

Competition Settings

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

Competition Settings ?

Registration

Clearances

Result Types

☒ Enable registration

Update

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.

NAME	REQUIRE REGISTRATION*	REGISTRATION TYPE
2013 Fast5 Netball World Series	Require reg and report exceptions ▼	All Types ▼
2018 test grade	Require reg and report exceptions ▼	All Typ ▼
2013 Coles Netball Test Series	Require reg and report exceptions ▼	All Typ ▼

Update

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

Registration Clearances Result Types

☒ Enable registration

Update

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.

NAME	REQUIRE REGISTRATION*	REGISTRATION TYPE
2013 Fast5 Netball World Series	Require reg and report exceptions ▼	All Types ▼
2018 test grade	Require reg and report exceptions ▼	All Typ ▼
2013 Coles Netball Test Series	Require reg and report exceptions ▼	All Typ ▼

Update

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.

Competition Settings

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	<input checked="" type="checkbox"/>
WON	<input checked="" type="checkbox"/>
LOST	<input checked="" type="checkbox"/>
DRAWN	<input checked="" type="checkbox"/>
ABANDONED (INCOMPLETE)	<input checked="" type="checkbox"/>
ABANDONED (NO MATCH)	<input checked="" type="checkbox"/>
MATCH POSTPONED	<input checked="" type="checkbox"/>
WON ON FORFEIT	<input checked="" type="checkbox"/>
LOST ON FORFEIT	<input checked="" type="checkbox"/>
WON ON FORFEIT (ALT)	<input checked="" type="checkbox"/>
LOST ON FORFEIT (ALT)	<input checked="" type="checkbox"/>
WON ON PROTEST (ALT)	<input checked="" type="checkbox"/>
WON ON PROTEST	<input checked="" type="checkbox"/>
DOUBLE FORFEIT (DRAW)	<input checked="" type="checkbox"/>
LOST ON PROTEST (ALT)	<input checked="" type="checkbox"/>
LOST ON PROTEST	<input checked="" type="checkbox"/>
WON ON PENALTIES	<input checked="" type="checkbox"/>
LOST ON PENALTIES	<input checked="" type="checkbox"/>

Update