

# PlayHQ Player Registrations, Transfers & Permits

## DVCA Rules 2023-24

### Player Registrations

As this season is the 1st using PlayHQ, all players will register as a new participant. As such, PlayHQ will not recognise if a player has previously played at a different club (unless they played winter cricket in 2023).

For this season only, any player that registers on PlayHQ, requires approval at club level to complete the registration process. As previously communicated to clubs, to assist with the registration process (for all competitions), the following mandatory questions were added to the registration form:

- "Have you played cricket at any other club within the last 3 years? If the answer is yes, the following question will be asked:
  - Provide the name of the cricket club you last played cricket with?"

### Registration Notes

- Players will pay insurance only once every 12 months under the National Registration Fee.
- The first club a player registers to is considered their primary club for transfer & permits purposes.
- Refer to PlayHQ Transfers and Permits Scenarios document for registration examples.

### Transfer Rules (previously clearances on MyCricket)

Inbound (from other Associations) and Internal (within the DVCA):

- From midnight 1<sup>st</sup> July until midnight prior to the 1<sup>st</sup> playing date of the season
  - Clubs are permitted to accept registrations from players who choose to register with them. It is strongly advised that if you see a new or unfamiliar name in your registration list you contact that player and ask for the details of their previous club. Once you have those details, contact that club to ensure there is no reason for you not to accept the new player's registration (ensure they are financial with their previous club, are not suspended, etc).
- From midnight of the 1<sup>st</sup> playing date to midnight 31<sup>st</sup> March (during the season) - Transition process
  - When a player answers "yes" to the mandatory registration question above, the club the player is registering with MUST contact the player's previous club to seek approval to accept the registration to the new club. The player's previous club must provide written proof that they accept the transfer request). This process is essentially the same as the player movement process in MyCricket, however, it will need to take place outside of PlayHQ as all players will be registering as new players this season (unless they have played Winter cricket) and none will require a Transfer 'inside the system'.
  - It will be up to clubs to communicate directly with each other as to whether to accept/approve the registration or not. If the player's previous club rejects the request, the new club should NOT approve the player's registration. Clubs are encouraged to resolve any issues that may prevent a registration from being accepted between themselves and to keep a record of all player movements.
  - In the instance where a player answers "No" to the mandatory question, yet you don't recognise their name as a returning player or suspect they may have played elsewhere last season, club

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administrators are required to check the player's last club and seek approval as outlined in the bullet point above.

- If a player registers to a new club and written approval for them to join the new club has not been sought prior to them playing in a match, that player will be deemed an ineligible player and penalties will be imposed.
- Where a player is already registered on PlayHQ and wishes to transfer to another club, the new club may request a transfer using PlayHQ. No manual emails required. **Note**, PlayHQ will automatically approve transfer request after 5 days. Clubs need to approve or decline before the 5 days.

### Transfers Notes

- Once registered on PlayHQ, there is no way for an Association or club to transfer a player's profile to another club. Every player must be transferred from their previous club by submitting a Transfer on PlayHQ. Note, this includes any player who last played more than 3 years ago.

### Permits (previously transfers/ dual registrations on MyCricket)

Permits are submitted /requested at club level. The club a player registers with is considered their primary club. The club requesting the permit is considered the secondary club.

#### Permit notes:

- Players can have multiple permits at the same time however they only pay 1 National Registration Fee.
- Permits expire every year.
- Permits can be cancelled anytime by the club the permit sits with (secondary club).
- Refer to PlayHQ Transfers and Permits Scenarios document for permit examples.