

League Settings



These settings are controlled by **Association Administrators** which can affect capabilities of Club Administrators.

Registration Age Restrictions

Age Restrictions

Leagues can block registrations to be within a certain age for an entire competition. If a participant is outside this age group and attempts to register, they will incur an error message and not be able to proceed.

Season Age Settings: [Competition Management](#) > [Competition](#) > [Season](#) > [Settings](#) > [Season Age Settings](#)

Age Groups

Calculate age of player as at date*

Leagues can set which age range is applicable based on participant DOB (Date of Birth). Participants will automatically be tagged to that age group and clubs can set caps on the number of registrations allowed in each of these age groups.

Note: Participants can still play outside of their tagged age group (depending on the age and gender restrictions of the league).

Age Groups: [Competition Management](#) > [Competition](#) > [Season](#) > [Settings](#) > [Age Groups](#)

Approve Pending Registrations

New Player Approval

Allow approval by clubs

Leagues can determine if new participants are required to be approved. If approval is required, the league can also grant access to clubs to complete this task.

Age Groups: [Competition Management](#) > [Competition](#) > [Settings](#) > [New Player Approval](#)

Team Selection: Min and Max players

Minimum* Maximum*

Leagues can set the minimum and maximum number of players which must be selected to a team lineup prior to a game. This number includes emergencies.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Game Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Game](#)

Team Selection: Emergency

Emergency players

Allows teams to select emergency's. A maximum number of emergency's is also set.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Game Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Game](#)

Team Selection: Player Positions

Player positions

Turned on by leagues if teams are able to set player positions. Leagues can also enforce selecting players to positions, this results in inability to save team line-up until positions are selected.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Game Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Game](#)

Team Selection: Gender and Age Restrictions

Gender Restrictions

Leagues can set age and gender restrictions for each grade. If a player is outside of the restrictions they cannot be selected in a team, however, a league can apply an exception to individual players.

Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Select Grade](#) > [Settings](#) > [Grade](#)

Line-ups

- Game start time
 When selected
 Set hours before game start time

Leagues set when line-ups are published on playhq.com. This can be either when selected, a certain number of hours before the game start time or at game start time.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Grade Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Grade](#)

Scoring

Allow clubs to enter scores via electronic scoring

Leagues can choose if clubs are allowed to enter scores via electronic scoring. In addition, there is another setting that allows clubs to enter scores via the admin portal.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Grade Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Grade](#)

Editing Line-Ups

- Their own team
 Both teams

Leagues decide whether clubs have access to their own team or both teams.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Grade Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Grade](#)

Editing Opposition Line-Ups

- After game starts
 Before game starts

Leagues decide whether clubs get access to opposition line-up prior to or after a game commences.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Grade Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Grade](#)

Team Sheet

- AFL team sheet (No DOB)
 AFL team sheet (With DOB)

Leagues have a choice between two team sheets. One includes a participant DOB, the second does not. Based on this selection, the appropriate team sheet will generate for Club Admins/Team Managers/Coaches when downloading.

Competition Wide: [Competition Management](#) > [Competition](#) > [Settings](#) > [Game Defaults](#)
Specific Grade: [Competition Management](#) > [Competition](#) > [Season](#) > [Grades](#) > [Select Grade](#) > [Settings](#) > [Game](#)