



**QUEENSLAND
CRICKET**

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PLAYHQ MATCH DAY NOTES – TWO DAY 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 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

TWO DAY MATCHES – TEAM SELECTION (INCLUDING SLASH PLAYERS) BEFORE DAY 1

- We recommend all known teams are selected (including any known slash players) prior to Day 1 using either the Admin site or My Teams (depending on access type):





- Admin Site -> Game Day menu -> search for Date of Day 1 -> select match -> select team
- My Teams via www.playhq.com -> login to your PlayHQ account -> select My Teams and choose your team -> select the match -> manage -> select team

TWO DAY MATCHES – TEAM SELECTION UPDATES AFTER DAY 1 HAS CONCLUDED

- If the match is not being E-Scored follow the approach above
- If the match is being E-Scored the only way a team can be updated is from the E-Scoring screen:
 - Resume your match and from the E-Scoring screen select the team name
 - Select Edit Line Up to return to the standard team selection screen
 - **Note** – Any player already involved should not be removed from the team – this process should only be used to add a new player
 - **Note** – Team selections are subject to the maximum player limit applied by the Association
 - This process can also be used to update Wicket-Keepers

TWO DAY MATCHES – EDITING BETWEEN DAY ONE AND DAY TWO

- If a match is being E-Scored there no ability to edit a team, result or scorecard in either the Admin site or My Teams while the match is in progress. This is a feature release based on feedback last season where edits made while a match was in progress greatly reduced the risk of data corruption, data loss and day two match lockouts.
- Edits can be made in the E-Scoring system between Day One and Two – if making an edit midweek load E-Scoring and select your match day as the next playing day (ie Saturday).
- Some wicket edits (ie changing dismissal type) will need to be made in the Admin site or My Teams once the match has concluded – this is a future development piece to allow wicket edits in the event log.

TWO DAY MATCHES – STUMPS PROCESS ([Click Here for PlayHQ Support article](#))

- At the conclusion of Day 1 when using E-Scoring please follow this process:
 - Actions -> Stumps -> Apply Stumps & Exit Game
 - Ensure you are online and your match Syncs to the latest point -> select Refresh if that is not the case
 - Select End Session -> authenticate with your PlayHQ account -> end Session -> Logout





- To begin Day 2 login as normal and select the Day as the next playing day (ie Day 2 is today) -> select match and Resume from the last Sync point

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
(TWO DAY GAMES)**

GAME FORMATS & TEAM DETAILS

- Match Type – Two Day
- Max Batters per Innings – 14 (All Out = 10 Wickets)
- Max Players per Team – 14 (allows for up to three Day One – Day Two replacement players)

BOWLING – OVER LIMITATIONS

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

BATTING – RETIREMENTS AND LIMITATIONS

- Batter Retirement maximum balls – Unlimited
- Batter Retirement maximum runs – Unlimited
- Continue Scoring after target total reached – No (4th Innings only)
- Wide re-bowled – Yes
- Wide count as balls faced – No
- No Ball re-bowled – Yes
- No Ball count as balls faced – Yes

LADDERS & RESULTS

- Ladder Match Results:
 - Points per Outright + 1st Innings Win – 10
 - Points per Outright + 1st Innings Tie – 8
 - Points per Outright + 1st Innings Loss – 6
 - Points per Tie + 1st Innings Win – 7
 - Points per Tie + 1st Innings Loss – 3
 - Points per 1st Innings Win – 4
 - Points per Outright Loss + 1st Innings Win – 4
 - Points per Draw or Tie in 1st Innings – 2
 - Points per Outright Loss + 1st Innings Tie – 2





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- Points per Draw (no play on both days) – 3.5
- Points per 1st Innings Loss – 0
- Points per Outright Loss + 1st Innings Loss – 0
- Match abandoned before any result (where play has commenced) – 2
- Bonus Points (whole match):
 - 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 batters who retire hurt
- Ladder sort order – Points -> Most Wins (outright and 1st Innings) -> Most Outright Wins -> Least Losses (outright and 1st Innings) -> Quotient

