

# Whitepaper CricketSwap

First Ever Real Life NFT Project



## **Version 1.0**

Please see Disclaimers.

### **Business Opportunity**

Cricket has been around for centuries, since the 1500s. With 104 nations as official members of the International Cricket Council, it's one of the world's most popular sports.

Just as an illustration, the Indian Premier League, or IPL, is a relatively new league. It's only in its fourteenth season and has already generated more money from sponsorships than Major League Baseball. According to advertising media company GroupM, the IPL made \$1 billion in sponsorship money in 2017. Compare that to the \$892 million the MLB made in sponsorships in 2017, according to IEG, a sponsorship evaluation firm.

In 2017, the IPL was valued at \$5.3 billion, according to financial advisory firm Duff & Phelps. The IPL saw a 26 percent increase in its value from 2016, thanks to new broadcasting deals, the value of its title sponsor Vivo, and an increase in brand value for all of the teams, Duff & Phelps said. C

In the cryptocurrency world, the sports ecosystem in blockchain has also been growing – ranging from Chiliz and Dapper has demonstrated that the industry has reasonably matured and is already a multi billion dollar ecosystem, albeit for their own visions.

Given this, it is assumed that the global Cricket market is worth well over \$10 billion. Because of the game's global popularity, this figure will likely continue rising over the coming years.

## **The Technical Evolution**

In the 1990s, the internet was supposed to usher in a much more open, decentralized economy. But, as we well know, it hasn't quite worked out as expected. Instead, it's led to the rise of platform economies driven by powerful network effects. A few companies have become category kings, dominating competitors in their particular markets.

Consider the internet as being composed of two different layers stacked on top of each other: InternetOne and InternetTwo. InternetOne was designed to be a relatively simple, highly flexible, general-purpose data network that would support a wide variety of applications in the InternetTwo layer. The various open protocols used today—TCP/IP, HTML and URLs—are associated with InternetOne. Being general-purpose was a fundamental design choice that has enabled the internet to keep growing and adapting to widely different applications. But, to keep InternetOne simple and flexible, just about everything else, including identity and security management, became the responsibility of the applications in InternetTwo, which has few universal open standards. It was left to private-sector companies to define such protocols in each of their applications.

# Evolution of Digital Nations

Life was simple before the internet. We were citizens of one nation. We transacted with the local baker or barber or the grocer. We interacted locally in our communities. Information was transmitted on horseback, or pigeons.

Technology changed it all. Starting with the telegraph, and the biggest leap happening with the internet. We no more interact with just the baker and the barber. We interact with people across the world – 24X7.

Today, we live in digital worlds most of our day. We are now citizens of Facebook, Twitter and Google. We have different identities and passports in each world. Each nation has its own purpose and its rules and governance, and of course its own economies.

The birth of digital, has lead to the birth of digital nations. They operate and behave like nations at all levels – economic, social, political, etc. The only thing they differ in is that they are now owned and operated by a few. The goal of blockchain is to make these digital nations, truly digital nations. Democracies, not autocracies or oligarchies. Every single blockchain, including this attempts to bring this equilibrium back to these nations as well.

# Operational Inefficiencies

Value of a medium of exchange rise and fall in value like any other item. They will move based on the balance of supply and demand. Here the basic factors that affect each:

**Demand:** Demand for a Nations goods and services. Whenever people buy something from a Nation they need to pay for it (at some point) in that Nations medium of exchange.

**Supply:** The actions of a country's central bank normally determine the supply of a currency. The central bank is very powerful. If the bank loosens (lowers) interest rates, it is akin to expanding the money supply. Now that we have a Digital Nation, that overlaps multiple physical nations, the value is completely lost in between. Not only that, it leads to a significant inefficiencies in how this value is realized.

Blockchain are meant for ecosystems.

## **Cricket Nation**

Cricket is a nation. It has its citizens, its own communities, its own rules and its own value. Completely democratic run. The way it is meant to be. Everything in the cricket world, will eventually rest in this ecosystem

## What is Cricket ?

The Cricket Platform is a blockchain based platform that enables an ecosystem for Cricket and its applications of the technology. The vision is to eventually build several applications and uses within the platform meant for the cricket ecosystem. The platform is designed to incentivize the cricket ecosystem partners into building a value platform that will accrue in value all of the possible applications that will eventually be enabled by this. Some examples of them are:

- Digital Collectibles
- Merchandising
- Licensing
- Rights Management
- Ticketing
- Fan Tokens and Engagement
- eSports
- Gaming and gamification
- Auctions
- Endorsements
- 

This list is merely illustrative and not exhaustive. Given the nascent stage of the blockchain industry, it is believed that there will be several new possibilities that are yet to be discovered.

## **Community Owned**

Cricket is owned by the cricket community. It is the first project designed to be owned by over 1000 partners across the globe – players, fans, clubs, franchises, boards, agencies, equipment manufacturers, game developers, academies, and literally anyone who wishes to be part of the network.

## **Seamless**

Today, the cricketing world is split across several geographies, several ecosystem partners and its value is not realized fully. The fans, players and clubs cannot interact globally easily due to several difficulties – ranging from operational, technical, contractual, etc. Cricket makes everything seamless – globally.

## **Fair**

The key to a successful blockchain ecosystem is to ensure that the incentives are rightly aligned for all. It encourages all partners to be fair to each other, and ensure that it is a win-win.

In short, the Cricket ecosystem is defined, owned and operated by the cricket ecosystem stakeholders- players, fans and boards. A truly democratic network that is defined for the specific needs of the ecosystem.

# **Token & Token Economics**

## **Purpose of the token**

The core of the network is the Cricket Token. It is the medium of exchange that is used as a tool to incentivize all of its participants.

The general purpose of the token is as follows

### **Incentives**

The fundamental principle of a blockchain is to ensure that the incentives are correctly aligned with all of the system participants.

### **Ecosystem Token**

It is the primary medium used for all products and services on the platform, and can be used only within the ecosystem. The goal of the token is to preserve the value within the ecosystem.

### **Token Adoption Strategy**

The goal of the project is to ensure that the incentives are aligned, and that they are adopted quickly. The tokens are proportionately distributed among all of the participants.

Ecosystem Owners

Supporters

Participants

Influencers

The initial adopters of the platform are incentivized in the form of grants and this is limited to the early adopters only.



## Core Features

The Cricket ecosystem will be supported by an underlying blockchain platform to enable several use cases in the future. The platform will broadly support the following core features :

- **Fungible Tokens**
  - These are the core tokens that are used to transact in the ecosystem. These tokens are used to incentivise and reward the adoption of the ecosystem, as well as interact with the various applications, products and service within the **Cricket ecosystem.**
  - Tokens can be used like cryptocurrencies, but they're more flexible. You can mint millions of identical ones, or a select few with unique properties. They can serve as anything from digital receipts representing a stake in a company to loyalty points.
  - **Note** : Cryptocurrencies are exclusively meant to serve as money, Bitcoin and other early cryptocurrencies were designed as currency, but later blockchains sought to do more. Ethereum, for instance, does not just provide currency functionality. It allows developers to run code (smart contracts) on a distributed network.
-

## • **Non Fungible Tokens**

- These are used to represent unique assets of various types within the ecosystem. They may vary from digital collectibles, to credentials, titles of various forms or even virtual assets. A non-fungible token (NFT) is a type of cryptographic token that represents a unique asset. NFTs are tokenized versions of digital or real-world assets. They function as verifiable proofs of authenticity and ownership within a blockchain network. NFTs are not interchangeable with each other and introduce scarcity to the digital world.
- Fungibility refers to the property of an asset whose individual units are interchangeable and essentially indistinguishable from each other. For example, all fiat currencies are fungible.
- NFTs can be used by decentralized applications (DApps) to allow for the creation and ownership of unique digital items and collectibles. While NFTs can be traded in open marketplaces that connect buyers with sellers, it is worth noting that the value of each is unique.
- While NFTs can be used to represent real world assets, Cricket platform will NOT be used to represent any real world asset, and will be limited to digital assets only.

# CRICKET SWAP CLUB

Support@cricketswap.club

REAL LIFE NFT PROJECT

## ABOUT CC

Bringing cricket into real life NFT"s. Buy your favourite heroes from Binance NFT & whenever your player performs in real matches you will earn rewards in real life.

## CRICKET NFT

**TOTAL PLAYERS: 96**

NFT PER PLAYER: 10 MAX

After every sell, NFT price will be doubled for next sale.

## CRICKET (CC)

MAX SUPPLY: 210,00000

TAX/FEES: 0%

Liquidity will be locked forever

## TEAM

**AL MOHSEN**

Jan 2022 - Present

CO FOUNDER

Growing up with a passion in culture and community and development along crypto.

**ADAM SMITH**

Jan 2022 - Present

DEVELOPER

6 years experience in trading in stocks and crypto then finally DeGen culture led me into developing.

**ARCHANA CHAUDHARY**

Nov 2022 - Present

MANAGER

4 years journey in business management. All started with a passion to create the difference.

## CERTIFICATION

**Audited by Packshield for DEX**

Our contract will be optimized to enable a low gas fee experience as well as being audited by a third party to ensure security and safety.



Get Ready For Extraordinary Crypto,  
NFT And Much More.

**BE THE WINNER!**

**JOIN US ON SOCIAL TO KNOW  
MORE. FEEL FREE TO ASK YOUR  
QUERIES.**