

# PLAYHQ ONBOARDING & TRAINING RESOURCES (CLUBS)

CLUBS - SUMMER 2023-24

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# **ON-BOARDING CHECKLIST**

PRE-SEASON (ADMIN SITE - https://ca.playhq.com)

☐ Request and activate your PlayHQ Login

#### **ORGANISATION DETAILS**

- General Details (Logo, Contact, Address, Formats)
- Association / Club Contacts list
- Notifications (see Transfers and Permits)
- Admins Created
- Create Vouchers (if applicable)
- Payment Details Submitted (if applicable)
- Family Member Discounts (if applicable)
- MailChimp Integration (if applicable)



### STARTER CHECKLIST – CLUB REGO

### **SETTING UP REGISTRATIONS (Admin Site) – CLUB CRICKET**

- Step 1 Accept Competition Invitation
- ☐ Step 2 Created Participant to Club <u>Registration Form</u>
  - ☐ Create and link custom questions (if applicable)
  - Create and link Merchandise (if applicable)
  - ☐ Set player fees and variants (if applicable)
  - ☐ See Participant to Club Team Form suggestion (page 31)
- ☐ Step 3 <u>Create all Teams</u>
- ☐ Step 4 <u>Allocate Teams</u> to Grades
- ☐ Step 5 <u>Allocate Players</u> to Squads

These steps refer to those using the Admin site – <a href="https://ca.playhq.com">https://ca.playhq.com</a>

# STARTER CHECKLIST – PROGRAMS

### **SETTING UP PROGRAMS (Admin Site) – CRICKET BLAST**

- Step 1 Select Cricket Blast program
- ☐ Step 2 Select Season (Summer 23/24)
- ☐ Step 3 Create Groups
- ☐ Step 4 Create Registration Form
  - ☐ Create and link custom questions (if applicable)
  - ☐ Create and link Merchandise (if applicable)
  - ☐ Set player fees and variants (if applicable)

These steps refer to those using the Admin site – <a href="https://ca.playhq.com">https://ca.playhq.com</a>

REFER TO CLUB STARTER TRAINING - CLICK HERE TO VIEW / DOWNLOAD



# **CLUB MANAGER CHECKLIST**

### **TEAM MANAGEMENT (Admin Site)**

- Share Registration Resources with players (if applicable)
- Allocate Players to Squads
- Complete Transfer and Permits (if applicable)
- Utilise Participant and Financial Reports

#### RESTRICTED ADMIN ACCESS

- Coaches and Managers / Scorers register online
- Coaches and Managers / Scorers allocated to their Team(s)
- Game Day team selection (when fixtures are published)

These steps refer to those using the Admin site – <a href="https://ca.playhq.com">https://ca.playhq.com</a>



# **GAME DAY & E-SCORING CHECKLIST**

TE/	AM SELECTION (depending on your personal access type)
	Team Selection via Game Day (Admin Site – <a href="https://ca.playhq.com">https://ca.playhq.com</a> )
	Team Selection via My Teams (Public Site – <a href="www.playhq.com">www.playhq.com</a> )
	Team Selection via E-Scoring (E-Scoring Site – <a href="https://ca.score.playhq.com">https://ca.score.playhq.com</a> )
D 4 /	ATCH DECLUT ENITON / EDITE
IVI	ATCH RESULT ENTRY / EDITS
	Enter / Edit Match Result (Admin Site – <a href="https://ca.playhq.com">https://ca.playhq.com</a> )
	Enter / Edit Match Result (Public Site – <a href="www.playhq.com">www.playhq.com</a> )
	Enter / Edit Player Stats (Admin Site – <a href="https://ca.playhq.com">https://ca.playhq.com</a> )
	Enter / Edit Player Stats (Public Site – <u>www.playhq.com</u> )
C1 6	ECTRONIC SCORING (https://ca.score.playhq.com)
u	Match Setup
	Scoring Scenarios
	Mid-Match editing / team updates
	End of Match process



# PLAYHQ PROPERTIES

#### ADMIN SITE (<a href="https://ca.playhq.com">https://ca.playhq.com</a>)

- Manage your Club / Association
- CLUB STARTER TRAINING

#### PUBLIC SITE (www.playhq.com)

- Search for your Club / Association page
- Houses fixture & registration information

#### **MY TEAMS (via Public Site)**

- Used by Coaches / Managers for team selection and results
- Restricted to their allocated teams
- CLUB MANAGER TRAINING

#### E-SCORING SITE (<a href="https://ca.score.playhq.com">https://ca.score.playhq.com</a>)

- Used to score matches
- GAME DAY & E-SCORING TRAINING

#### PLAYCRICKET APP (formerly called MyCricket App)

- Continues as normal but now taking data from PlayHQ
- Will eventually house all historical stats in one place









#### **PlayCricket**

Fixtures, Results & Ladders



# WHICH SYSTEM TO USE

### PRE-GAME (BEFORE MATCH DAY)

Selecting the playing team for your match – Admin or My Teams

### **MATCH DAY (if scoring live)**

- Finalise playing team Admin (Permits) or E-Scoring (Fill-Ins if needed)
- Finalise the playing group E-Scoring
- Score the match including editing E-Scoring
- Submit the match result -> sync -> logout E-Scoring

#### **POST MATCH**

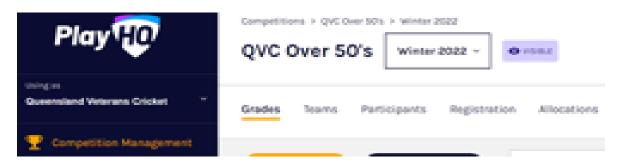
- Manually enter or edit a finalised match result Admin
- Manually enter or edit player stats Admin or My Teams



# **ADMIN SITE – TASKS**

### REGISTRATION & PRE-SEASON (<a href="https://ca.playhq.com">https://ca.playhq.com</a>)

- Complete the 5 Registration Steps (Club Starter)
- Allocate your Players to Squads (via Competitions -> Teams Menu)
- Including your Coaches and Managers (Scorers):
  - They register online -> you assign to Squads
  - Gives them restricted access via My Teams instead of full Club Access
- Complete player movement (Transfers and Permits)
- Game Day menu for weekly Team Selections and Results
  - Includes ability to add registered players, complete Permits and enter Fill-In players
- Assign full Admin Access





# PLAYHQ ADMIN SITE

### **USED TO COMPLETE (https://ca.playhq.com)**

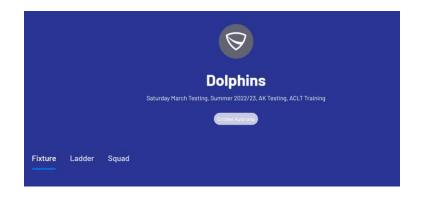
- Create and Manage Registrations
- Create Teams and nominate to Grades
- Allocate to Squads (Players, Coaches and Managers / Scorers) via Competitions menu
- Initiate Transfers and Permits
- Reporting
- Team Selections via Game Day menu (pre-match only)
- Result and Stat entry / edit via Game Day menu (post-match only)
- Create full Admin access

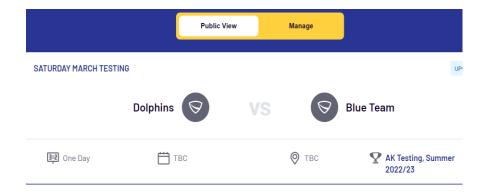


# **MY TEAMS (For Clubs) – TASKS**

### RESTRICTED ACCESS TO NOMINATED TEAMS (www.playhq.com)

- Same link to register online as a Coach or Manager (Scorer)
- Club Admins assign you to your Team(s)
- Login and access My Teams to view Squad, make weekly team selections and update player stats
- Clubs can add Electronic Scoring Admin to these accounts







# PLAYHQ PUBLIC SITE (MY TEAMS)

### **USED TO COMPLETE (www.playhq.com)**

- Register a Team to Competition (Internal Competitions Only)
- Register to a Team / Club (Players, Coaches, Managers / Scorers)

### MY TEAMS ACCESS (Team Organisers, Coaches, Managers / Scorers)

- Enter weekly Teams
- Enter / Edit match result
- Enter / Edit player stats



# PLAYHQ E-SCORING SITE

### **USED TO COMPLETE (https://ca.score.playhq.com)**

- Login with your personal PlayHQ Account (must have Full Admin or My Teams + Electronic Scoring access)
- Live ball-by-ball scoring of a match (available on phone, tablet or computer including offline scoring)
- Home team uses PlayHQ and Away team uses Scorebook / alternate
- Team selection / changes before or during a match (including 2 Day)
- Scorecard editing (during match)

#### POST-MATCH WHEN USING E-SCORING

ESSENTIAL – Submit Match Result -> Sync Final Scores -> End Session



### **HOW YOU CAN ACCESS EACH SYSTEM**

### TO ACCESS THE ADMIN SITE (https://ca.playhq.com)

- You have had Full Access granted / created
  - Granting Electronic Scoring Admin E-Scoring only

### TO ACCESS MY TEAMS (Public Site – <u>www.playhq.com</u>)

- You have Full Admin access OR
- You registered online and been assigned to Team(s) as a Coach or Manager

### E-SCORING (<a href="https://ca.score.playhq.com">https://ca.score.playhq.com</a>)

- You have Full Admin access OR
- You have Electronic Scoring Admin access (created by Full Admins)

Recommend all Coaches, Managers and Scorers have either Full Access or a combination of My Teams + Electronic Scoring

### **ACCESS FOR ROLE TYPE**

### ADMIN SITE (<a href="https://ca.playhq.com">https://ca.playhq.com</a>)

- Anyone who needs full access to your Club (management committee)
- Manages registrations, team nomination and squads (registrar)
- Manages Financial reporting (treasurer)
- Manages player movement (Transfers and Permits)

### MY TEAMS (PUBLIC SITE – <u>www.playhq.com</u>)

- Manages weekly team selections (captain, coach, manager, scorer)
- Enters / edits match results and player stats (scorer)

### E-SCORING (<a href="https://ca.score.playhq.com">https://ca.score.playhq.com</a>)

Responsible for ball-by-ball scoring and/or FrogBox (scorer)



# **ONLINE PAYMENT DETAILS**

**ADMIN SITE (https://ca.playhq.com)** ... My Organisation -> Overview -> Payments

#### PAYMENT GATEWAY

- Stripe Connect (third party) Participant pay Stripe -> Stripe distribute payment splits to relevant organisations
- Processed within 3-4 business days from registration
- Service Fee 1.8% (MyCricket was 1.95%)
  - Applies to relevant organisation split only (not total transaction)
  - Clubs can list products as \$0 to remove the Service Fee

#### PARTICIPANT EXPERIENCE

- Transparent payment splits during registration flow
- Pay the final price on screen (Service Fee applied in backend at each organisation level)

# **CRICKET BLAST & REFUNDS**

### **CRICKET BLAST (no NRF required)**

- Participant registers & insured for that program's length and activities
- Registered to wrong Program / Refund Help Desk Request / Cancel Rego
- CA will issue full refund and invoice Club for the difference
- Cricket Australia <u>Refund Policy</u> & Cricket Blast <u>Refund Request</u>

### **CLUB CRICKET (NRF required)**

- From insurance perspective Cricket Blast and Junior Cricket is different
- All registrations online no manual movement from Cricket Blast to Junior Cricket (same as MyCricket)

#### **REFUNDS**

- CA can <u>refund relevant NRF</u> fees per their conditions
- Club manually refunds organisation fees already paid to the Club
- No refunds processed from PlayHQ / Stripe

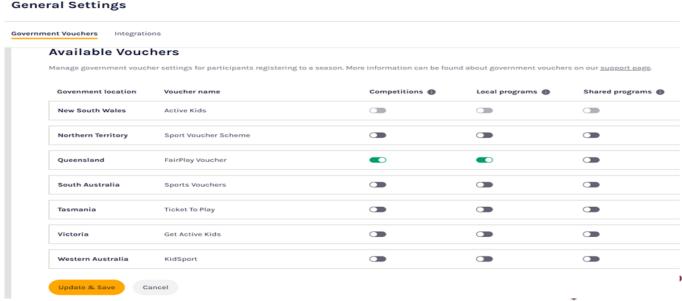


# **GOVT SPORT VOUCHERS**

ADMIN SITE (<a href="https://ca.playhq.com">https://ca.playhq.com</a>) ... Settings -> General

#### **PROCESS**

- Club enables Government Vouchers for registration type
- Participant enters valid Government Voucher to receive the discount
- Club must collect and process the Government Voucher from participant



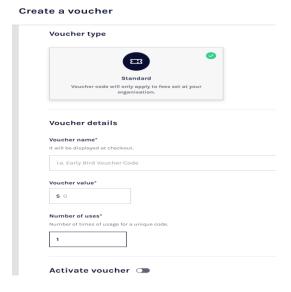


# **CLUB ISSUED VOUCHERS**

ADMIN SITE (<a href="https://ca.playhq.com">https://ca.playhq.com</a>) ... My Organisation -> Overview -> Vouchers

#### **PROCESS**

- Club create voucher names, value and number of uses (Activate)
- PlayHQ generates a discount code
- Club shares code for participant to enter at check out





# **MERCHANDISE**

ADMIN SITE (<a href="https://ca.playhq.com">https://ca.playhq.com</a>) ... Merchandise -> Products

**USED FOR** – Selling products as part of the registration process (eg playing

shirt) or as Local Program.

**IMAGES** – Available to upload

**PRODUCT VARIATIONS** – You can offer a single product (eg Cap) or variations (eg select own shirt size)

**Products** 

: □ Orders

**PAYMENTS** – Participant makes a single payment at point of registration including any merchandise purchased

ORDERS – Manage internally and select Pick Up or Delivery (managed outside PlayHQ)

### PRE-SEASON TRAINING CONTENT

### **COMPETITION MENU (5 REGISTRATION STEPS)**

- 1. Accept the Invite -> View the Competition
- 2. Registration menu -> Create your Forms (Junior & Senior)
- 3. Teams Menu -> Create Team Name
- 4. Grades Menu -> Expand and add your Team
- 5. Teams Menu -> View Team -> Players -> Allocate Registered Players

For video resources see Onboarding Checklist within this document (page 3)

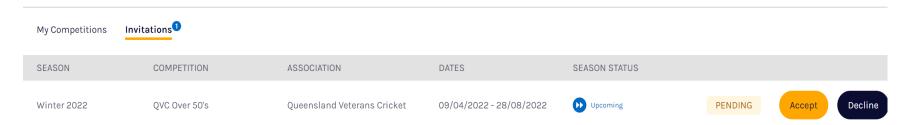
For written resources via Cricket Australia – Click Here



# **REGO STEP 1 – ACCEPT INVITES**



#### **Competitions**





# **REGO STEP 2 – CREATE REGO FORMS**

**My Competitions -> View Competition -> Registration -> Forms** 

### Create a Registration Form – one per Competition / Invitation

Recommend – Participant to Club Form (Set up Form)

Competitions

- Create your Custom Questions and Merchandise before this step
- Take note of padlock Team Nomination dates set by Association
- Once a player is registered they can be moved to multiple teams

West side Association (no.1)

Grades Teams Participants Registration More ➤

Forms Age Groups Custom Fields

Participant to Club

Manage registration settings and fees.

You have not configured a Participant to Club form for this season.

Set up Form

# **CUSTOM QUESTIONS**

ADMIN SITE (<a href="https://ca.playhq.com">https://ca.playhq.com</a>) ... Competitions -> View -> Registration -> Custom Fields

#### REGISTRATION FORM TYPES

- PARTICIPANT Questions to appear on every registration form for that role
- TEAM Used for Team Registrations (eg Rep Cricket)

#### **QUESTION DETAILS**

#### **DETAILS**

- Field Label Question to ask on the registration form
- Type Response type / options

**CONDITIONAL FIELDS** – questions with multiple answers that branch off pending response:

- EXAMPLE Do you wish to attend an E-Scoring session?
- Answer: Yes -> Please select a day Tuesday or Wednesday
- Answer: No -> No further question is asked



### **REGO STEP 3 – TEAM NOMINATION**

Competitions -> View Comp -> Teams tab -> Add Club team OR View to add participants

Competitions Junior Competition - QC - Winter 2022 **ACLT Training a** Grades **Participants** Registration Teams More ~ + Add club team □ Configure Awards 1-1 of 1 1 of 1 ~ **TEAM GRADE PLAYERS GENDER** AGE ID **Wests Blue** 0 U12 Unallocated Mixed 1-1 of 1 1of1 ~

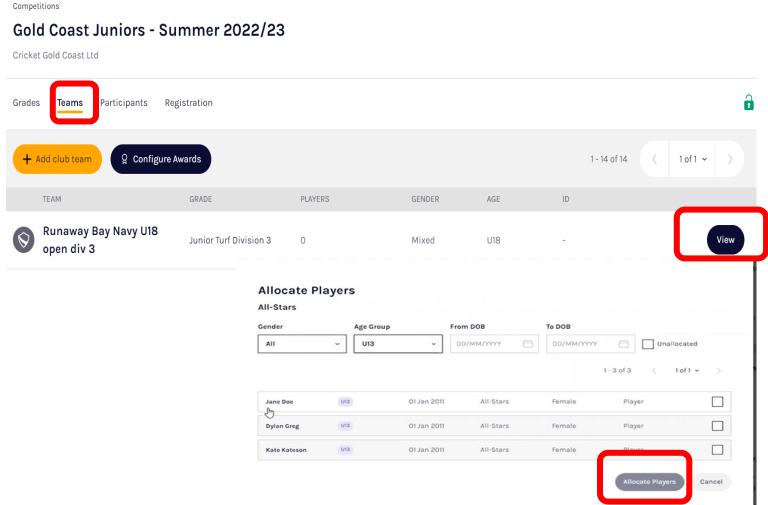
### **REGO STEP 4 – TEAM TO GRADE**

Competitions -> Grades tab -> Expand the grade using the + icon -> Allocate Team (Reset filters)

Competitions Junior Competition - QC - Winter 2022 **ACLT Training a** Grades Teams Participants Registration More ~ 1-1 of 1 1 of 1 🕶 All days All genders All ages Reset U12 Division 1 O CLUB TEAMS + Allocate a Team 1-1 of 1 1 of 1 v

# **REGO STEP 5 – ALLOCATE TO SQUADS**

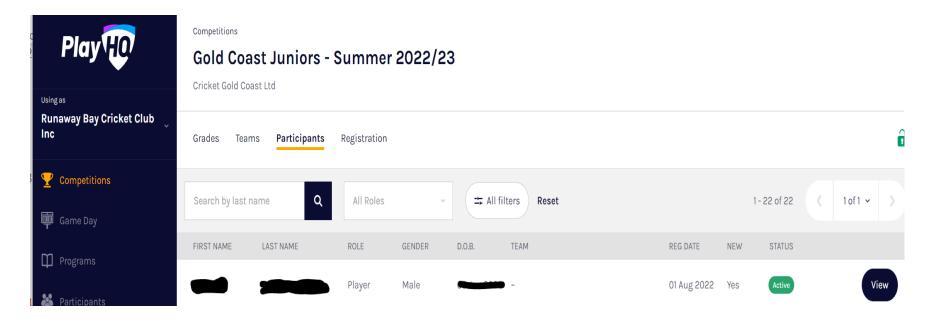
Competitions -> Teams tab -> View team -> Players menu -> + Allocate player





# **SQUAD ENTRY (Admin Site Only)**

- SQUADS All players eligible to be selected in this Team on Game Day
- **PURPOSE** Reduce list of eligible players for Game Day selection
- Players can be allocated to multiple squads don't remove players once added to a squad
- Not used for Game Day team selection (weekly playing 11)





# **SQUAD DETAILS**

- Squads can be updated during the season allows players to be selected in Game Day team line ups
- Don't need to remove players once allocated (ie Game Day selection)
- Add player to any Squad they might be selected for (eg A & B Grade)

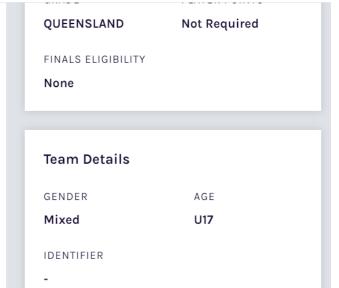


Competitions > 2022 F2F - QLD - Summer 2022/23 > STARS

#### **STARS**

Players Registrations Awards

NAME	DOB	GAMES PLAYED	
Nathan Coulter-Nile	06 Jul 1992	112	<u>Unallocate</u>
Ben Dunk	05 Jul 2002	112	<u>Unallocate</u>
Seb Gotch	05 May 2001	112	<u>Unallocate</u>
Peter Handscomb	05 May 2000	111	<u>Unallocate</u>
Nick Larkin	05 May 2002	112	<u>Unallocate</u>



# **NOTE ON ALLOCATING PLAYERS**

#### USING PARTICIPANT TO CLUB FORMS

- All players register directly to the Club
- Admins need to allocate players to Squads
  - Players listed in alphabetical order
  - Can only filter by Gender or DOB range
- Players can be in more than one Squad (remove unallocated filter)

#### PLAYERS IN MULTIPLE COMPETITIONS

- Example Premier Cricket & Brisbane Women's Cricket
- Follow the Permit process

### **COACHES AND MANAGERS (SCORERS)**

Follow the same process and allocate per role on the right side



# **OPTION TO MINIMISE ADMIN WORK**

#### PARTICIPANT TO CLUB TEAM FORM

- Create your Form & Create your Teams
- Participant registers directly to that team
- Recommended way to target returning participants

#### WHY IS THIS BEST PRACTICE ADVICE

- Removes Step 5 manually Allocating Players to squads
- Send a unique link to members of a team from last season
- Capture current group to return ahead of next season

#### **HOW TO CREATE THIS PROCESS**

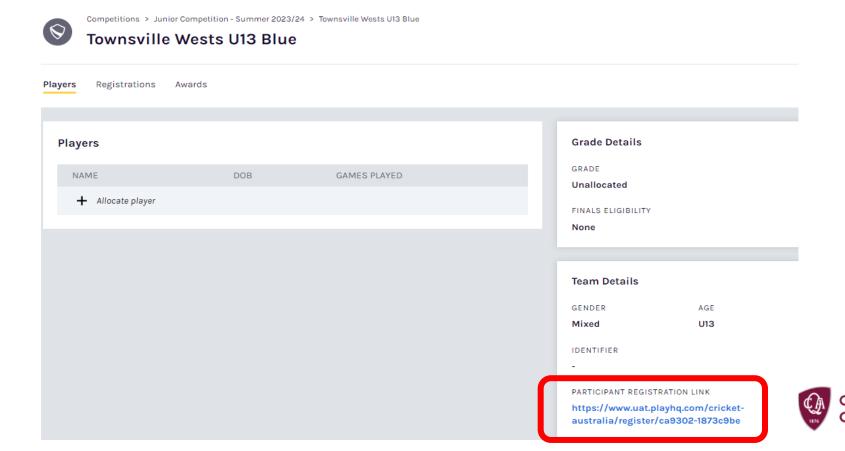
- Create your Participant to Club Form (Step 2)
- Create your Teams (Step 3) -> Share unique team link
  - Team Registration link must be shared directly, not available to search



# **CLUB TEAM LINKS**

#### **PROMOTION PROCESS**

- New Players / General promotion Participant to Club link (PlayCricket)
- Returning Players / Same Team Participant to Club Team link (below)



# **SQUADS vs TEAMS**

### **SQUADS (Completed in Competitions menu)**

- Allocating and reducing your full participant list to potential Squads
- Players can be in more than one, and remain there for full season

#### WHY SQUADS ARE IMPORTANT

- Provides a reduced list to your Scorers / Captains
- Player can't be allocated or searched for using My Teams or E-Scoring
  - Only Fill-In players can be added by those without full Admin access

### **WEEKLY TEAM SELECTION (Playing 11 for upcoming matches)**

- Admin site via Game Day menu (search for any registered player)
- My Teams (pre-game) can only add Fill-In players
- E-Scoring (game day) can only add Fill-In players
  - Use E-Scoring to add new players for Day 2 when needed

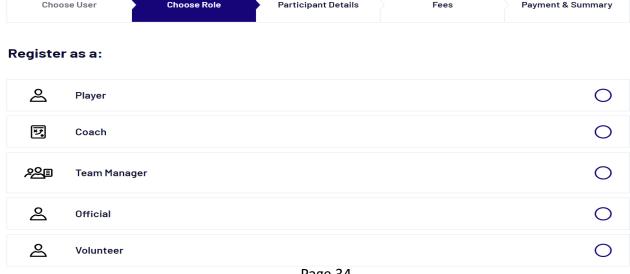


# **COACHES & MANAGERS (SCORERS)**

- Create team access without full Admin access
- Allows for a Manager, Coach or Scorer to select Teams and update scores
- All completed via <u>www.playhq.com</u>

#### **PROCESS**

- Share the Registration Link (same link used by Players)
- Official registers themselves as a Coach, Manager or Official (No NRF)





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# **ALLOCATE TO A TEAM**

- Competitions menu -> View (same process as Allocate Players to Squad)
- From the right-side, allocate the registered Coach or Manager
- This gives access to the specified team only via www.playhq.com
- No access to the Admin site unless created via My Organisation menu



### **Access Levels for Coaches & Managers**

- Allows for player selection and player stat entry of that Team(s) only
- Accessed via personal profile at <u>www.playhq.com</u>



# **ROLE OPTIONS**

#### **PROCESS**

- Share the Registration Link (same link used by Players)
- Official registers themselves as a Coach or Manager (Scorers use Manager)
- Full Admins allocated to Team(s)
  - All weekly tasks completed via <u>www.playhq.com</u>

# **COACH & MANAGER ACCESS (CLUBS)**

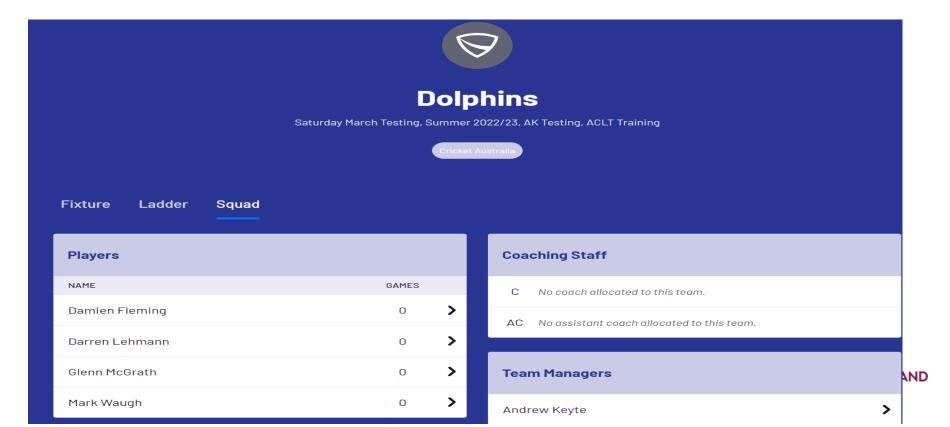
- View Squad details
- Select Game Lineups
- Enter Player Stats
- Access E-Scoring (if granted Electronic Scoring Admin access)

My Teams can be used for match result and player stats entry.

Electronic Scoring access needs to be added via Admin Site

# **MY TEAMS – SQUAD ENTRY**

- My Teams (<u>www.playhq.com</u>) grants access to specified team(s) ONLY
- View players registered / added to a Squad
- Larger Clubs full Admins must complete Squad Entry for it to appear here
- Note players in Squad and Coaches / Managers



# **GENERIC ACCESS**

#### **GENERAL SCORING ACCESS**

- Clubs can create a single account to share between multiple teams
- Assign to an Email address not already linked to a PlayHQ Account
  - Create a generic Gmail account (<u>clubscorer@gmail.com</u>)
  - DO NOT SHARE A PERSONAL OR CLUB ADMIN ACCOUNT TO ALL TEAMS
- Register online as Team Manager using this generic account
- Assign to all Teams and share login details as needed

#### **FULL ADMIN ACCESS – E-SCORING ONLY**

- Only gives access to the E-Scoring product
- No access to Admin Site or My Teams for score edits / entry



# **COACH & MANAGER ACCESS RECAP**

#### THOSE WITH FULL ADMIN ACCESS

- Same registration link as the players register as a Coach or Manager (Scorers use Manager)
- Allocate to a Team (Competition menu -> same Squad process as players)

#### THOSE WITH TEAM REGISTRATION ACCESS

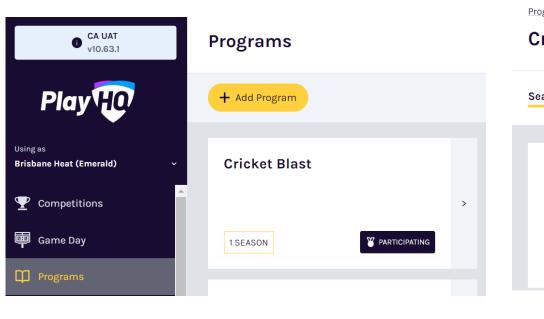
- Same registration link as the players register as a Coach or Manager (Scorers use Manager)
- Should have access to Manage Team -> contact Support if not the case

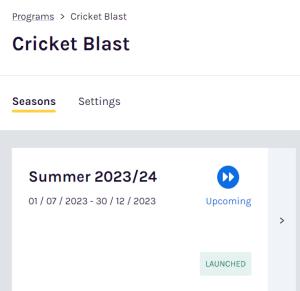
# ONCE REGISTERED AND ALLOCATED, COACHES AND MANAGERS:

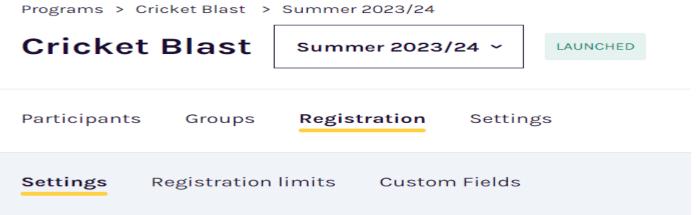
- Can't edit a Squad, but can select the Game Day playing team
- Can't enter a Match Result, but can enter player stats
- Full Access to E-Scoring (Electronic Scoring Admin)



# PROGRAM CREATION



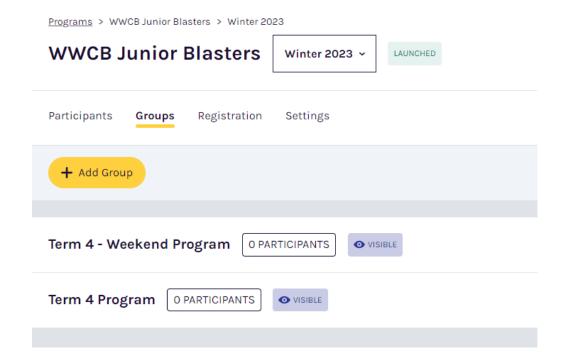






# **GROUPING**

- Groups Program Details (Where and When)
- Visible Anyone can find and register
  - Each Group is an option for the participant to register to
  - Each Group can have it's own price point & registration limit
- Hidden Requires a direct link OR used for internal purposes



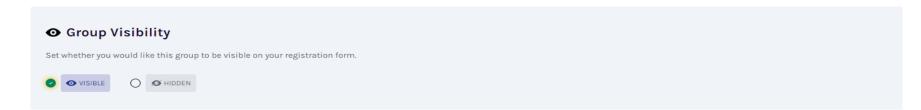


# **GROUPS – PROGRAM DETAILS**

#### Create a new group



015 51 0 1 1									
QLD Fire Cricket	Blast								
Sessions		Start Date	Start Date				Gender		
6		09/06/202	09/06/2023			Mixed		~	
Select all Select r	START TIME				END TIME				
✓ Monday	. :	00	pm	~	06	:	00	pm	~
_									



# WHAT'S NEW – CUSTOM QUESTIONS

#### **UNDER MYCRICKET**

- No ability to edit CA Cricket Blast registration form
- Common request from Clubs

# **UNDER PLAYHQ**

- Create and insert any custom question to Blast forms
- Mandatory rego form asks for:
  - 1 x Parent Contact
  - 1 x Emergency Contact
  - Standard participant details including School

# **COMMON REQUESTS FROM CLUBS (MyCricket)**

- Secondary parent / guardian contact
- Volunteer roles / roster



# WHAT'S NEW – MERCHANDISE

#### **UNDER MYCRICKET**

Couldn't link any Club Merchandise to Cricket Blast programs

# **UNDER PLAYHQ**

Clubs can create and link Merchandise to Blast forms

#### **MERCHANDISE MENU**

- Create a product including image
- Add variations / different prices
- SKU = Stock Keeping Unit (maximum available for sale)
- Fulfilment Options:
  - Pick Up Participant collects from Club
  - Delivery Club will deliver to the Participant (ie not Aus Post delivery)
- Custom Fields relate to this particular product



# **REGISTRATION FORM (PROGRAMS)**

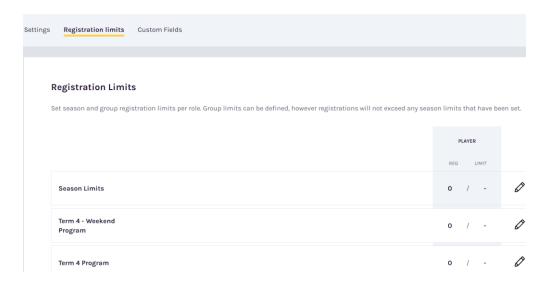
- Participant to Season capturing Blast participants for the season (use Groups for multiple different Programs)
- Registration Period dates open for registration
- Age Restrictions (optional)
- Set participant fees (Advanced fees to assign fee per Group)
- Link Custom Questions and Products (Merchandise)
- Set Visibility
- Promote direct link or Play Cricket page



# **PARTICIPANT LIMITS**

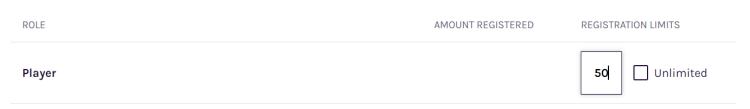
#### IN YOUR REGISTRATION MENU

Edit your Groups to apply a registration limit – link closes when reached



#### Registration limit details

Set the registration limits for this group. If a registration limit has been reached, participants affected will not be able to register.





# PROMOTION – BLAST PROGRAMS

#### **NOTE ON REGISTRATION FEES**

- Factor in the Cricket Australia Fee ... the player fee is not the total price, it's the price for the host organisation
- Player Fee \$0 = base cost for that program

#### PLAYCRICKET OR DIRECT LINK

- National campaign visit Play Cricket website
- All PlayHQ programs / products automatically linked to PlayCricket
- All participants will end up at the PlayHQ program link
- Promote either PlayCricket page or direct link

# **CREATING A QR CODE**

- Use the PlayHQ direct link and copy to a QR code generator:
- Example <a href="https://www.qrcode-monkey.com/">https://www.qrcode-monkey.com/</a>
- Screenshot your QR code to add it to promotion materials



# PARTICIPANT PERSPECTIVE

#### **Season information**

WWCB Junior Blasters, Winter 2023

01 Apr 2023 - 31 Aug 2023

#### **Groups**

You will be able to select your preferred group during registration.

Term 4 - Weekend Program Starts 20 May 2023	Saturday (7:30am - 9:00am)	8 Sessions	Mixed	Shaw Park, Ian Healy Oval
Term 4 Program Starts 21 May 2023	Monday (5:00pm - 6:30pm) Wednesday (5:00pm - 6:30pm)	8 Sessions	Mixed	Allan Border Field, Allan Border Field

# Select a Group

Term 4 - Weekend Program Starts 20 May 2023	Saturday (7:30am - 9:00am)	8 Sessions	Mixed	Shaw Park, Ian Healy Oval	0
Term 4 Program Starts 21 May 2023	Monday (5:00pm - 6:30pm) Wednesday (5:00pm - 6:30pm)	8 Sessions	Mixed	Allan Border Field, Allan Border Field	0

# **LOCAL PROGRAMS**

#### FREE OR PAID PROGRAMS OUTSIDE OF CRICKET BLAST & CLUB MODEL

- Association, Club or QC Created eg Come and Try Day
- Register via PlayHQ link (won't appear on PlayCricket)
- No integrations with any WWCB Packs or Matches (team selection)
- Can create and link Merchandise





# Program Details Name\* Please note that seasons will be added to your program later. FREE Come and Try Day Description Queensland Cricket program - June 11 from 10am - 12pm @ Allan Border Field



# PLAYER MOVEMENT

#### **BACKGROUND**

Player movement between Clubs, Competitions and Associations requires various approvals to ensure all are meeting registration requirements. From the initial discovery phase in 2019-20 there was clear feedback from the majority of the country this process needed standardisation and more formal notifications at all levels.

#### CLUB AFFILIATION CONCEPT

- Players register online to a Home Club for the season (Summer or Winter) to create your primary affiliation
- Home Club can be defined as the Club:
  - You intend to play the most games for
  - You play the majority of formats (Junior or Senior competitions)
  - Club you register to first (pre-Christmas or post-Christmas)



# TRANSFERS AND PERMITS

#### **TRANSFER**

- Permanent movement from one Club to another (switching Clubs)
- Example moving to new area / competition, seeking opportunity at new Club
- Transfer will cancel your registration with your Home Club for the remainder of the season you're registering to (Summer or Winter)
  - Registration will not be cancelled if you are active in Winter and the transfer applies to the Summer season (or vice versa)

#### **PERMIT**

- Allows the player to be active in more than one Club, Competition or Association
- Example playing Junior and Senior cricket for the same Club or playing in different Competitions / Associations (same Club or different Club).
- Permits keep your registration active within all Clubs and Competitions for the remainder of the season
  - Permits are only available after a player has registered online to a Home Club for the applicable Season

Players need to register online for the upcoming season to start either process (Club Cricket only – not required for Cricket Blast)

# WHO CAN INITIATE TRANSFERS

#### **CLUB ADMINISTRATOR**

- Admin Site Click Here
  - Search for the player, submit and allow for the approval process
  - Once Approved, player completes Online Registration

#### **PARTICIPANT**

- Online Registration <u>Click Here</u>
  - Go to the registration link provided by the Club and start the process
  - When prompted submit the Request To Play
  - Select either Transfer or Season Permit -> Submit
  - The Approval process will now begin
  - Once approved the player can complete the Online Registration



# WHO CAN INITIATE PERMITS

#### **CLUB ADMINISTRATOR**

- Admin Site Click Here
  - Choose the organisation, competition and season who want the player to participate
  - Select the season dates
  - Search by Club and Player name
  - Review and Submit the request player available once approved

#### PLAYER VIA ONLINE REGISTRATION

- Online Registration <u>Click Here</u>
  - Go to the registration link provided by the Club and start the process
  - When prompted submit the Request To Play
  - Select either Transfer or Season Permit -> Submit
  - The Approval process will now begin
  - Once approved the player can complete the Online Registration



# **APPROVAL & NOTIFICATION PROCESS**

# WHO NEEDS TO APPROVE PLAYER MOVEMENT (Admin or Participant Led)

- Approved by existing Club and existing Association
- Approved by new Association
- Approved by new Club
- Completed by the player using Online Registration (apart from internal Permits)

# **AUTOMATIC APPROVALS (Transfers & Permits -> Settings)**

- Each Club and Association can switch on automatic approval for all steps
- Maximum wait time is 5 days after which all remaining steps will be automatically approved

# **NOTIFICATIONS** (My Organisation -> Overview -> Notifications)

- Clubs and Associations can enable email notifications for each step
- Participant notified via email with each step



# **APPROVAL SETTINGS**

#### **CLUBS AND ASSOCIATIONS**

- Transfers & Permits menu -> Settings
- Select auto-approval where desired
- All Clubs and Associations will encounter this

# Transfers Transfers Inbound Allows automatic approval of all inbound transfer requests. Outbound Allows automatic approval of all outbound transfer requests. Permits Inbound Allows automatic approval of all inbound permit requests. Outbound Allows automatic approval of all inbound permit requests.

Transfers & Permits

#### **RECOMMENDATION**

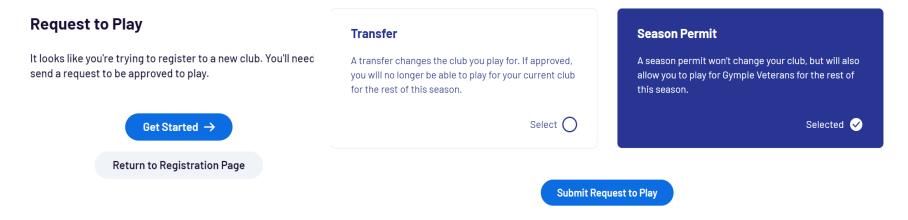
- If you don't want to monitor / approve player movement set these to AUTOMATIC APPROVALS
- If you do wish to monitor set your NOTIFICATIONS
- Remember most Permit requests will occur close to match days, and players can't complete a registration if awaiting approval.



# WHY IS THIS IMPORTANT?

#### **ONLINE REGISTRATION**

- Every player must register online every season (Summer or Winter)
- If changing Home Club or seeking Permits, the player must submit a Request to Play and start the player movement process



#### UNTIL THE PROCESS IS APPROVED

- Player can not complete their online registration
- Player can not be selected in a team
- RECOMMEND Use Automatic Approvals or Notifications



# PLAYERS – WHAT DO I DO NOW?

# NEW PLAYER REGISTERING TO PHQ FOR FIRST TIME, OR REGISTERED LAST SEASON AND REMAINING AT SAME CLUB

- Register online to your Home Club
- Last Season refers to the last season the participant registered to (ie.
   Summer 22/23 or Winter 2023)

# IF YOU ARE REGISTERING TO MORE THAN ONE CLUB FOR A SEASON (ie SUMMER 23/24)

- Register online to your Home Club (primary affiliation)
- Register online to remaining Clubs
- Complete a Request to Play -> Permit
- Continue registration once approved



# PLAYERS – WHAT DO I DO NOW?

#### IF YOU REGISTERED LAST SEASON AND CHANGING CLUBS

- Last Season refers to the last season the participant registered to (ie.
   Summer 22/23 or Winter 2023)
- Register online to your new Club
- Complete a Request to Play -> Transfer
- Continue online registration once approved

#### IF YOU ARE CURRENTLY REGISTERED FOR A WINTER 2023 COMPETITION

- Register online to your Home Club (for Summer 23/24)
- Complete a Request to Play -> Transfer (New Club) or continue your registration (Same Club)
- Continue registration once approved
  - Participant remains active with Winter Club as it's linked to a different season



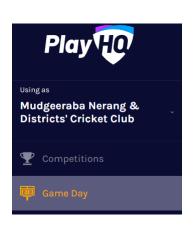
# **GAME DAY – TEAM SELECTION**

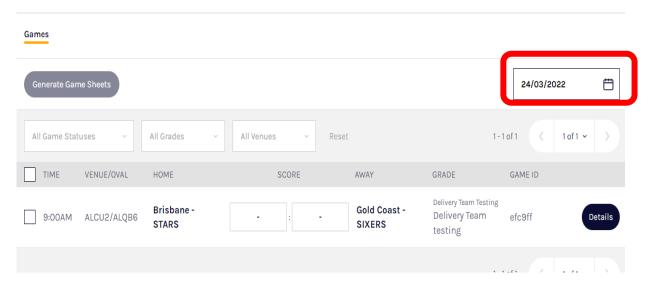
# **RECAP – SQUADS**

 We have added a Squad of players for each Team this season (Competitions menu)

# **GAME DAY MENU (Admin Site)**

Search by Date and select your Match (Details)

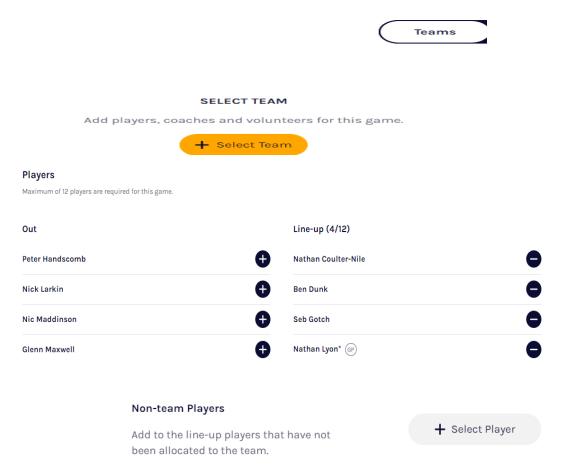






# **SELECT YOUR TEAM**

- Players on the left are your Squad members (Competition menu)
- Players on the right are selected in the playing group for this match



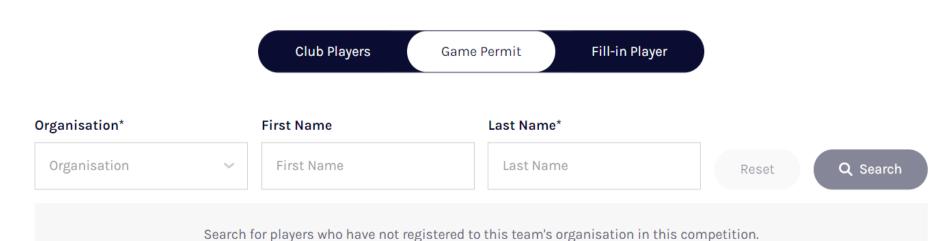


# **NON-TEAM PLAYERS**

- Club Players Registered, but not added to this Squad
- Game Permit Internal or External Permit process
- Fill-In Player Unregistered player:
  - Individual is not insured (Club is covered via Fill-In player)
  - No names or stats will be recorded for this player

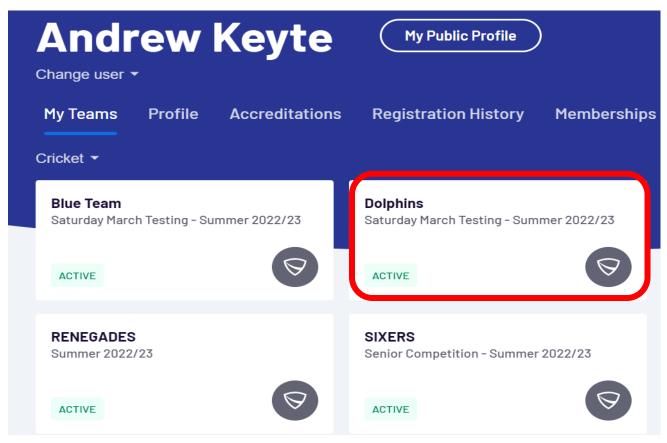
# Add a Non-team Player

GC Div 2 Green



# **MY TEAMS – GAME DAY SELECTION**

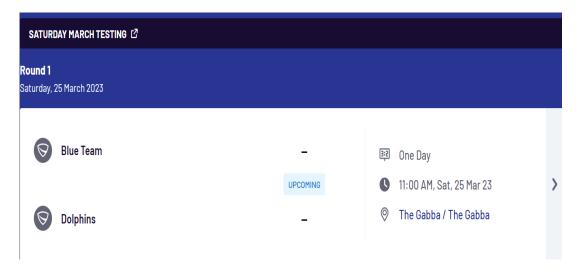
- Login to My Teams via <u>www.playhq.com</u>
- Select the Team you are working in





# **MY TEAMS – GAME DAY SELECTION**

Select the Fixture -> Manage -> Select Team





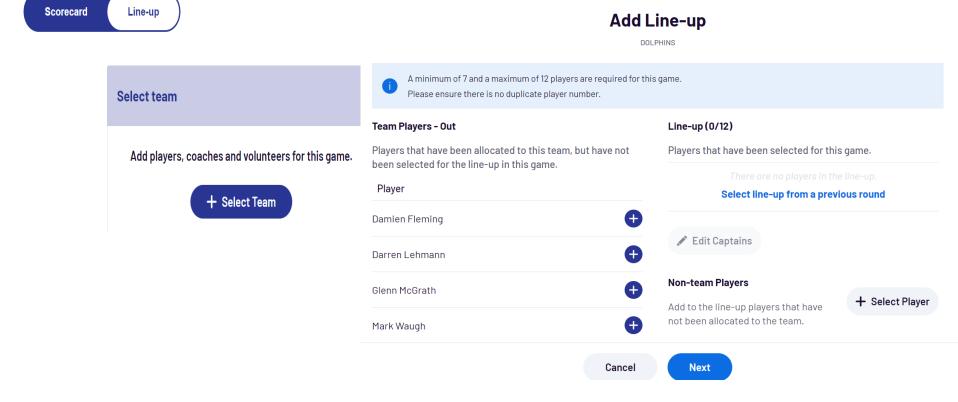






# **MY TEAMS – GAME DAY SELECTION**

 Line Up -> Select Team -> Add your Playing Group including Non-Team players (must be registered – Fill-Ins only available via E-Scoring)



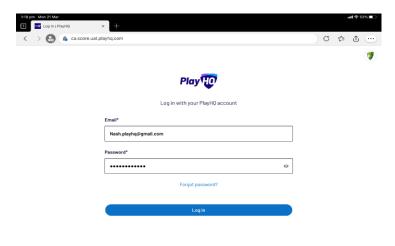


# **E-SCORING OVERVIEW**

- The PlayHQ E-Scoring product is web-based it is not an App
- Users visit this URL and enter your PHQ login details (Coach or Manager via My Teams or full Club Admin / Team Organiser only):

# https://ca.score.playhq.com

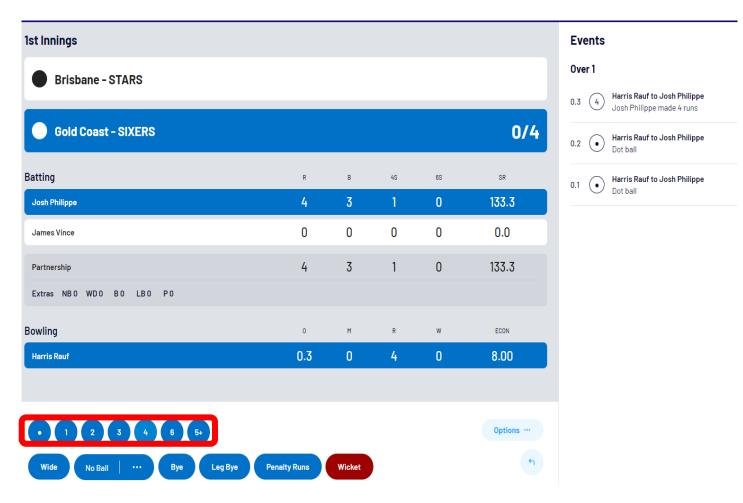
- Available on smart phone, tablet and computer via the internet browser (recommend using Microsoft Edge or Safari). Offline scoring mode is available by downloading match
- Integration with Frog Box
- Results and Stats to PlayCricket (formerly MyCricket) App & PlayHQ website





# **SCORING SCREEN**

- Scoring Numbered Row near the bottom
- Blue Row Batter / Bowler for next ball
- Extras Bottom row
- Wicket Red button
- Undo Arrow in bottom right corner
- Editing Right side can edit each ball
- Options End Innings





# MATCH RESULTS BEST PRACTICE

#### **PRE-MATCH**

Select Teams using Game Day or My Teams

# **MATCH DAY & MID-MATCH (2DAY GAMES)**

- Use E-Scoring to score the game and make any late team changes
- If using E-Scoring DO NOT use Game Day or My Teams until the match is finalised
- Mid-Match use E-Scoring to make Edits or Team Changes
- MUST Submit the Game Result following the 3-step process:
  - Submit Match Result -> Sync Final Scores -> End Session / Logout

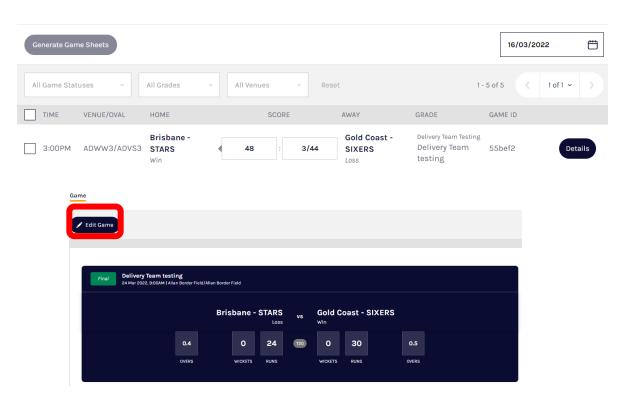
#### **POST-MATCH**

Enter / Edit scores and player stats using Game Day or My Teams



# **ENTER / EDIT MATCH RESULT**

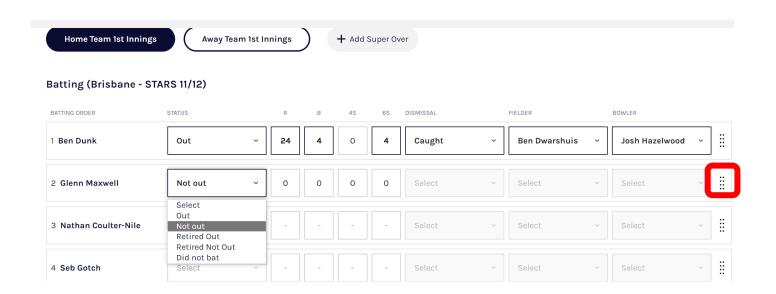
- GAME DAY Menu -> Search by Date and select Details for any completed match
- Admin can only make edits after E-Scoring has been completed
- Also available in My Teams for individual access





# **ENTER / EDIT PLAYER SCORES**

- GAME DAY Menu -> Search by Date and select Details for any completed match
- Edit Scorecard take note of Association Lock settings
- Admin edits can only be made after E-Scoring has been completed

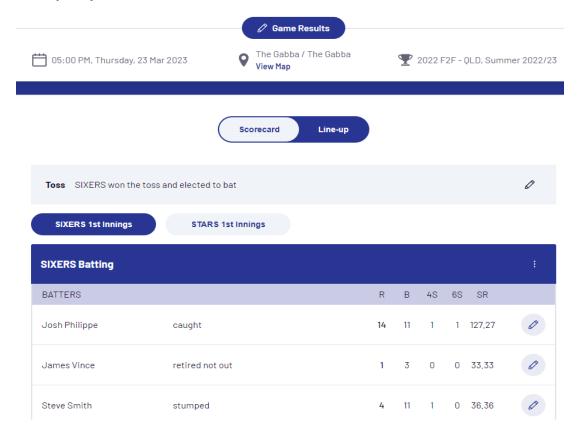




# **MY TEAMS SCORECARDS**

#### **POST-MATCH**

- Edit a Game Result (can only be entered via Admin or E-Scoring)
- Enter or Edit player stats via edit icon





# **E-SCORING RESOURCES**

TRAINING RESOURCES - www.community.cricket.com.au/playhq/resources

- Video Resources:
  - Scoring Setup (Approx. 2 minutes)
  - General Scenarios (Approx. 8 minutes)
  - Playlist (<u>YouTube</u>)
- Scripted Demo Mode (under review with updated content)
  - Approx. 20 Balls with all Scenarios
  - Follow the Script
  - Available Here (<u>eScoring Test Game</u>)



# **CHECKLIST FOR PLAYERS & PARENTS**

#### **RECOMMENDED ORDER**

- ☐ Create or Login to your <a href="PlayHQ Account">PlayHQ Account</a>
- Create or Login to your Cricket ID Account
- Find your Home Club at <a href="www.playcricket.com.au">www.playhq.com</a>
- Register to the relevant product(s) at your Club(s)
  - You will be asked to login with your PlayHQ Account
  - You will be asked to link your Cricket ID (first registration only)
  - You will be asked to pay the NRF (first registration only for the season) and any subsequent Club Fees
  - Submit your Registration
  - Complete Registrations / Permits at additional Clubs per local process

# **MYCRICKET EMAIL & INSURANCE**

#### **MYCRICKET EMAIL ACCESS**

- Retained through current MyCricket logins details in review notes
  - Step 1 Login to MyCricket Admin
  - Step 2 Open a new tab using this direct link
  - Step 3 Use MyCricket email as normal
- MailChimp integration available in PlayHQ (video resource available)

#### INSURANCE – CERTIFICATE OF CURRENCY

Available via direct link (no cost) – <u>Click Here to download</u>

#### **MYCRICKET WEBSITES**

- Phased out by end of August 2023 (no live scores)
- Clubs invited to explore Cricket Australia's <u>partnership with WIX</u>
- PlayHQ match data can be integrated to most providers via an API



# STATS AND COMPETITION HISTORY

# **NOTE ABOUT MYCRICKET ACCESS FROM MAY 26 (2023)**

- Refers to Competition data no new results or stats can be added to MyCricket (including historical)
- CA need an end point in MyCricket to begin the data transfer

#### HISTORICAL STATS FROM MYCRICKET

- Nothing is being deleted but there's no bulk data upload to PlayHQ
- CA are building their own Stats database to house MYC data + new data
- Competition and player history remains in the PlayCricket App and MyCricket public website

# **COMBINING MYCRICKET STATS & PLAYHQ DATA**

- Everything will live in the new CA database by the end of the project
- No action required by Clubs



# PLAYERS – LINKING CAREER STATS

#### **PLAYERS NEED A CRICKET ID**

- Created during their first PlayHQ registration
- Link their MyCricket Stats to their Cricket ID
- Cricket ID will become the home of individual career statistics

#### **HOW DOES IT WORK**

- Player signs in with their Cricket ID
- Player enters and verifies their MyCricket ID number(s)
- MyCricket historical stats get added to their Cricket ID account
- Note Deliberately claiming a profile other than your own is identity fraud which may be a criminal offence.

#### SUPPORT FOR THIS PROCESS

- Fully managed by Cricket Australia players to contact directly if needed
- Support Article and video <u>Click Here</u>



# PLAYHQ SUPPORT – ADMINS

**ASSOCIATION ADMINISTRATORS** – Competition setup, management and processes including training requirements and trouble-shooting:

- Contact local QLD Cricket Manager
- CA Help Desk (1800 274 25 38 / mycricketsupport@cricket.com.au)
  - Includes book a consult and live chat options
  - Support website <a href="https://playcricketsupport.cricket.com.au">https://playcricketsupport.cricket.com.au</a>

**CLUB ADMINISTRATORS** – Registration and program creation, management, player movement and gameday:

Contact local QLD Cricket Manager or CA Help Desk (Email or Phone)

#### **ESCALATION OPTIONS**

 Administrator -> CA Help Desk or local QLD Cricket Staff -> QC internal PlayHQ leads -> CA Project team



# PLAYHQ SUPPORT – PARTICIPANTS

#### DIRECT TO CRICKET AUSTRALIA SUPPORT TEAM

- Registration PlayHQ Account or Cricket ID creation
- Player Stats Linking MyCricket ID and playing history
- Game Day Live scoring

#### SUPPORT TEAM DETAILS

- CA Help Desk (1800 274 25 38 / mycricketsupport@cricket.com.au)
- Website <a href="https://playcricketsupport.cricket.com.au">https://playcricketsupport.cricket.com.au</a>
- Includes Submit Request and book a consult options

# WHY NOT DIRECT TO QUEENSLAND CRICKET?

- QC staff are very limited in personal details we can view / assess (PlayHQ Account, Cricket ID and player stats)
- Help Desk has greater visibility on account status



# **ADDITIONAL RESOURCES**

# **CRICKET AUSTRALIA WEBSITES** – Home for all PlayHQ resources

- www.community.cricket.com.au/playhq
- https://playcricketsupport.cricket.com.au

# FREQUENTLY ASKED QUESTIONS

• Updated FAQ – <u>available here</u>

# PLAYHQ SUPPORT PAGE

- PlayHQ public website <u>www.playhq.com</u>
- PlayHQ Support Resources <a href="https://support.playhq.com">https://support.playhq.com</a>

# CRICKET AUSTRALIA HELP DESK

- Support Page <u>available here</u>
- Phone 1800 274 253 / Email <u>mycricketsupport@cricket.com.au</u>



# **QUEENSLAND TRAINING SESSIONS**

# **CLUB STARTER (COMMUNITY COMPETITIONS)**

- Onboarding introduction & creating registrations
- Online and Face-to-Face sessions across Brisbane (June July)
- Regional Visits from July 2023 <u>Click Here to Book</u>

#### **CLUB MANAGER**

- Squads, User Access and Player Movement
- Online Sessions from mid-August <u>Click Here to Book</u>

#### **GAME DAY & E-SCORING**

- Team Selections
- Match Result Entry / Edit (Admin site & My Teams)
- Online Sessions from mid-August <u>Click Here to Book</u>

