

Whole Game System (WGS) Player Registrations – 2020-21 season

For 2020-21 registrations will be processed through the Whole Game System and through the signing of a Club registration spreadsheet, or individual registration forms (available from the Forms tab of this website, to be printed off).

Clubs must access WGS in order to complete the registration process. If a Club attempts to register a player via WGS but does not fully and correctly complete the necessary information via WGS, the registration will not be processed.

A player is registered and permitted to play in a Competition match if he has signed a fully and correctly completed Competition registration form in ink, countersigned by an Officer of the Club and the registration of the player was submitted on WGS prior to the Competition match. The registration form is to be retained by the Club until a League request for the Club to send all currently retained forms, and these must be received by the Registrations Secretary within 7 days of such request.

Individual player photo ID and a valid personal email address must be uploaded to the registration record on WGS for each registered player. Non-acceptable photo ID will result in the registration being rejected.

Please note that:

- * Any player registered on Whole Game
- * When signing on players prior to a match, details must be uploaded to Whole Game prior to kick-off. The player will then be eligible to play, as long as that registration is later approved by the Registration Secretary as valid and complete.
- * Transfers – the Whole Game process, along with all paperwork must be completed and received by the Registration Secretary prior to a transfer being completed. The process is only complete once the player appears in that team's Full-Time player listing, and therefore clubs should only play a player once this is clearly done.
- * a reminder that at least 11 registrations for each team must be approved by 5th September 2020.