until reveal

✓ No guesswork
Point tags are always multiples of the player's base value — up to 30 options shown. Teams cannot over-spend or under-bid accidentally.

STEP 11 | 🔴 LIVE AUCTION DAY

Sealed Bid Reveal

After closing the window, the commissioner triggers the reveal. All bids appear simultaneously on the hall display — dramatic and transparent.

Window Closed
All team bids locked. Form shows "Final — window closed."

Commissioner Reveals
Triggers reveal for this player — all team bids shown at once.

Hall Display Updates
All bids visible to audience — highest bidder highlighted.

What the hall shows during reveal:

- Player profile & photo
- Each team's bid amount
- Highest bid highlighted
- Teams that didn't bid

ACCESS LEVEL PER ROLE

Commissioner	All bids always
Team owner	Own bids only
Hall audience	After reveal only

⚡ **Dramatic moment**
The simultaneous reveal is the highlight of the closed bid format — all bids appear at once, creating genuine suspense for every participant.

STEP 12 | LIVE AUCTION DAY

Sold — or Tie?

After reveal, the system evaluates all bids and determines an outcome automatically — Sold, Tie, or Unsold.

SOLD

One team bid the highest *unique* amount. Player is awarded to that team. Their points budget reduces by the bid amount.

TIE

Two or more teams bid identical amounts. The system flags it — commissioner runs a random tiebreaker to pick the winner.

UNSOLD

No team bid or all bids were below minimum. Player moves to the open bidding pool.

Random Tiebreaker

Team A bids 50 = Team C bids 50

Randomizer picks | Team C wins!

OUTCOME RULES

Sold — unique highest bid
Winner pays their bid. All others' points returned.

Tie — random winner
Winner pays shared bid. Others' points returned.

Unsold — goes to open
Player enters open auction round. Starting price = base points.

Budget integrity
Points deducted only for players actually won. No held amounts — teams bid freely without reservation.

STEP 13 | 🔴 LIVE AUCTION DAY

Open Bidding Round

Unsold and tied players from the sealed round move to open bidding — a live, transparent auction where all teams bid against each other in real time.

Who enters
Unsold players (no bids), tied players (no clear winner), and any players the commissioner adds manually.

Starting price
Each player starts at their base point value. Teams raise bids in increments from that floor.

Bid increments
Teams raise by clicking point-value buttons — same tag UI as sealed bids but visible to all participants.

Live updates
Current highest bid shown on hall screen in real time. All teams see the running price as it climbs.



Commissioner calls the winner
When no more raises come in, the commissioner clicks "Sold" — the highest bidder wins and the player is assigned to their team.

SEALED VS OPEN

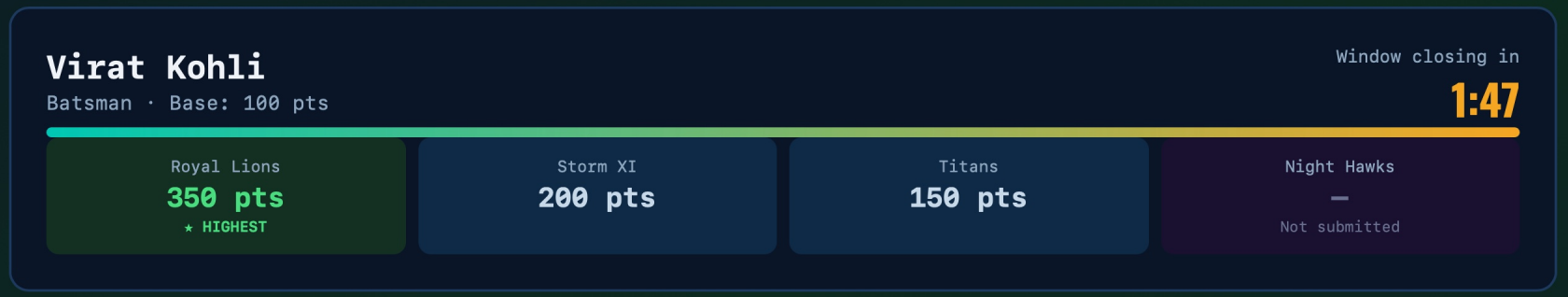
	Sealed	Open
Visibility	Hidden	Live / Public
Bids per round	One	Multiple
Strategy	Blind	Reactive

No player left behind
Every player gets a second chance in the open round — ensuring complete team fills and no wasted roster spots.

STEP 14 | 🔴 LIVE AUCTION DAY

Hall Display & Timer

A dedicated audience screen runs throughout the event — big-screen display showing the active player, bids, team standings, and a live countdown.



Hall screen auto-refreshes live. When bids reveal — all cards flip at once for maximum drama.

HALL SCREEN STATES

- **Window open**
  Player card + countdown timer. Bids hidden (🔒).
- **Window closed**
  Timer shows "–". All team cards show lock icon.
- **After reveal**
  All bids visible. Winner highlighted in green.
- **Open bidding**
  Live current bid shown. Updates as teams raise.

Passcode-protected
Hall screen has its own access code. Project on TV or screen for audience — completely separate from team bidding forms.

STEP 15 | 📊 PREDICTION CONTEST

Prediction Registration

Fans and members register their match predictions before cutoff — a parallel contest that keeps everyone engaged even if they're not auction team owners.

1. **Fan visits the prediction page**
   Linked from the event's registration page. Requires membership login or event passcode depending on eligibility settings.

2. **Selects answers to match questions**
   Multiple-choice predictions per question — match winner, top scorer, total runs, wickets, player of the match, etc.

3. **Submit before the cutoff**
   Form locks at match start time. Submissions after cutoff are not accepted — no changes once the match begins.

4. **Scores tallied automatically**
   Admin enters match results post-game. System scores all predictions and updates the leaderboard immediately.

WHO CAN PARTICIPATE?

- **All registered members**
  Configured in prediction settings
- **Auction team owners only**
  Exclusive mode if preferred
- **Open / hybrid**
  Mix of members + open passcode

Scoring flexibility
Each question can have its own point value. Bonus multipliers, streak bonuses, and participation points are all configurable by the admin.

STEP 16 | 🏆 POST-EVENT RESULTS

Final Results & Leaderboard

Once the auction closes and matches conclude — final teams, scores, and prediction standings are published for everyone to see.

Final Team Squads
Each team's complete roster — players, positions, and points spent. Published to the team dashboard and event hall page.

Budget Breakdown
Points spent vs. remaining per team. Which teams got value — which overpaid. Full transparency post-auction.

Prediction Leaderboard
Rankings across all matches. Per-question accuracy, total score, streaks. Winners announced with full scoring breakdown.

What gets published

- All team rosters
- Every bid revealed
- Points spent per player
- Prediction accuracy
- Match-by-match scores
- Overall rankings

EVENT PODIUM

1. **Royal Lions** — 4200 pts · 9 players
2. **Storm XI** — 3900 pts · 9 players
3. **Titans** — 3700 pts · 9 players

Prediction top 3

Ravi Menon	87 pts
Priya Sharma	82 pts
Arun Raj	79 pts

The Complete Platform

Everything you need to run a professional closed-bid auction — from first registration to final leaderboard.

Setup

Event · Categories · Auction config · Teams · Players · Deadlines · Predictions

Auction Day

Commissioner panel · Sealed bids · Reveal · Sold/Tie · Open round · Hall display

Post-Event

Prediction registration · Match results · Leaderboard · Final team rosters

- Multi-tenant SaaS
- Real-time hall display
- Parallel prediction contest
- Configurable rules & budgets

Ready to run your auction?

Your event, your rules — the platform handles the rest. From sealed bids to public reveal to final results.