

# 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 DVCA Transfers and Permits Scenarios below.

## What is a transfer?

A transfer will change a player's affiliated club (home club).

A transfer involves the creation of a transfer request that has a series of approval steps that must be passed in order for a player's affiliated club to update.

A transfer request can be initiated by the club admin of the new club.

Once the final approving organisation approves the request, the player's affiliated club is updated and the request is marked as 'Approved'.

Once approved, the participant can then complete the registration for their new club, and their original registration for their old club is cancelled (if in the same season).

## **DVCA Transfer Rules:**

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,

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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 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.

## Transfer Notes

- Once registered on PlayHQ, there is no way for an Association or club to move 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.
- Refer to DVCA Transfers and Permits Scenarios below.

## What is a permit?

A permit allows a player to play for an additional club or competition, whilst still keeping their existing club of affiliation (home club).

## Season Permit

A club admin or participant (player) can initiate the request to play for their additional club or competition for a set amount of time, up to the whole season. This request will need to be approved by all involved parties, once approved, the participant will be registered to play for their additional club or competition.

## Permit notes:

- 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.
- 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 DVCA Transfers and Permits Scenarios below.

## Approval times

Each organisation has up to 5 days to approve a transfer or permit request, otherwise it would be approved on their behalf, and the request will move on to the next organisation in the approval flow.

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## DVCA Transfer & Permits Scenarios

- Transfers – Permanent, no longer playing for previous club  
**Initiated and actioned by clubs.**
- Winter cricket (Association A) / summer cricket (DVCA) – Different associations  
**No action if it is the same club, they will just register into the summer competition. If it is a different club, the club can action a transfer into their preferred club.**
- Premier/ Sub District cricket (Association B) / summer cricket (DVCA) – Different associations, playing back & forth between both  
**Permit required. Can be participant actioned or club (Either Sub-District or DVCA club).**
- Summer cricket (DVCA) / T20 midweek (merged competition with NMCA)  
**Permit required. Can be participant actioned or club.**
- Same association (DVCA), same club, different competitions (Juniors & seniors or seniors & vets)  
**No permit required if participant won't pay second set of fees. Player registers with the club into both competitions.**  
**If the club wants to take fees then player can request a permit to play across both competitions.**
- Same association (DVCA), different clubs, different competitions (Juniors & seniors or seniors & vets)  
**Permit required. Can be participant actioned or club.**
- Playing in 2 different clubs, in 2 different associations across different days E.g. Saturday (DVCA) & Sunday (Association C)  
**Register with their preferred primary affiliated club (logo shows first on PlayCricket). Then they will require a permit. Can be participant actioned or club.**
- Different associations, same club with teams playing both E.g. Eltham seniors (DVCA) & Eltham women's (NMCA) or seniors (DVCA) & over 60's (VCV)  
**Register with their preferred primary affiliated club (logo shows first on PlayCricket). Then they will require a permit. Can be participant actioned or club.**

\*School competitions and Representative Cricket competitions are exempt from Transfers and Permits. Players register separately with these competitions.

### Note: DVCA PlayHQ Settings

- PlayHQ Transfer Settings: At Association level, transfers have been set to club initiated only. Players must request the new club to initiate the transfer.
- PlayHQ Permit Settings: At Association level, permits have been set to both player and club initiated.