

# Settings that affect clubs



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

<b>Registration Age Restrictions</b>	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.
<b>Age Groups</b>	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).
<b>Approve Pending Registrations</b>	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.
<b>Team Selection: Min and Max players</b>	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.
<b>Team Selection: Gender and Age Restrictions</b>	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.
<b>Line-ups</b>	Associations set when line-ups are published on <a href="https://playhq.com">playhq.com</a> . This can be either when teams are selected, a certain number of hours before a game start time or at game start time.
<b>Electronic Scoring</b>	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.
<b>Entering Scores Into Admin Portal And Editing Line-Ups</b>	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 competition management 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.

