Play Cricket Club Registration and League Registered Player Process

Pre-Requisites for League Registration

- For a player to be registered with the CCCL, they must have a full Play Cricket (PC) account with an email address and password set up. Player records that show up as TMP, TMP < 13 and TMP 13+ cannot be registered with the league. Player must be over the age of 13 and have access to an email account that is not already used within the PC system in order to create their own PC account.
- > The player record must not be associated with another club in the CCCL.

Workflow for Player Registration

Scenario

A player (including a junior <18) is playing senior cricket AND does not already have FULL PC account – they may have a TMP account though.

- They should create a registered PC account by going to **play-cricket.com** and clicking SIGN-UP.
- 2 An email will be sent to activate the account and create a password.
- Once activated the player can then request association with a club by following the "Get Started" process.
- Junior players must ensure that they include a name. email and contact number in Parent / Guardian section. Without this they cannot be registered with the league.
- A club PC admin must then accept the membership request and ensure that the member record is in at least one squad as a player.
- If the player already has a TMP account, then this can be matched against the newly created account using the PC process for managing duplicates.
- 7 The player can now be registered with the CCCL.

A player already has a registered Play Cricket account with another club.

- 1 In the site administration section of PC, choose Day to Day / Member Database.
- 2 Click Add Member.
- Add the surname, add club name in Keyword, then search.
- 4 Click Add Member next to the player's name.
- 5 This will generate a request to the existing club to transfer the record.
- 6 Once transferred, add the player to a team squad.
- 7 If necessary, register the player with the CCCL.