PLAYHQ MATCH RESULT OVERVIEW
QSDCA COMPETITIONS 24/25

Australian Cricket recommends where possible using PlayHQ E-Scoring for the duration of all matches and to submit final results.

Information below will vary pending the User Access type granted to the user by their Club.

PLAYHQ WEBSITES

- PlayHQ Admin Site – https://ca.playhq.com
- PlayHQ Public Site (My Teams) – www.playhq.com
- PlayHQ E-Scoring Site – https://ca.score.playhq.com

RESTRICTED ADMIN ACCESS VIA MY TEAMS (www.playhq.com)

- Register to your Club as either a Coach or Manager -> your Club needs to save you in that role to your Team(s) for the season
- Login to www.playhq.com with your PlayHQ Account -> follow the prompts to My Teams -> enter / edit Game Result and Player Stats using above processes
- Team Selection – you can only select from existing Squad or use Fill-In players

ENTERING A MATCH RESULT (Admin Site – https://ca.playhq.com)

- Select Game Day -> Date of Match -> Details for the match -> Edit Game if required
  - Enter Wickets, Runs and Overs for both teams
  - Over Limit (One Day / T20) – set to the Association rules, if the over limit was reduced due to game delays enter the maximum Over Limit available for the match – this Over Limit will impact Net Run Rate calculations
    - Example – originally set to 50 Overs but due to time restraints a maximum of 48 Overs was available for both teams
  - Select All Out if there were no Wickets remaining – this impacts Net Run Rate
  - If the match was reduced due to rain / weather delays -> in the top right corner (Set override result) -> select DLS Outcome -> select Match Winner

ABANDONED MATCHES (One Day or T20 Games)

- If the match did not begin (ie no toss was completed) -> enter all Match Result details as 0 -> top right corner Set override Result -> select Game Abandoned

- If the match did begin -> enter the Match Result details until the end point
    - If one team did not bat enter 0 for Runs, Wickets and Overs
    - Top right corner Set override Result -> select Game Abandoned (this includes if the 2nd Innings did not reach the minimum Over Limit required)

TWO DAY MATCHES – INNINGS CLOSURE TYPES & MATCH RESULTS

- First Innings Result – select Innings Closure Type for both teams' 1st innings as either ALL OUT, COMPULSORY CLOSE or DECLARED
    - If the match ends during either the 3rd or 4th Innings -> select END OF GAME to enter a 1st Innings result (any other Closure will generate Outright result)
- Outright Result – select the final innings (3rd or 4th Innings) Closure Type as either END OF GAME (batting team wins) or ALL OUT (bowling team wins)
- Drawn Result – used when both teams have not been able to complete a 1st Innings
    - When only the 1st Innings has started but not concluded – enter match details and set Innings Closure as COMPULSORY CLOSE -> for 2nd Innings enter 0 in all match details and set Innings Closure as END OF GAME
    - When the 2nd Innings has started but not concluded – enter match details and set Innings Closure as END OF GAME
- Abandoned Match (no toss) -> enter all Match Result details as 0 and COMPULSORY CLOSE -> top right corner Set override Result -> select Game Abandoned

ENTERING PLAYER SCORES – MINIMUM INFORMATION

- Select Game Day -> select Date of Match -> select Details for the match -> Edit Game if required -> Scorecard
- Batting Details minimum requirements:
    - Any player with Status of Out, Not Out or Retired need a value in RUNS
    - Any player with Status of Out need a value in DISMISSAL TYPE
- Bowling Details minimum requirements
    - All bowlers selected need a value entered for OVERS, WICKETS and RUNS
- Any missing details will be highlighted by a red box on the scorecard

UNLOCKING A MATCH (note your Association sets these deadlines)

- To have a match Unlocked / Extended please contact your Competition Administrator directly

UPDATING FILL-IN PLAYER RECORDS

- Before beginning ensure you have a record of details already entered as some of these may clear during the process
- The player needs to be registered and assigned to the Team as either a Squad member or using the Non-Team options (Club Player or Game Permit)
- Edit Game -> Edit Team … either add the correct player to the team (if team limit allows) or directly swap the correct player with the incorrect player (Fill In)
- Manually edit the scorecard details using the correct player profile -> remove the incorrect player profile from the team list

MATCH IN PROGRESS AND CLUBS CAN'T ENTER / EDIT MATCH RESULTS OR SCORECARDS

- If the match has been started in PlayHQ E-Scoring but not finalised, Clubs will not be able to make any edits to match results or scorecards
- The match will be displayed as "in progress"
- To resolve Clubs need to contact the Association administrators who can finalise the result in the PlayHQ Admin site
    - Any match information and stats that were previously synced from E-Scoring will automatically transfer across
    - Once the match has been finalised Clubs can edit per standard process