PRE-BID AUCTION

Pre-Bid Auction Complete Workflow

Teams submit sealed bids before the event day. On auction day the commissioner reveals them one player at a time — the drama comes at reveal, not during submission.

4	14	Sealed	Yes
PHASES	STEPS	BID TYPE	INCLUDES PREDICTIONS

THE BIG PICTURE

How Pre-Bid Works — End to End

Pre-Bid separates bid submission from the reveal event. Teams fill their squads and set bid amounts during a defined pre-bid window before the event day. On the day, the commissioner calls each player and triggers a reveal — all bids appear simultaneously. Same dramatic reveal as Closed Bid, but with more time for teams to strategise.

PHASE 1 OF 4



Setup

Event, categories, teams, players, deadlines, and prediction config — all before the pre-bid window opens.

- → Event registration
- → Categories & auction config
- → Team & player registration
- → Association linking
- → Deadlines & schedule
- → Prediction configuration

PHASE 2 OF 4



Pre-Bid Window

Teams access the bid form ahead of auction day, filling their squad and setting bid amounts at their own pace.

- → Commissioner opens window
- → Teams submit sealed bids
- → Commissioner monitors submissions
- → Window closes at deadline

PHASE 3 OF 4



Reveal Day

Commissioner reveals each player's bids on the hall screen — same simultaneous reveal drama as Closed Bid.

- → Commissioner triggers reveals
- → Sealed → Sold / Tie / Unsold
- → Hall screen shows all bids
- → Open round for unsold players

PHASE 4 OF 4



Post-Event

Prediction contest scoring, final results publication, full leaderboard and team rosters published for everyone.

- → Prediction registration
- → Final results publication
- → Leaderboard & rosters

STEP 1 ● SETUP PHASE

Event Registration

Create the auction event and set it to Pre-Bid type. This unlocks the pre-bid window scheduling options not available in Open Bid.

Event name & slug

Public-facing name and URL-safe slug for the event page and shareable links.

Auction type → Pre-Bid

Select "Pre-Bid" — enables the pre-bid submission window and sealed bid reveal flow. Teams submit before the event day.

Sport & category framework

Choose the sport to pre-populate default position categories, then customise slots and base points per category.

Registration mode

Public (anyone joins), Membership-only (registered members), or Hybrid (open registration + member features).

◈ WHAT PRE-BID UNLOCKS

Setting type to Pre-Bid enables the pre-bid window scheduler and sealed submission tracking — features unique to this auction mode. Reveal flow is identical to Closed Bid.

PRE-BID VS CLOSED BID

FEATURE	PRE-BID	CLOSED
When teams bid	Before day	On the day
Window control	Scheduled	Commissioner live
Reveal	Simultaneous	Simultaneous

STEP 2 ● SETUP PHASE

Categories & Auction Config

Define position categories, slot counts, base bid values — and set the overall budget and squad rules that govern the pre-bid form.

Position labels & slots

Set position names and how many of each position each team must fill. The pre-bid form enforces this — teams can't submit without filling all required slots.

Base bid points

Opening floor for each player in this category. In Pre-Bid, teams must bid at least the base value for any player they select.

Team budget (total points)

Total spend cap per team across all players. The pre-bid form live-tracks remaining budget — overspending blocks submission.

Per-player maximum

Most any team can bid on a single player. Bid tags beyond this cap are hidden in the pre-bid form, preventing accidental overspend.

◈ PRE-BID ADVANTAGES

Teams have the full pre-bid window to think through their squad strategy — no time pressure on the day. More considered bids, less impulse spending.

⚠ SUBMISSION RULES

- Must fill minimum slots per category
- Budget limit cannot be exceeded
- Per-player max enforced in tags
- Bids hidden from others until reveal

STEP 3 ● SETUP PHASE

Team & Player Registration

Register all teams with passcodes and all players in the pool — this must be complete before the pre-bid window opens.

Team name, code, color, logo

Full identity for each team. Short code used on hall screen bid cards. Color/logo on team dashboard and results page.

Team passcode

Each team owner uses this to access their pre-bid form. Commissioner sends via the passcode email tool before the window opens.

Players — full pool

All players must be in the pool before the pre-bid window opens. Teams select from this pool in the bid form. Add via admin entry, CSV, or association API.

Player queue ordering

Sets the default reveal sequence on auction/reveal day. Commissioner can reorder live, but this queue is the starting point.

⚠ LOCK BEFORE WINDOW OPENS

Player pool must be final before the pre-bid window opens. Adding new players after teams have started bidding causes confusion and fairness issues.

◈ PASSCODE DELIVERY

- Commissioner emails passcodes before window opens
- Teams use passcode to access bid form anytime during window
- Can revisit and revise until window closes

STEP 4 · SETUP PHASE

Deadlines & Schedule

Pre-Bid has more phases than other auction types — carefully schedule the pre-bid window, registration close, and reveal day.

Registration close

Deadline for team and player sign-ups. Roster locked. Player pool finalised. Must happen before pre-bid window opens.

Pre-bid window opens

Teams can now access their bid form and begin filling squads. Window can stay open days or hours — commissioner decides.

Pre-bid window closes

Bid form locks. All submissions final. Teams see "Window closed — your bid is in." Commissioner can now proceed to reveal.

Reveal day (Auction Day)

Commissioner calls each player, triggers the simultaneous reveal. All bids visible at once — winners decided.

Results publication

Final team rosters, budget breakdowns, and prediction leaderboard published for all to see.

◈ WINDOW FLEXIBILITY

The pre-bid window can be open for days — teams can submit early or wait until the last minute. The commissioner sets the open/close times here.

⚠ COMMISSIONER CONTROLS

The window only actually opens when the commissioner clicks "Open Pre-Bid Window" on auction day — even if a scheduled time is set, the button is the live trigger.

STEP 5 · SETUP PHASE

Prediction Configuration

Configure the parallel prediction contest — question types, entry cutoff, scoring rules, and eligibility — running alongside the auction.

Question types

Multiple-choice questions per match: winner, top scorer, total runs, wickets, player of the match, and more — all configurable.

Entry cutoff

Form locks at match start time. No changes after cutoff — submissions are final once the game begins.

Scoring rules

Points per correct answer, bonus multipliers, streak bonuses, participation points — all configurable per question.

Eligibility

All registered members, auction team owners only, or open/hybrid mode for broader fan participation.

✦ 4-STEP PREDICTION FLOW

- 1. Fan visits prediction page
- 2. Selects answers to match questions
- 3. Submits before cutoff
- 4. Scores tallied automatically post-match

CONTEST TIMING

In Pre-Bid, prediction contest typically opens alongside or after the pre-bid window closes — fans can predict based on which players ended up on which teams.

STEP 6 ● PRE-BID WINDOW

Commissioner Opens the Window

The commissioner triggers the pre-bid window — all team owners are simultaneously notified and can now access their sealed bid form.

Click "Open Pre-Bid Window"

Commissioner's panel button unlocks all teams' bid forms simultaneously. Teams immediately see their form become interactive.

Passcode notification (optional)

Optionally trigger a passcode email blast to all registered teams — includes team passcode and the event URL.

Submission monitoring

Commissioner sees a live grid showing which teams have submitted and which haven't. Coloured chips update as submissions come in.

Advisory timer

Optional countdown shown to teams and on commissioner panel. Turns amber near deadline — but only the Close button actually closes it.

◈ 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.

STEP 7 · PRE-BID WINDOW

Sealed Bid Entry

With the window open, each team owner accesses their private bid form — a squad builder with point-tag selectors for every player slot.

Player search & slot assignment

Type to search the available player pool. Drag or click to assign a player to a squad slot. Can change selections until submission.

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 bid values are entered. Over-budget or under minimum players — Submit is blocked with a hint.

Submit & revise cycle

Teams can submit early and come back to revise. After submit, a locked view shows their current bid. An Edit button lets them change until the window closes.

◈ SUBMISSION RULES

Min slots	Must fill all
Budget limit	Cannot exceed
Per-player max	Enforced in tags
Others see bid?	Hidden until reveal

ℹ NO GUESSWORK

Point tags are always multiples of the player's base value — up to 30 options shown. Teams can't over-spend or under-bid accidentally.

STEP 8 ● PRE-BID WINDOW

Window Closes — Bids Locked

When the deadline arrives (or the commissioner decides), the window is closed — all bids are locked and the sealed phase is complete.

Commissioner clicks "Close Window"

Locks all bids immediately. Teams see "Window closed — your bid is in." No further edits are possible.

Submission status review

Commissioner reviews the monitoring grid — which teams submitted, which didn't. Can view per-team submission status (but not their bids).

Gap period (optional)

After the window closes, the reveal can happen immediately or at a scheduled later time — flexible scheduling around the event day.

Bids sealed until reveal

All bids remain encrypted and hidden from all parties — including the commissioner — until the reveal is triggered per-player.

⚠ NON-SUBMITTERS

Teams that didn't submit have no bids for any player — they'll be out-competed by everyone who did. Consider reaching out to confirm participation before closing.

◈ RE-OPENING

If needed, the commissioner can re-open the window briefly before the reveal day. Prior submissions carry forward — teams only need to update if they want to change their bids.

STEP 9 ● REVEAL DAY

Sealed Bid Reveal

The commissioner triggers the reveal per player. All bids appear simultaneously on the hall display — dramatic and transparent. Identical to Closed Bid reveal.

▶️ Commissioner picks next player

Selects from the reveal queue. Player card shows on hall screen — bids still hidden. Audience in suspense.

⚡ Commissioner triggers reveal

Single click — all team bids for this player appear simultaneously on the hall screen. Highest bid highlighted.

📺 Hall display shows all bids at once

Player profile, each team's bid amount, highest bid highlighted in green. Teams that didn't bid shown separately. Maximum drama.

✅ Outcome determined

System evaluates: Sold (unique highest bid), Tie (randomizer runs), or Unsold (enters open round). Declared instantly.

◈ ACCESS PER ROLE DURING REVEAL

Commissioner	**All bids always**
Team owner	**Own bids only (pre-reveal)**
Hall audience	**After reveal only**

✦ DRAMATIC MOMENT

The simultaneous reveal is the highlight of the pre-bid format — all bids appear at once, creating genuine suspense. Teams agonise over whether they bid enough.

STEP 10 · REVEAL DAY

Sold — or Tie?

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

✅

SOLD

One team bid the highest unique amount. Player assigned to that team. Their budget reduces by the bid amount.

⚡

TIE

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

➖

UNSOLD

No team bid on this player, or all bids below minimum. Player moves to the open bidding pool.

OUTCOME RULES

- Sold — winner pays their bid; others' budgets untouched
- Tie — random winner; winner pays shared bid
- Unsold — enters open round at base points

◆ TIEBREAKER EXAMPLE

Team A bids 50 = Team C bids 50

→ Randomizer picks → Team C wins!

💰 **Budget integrity**

Points deducted only for players actually won. No held amounts — teams bid freely without reservation knowing only wins cost points.

🔄 **Advance to next player**

Commissioner immediately picks the next player from the queue. Reveal pace is fully commissioner-controlled — as dramatic as desired.

STEP 11 ● REVEAL DAY

Open Round for Unsold Players

After all sealed reveal rounds complete, unsold players enter a live open bidding round — teams compete openly in real time, starting at base price.

Who enters the open round

Unsold players (no bids), tied players if no clear winner, and any players the commissioner manually adds to the pool.

Starting price

Each player starts at their base point value. Teams raise bids using the same point-tag buttons — now visible to all participants live.

Live bids — publicly visible

Current highest bid shown on hall screen in real time. All teams see who's leading as the price climbs — same as Open Bid auction.

Commissioner calls "Sold"

When no more raises, commissioner declares the winner. Player assigned, budget deducted immediately.

✦ NO PLAYER LEFT BEHIND

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

SEALED VS OPEN (IN PRE-BID)

	SEALED	OPEN ROUND
Visibility	Hidden	**Live/Public**
Bids/round	One	**Multiple**
Strategy	Blind	**Reactive**

STEP 12 ● REVEAL DAY

Hall Display & Timer

A dedicated audience screen shows the active player, bids (hidden until reveal), timer, and post-reveal results throughout the event.

Player card with bid reveal

Player photo, name, position shown before reveal. On reveal trigger — all team bid cards flip simultaneously for maximum impact.

Advisory timer

Countdown bar visible on hall screen during the reveal window. Turns amber near zero — but only the commissioner's Close triggers the lock.

Lock icons before reveal

Team bid cards show lock icon before reveal — audience sees which teams have submitted but not their amounts. Builds tension.

Passcode-protected hall

Hall screen has its own access code — project on TV for the audience, completely separate from team bid forms.

◈ HALL SCREEN STATES

- Window open — player card + lock icons + timer
- Window closed — timer shows "–", all cards locked
- After reveal — all bids visible, winner in green
- Open bidding — live current bid updates

STEP 13 ● PREDICTION CONTEST

Prediction Registration

Fans and members register their match predictions before cutoff — a parallel contest keeping everyone engaged beyond the auction itself.

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

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

3. **Submits before cutoff**
   Form locks at match start time. No changes once the match begins — all submissions are final.

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
- Auction team owners only
- Open / hybrid (mix + open passcode)

◈ PRE-BID ADVANTAGE

Teams know their squads before prediction contest opens — fans can make more informed predictions about which team players will perform best.

STEP 14 ● POST-EVENT RESULTS

Final Results & Leaderboard

Once the auction closes and matches conclude, final teams, every bid (now revealed), and prediction standings are published for all to see.

👥

Final Team Squads

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

📊

Budget Breakdown

Points spent vs. remaining per team. Every bid revealed — which teams got value, which overpaid. Full post-auction transparency.

🏆

Prediction Leaderboard

Rankings across all matches. Per-question accuracy, total score, streaks. Full scoring breakdown announced.

◈ PRE-BID TRANSPARENCY

All sealed bids — including the ones that didn't win — become fully visible post-event. Teams and fans can see every team's strategy in hindsight.

EVENT PODIUM EXAMPLE

- 🥇 Royal Lions — 4200 pts · 9 players
- 🥈 Storm XI — 3900 pts · 9 players
- 🥉 Titans — 3700 pts · 9 players

📢

What gets published

All team rosters · Every sealed bid amount (now revealed) · Points spent per player · Prediction accuracy · Match-by-match scores · Overall rankings.



The Complete
Pre-Bid Platform

Everything you need to run a professional pre-bid sealed auction — from pre-bid window to reveal day to final leaderboard.

- Sealed pre-bid submissions
- Dramatic simultaneous reveal
- Open round for unsold players
- Parallel prediction contest

Your event, your rules — the platform handles the rest. Teams bid at their own pace, the reveal creates the drama, BidSphere manages everything in between.