

Official SCL Season 3 document

The SCL Economy — Season 3 Guide

Section-C Cricket League · Official Money & Wallet Mechanics

Season 3 runs on a **single wallet system**: every player has one bank account, and for managers **that account IS the team's money**. There is no separate team purse — the team starts with its manager's wallet and everything flows through it.

1. Your wallet

Money	What it is	Used for
Liquid cash	Spendable balance	Auction bids, wager stakes, vault locks, trades
Locked capital	In the vault, earning 7%/match	Long-term savings (see the Vault Guide)

- **Every player gets one wallet** — even if you never sign up, the league creates it for

you (it runs on auto mode by default). - **Only the admin can add balance** to a wallet (grants with a comment, e.g. "credit saved"). There is no player-facing deposit — don't ask, just request the admin.

2. Season 3 funding — carry-over wallets

- The universal $10M pre-auction cash injection from Season 2 will **not** be repeated.
- Teams operate strictly on **carry-over wallets** — whatever balance you ended S2 with

is what you bring into S3. - **There is no tier purse.** Platinum/Gold/Silver teams all start from their manager's wallet — the auction is a test of judgment, not of starting pockets.

2.1 Pre-auction balancing grants

- The admins may **gift weaker managers extra funds before the auction** to balance the

field — e.g. a first-time or struggling manager may receive a top-up. - These grants are at the **admin's discretion**, applied per team, and are recorded with a comment (visible in the ledger). They happen **before** the auction so the extra money is available for bidding. - There is no fixed formula — the committee decides case by case.

3. Where money comes from

Source	Amount	Notes
Carry-over balance	variable	From S2 closing balance
Match credit	**$250k to every player**	Per finalized match — the economy's heartbeat; auto-vaulted if auto mode is on
Vault yield	7% per match	Compounding unless manual harvest (Vault Guide)
Wager payouts	variable	Winners get ≥ fair odds (Wagers Guide)
Stock sales	price × shares – 0.5%	Sell team/player stocks back to the House any time trading is open (Market Guide)

Source	Amount	Notes
Admin grants	variable	Bonuses, "credit saved", compensation — admin only, with a comment
Credit refund	$1M / unused credit	Unspent draft credits refunded at draft end

4. Where money goes

Outflow	Amount	Notes
Auction bids	your bid	Charged at lot close when you win a player
Squad-cost levy	median gap (see below)	Charged to wallets that didn't spend in the auction — auto-applied when the draft completes (see below)
Wager stakes	your stake	Into the Yes/No pool; refunded or paid at resolution
Vault locks	your choice	Liquid → locked capital
Stock purchases	price × shares + 0.5%	Liquid cash only — never the vault (Market Guide)
Fines	see table	Field invasions, missed umpiring, etc.
Player release	25% of replacement player's auction price	Substitution Release Clause
Sponsored announcements	$200k per post	Match promotion / trash talk (Rule Book §6)

5. The auction & credits

- Bidding is tier-by-tier (Platinum → Gold → Trade break → Silver → Phase B), in **$50k

increments **from the base price ($3M / $2M / $1M). - Teams draft with** credits**: 8 total, 3/2/1 per Platinum/Gold/Silver player won. Unused credits refund** $1M each**. - A full roster is the** manager + 3 bought players** (4 total). If players remain unsold after the draft, admins assign them to incomplete teams.

5.1 Squad-cost levy (read this — it affects everyone)

When the draft completes, one flat levy is **deducted from every wallet that didn't spend in the auction**:

levy = median non-spender wallet − median leftover purse of the managers who spent

So the typical non-spender ends the draft holding what the typical manager has left after buying a squad. No levy if non-spenders aren't richer; no wallet goes below zero. It comes out of liquid cash first, then the vault for auto-mode accounts.

6. Auto mode — the hands-free option

- **Auto mode ON**: everything that comes in (grants, the $250k/match credits)

goes **straight into your vault** and compounds at 7% per match. You never manage cash. - **Auto mode OFF**: money lands in liquid cash; you manage bids, stakes, and locks yourself. - Flip it anytime from /account. **Needed off** if you want to bid or stake. - Wallets created for players who never signed up default to **ON**.

7. Fines & penalties (Season 3)

Violation	Fine
Missed umpiring quota — fewer than 3 matches volunteered by season end	**$1.5M**

Violation	Fine
Field invasion by your team's player/member	**$500k** per incident
Recurring disputes / misconduct	Manager authority stripped (Kela Protocol) — team handed to players
Match-fixing / collusion	Market voided, stakes refunded, disciplinary action

8. Money model at a glance

`` Admin grants ■■■■■■ Carry-over ■■■■■■■■ $250k/match ■■■■■■■■■■ WALLET (liquid) ■■■ vault lock ■■■ VAULT (7%/match, iron lock) Wager payouts ■■■■■ Stock sales ■■■■■■■ ■ ■■■■ auction bids (players) ■■■■ wager stakes (Yes/No pools) ■■■■ stock purchases (team + player stocks) ■■■■ fines / releases / sponsored posts ■■■■ squad-cost levy (draft end, non-spenders) ``

9. Key numbers to remember

Thing	Number
Carry-over balance	variable
Match credit (every player)	$250k
Vault yield	7% per match (cap 12 matches)
Stock growth	5% per match on top of performance
Stock fee	0.5% per buy and per sell
Stock split	2-for-1 at $40k a share
Platinum / Gold / Silver base	$3M / $2M / $1M
Bid increment	$50k
Draft credits (total)	8 (3 / 2 / 1 per tier)
Credit refund	$1M each
Squad-cost levy	median gap vs spenders, non-spenders
Umpiring quota	3 matches (else $1.5M fine)
Field invasion	$500k
Sponsored announcement	$200k
Player release	25% of replacement player's auction price

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