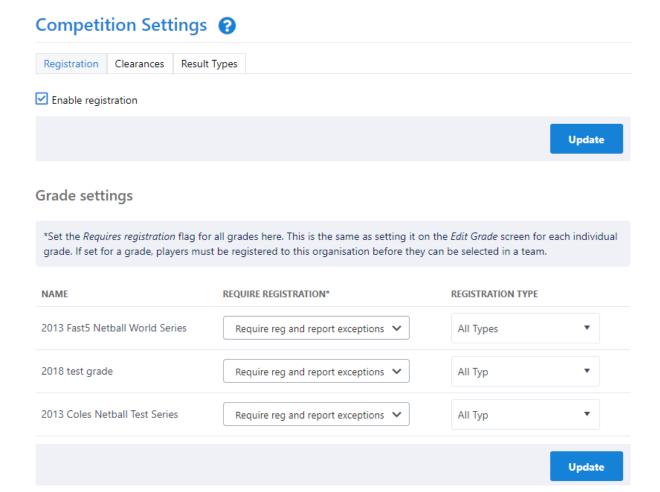
# **Competition Settings**

This screen allows setup and configuration of several aspects relating to the competitions managed by the current organisation.



### Registration

The registration of players is often required by Associations for purposes of checking player eligibility and tracking.



Players are not automatically registered within the system for Associations the club is affiliated with.

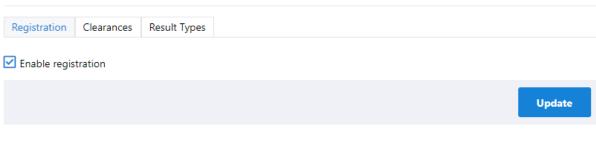
Registration is a separate process to the creation of the person record and assigning of Roles.

If an Association does not use Registration, it does not restrict running of most aspects of the competition as normal. It means the Association cannot enforce a player to be registered to that association before being selected for a team.

In order to use the Registration feature, it must be enabled here.

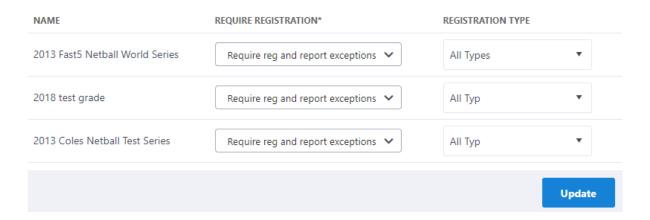
- 1. Check the box and click **Update** to enable. If Registration in not enabled, Clubs will not be able to register players to the Association.
- 2. Once registration is enabled, the **Requires registration** option can be set for any of the active grades in the Association.
- 3. In Advanced Mode Registration, Registration Type can also be set for any of the active grades in the Association.
- 4. Click **Update** to save updates.

# Competition Settings ?



## **Grade settings**

\*Set the Requires registration flag for all grades here. This is the same as setting it on the Edit Grade screen for each individual grade. If set for a grade, players must be registered to this organisation before they can be selected in a team.



### **Clearances**

Player clearances is a mechanism whereby Clubs gain approval from their governing body to transfer a player from one club to another. Throughout the process, the affected Clubs and the Association are notified by email as to the actions that are required at any stage.

In order to use the Clearances feature, it must be enabled here.

1. Check the box and click **Update** to enable.

If Clearances are not enabled, Clubs will not be able to apply for Clearances with the Association, however the Clubs can still add players to their list via the Transfer players process.

# Registration Clearances Result Types Enable Clearances and Permits Clearance rules link You can provide a URL link to your clearance rules. This URL will appear when clubs are submitting a clearance. Update

# **Results types**

# **Competition Settings ?**

Registration Clearances Result Types Clear the checkboxes of prevent a result type being selected for a match result. Note: some result types have a corresponding type (eg WIN/LOSS) and validation will occur to ensure they are set to the same status for each match format. RESULT TYPE DISPLAY MATCH IN PROGRESS **~** WON  $\checkmark$ **~** LOST DRAWN **~** ~ ABANDONED (INCOMPLETE) ~ ABANDONED (NO MATCH) **Y** MATCH POSTPONED WON ON FORFEIT **~** ~ LOST ON FORFEIT **~** WON ON FORFEIT (ALT) **~** LOST ON FORFEIT (ALT) WON ON PROTEST (ALT) ~ WON ON PROTEST  $\checkmark$  $\checkmark$ DOUBLE FORFEIT (DRAW) **~** LOST ON PROTEST (ALT) **V** LOST ON PROTEST **Y** WON ON PENALTIES ~ LOST ON PENALTIES Update