



**PLAYHQ MATCH DAY NOTES – ONE DAY GAMES
COMMUNITY CRICKET CHAMPIONSHIPS 24/25**

PLAYHQ WEBSITES

- PlayHQ Admin Site – <https://ca.playhq.com>
- PlayHQ E-Scoring – <https://ca.score.playhq.com>

FOLLOWING THE COMPETITION ON THE PLAYCRICKET APP

- Search the PlayCricket App for **Community Cricket Championships** or the name of your Club (season Summer 24/25). Search by Round number to find matches.
- Downloadable Stats report - <https://stats-community.cricket.com.au/>
- PlayCricket Website – Click Here ([Community Cricket Championships](#))
- PlayHQ Website – [Click Here \(CCC\)](#)

Note players need to be registered to appear publicly on scorecards and player stats. Any unregistered player to be entered manually by the Scorer as a Fill-In Player.

MATCH DAY SUPPORT (Queensland time) – As at September 16, 2024

- Cricket Australia Help Desk – 1800 274 25 38 / [Submit a Request](#) / live chat via <https://playcricketsupport.cricket.com.au/> / [Book a Consult](#)
 - Monday – Friday – 9am – 10pm (becomes 8am – 9pm from October 6)
 - Saturday – 8am – 10pm (becomes 7am – 9pm from October 6)
 - Sunday 9am – 6pm (becomes 8am – 5pm from October 6)
- Competition Administrator
 - Via WhatsApp Chat

ELECTRONIC SCORING & MATCH RESULTS

- Electronic Scoring Site (login with your PlayHQ Account once Club has granted you access – [click here for more information](#)) – <https://ca.score.playhq.com>
- User Access required (see above)
- Select your Venue as per the fixture list (www.playhq.com or your Club) -> select day of match -> create pin ... [CCC Fixture List available here](#).
- Select Oval as listed in PlayHQ fixtures -> select the match -> Start session
- Make any team changes as needed
- **End of Match** -> Submit Game Result -> Sync final results -> End Session and Logout
- Match Result and Player Stat entry / edit:



- Admin Site (<https://ca.playhq.com>) via Game Day menu
- My Teams (www.playhq.com) via My Account (user access required)
- E-Scoring – [QUICK REFERENCE GUIDE](#)
- E-Scoring – [DEMO MATCH](#)

PRIMARY & SECONDARY SCORERS

- The Primary scorer is the first device to login and set up the match – **we recommend this is the Home Team**
- **The Primary scorer is the device sending all live scores, results and stats to PlayHQ and the PlayCricket App. Only the primary scorer can submit results and stats.**
- A Secondary Scorer is using PlayHQ in an offline mode (even if you are connected to the internet) – you can use PlayHQ to score the match but no live scores, results or stats will ever be sent to PlayHQ or the PlayCricket App from a secondary device regardless of your internet connection status.
- When a Secondary Scorer / Device sets up the match you will be prompted to either remain as Secondary Scorer or to Takeover as Primary Scorer

CHANGING PRIMARY SCORERS / DEVICES

- Primary Scorer / Device must be online and ensure result Syncs from current point in the match.
- Primary Scorer / Device can Exit Game from your Options Menu
- Secondary Scorer can select Change Scoring Status and follow prompts to takeover as Primary Scorer
 - You will continue from the last Sync point of the Primary Scorer / Device as indicated on this screen
 - You will have the same scores, events and team selections as the original Primary Scorer / Device at the last Sync point regardless of the information you had on the Secondary Device
- If the change occurs before Day 2 or outside of the E-Scoring screen follow the prompts in your match selection process

DUCKWORTH-LEWIS-STERN CALCULATIONS VIA PLAYHQ E-SCORING (ONE DAY / T20)

For accurate DLS calculations the E-Scorer should enter every stoppage in **both** the 1st and 2nd innings that result in a loss of overs. [More information available here.](#)

- From your E-Scoring screen select Actions -> Parameters
- Enter the new over limit as provided by the Umpires – **this step should be done before ending the 1st Innings if it is not able to conclude following a delay**



- For the 2nd Innings, select Actions -> Parameters -> enter new Over Limit -> select 'DLS' under Target menu and PlayHQ will calculate this based off revised Over Limit
- New parameters will be displayed on the E-Scoring screen below team scores:
 - Revised Over Limit (maximum overs – does not factor minimum overs required for a game as per your local rules)
 - Par Score – if the match was to end now the batting team would need to be above the Par Score to win the game. If the team total is equal or below the Par Score, the bowling team wins the match (assuming minimum over limit has been reached). Par Score changes as a result of Wickets lost.
 - Target – Total to win the match, once passed the batting team has won the match regardless of overs faced or wickets lost

PLAYHQ E-SCORING MATCH DAY PROCEDURE

1. Login to PlayHQ E-Scoring (<https://ca.score.playhq.com>) with Login details provided – you must be online
2. Select your Venue (see below), Day and create a Pin Number ... select Start Session
3. Select your Playing Surface / Oval
4. Edit Team to ensure selections are correct – including the Wicket Keeper.
 - If a Player does not appear select Add Fill-In Player
 - Wicket-Keeper can be changed during the Innings if required
5. Enter toss details, opening batters and bowler – confirm over limit to begin.

****Note your Association is responsible for entering rules, over limits and match settings****

MAKING TEAM CHANGES FROM E-SCORING SCREEN

Select the team name -> edit line ups (including changing wicket-keepers).

RETIRING BATTERS

Select their name and choose Retire Not Out – note **Change Batter** will swap runs scored and balls faced between two batters (use this if you selected the wrong batter).

ELECTRONIC SCORING RESOURCES & TRAINING MATERIAL

- E-Scoring – [QUICK REFERENCE GUIDE](#)
- E-Scoring – [DEMO MATCH](#)
- National E-Scoring videos – [available here](#) (YouTube)
- E-Scoring Pre & Post Match Checklist (all user roles) – [Click Here](#)



PLAYHQ MATCH SETTINGS OVERVIEW – COMMUNITY CRICKET CHAMPIONSHIPS

(ONE DAY GAMES)

GAME FORMATS & TEAM DETAILS

- Match Type – One Day
- Compulsory Close Limit – 40 Overs
- Minimum Overs to constitute a match – 15 per side
- Max Batters per Innings – 11 (All Out = 10 Wickets)
- Max Players per Team – 11

BOWLING – OVER LIMITATIONS

- Legal Balls per Over – 6
- Max balls per over – Unlimited
- Max overs per bowler – 8

BATTING – RETIREMENTS AND LIMITATIONS

- Batter Retirement maximum balls – Unlimited
- Batter Retirement maximum runs – Unlimited
- Continue Scoring after target total reached – No
- Wide re-bowled – Yes
- Wide count as balls faced – No
- No Ball re-bowled – Yes
- No Ball count as balls faced – Yes

INTERRUPTED MATCHES – TARGET ADJUSTMENT

- Duckworth-Lewis-Stern (DLS) method (Regulation 35.4)

LADDERS & RESULTS

- Ladder Match Results:
 - Points per Win – 4
 - Points per Tie / Draw – 2
 - Points per Draw no play – 3.5
 - Points per Loss / Cancellation – 0



**QUEENSLAND
CRICKET**

QUEENSLAND CRICKET

Allan Border Field
1 Greg Chappell St, Albion QLD 4010
PO Box 575, Albion QLD 4010
Telephone: (07) 3292 3100

- Bonus Points:
 - Batting – 0.01 for every run scored
 - Bowling – 0.2 for every wicket taken
 - Bowling points awarded for absent players when all wickets are fallen, but not awarded for batsmen who retire hurt
- Super Bonus Points:
 - Awarded for a win achieved by the end of 23 overs
 - Does not apply for any match delayed, interrupted or rearranged per Playing Regulation 29