

WHOLE GAME SYSTEM

FOR CLUBS Transfers/ Dual Registration 2019

Raising A Transfer/ Dual Registration

Please note, Notice of Approach is now completed outside WGS. Please see Notice of Approach 2019 guidance for more information.

To start the transfer or dual registration, select the player and click "Assign to Teams".

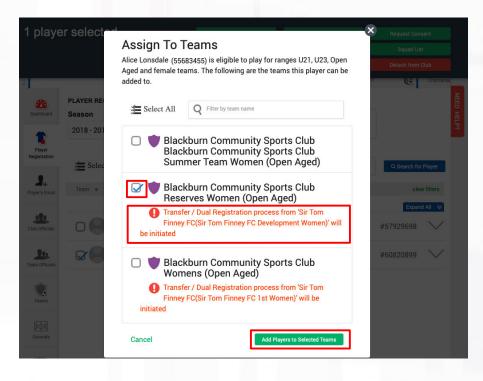
If the player is currently registered elsewhere within the league, you will have a warning explaining a transfer/ dual registration will be initiated. If there's no warning, no transfer will be initiated.

Select the teams you wish to add the player too and click "Add Players to Selected Teams". This will then notify the league and the player will show as "Pending" whilst the league decide if it's a transfer or dual registration.

WHOLE GAME

Mike Carter 🛶

From Team: FA Demonstration Club F
To Team: Diagon Wanderers FC First



SAMUEL YATES | LOGOUT **WHOLE GAME** Club Secretary (Assistant) League Chairman Orphanage Cup League Registrations PLAYER REGISTRATION Please select one from the following options-Season Players Pending Parental Consent 1 2018 - 2019 Q Filter by name, FAN #60114353 Billy Angeltest 🛑 From Team: Diagon Wande To Team: FA De Need evidence player wants to transfer

Initiating Club

If you're the initiating club, your new player will be either Accepted or Rejected by the League. If the player is accepted, their registration status will show as Accepted in the "Players Box"

If the player is rejected, you will receive a notification from WGS to log in and see why the player was rejected. The League rejection reason will show on the registration status within the "Transfers" box.

Served Club

If you're the served club, once the league decide it is a transfer, WGS will notify you that a player is leaving. You will have 3 days to log in to WGS and add an Objection. The Objection will be visible to the league for them to make a decision.

Club Secretary (Assistant) FA Demonstration Club Club Secretary (Assistant) Club Secretary (Assistant)

#62087763

Objection Players