

Quick Reference Guide: Competition Settings

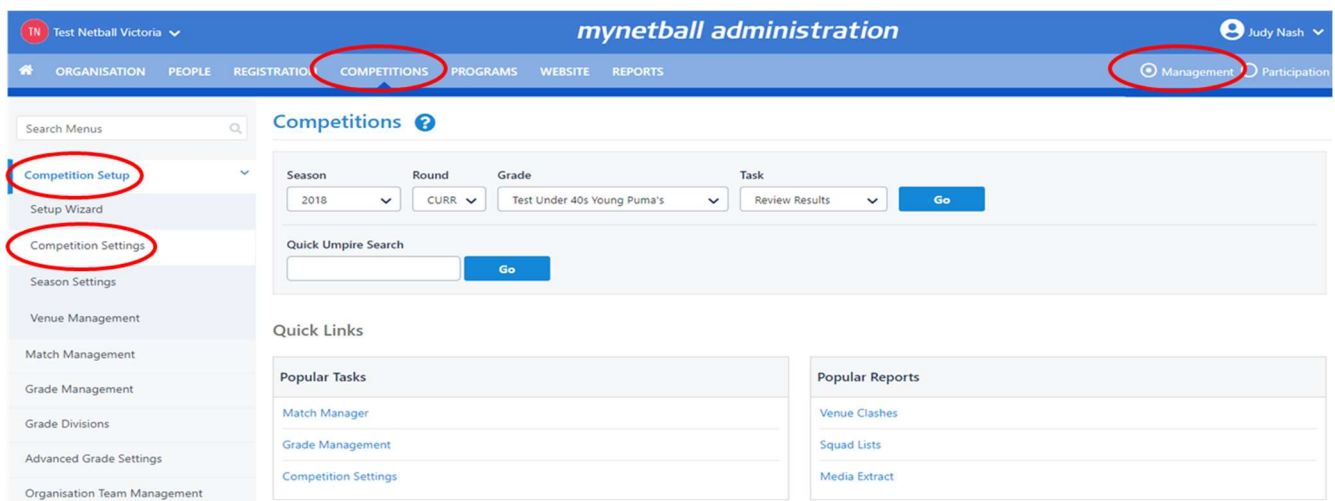
This is where you can setup and configure several aspects relating to the competition you run.

If nothing has changed between seasons, then you do not need to update these again. However, you may want to check it to make sure the settings are still relevant to your competition(s).

If something has changed in the way you want to run your competitions (i.e. you want to enforce that only certain registration types can participate in your competitions etc) or you have added a new competition (thus have not set this up for that competition before) then you might want to configure your competition settings.

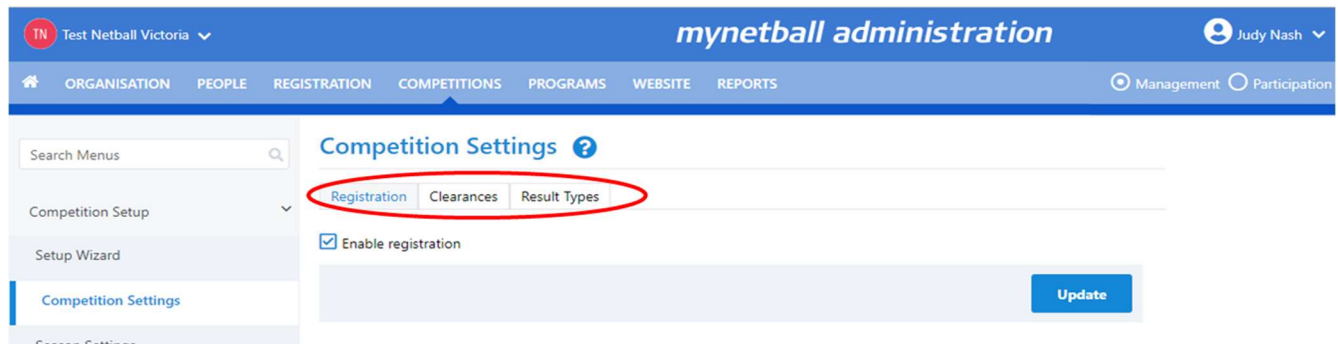
This is not something that Clubs can do, it must be completed at Association or League level.

Management >> Competition >> Competition Setup >> Competition Settings



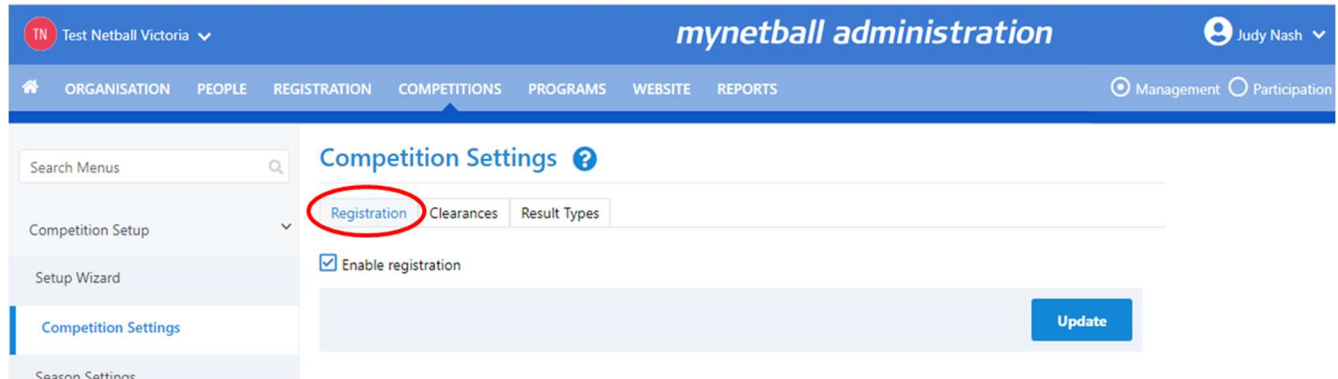
The screenshot shows the 'mynetball administration' interface. The top navigation bar includes 'ORGANISATION', 'PEOPLE', 'REGISTRATION', 'COMPETITIONS', 'PROGRAMS', 'WEBSITE', and 'REPORTS'. The 'COMPETITIONS' tab is highlighted with a red circle. On the right, the 'Management' icon is also circled in red. On the left sidebar, 'Competition Setup' is highlighted with a red circle, and its sub-menu 'Competition Settings' is also circled in red. The main content area shows the 'Competitions' page with filters for Season (2018), Round (CURR), Grade (Test Under 40s Young Puma's), and Task (Review Results). Below this is a 'Quick Umpire Search' field. The 'Quick Links' section on the left lists 'Popular Tasks' including Match Manager, Grade Management, and Competition Settings. The 'Popular Reports' section on the right lists Venue Clashes, Squad Lists, and Media Extract.

This will bring you to the Competition Settings page where you will see three tabs – Registration, Clearances and Results Type.



The screenshot shows the 'Competition Settings' page. The top navigation bar is the same as the previous screenshot. The left sidebar shows 'Competition Settings' highlighted. The main content area has three tabs: 'Registration', 'Clearances', and 'Result Types', with 'Registration' circled in red. Under the 'Registration' tab, there is a checkbox labeled 'Enable registration' which is checked. At the bottom right of the main content area is an 'Update' button.

Starting with the [Registration tab](#) (the system should automatically default to this tab).



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Competition Setup ▾

Setup Wizard

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Competition Settings ?

Registration Clearances Result Types

☒ Enable registration

Update

Make sure that **Enable Registration** is ticked, which you would have done when you first set up your competition. If it is not, tick it and click **UPDATE**.

“Enabling registration” allows you to ensure that participants entering your competition(s) have the correct registration.

i.e. they are registered to the Clubs who are entering teams into your competition(s).

By ticking this, it means that players cannot be selected in a team until they are registered to your organisation. **Netball Victoria recommend that you tick this.**

Once the registration is enabled (if it was not already), the **Requires Registration** option can be set for any active grades within the 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 Easts Netball World Series	Require reg and report exceptions ▾	All Types ▾
2018 test grade	Require reg and report exceptions ▾	All Typ ▾
2013 Colts Netball Test Series	Require reg and report exceptions ▾	All Typ ▾

Update

If you do not have any active grades for your organisation, then you will need to set them up by following the steps outlined in the [Quick Reference Guide: Grade Management](#).

For each active grade in your organisation, you would have set a different 'registration requirement'

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
RUN	<div> <div>Require reg and report exceptions</div> <div>Require reg and report exceptions</div> <div>Require reg and prevent selection</div> <div>Don't require Reg</div> </div>	All Types
Test Under 30s Young Puma's	<div> <div>Require reg and report exceptions</div> <div>Require reg and prevent selection</div> <div>Don't require Reg</div> </div>	Senior JUDY
Test Under 40s Young Puma's	<div> <div>Require reg and report exceptions</div> </div>	Senior JUDY
Test Under 40s Young Puma's (copy)	<div> <div>Require reg and report exceptions</div> </div>	Senior JUDY
V	<div> <div>Require reg and report exceptions</div> </div>	All Types
W	<div> <div>Require reg and report exceptions</div> </div>	All Types

[Update](#)

The options you have in the drop-down list are:

- **Require reg and report exceptions** – This option is what gives a participant an asterisk (*) next to their name on the scoresheet.

You can obtain a report of players who are not registered [Players Playing while Unregistered](#) report.

- **Require reg and prevent selections** – This option means that players who are not registered to clubs under you cannot be selected in a team.
- **Don't require reg** – This option does not flag registrations at all.

You might use this option if you were setting up a purely social competition where you were not concerned with participants being registered correctly to your organisation.

Check that the 'registration requirement' for each of your current grades (previously set up) is still the one you want.

If you are adding a new competition/grade, then select the option you want against it.

Once you have set/checked the **Requires Registration** option you can then set/check the **Registration Type** required for each grade.

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
RUN	Require reg and report exceptions	All Types
Test Under 30s Young Puma's	Require reg and report exceptions	<input checked="" type="checkbox"/> All Types <input checked="" type="checkbox"/> Senior JUDY <input checked="" type="checkbox"/> NetSetGo Net <input checked="" type="checkbox"/> NetSetGo Set <input checked="" type="checkbox"/> NetSetGo Go <input checked="" type="checkbox"/> Junior <input checked="" type="checkbox"/> SGV - Association/League Use Only
Test Under 40s Young Puma's	Require reg and report exceptions	
Test Under 40s Young Puma's (copy)	Require reg and report exceptions	
V	Require reg and report exceptions	All Types
W	Require reg and report exceptions	All Types

Update

By setting the Registration Type for each of your grades you can control things such as Juniors (registered as Juniors) playing senior competitions etc.

This will **not** stop any registration type from being able to play but they will come up in the Exception Report (Players Playing while Unregistered) and a you can act accordingly.

Once you have set/checked both these criteria (the require registration option and the registration type), click **UPDATE**.

Once you have checked the Registration tab (as outlined above), click on the [Clearances tab](#).

Player clearances is a mechanism whereby Clubs gain approval from their parent organisation (you) to clear a player from one club to another.

Please use your competition's by-laws to set appropriate rules here.

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ORGANISATION PEOPLE REGISTRATION **COMPETITIONS** PROGRAMS WEBSITE REPORTS

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Competition Setup

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Competition Settings ?

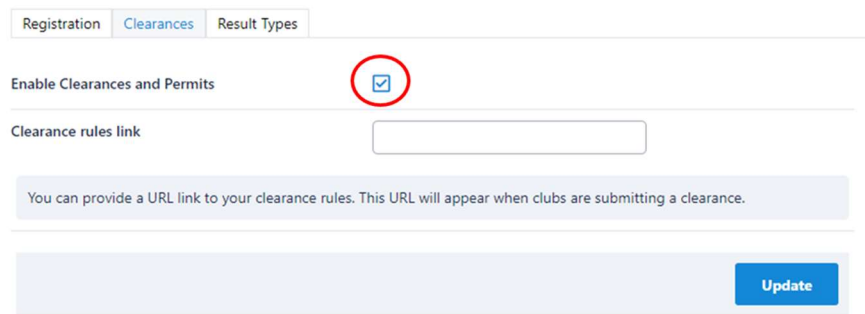
Registration **Clearances** Result Types

☒ Enable registration

Update

Under this tab, you can tick **Enable Clearances and Permits** if you want to ensure that players can be transferred from other Organisations (external to yours).

By ticking this it means that your Organisation will be notified by email that clearances are occurring, and the details of the participant(s) involved.



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

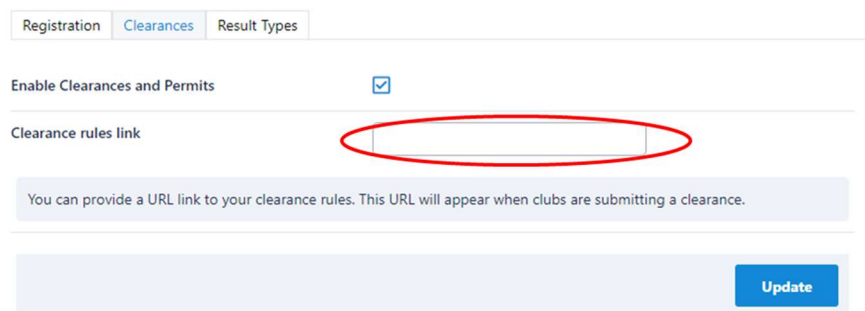
If Clearances are not enabled, Clubs will not be able to apply for Clearances with the Association, however the Clubs can still add players to their list via the Transfer players process.

This is something that is more applicable to Leagues, than it is to Associations, as many Associations allow players to play for different Clubs across their different competitions.

If you want to be able to track clearances, then tick this option.

If clearances are not something that your organisation is concerned about then do not tick it.

You can also provide a link to your constitution or by laws if these include rules around clearances.



Registration Clearances Result Types

Enable Clearances and Permits ☒

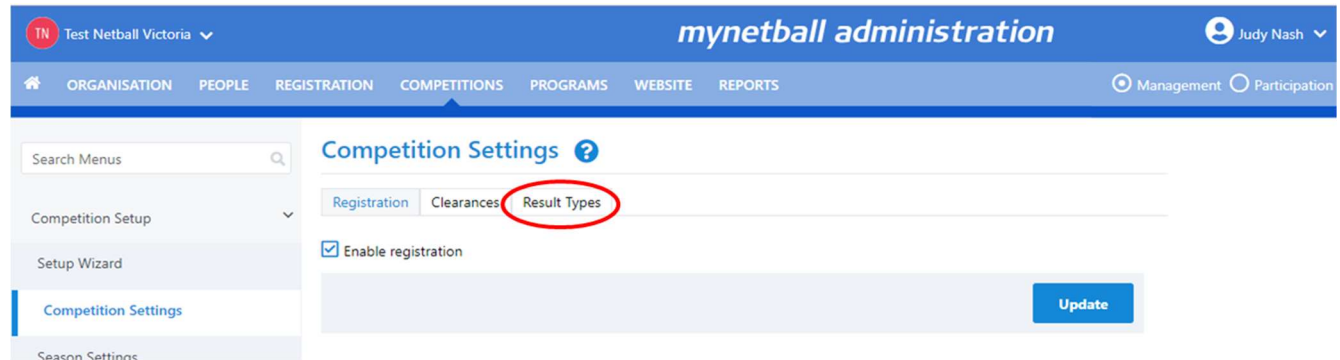
Clearance rules link

You can provide a URL link to your clearance rules. This URL will appear when clubs are submitting a clearance.

Update

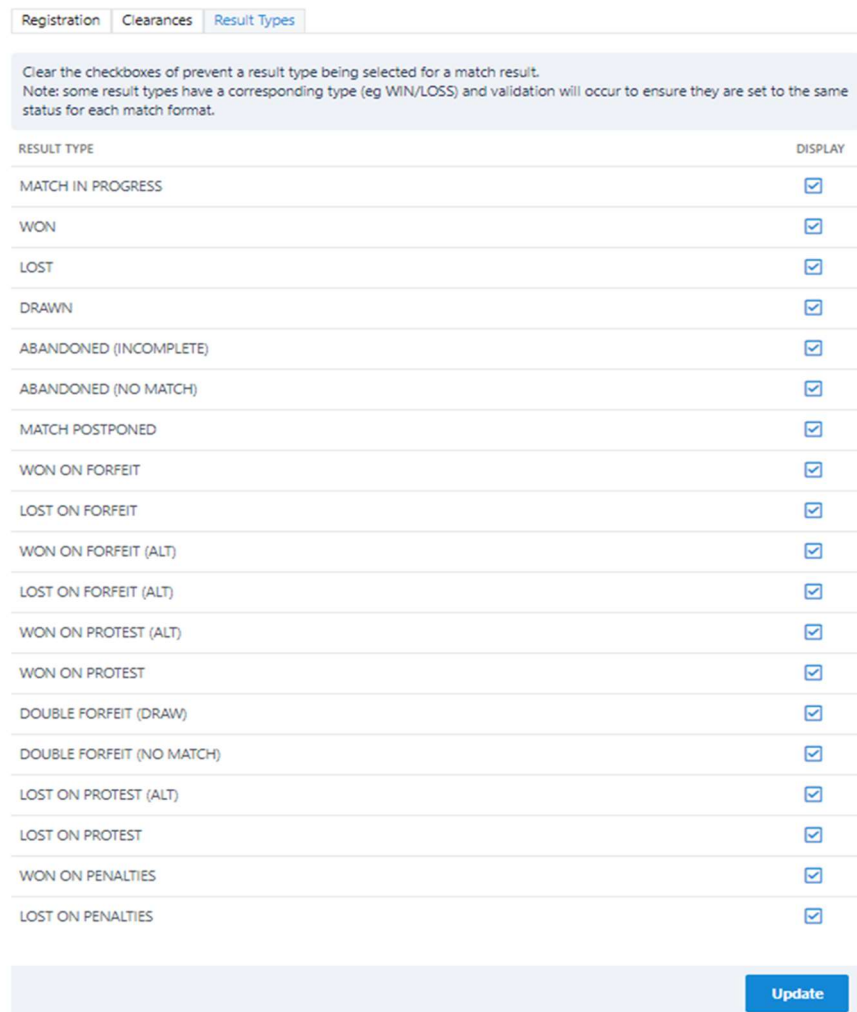
Once you have ticked 'Enable Clearances and Permits' and added a link to your constitution/by laws (if applicable), click **UPDATE**.

Next, click on the Results Type tab (if you are not going to use the Enable Clearances feature then just skip to this tab).



The screenshot shows the 'mynetball administration' interface. The top navigation bar includes 'ORGANISATION', 'PEOPLE', 'REGISTRATION', 'COMPETITIONS', 'PROGRAMS', 'WEBSITE', and 'REPORTS'. The 'COMPETITIONS' tab is active. On the left sidebar, 'Competition Settings' is selected. The main content area shows 'Competition Settings' with three tabs: 'Registration', 'Clearances', and 'Result Types' (which is circled in red). Under 'Result Types', there is a checkbox for 'Enable registration' which is checked. An 'Update' button is visible at the bottom right of the settings area.

Here you would have ticked the relevant match type results that you would like to display for your competition.



The screenshot shows the 'Result Types' configuration table. It has two columns: 'RESULT TYPE' and 'DISPLAY'. The table lists various match result types, each with a corresponding checkbox in the 'DISPLAY' column. All checkboxes are checked. An 'Update' button is located at the bottom right of the table.

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"/>
DOUBLE FORFEIT (NO MATCH)	<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"/>

The options you select are up to you. A couple of things to note when deciding what to select:

- WON/LOST ON FORFEIT – considered a forfeited match as a match played.
- WON/LOST ON FORFEIT (ALT) – does not consider forfeited match as a match played.
- WON/LOST ON PROTEST – is better dealt with through **Ladder Adjustments**.
- WON/LOST ON PROTEST (ALT) – is better dealt with through **Ladder Adjustments**.
- WON/LOST ON PENALTIES – is better dealt with through **Ladder Adjustments**.
- DOUBLE FORFEIT (DRAW) – realistically does not happen very often.
i.e. one team usually forfeits first.
- DOUBLE FORFEIT (NO MATCH) – realistically does not happen very often.
i.e. one team usually forfeits first.

When selecting the option(s) you want, remember that you cannot have a WIN option without a LOST option
i.e. you cannot have WON ON FORFEIT without LOST ON FORFEIT also being selected.

Once you have selected the option you want on display, click **UPDATE**.