

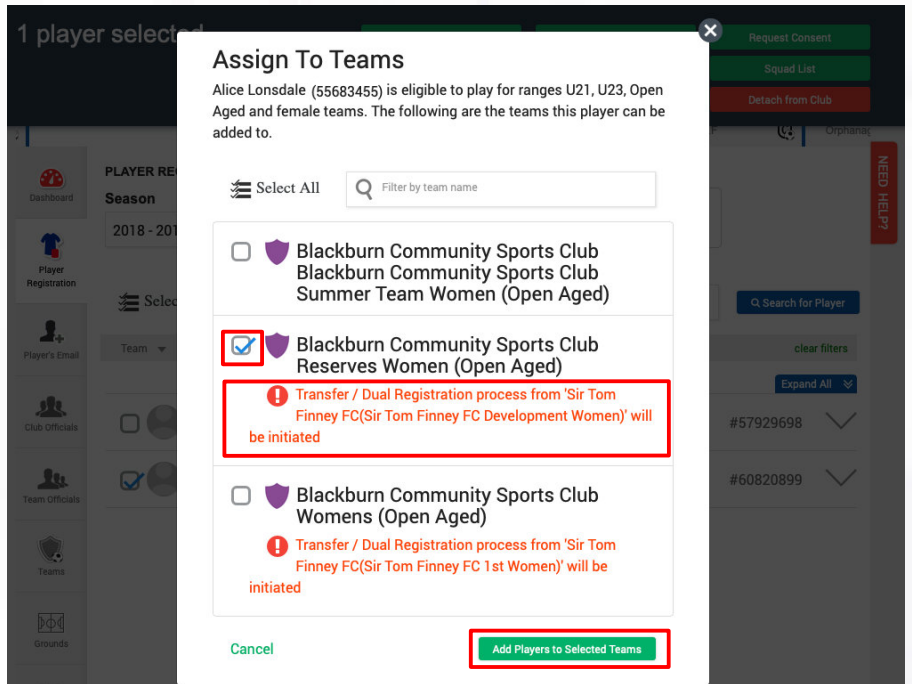
Raising A Transfer/ Dual Registration

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.

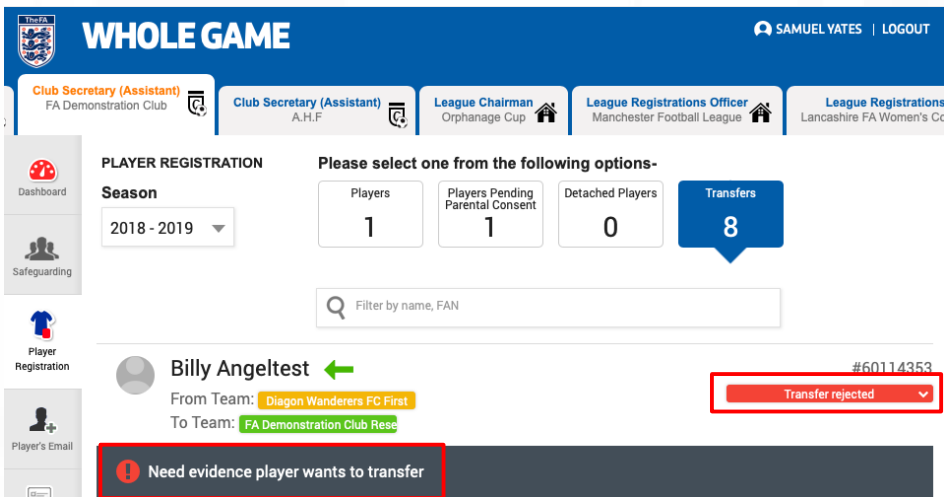
Select the teams you wish to add the player too and click "Add Players to Selected Teams". This will then notify the league and the player will show as "Pending" whilst the league decide if it's a transfer or dual registration.



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.

