



Dino Coach user manual

Rules and manager guide | 2026/2027

Newcomb and District Cricket Club | 28 September 2026

Build a squad of NDCC cricketers, choose their fantasy roles and earn points from published match performances. This guide explains registration, squad selection, your live wallet, buying from and selling back to the player pool, scoring and competition rules.

1 At a glance

TOPIC	CURRENT RULE
Entry	AUD 25.00; managers must be 18 or older
Starting budget	15,000,000 virtual Dino Dollars
Squad	15 different players: 11 starters and 4 bench players
Leadership	One captain and one vice-captain; both score double
Sales	Cost plus any price rise, or minus any fall; profit can take you above 15,000,000
Round lock	Every team locks at the deadline as saved, drafts included
Player pool	Buy from and sell back to the pool; no inter-team trades
Weekly window	Monday 09:00 to before Saturday 11:00, Melbourne time

■ Start here

Register and confirm your email, complete your manager profile and pay your entry fee. Fill all 15 slots, choose your captain and vice-captain, then select Submit squad before the round locks.

Existing teams retain their recorded purchase costs. Read the current rules and accept them directly in the squad builder, keeping your selected players in place. You can also accept them in My account.

TIP

Open Dino Coach

www.ndcc.com.au/fantasy

2 Register and get ready to play

■ Create your account

- 1 Open Dino Coach and choose Register / Login. If you already have an NDCC account, sign in with it.
- 2 Enter your display name, team name, email address, password and date of birth. You must be at least 18. Read and accept the current rules.
- 3 Select Register and follow the confirmation link sent to your email. Check spam or junk if it does not arrive. The registration screen has a Resend confirmation email option.
- 4 Return to My account. Complete your manager profile if prompted and select Save profile. Use your registration email.

■ Team names and payment

Choose a name suitable for a community cricket club. Flagged names need committee approval before payment; the league manager may replace and lock an unsuitable name.

When eligible, select Pay AUD 25.00 entry and complete checkout. Return to My account and check for Entry paid - you can pick your team. A pending payment is still awaiting confirmation. Keep your payment reference and report a suspected payment issue before paying again.

Club-approved complimentary entries do not require payment. Demo access also bypasses payment, but demo teams are not eligible for prizes.

■ Finish your first squad on time

Your registration does not expire if your first squad is incomplete. Save a draft as you build your team, then fill all 15 slots and submit before the round locks. If the deadline passes first, your team locks as last saved, draft or not, and counts towards the standings; empty slots score zero.

IMPORTANT

Something not saving?

If a technical issue prevents saving, use the Dino Coach feedback form. Include your team name, registration email and the error shown beside the save buttons.

■ When the rules change

Read the current rules using the link in the squad builder. Tick the acceptance box and select Accept rules and keep my selections. Your selected players stay in place. Then save or submit your squad.

3 Build your squad and compare players

Choose the correct season and open My squad. Select 15 different eligible players within 15,000,000 Dino Dollars. A player can appear only once in your team; other managers can select the same cricketer.

FANTASY ROLE	PLAYING XI	BENCH	TOTAL
BAT - batter	4	1	5
AR - all-rounder	2	1	3
WK - wicket keeper	1	1	2
BOWL - bowler	4	1	5
All roles	11	4	15

Any eligible player can fill any fantasy slot. Their listed cricket role is a guide; the assigned slot determines scoring. Junior-only players are excluded. Juniors who also play senior cricket need league-manager eligibility confirmation.

■ Pick and save

- 1 Search the catalogue or sort by name or price. Select a player in the keyboard/touch control, then choose Assign selected player on a slot. On a computer, you can also drag a player into a slot.
- 2 Fill all playing and bench slots. Sell / remove clears a selection in your unsaved draft. The wallet preview changes immediately.
- 3 Choose Captain for one starter and Vice for a different starter. Both score double and neither can be on the bench.
- 4 Check 15/15 slots, an affordable balance and both leadership choices. Select Submit squad and wait for confirmation. Reopen My squad to check the saved team.

TIP

Drafts

Save draft keeps incomplete work, and a saved draft still plays: at the round deadline your team locks exactly as saved. After your first full squad, edits must be saved within the transfer window and before the round deadline. A changed squad in another session requires a reload before saving.

■ Read the player cards

Cards show batting runs, bowling wickets and fielding catches, with match records, stumpings, run-outs and maidens where available. The source period appears on each card. Historical totals are used until published records exist for the selected season. Compare like periods; Not recorded means unknown, not zero. Cards contain recorded totals rather than invented ratings.

4 How points are awarded

Your assigned fantasy role determines points for runs, wickets and catches. The table applies to starters. Bench players earn zero unless they cover an empty playing slot: an empty batter, all-rounder, wicket keeper or bowler slot is filled by your bench player of the same role, who then scores in that role without a captain or vice-captain bonus.

EVENT	BAT	AR	WK	BOWL
Each run	1.75	1.5	1.5	1
Each wicket	10	15	10	20
Each catch	10	10	15	10

EVENT OR MILESTONE	POINTS FOR ANY PLAYING ROLE
Each run-out	10
Each stumping	10
Each maiden over	5
Not-out innings	10
50-99 runs in an innings	20 bonus
100 or more runs in an innings	50 bonus
5-6 wickets in an innings	25 bonus
7 or more wickets in an innings	50 bonus

Only the highest batting milestone and highest bowling milestone apply in an innings. A century earns the 50-point bonus without another 20 for fifty. Seven wickets earn the 50-point bonus without another 25 for five.

Captain and vice-captain each receive double their full assigned-role points, including bonuses. There is no duck penalty and no player-of-the-match bonus.

■ A scoring example

TIP

Worked example

A BAT starter makes 60 runs, takes one catch and finishes not out. They earn 105 for runs, 10 for the catch, 10 for not out and 20 for reaching fifty: 145 points. As captain or vice-captain, they earn 290 points.

5 Your wallet and player sales

Every team starts with 15,000,000 virtual Dino Dollars. After that, running your team is like running a business: a sale returns what you paid plus any price rise, or minus any price fall, since you bought the player. Profits add to your money and losses reduce it, so after price reviews you can have more or less than 15,000,000 to spend. The Team wallet shows the starting budget, profit or loss from sales, saved spending and saved money available. My squad also shows the balance after your unsaved selections.

Selecting or removing players changes the preview immediately. Save draft or Submit squad confirms those edits. Market transactions update the saved wallet after they succeed. The live connection receives changes from another session, with automatic refresh during reconnection. If an error says the balance may be out of date, reconnect and check it before acting.

ACTION	MONEY AVAILABLE
Buy a player	Decreases by the current published purchase price
Sell a player	Increases by what you paid plus any price rise, or minus any price fall
Price review	Unchanged until you sell; the sale value of your players moves with their price
Unsaved squad edit	Preview only until the save succeeds

■ Example in Dino Dollars

STEP	AVAILABLE MONEY
Starting balance	15,000,000
Buy a player for 800,000	14,200,000
Their price rises to 1,200,000 at a review	14,200,000
Sell that player for 1,200,000 (400,000 profit)	15,400,000

■ Sell or buy separately

Open Transfers. Choose Player to sell and check the displayed sale value, then select Sell back to pool. To fill an empty slot, choose Player to buy, select the empty slot and choose Buy into empty slot. A sale or separate purchase leaves your squad as a draft. Return to My squad, fill all slots, check leadership and submit before the deadline.

■ Replace a player in one action

Choose both Player to sell and Player to buy. Check the after-replacement balance, then select Sell and buy replacement. The new player inherits the outgoing slot and leadership selection. Check those choices in My squad afterwards. A failed transaction does not charge your wallet.

6 Using the shared player pool

All player purchases and sales take place through the shared player pool. Transfers between teams are unavailable. You do not need another manager to buy your player before you can sell them.

■ Sell back to the pool

- 1 Open Transfers during the open window and choose Player to sell.
- 2 Check the sale value shown: what you paid plus any price rise, or minus any price fall, since you bought the player.
- 3 Select Sell back to pool and wait for confirmation. Your saved money available increases after the sale succeeds.
- 4 Fill the empty slot from the pool and submit your complete squad before the deadline.

■ Buying and replacing

Choose an eligible player you do not already own. A purchase charges the current published price. To replace a player in one step, choose both players and select Sell and buy replacement.

The same cricketer can appear in several managers' squads. Another team selecting a player does not remove that player from the pool or prevent your team from selecting them.

ACTION	EFFECT
Sell back to pool	Returns the sale value; leaves an empty slot
Buy from pool	Charges current price; fills an empty slot
Sell and buy replacement	Sale and purchase complete together
Another team selects a player	Player remains available in the shared pool

Earlier pending inter-team offers are cancelled. They do not move players or money. Existing squads and recorded purchase costs are preserved.

IMPORTANT

Keep enough money

Keep enough money for all 15 slots. Check the saved wallet after each completed transaction and check your captain and vice-captain before submitting.

7 Transfer windows and player prices

MELBOURNE TIME	AVAILABILITY
Monday 09:00	Window opens
Monday to Friday	Open, subject to competition controls
Saturday before 11:00	Open until the closing time
Saturday 11:00 to Monday before 09:00	Closed

Transfers, purchases and sales are unlimited and free, with no points penalty. All times use Australia/Melbourne, including daylight saving. The website checks the window when you save; beginning before the deadline does not reserve a transaction. Round locks and season controls may close changes earlier.

■ Opening prices

Opening prices use the supplied season statistics. The highest-ranked player starts at 2,000,000 Dino Dollars and players without historical statistics start at 100,000. Opening prices round to the nearest 1,000 Dino Dollars. Later price reviews and manual changes round upwards to whole 1,000. External player cards identify their source period and missing figures.

■ Automatic reviews

Reviews occur after every two regular rounds: rounds 2, 4, 6 and so on. A review becomes eligible on the following Monday at 09:00 Melbourne time and runs at the next daily pricing check once published results are available.

Each review uses a rolling average: half the player's opening per-match average plus half their average across the games since the previous review (with one game, three quarters opening average and one quarter that game). The price moves by 10,000 Dino Dollars for each point the rolling average rises or falls against the previous review, so round 4 is compared with round 2.

REVIEW	GAMES (POINTS)	ROLLING AVERAGE	PRICE
Opening	Opening average 30	30	500,000
Round 2	50 and 70 (average 60)	$0.5 \times 30 + 0.5 \times 60 = 45$	$+15 \times 10,000 = 650,000$
Round 4	20 and 40 (average 30)	$0.5 \times 30 + 0.5 \times 30 = 30$	$-15 \times 10,000 = 500,000$

Strong performances can raise prices and weaker performances can lower them. Prices stay between 100,000 and 2,000,000 Dino Dollars. Before a player or grade starts, unplayed weeks do not count as zero appearances or lower the performance average or price. Finals do not change prices. Late results enter a later review. Completed reviews are not applied twice. The league manager may make recorded price or eligibility corrections; automatic changes resume at the next review.

■ Purchase cost, sale value and market value

Purchase cost is what your wallet paid for a player. Sale value is that cost plus the player's price movement since you bought them; for players already in your squad when sales at market value began on 28 September 2026, the movement counts from their price on that date. Market value is the current published price, used for squad-value comparisons and standings ties. Retaining a player while saving your squad preserves their purchase cost.

8 Standings and competition rules

STANDINGS	WHAT THEY SHOW
Player Standings	Real NDCC cricketers ranked by published base performance points, without assigned-slot or captain bonuses.
Manager Standings	Fantasy teams ranked by their playing XI points, including assigned roles and both leadership bonuses. Bench players add points only when covering an empty slot.

The same cricketer can show a different score in Player Standings and your fantasy team. Check the selected season and published round before comparing totals.

■ Ties and prizes

Manager ties are resolved by total points, then current squad market value, then team name alphabetically. The round-robin leader prize is 300 Dino Dollars. The committee publishes the label and description for the highest total squad-value prize. Dino Dollars are virtual; no real-money value is implied. Demo teams are not eligible for prizes.

■ Published results and corrections

Points depend on published match results and may not appear immediately after a match. Report the player, round or match, the score shown and what needs checking. Include a source or match reference where possible.

The 2026/2027 competition is a pilot. The league manager may make a reasonable adjustment to protect fairness or operation when a scoring defect, data issue, technical fault or unintended rules outcome is found. Material changes must be communicated and recorded. Check the Rules page and club notices.

■ Fair play and account care

Use a suitable team name, give accurate registration details and keep your password private. Treat players, managers and volunteers respectfully. Report suspected abuse or unexpected behaviour through the feedback form.

For withdrawal, entry payment help or restoration of a removed team, contact the club through the feedback form. Do not create another paid entry to resolve an existing account issue.

■ A note from the club

TIP

Thank you for playing

This is our first time running Dino Coach, so please be patient while we work through any issues. If something is not working, or you have a suggestion, use the feedback form. Saj and Rick will review it and look into what can be improved.

9 Help and useful links

PROBLEM	WHAT TO DO
No confirmation email	Check spam or junk, then use Resend confirmation email. Verified NDCC accounts should sign in.
Forgotten password	Use Forgot password on the sign-in page and follow the reset email.
Payment pending or team locked	Check My account and your payment reference. Report the issue before paying again.
Squad will not submit	Check 15 unique players, all slots, budget, leadership, eligibility, accepted rules and open selection.
Pool transaction rejected	Check the window, squad, published price and available money. Reload if another session changed your squad.
Balance seems stale	Check the wallet connection message, reconnect and reload. Unsaved edits are only a preview.
Account disabled or team removed	Request reactivation or restoration through the feedback form.
Scores or statistics look wrong	Check the source period and published round, then provide player and match details.

■ Send an issue or suggestion

Use the feedback form with your name, reply email and a description. Include the page, team name, approximate time and error message. Do not include passwords or card details. You do not need to sign in. Select Send feedback and keep the displayed reference. Feedback is private and reviewed by Saj and Rick.

■ Keep Dino Coach handy

On iPhone or iPad, use Safari: Share, then Add to Home Screen. On Android, use Chrome's menu and choose Install app or Add to Home screen if offered. On a computer, use the browser install option or bookmark the page. Internet access is required.

■ Useful links

PAGE	ADDRESS
Home	www.ndcc.com.au/fantasy
Account	www.ndcc.com.au/fantasy/account
Rules	www.ndcc.com.au/fantasy/rules
Feedback	www.ndcc.com.au/fantasy/feedback