

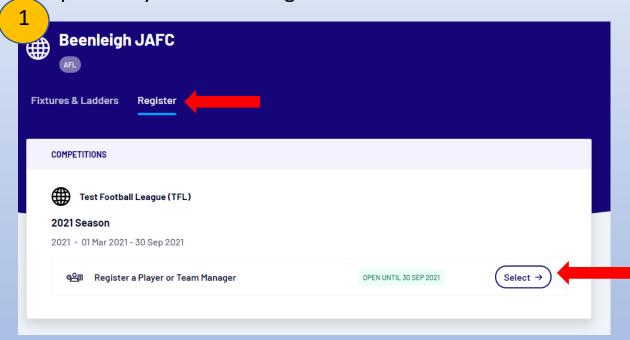
Session 2 –

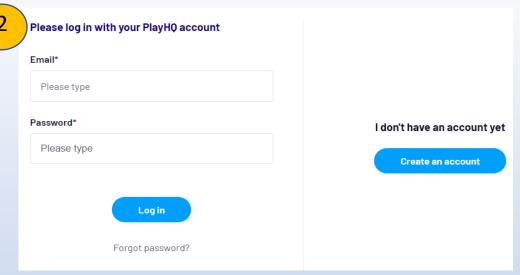
Participant Management

Video here - https://www.youtube.com/watch?v=U1fZZO3TG44

How Participants Register

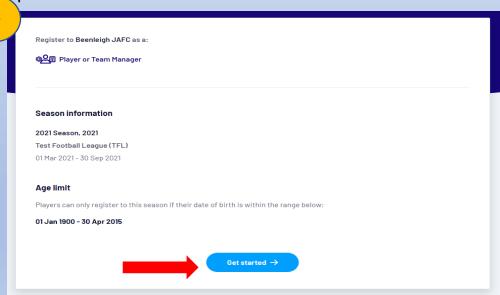
Using the link sent out by club or search on PlayHQ website the club you are wanting to register to, click Register and select competition you want to register to.



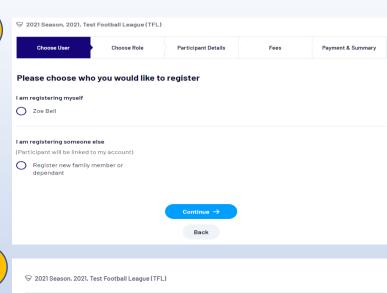


If you already have a PlayHQ log in, sign in otherwise create an account.

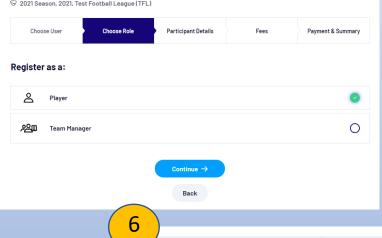
Note: If registering for a child, the account must be in the parents name.



Next step will show a description of competition and click Get Started.



 Choose who would like to register, if have previous account can select yourself or alternatively, if registering someone else eg) child select here.



Choose User

• Choose Role

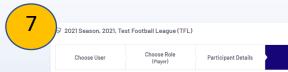
Choose Role (Player)

Participant Details

Fees

Payment & Summary

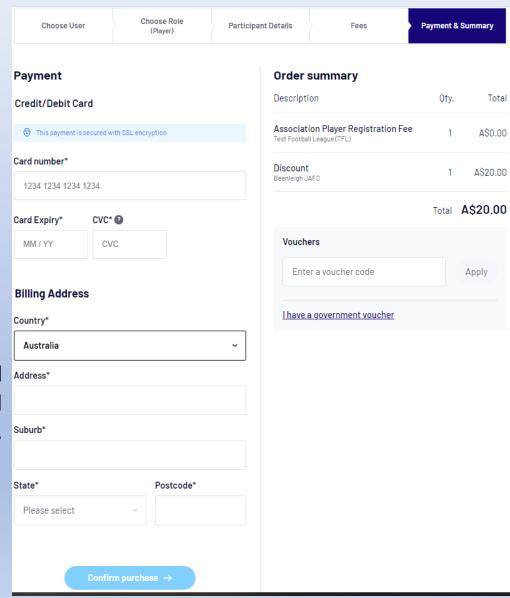
• Fill in all participant details.



Choose User	(Player)	Participant Details	Fees	Payment & Summary
ees				
DESCRIPTION				PRICE
Association Player F				A\$0.00
Discount Beenleigh JAFC				A\$20.00
				Sub-Total A\$20.00
		communications from Been arding your participation,	leigh JAFC, Test Footb	all League
AFL		m the program/competition rtners, my local league and r rivacy <u>Policy</u> .		
		vledge I have read the <u>term</u> ning bodies' rules, and comp		rstand and

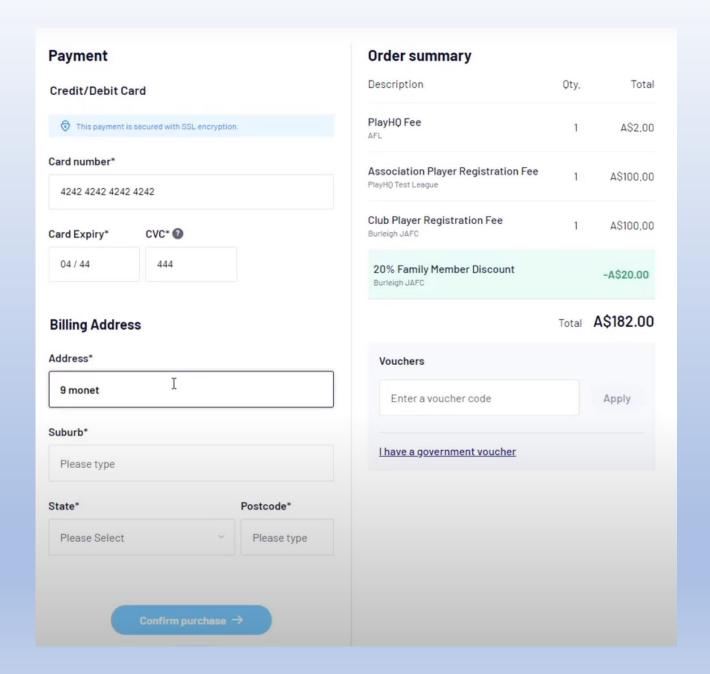
- Shows Breakdown of Fees.
- Tick to Opt in to communication from programs and competition
- Tick to approve T&C's

Enter Payment details and enter Billing address and click confirm purchase.



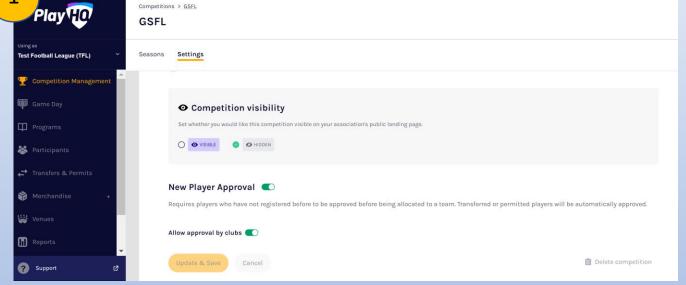
Using Vouchers

- In checkout there is a voucher section and government voucher.
- If league or clubs create vouchers, this is where you enter voucher codes. EG) Early bird discount, club discount.
- If using government voucher EG) Kidsport voucher click 'I have a government voucher'
- Select voucher type Kidsport and add Voucher code. Once entered will come up under order summary.
- Can be set at State, League and Club level.

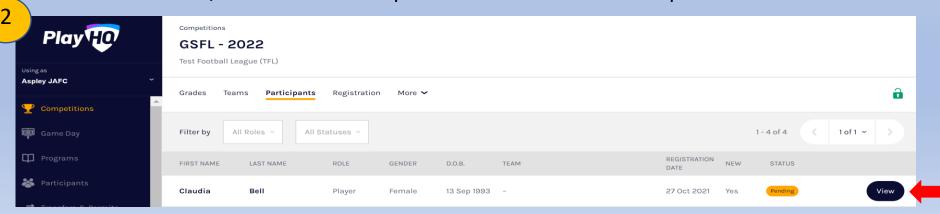


New Registrations & Approve/ Deny Process

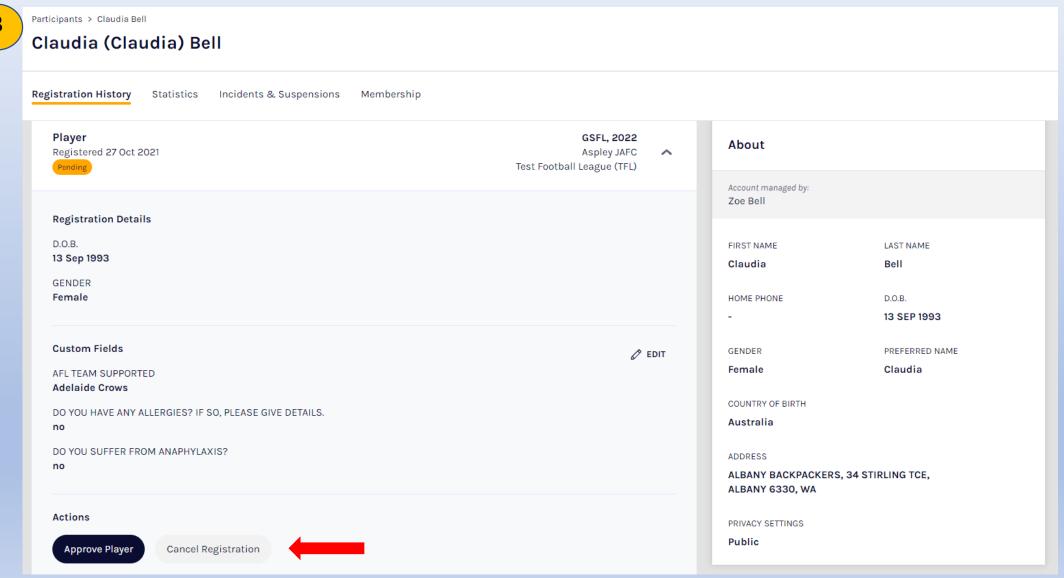
First make sure Check New Player Approval is on. This is only for new players who have never registered for this club before not for people already registered to the club. At League level \rightarrow Competitions \rightarrow Settings \rightarrow General Tab, scroll now to Check New Player Approval is turned on. This is where you can select club approval on as well.



Under Association/Club level → Competition → Season → Participants



- Open profile \rightarrow drop down registrations \rightarrow Approve/cancel registration.
- If cancel registration at the moment, player won't be given automatic refund it will be done manually through PlayHQ. However, hopefully changing in the future.



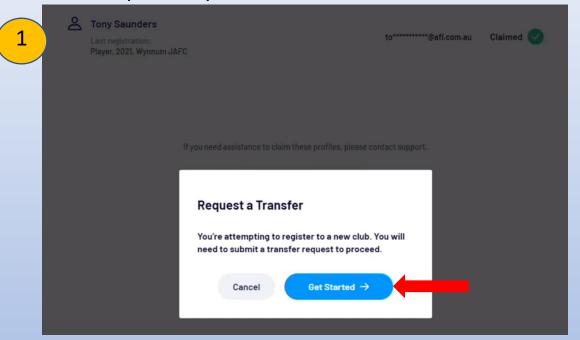
Profile Matching Process

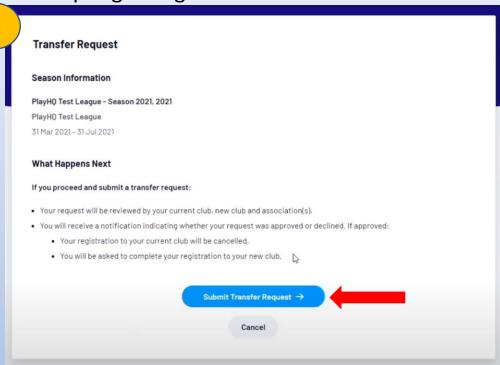
- During registration, there are 3 options; create a new profile as you have never played football before, to claim an existing profile with PlayHQ (reset password) or select an old profile that has been migrated from SportsTG (orphan profile)
- 3 scenarios in how to claim Orphan profile.
- 1st: Trying to register the same person with same first name, last name, DOB and gender with the same email address. This will automatically claim the profile
- 2nd: Trying to register with same first name, last name, DOB and gender with a different email address. This will come up to claim profile. A code will be sent to old email to be entered to claim with new email address. This will claim profile to new email address.
- 3rd: Trying to register with a different email address as you don't have access to old email address. This will need to be sent to support at PlayHQ.
- NOTE: Currently, you can choose not to profile match, this is something to take note of if players with tribunal records or are deregistered. Leagues to be aware of this and in approval process cross reference any known players to the WACFL, WAFC and the AFL.

How Participant Submit Transfers

When registering, it may come up with a pop up stating 'You're attempting to register to a new club. You will need to submit a

transfer request to proceed.'



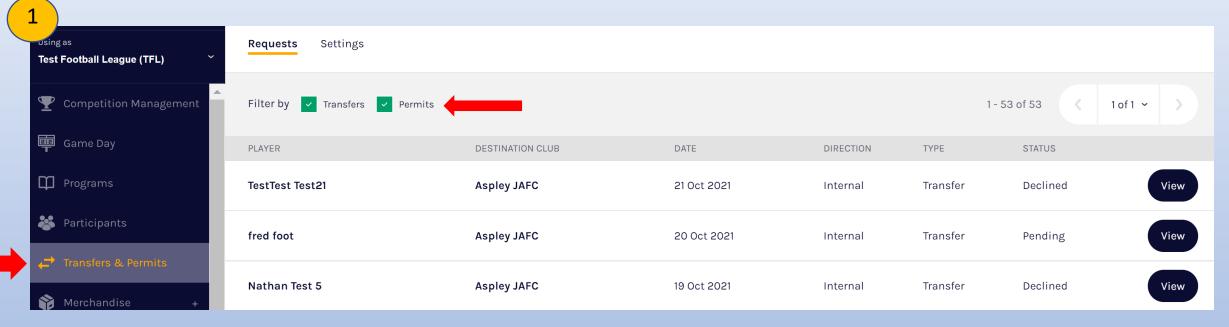


- Click on Get started. Will show information on league and competition to transfer to.
- Click on Submit Transfer.
- Not Primary club currently no longer a thing. If a player transfers during season and requires a refund currently, will have to be manually done however, looking at changing this.

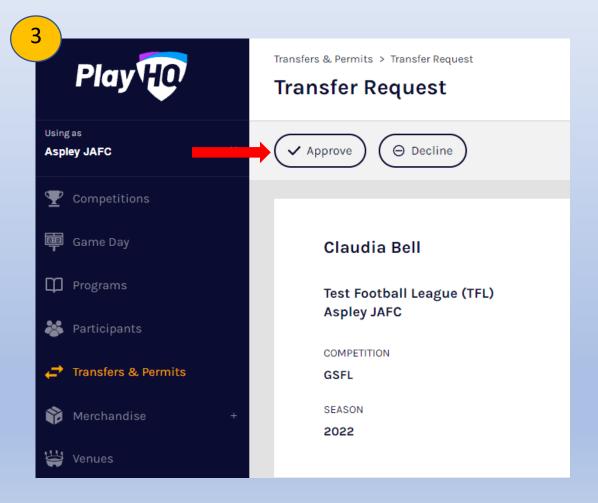
How Leagues/Clubs Approve/Deny Transfers or Permits

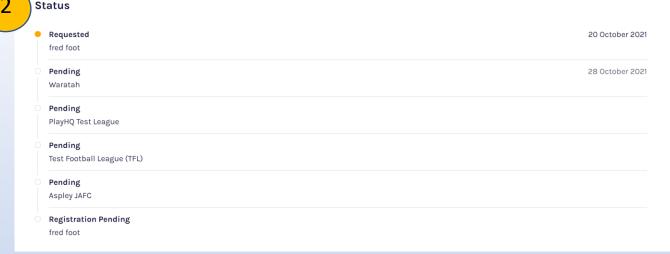
Under league/ club → Transfers & Permits.

Have the ability to filter just permits or just transfers



Look at status → if pending → view Will show status of where approval is at





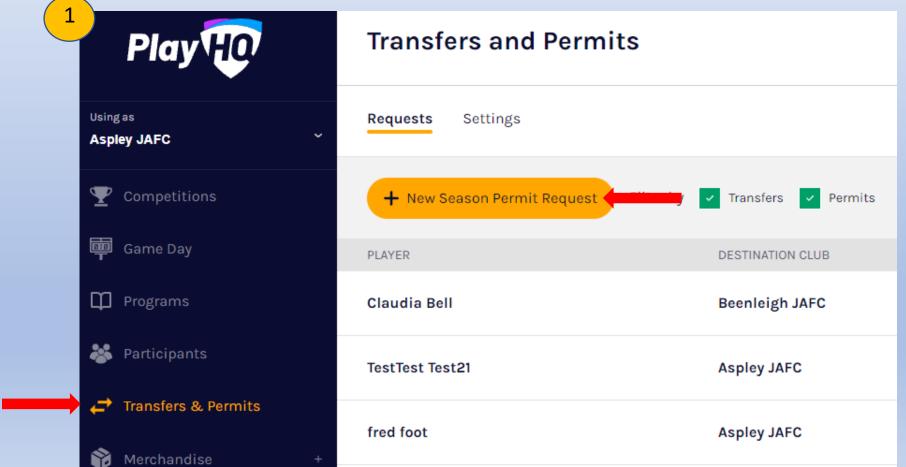
- To approve at your level
- Follow steps 1 and 2
- Approve and Decline buttons up the top for transfers and down the bottom for permits.
- If decline need to give reason and option to add details, however, currently not many options.
- Currently can't go back in and approve transfer, will have to submit another transfer. However, looking at changing this.
- If approve goes on to the next level
- Player will receive email when on their level with a link to register.

How Clubs Submit Season Permits

Type 2 Local Interchange and Type 3 Temporary Transfer (Only for NT). In future, Game Day permit equivalent to Match Day Permit will be introduced. However, will be submitted differently to a season permit.

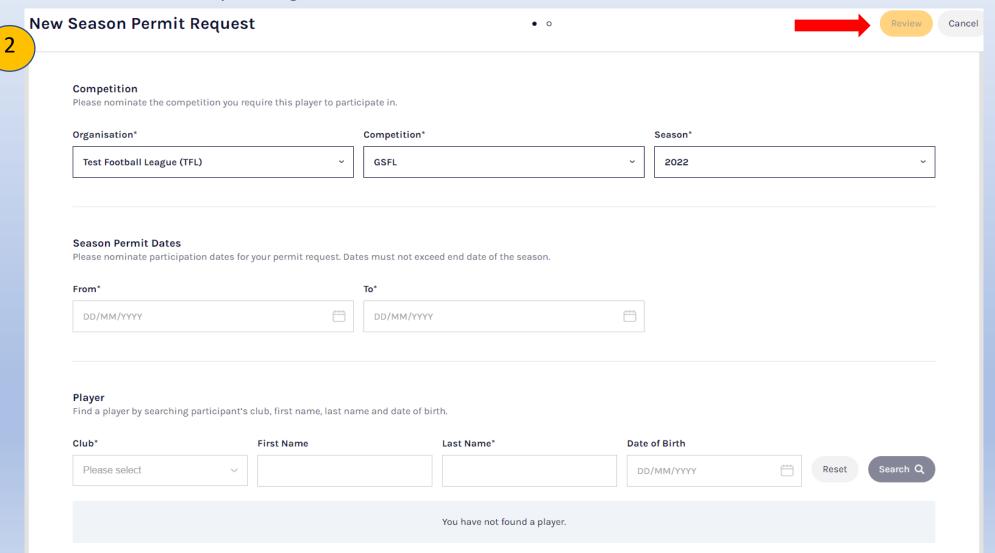
At club level \rightarrow Transfers and Permits \rightarrow Requests.

Click New Season Permit Request button and enter details.

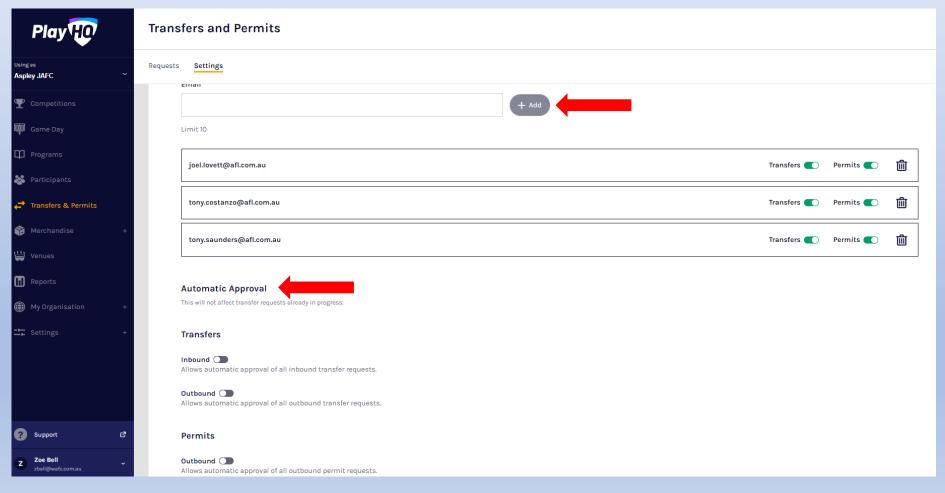


In regards to Season Permit Dates and setting To Date, you won't be able to go beyond the season finishing.

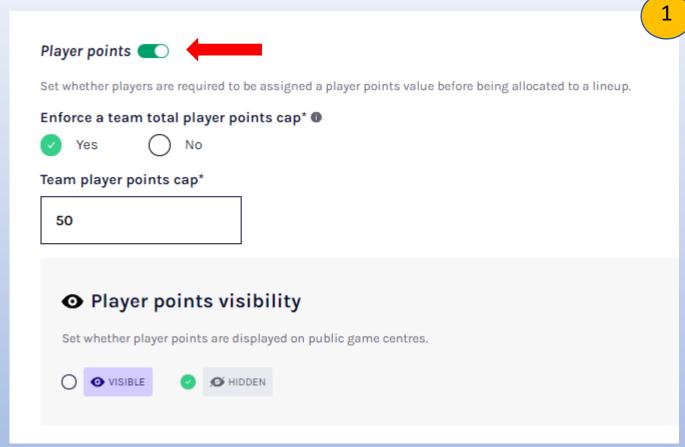
- To search player, you must enter club and surname. Once selected player, click review and confirm all details are correct.
- Click Submit
- Once submitted this will now be under requests and pending.
- Click on view to see status of pending.



- Under Settings, add what email addresses you want to be notified regarding transfers and permits
- Can set Automatic Approval for Transfers and Permits Separately
- Currently cannot change date and cancel existing permit and if denied has to resubmit
- Interchange agreements: should roll over all current Sports TG agreements. However, if you don't have interchange agreement, written approval to have agreement with another league to be sent to WACFL.
- Local Interchange can be set up between clubs in different states. Request must be sent to WACFL.

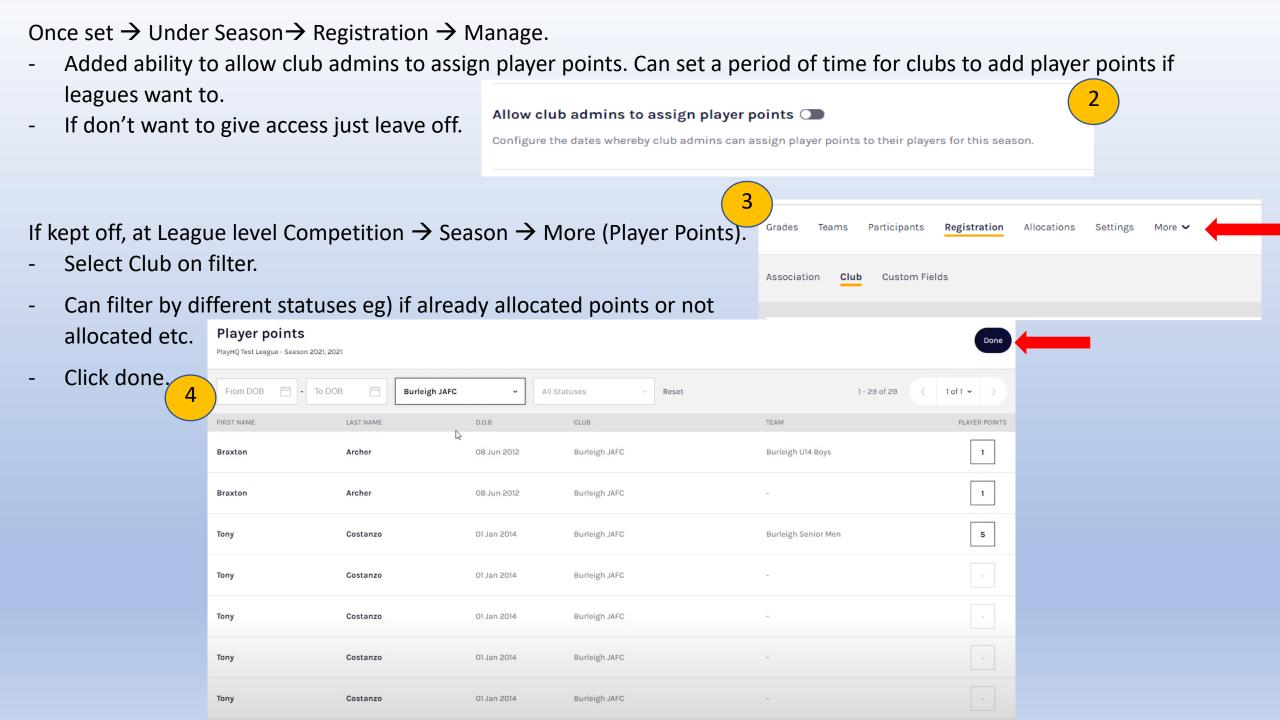


Player Points System

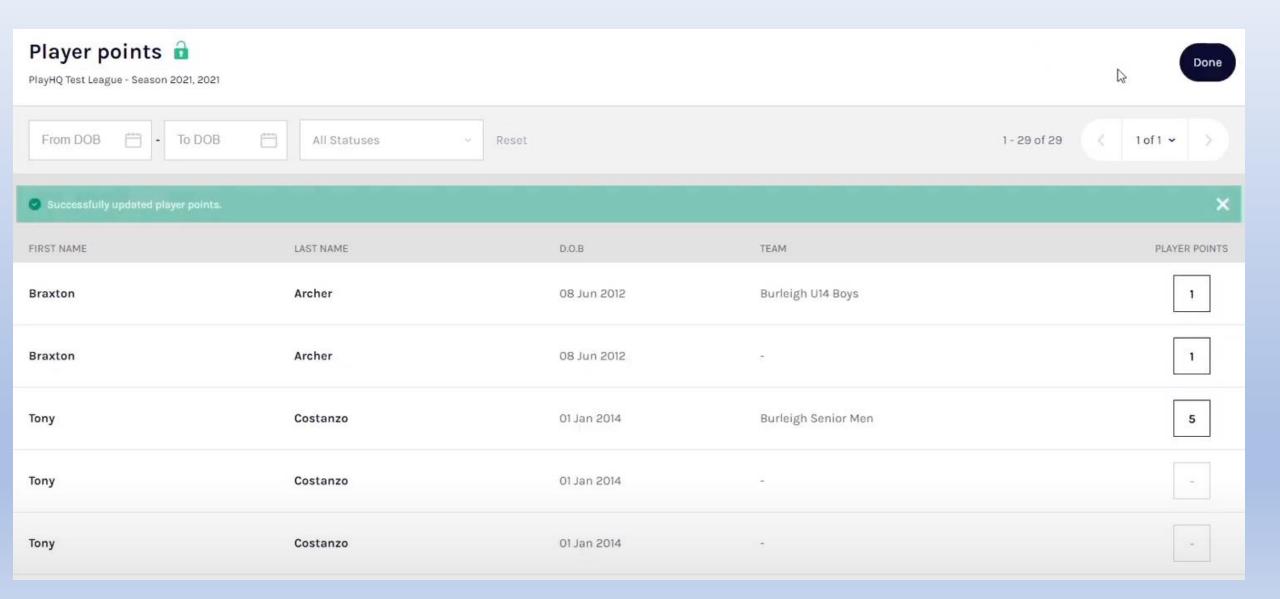


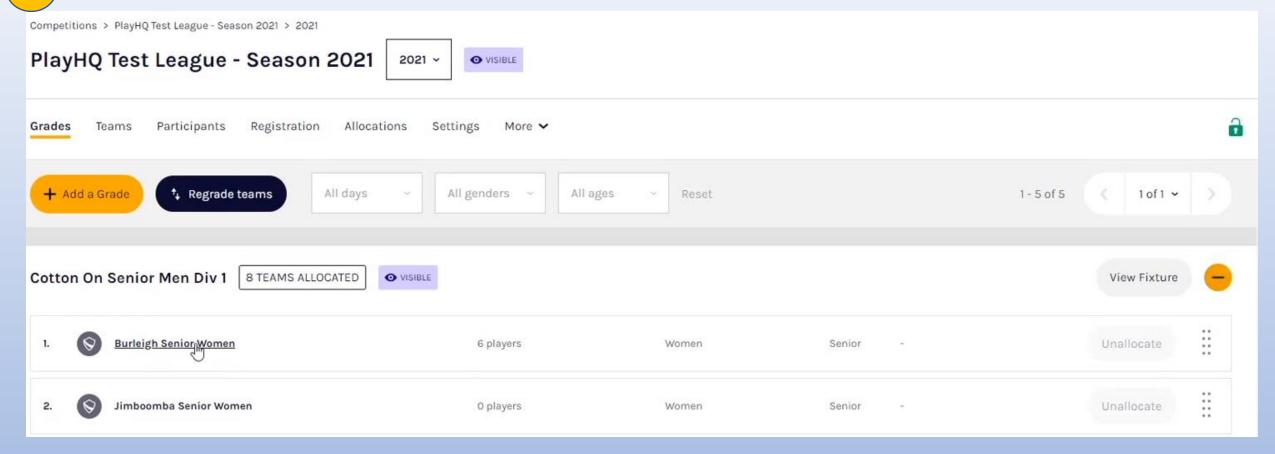
At League level → Competition Management → Competition → Settings → Defaults

- Player Points Turn on.
- Click Yes or No to enforce player points cap.
- If Yes, set player points cap.
- Have the option to publicly show player points, select visible unless want hidden from public eye.



- If Club given access to add player points, at club level → Competitions → More (Player Points).
- Add player points to required players.
- Click done once completed.

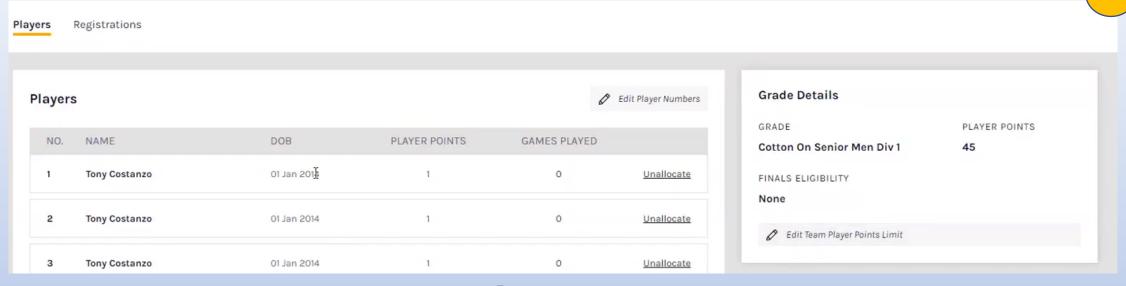


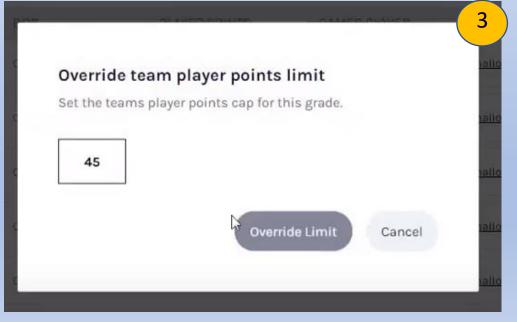


- Can also set different player points for different grades and different teams. This can only be done at league level.
- Under Season → Click on grade → Settings → Game and set team player points.
- For Team: Season → expand grade (+) → Click on Team.

Edit Team Player Points Limit.

Player Points limit can be changed throughout the season.





- Past player point history will show under player profile in registration history.
- Question has been asked by the AFL, when rollover of profile, will carry last recorded player points over to Play HQ. Doesn't do it at the moment.
- Stats on Player profiles to be added to help determine player points.
- Discussion being had to automatic reduction on player points however, currently not in place and will have to manually change over player points.

Participant Portal Features

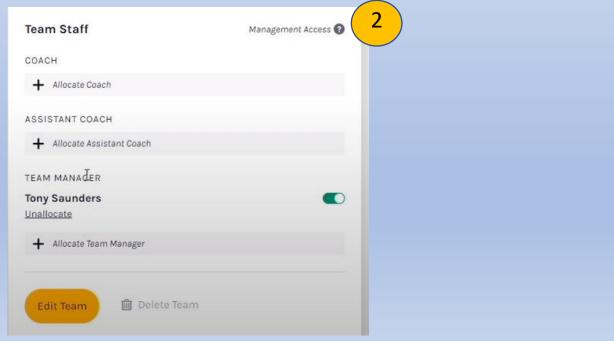
Must be turned on to utilise.

- At club level → Competition → Teams. 1

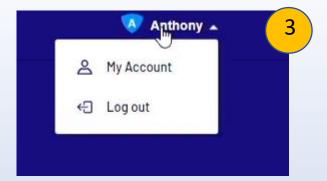
Select Team by View.



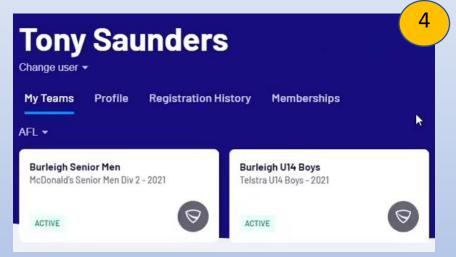
- On Right hand side is team information, this is where you can add team managers once they have registered.
- Turn on Management Access button. This will give them access through the live site instead of the admin portal.

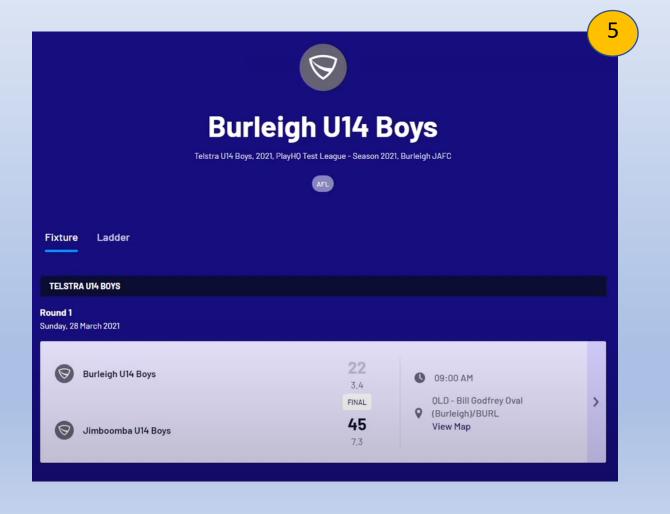


Go to profile on PlayHQ (may need to log in) on live website and under your name in top right hand corner - My account

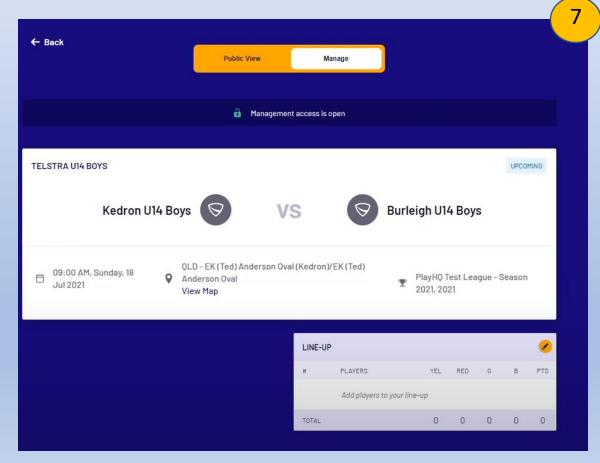


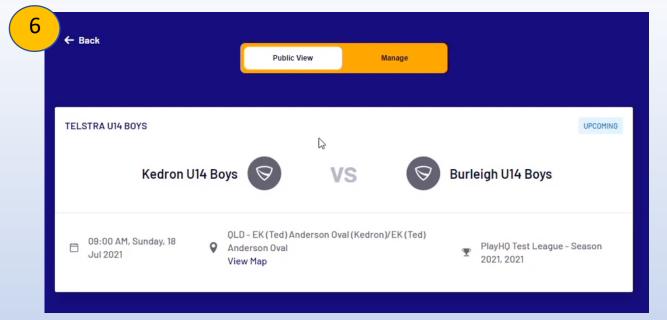
My Teams → Team → Will show fixtures and ladder





Can click on an up coming game and if given Team Management Access, given the option to Manage the team from live portal.





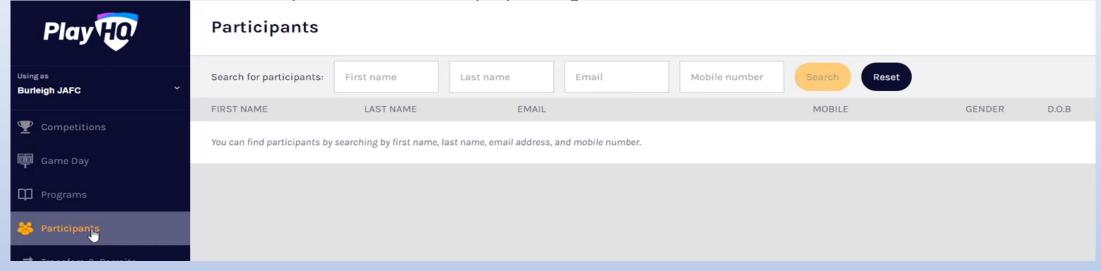
You now have line up option \rightarrow click on yellow pencil to edit.

- Can select players → Update changes
- If game is in pending state also have ability to update scores.
- This means you don't have to give admin access, just management access.
- Can be allocated to more then one team.
- Has to be registered as a team manager to get access to this feature.
- As PlayHQ works off cloud system, if bad reception can still open and live score and will update when in better coverage.

Participant Search and Management

2 options to search participants:

Left hand column of Participants will show all players registered ever.



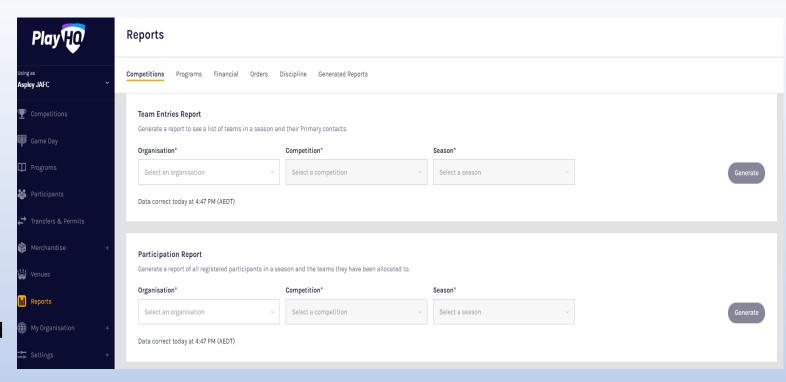
Under competition and select competition can filter search for players.



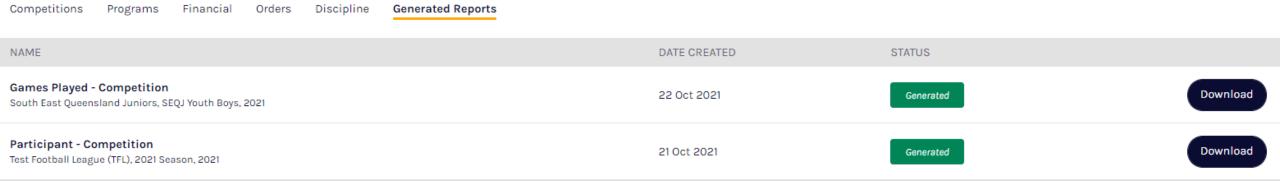
Participant Record

Reports → Participant Report.

- Select Organisation, Competition and Season and click generate.
- Go to generated reports and click download.
- Generated reports last 7 days.
- This will have every column and field related to registration form.
- Here you can filter how you would like.



Reports



Other

- Season Awards and Votes. Awards will be built in Officials HQ so umpires can enter votes through this portal. In future, will be ability to build awards in PlayHQ to integrate into Officials HQ so reports can be run at PlayHQ level.