Competition Settings

Competition setup is controlled by **Association Administrators** which can affect settings and capabilities of Club Administrators.

Competition type

Domestic	**Home & Away**	**Tournament**
Matches in domestic competitions are played at venues linked to your association.	Matches in home and away competitions are played at venues related to the home team.	Tournament style compeition with round-robin played as a group phase (with or without pools) and knockout style finals.

Competition structure

An important aspect of competition set up is to consider your fee structure. A lot of cricket organisations have varying costs for junior and senior competitions. A registration form would need to be created for each competition.

> ⓘ
>
> You have not configured a Participant to Team form.
>
> **Set up Form**

Registration fees

National Registration Fee ⊘   ⌄

Cricket Association Fee ⊘   ⌄

Set a registration fee

This is a standard registration fee that is charged to all participants. Any fee amount entered will be displayed on the registration form.

Player fee*

$ 0.00

Set player advanced registration fees? ◯

You can configure advanced fees based on age and gender information

General settings

If your competition has different game rules and formats for Junior and Senior competitions, it may be in the Associations best interest to seperate the competitions.

For example, setting up both PlayHQ Cricket Association **Junior** and PlayHQ Cricket Association **Senior** competitions. This will make it easier to apply the same settings throughout the entire competition.

On the contrary, these general settings can be set per competition and then edited within individual grades.

Overs*	Game Slot Time*
40	480 ⌄

Wide value	Count as balls faced
1 ⌄	No ⌄

Re-bowl wides ◯

No ball value	Count as balls faced
1 ⌄	Yes ⌄

Re-bowl no balls ◯

All of these settings will flow through to electronic scoring in readiness for game day scoring. Configuration of **overs** as well as re-bowling of **wides** and **no balls** tends to differ between junior and senior. So too with **balls per over**, **maximum overs per bowler** and **batting maximums.**

Association Settings

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

Registration Age Restrictions

Age Restrictions ◉

Associations 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*

[DD/MM/YYYY 🗓]

Associations 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 Association).

Age Groups: **Competition Management > Competition > Season > Settings > Age Groups**

Approve Pending Registrations

New Player Approval ◉

Allow approval by clubs ◯

Associations can determine if new participants are required to be approved. If approval is required, the Association can grant access to Clubs to complete these tasks.

Age Groups: **Competition Management > Competition > Settings > New Player Approval**

Team Selection: Min and Max players

Minimum*	Maximum*
0	12

Associations 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: Gender and Age Restrictions

Gender Restrictions ◉

Associations 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, an Association can apply an exception to individual players. The edit player restriction setting can be found within the team allocation page. Until the exception has been applied, the participant won't be able to be selected to a line-up.

Specific Grade: **Competition Management > Competition > Season > Select Grade > Settings > Grade**
Team: **Comp Management > Competition > Season > Teams > View Team > Edit Player Restriction Status**

Line-ups

✓ Game start time
◯ When selected ⓘ
◯ Set hours before game start time

Associations set when line-ups are published on playhq.com. This can be either when teams are selected, a certain number of hours before a 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**

Electronic Scoring

Allow clubs to enter scores via electronic scoring ◉

Associations can choose if clubs are allowed to enter scores via electronic scoring.

We encourage all clubs to adopt electronic scoring as much as possible, so it's recommended that this setting is toggled on for all competitions.

Competition Wide: **Competition Management > Competition > Settings > Grade Defaults**
Specific Grade: **Competition Management > Competition > Season > Grades > Select Grade > Settings > Grade**

Entering Scores Into Admin Portal And Editing Line-Ups

Club access type* ⓘ

✓ Their own team
◯ Both teams

Lock access after game starts (hours)*

[72]

Associations can choose whether clubs can enter scores in the admin portal for both teams or just their own. The same applies for editing line-ups although teams will never be allowed to enter another team's line-up prior to a game.

New to Cricket systems is the Lock Out Access feature for entering scores in the admin portal. The default setting is 72 hours, meaning that club admins have 72 hours after the game starts to enter or amend scores in the admin portal. If locked out, Club Admins will need to seek permission from an Association Admin to open up a specific game to make amendments.

Competition Wide: **Competition Management > Competition > Settings > Grade Defaults**
Specific Grade: **Competition Management > Competition > Season > Grades > Select Grade > Settings > Grade**