

Settings that affect clubs



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

Registration 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.
Age Groups	<p>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.</p> <p>Note: Participants can still play outside of their tagged age group (depending on the age and gender restrictions of the league).</p>
Approve Pending Registrations	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.
Team Selection: Min and Max players	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.
Team Selection: Emergency	Allows teams to select emergency's. A maximum number of emergency's is also set.
Team Selection: 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.
Team Selection: Gender and Age 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.
Line-ups	Leagues set when line-ups are published on playhq.com . This can be either when selected, a certain number of hours before a game start time or at game start time.
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.
Editing Line-Ups	Leagues decide whether clubs have access to their own team or both teams.
Editing Opposition Line-Ups	Leagues decide whether clubs get access to opposition line-up prior to or after a game commences.
Team Sheet	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.