



**PLAYHQ MATCH DAY NOTES – ONE DAY & T20 GAMES  
QSDCA COMPETITIONS 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 **Queensland Sub Districts Cricket Association** 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 ([QSDCA](#))
- PlayHQ Website – [Click Here \(QSDCA\)](#)

*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](http://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](http://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

### 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 – QSDCA SATURDAY COMPETITIONS (ONE DAY GAMES)**

### **GAME FORMATS & TEAM DETAILS**

- Match Type – One Day
- Compulsory Close Limit – 35 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 – 7



### **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**

- Average Run Rate Results

### **LADDERS & RESULTS**

- Ladder Match Results:
  - Points per Win – 4
  - Points per Tie / Draw (after play has started) – 2
  - Points per Draw no play – 3.5
  - Points per Loss / Cancellation – 0
- Bonus Points:
  - Batting – 0.01 for every run scored
  - Bowling – 0.15 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 20 overs
  - Does not apply for any match delayed, interrupted or rearranged per Playing Regulation 26
- Ladder sort order – Points -> Highest Net Run Rate -> Most Wins and Ties -> Most Wins over the other team(s)



## **PLAYHQ MATCH SETTINGS OVERVIEW – QSDCA SUNDAY COMPETITIONS**

### **(SUNDAY MLC ONE DAY GAMES)**

#### **GAME FORMATS & TEAM DETAILS**

- Match Type – One Day
- Compulsory Close Limit – 50 Overs
- Minimum Overs to constitute a match – 25 per side
- Max Batters per Innings – 11 (All Out = 10 Wickets)
- Max Players per Team – 12

#### **BOWLING – OVER LIMITATIONS**

- Legal Balls per Over – 6
- Max balls per over – Unlimited
- Max overs per bowler – 10

#### **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**

- Average Run Rate Results

#### **LADDERS & RESULTS**

- Ladder Match Results:
  - Points per Win – 4
  - Points per Tie / Draw (after play has started) – 2
  - Points per Loss / Cancellation – 0
- Super Bonus Points:
  - Awarded for a win achieved by the end of 30 overs



- Does not apply for any match delayed, interrupted or rearranged per Playing Regulation 26
- Ladder sort order – Points -> Highest Net Run Rate -> Most Wins and Ties -> Most Wins over the other team(s)

**PLAYHQ MATCH SETTINGS OVERVIEW – QSDCA SUNDAY COMPETITIONS  
(SUNDAY OVER 40's ONE DAY GAMES)**

**GAME FORMATS & TEAM DETAILS**

- Match Type – One Day
- Compulsory Close Limit – 40 Overs
- Minimum Overs to constitute a match – 20 per side
- Max Batters per Innings – 12 (All Out = 10 Wickets)
- Max Players per Team – 12

**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 – 50
- 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**

- Average Run Rate Results

**LADDERS & RESULTS**

- Ladder Match Results:
  - Points per Win – 4



- Points per Tie / Draw (after play has started) – 2
- Points per Loss / Cancellation – 0
- Super Bonus Points:
  - Awarded for a win achieved by the end of 25 overs or if the team bowling second restricts the batting team to less than 60% of the target score.
  - Does not apply for any match delayed, interrupted or rearranged per Playing Regulation 26
- Ladder sort order – Points -> Highest Net Run Rate -> Most Wins and Ties -> Most Wins over the other team(s)

## **PLAYHQ MATCH SETTINGS OVERVIEW – QSDCA SUNDAY COMPETITIONS**

### **(T20 GAMES)**

#### **GAME FORMATS & TEAM DETAILS**

- Match Type – T20
- Compulsory Close Limit – 20 Overs
- Minimum Overs to constitute a match – 10 per side
- Max Batters per Innings – 11 (All Out = 10 Wickets)
- Max Players per Team – 12

#### **BOWLING – OVER LIMITATIONS**

- Legal Balls per Over – 6
- Max balls per over – Unlimited
- Max overs per bowler – 4

#### **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**

- Average Run Rate Results

### **LADDERS & RESULTS**

- Ladder Match Results:
  - Points per Win – 4
  - Points per Tie / Draw (after play has started) – 2
  - Points per Loss / Cancellation – 0
- Ladder sort order – Points -> Highest Net Run Rate -> Most Wins and Ties -> Most Wins over the other team(s)