



PLAYER TRANSFERS, PERMITS & REGISTRATIONS PROCEDURES

2.6 TRANSFERS AND PERMITS

DEFINITIONS:-

Transfer: - A formal process whereby a player permanently moves from one Club, to another. This requires the new Club to apply for the transfer and the original Club to approve the transfer and the Association (within which the original Club participates) to also approve the transfer. A player will only appear on the new Club's list as an active player when a transfer has been granted.

Example: A player moves from their original Club, to a new Club which participates in the same Association or in a different Association, will need to apply for a transfer. Once granted, the player's profile will then appear on the new Club's player list.

Permit: - An informal process whereby a player may participate for more than one Club during the course of the season. A player remains on the base Club's player list as an active player, and will also appear on the Clubs list of the Club the permit is granted to. The maximum period for a permit is twelve months. The player will require a new permit on a yearly basis if required.

Example: A junior player who participates regularly for their local Club, who is then selected to play in the JG Craig Shield for a different Club, would need a permit. This allows that player to return to playing for their original Club once the competition finishes.

A senior player who participates regularly for their local Club, who then wishes to play Veterans for a different Club, would require a permit to that Club as a Senior player but with the notation "to Play Veterans Only".

A Junior player at the base Club, will require a permit to play with the Senior component of that Club.

2.6.1 A player who is registered with a club in this Association and wishes to transfer to another club in the Association must obtain a transfer.

2.6.2 Applications for transfers must be submitted via the nominated player registration database.

2.6.3 A player seeking a transfer shall do so by having the application submitted on the Association's approved database system by the Club he is seeking the transfer to.

Once granted/refused the exit Club must enter their decision on the transfer section of the Association's approved database system within the scheduled timeframe.

2.6.4 Applications not acted on within 5 days of the notice being sent by email may result in the transfer automatically being granted by the Operations Group Manager.

2.6.5 Separate transfer applications are required for senior, junior and veteran players.

2.6.6 Transfers open on 1 July and close 31 December each calendar year. Any transfer application submitted prior to the closing date and subsequently granted shall be permitted.

2.6.7 Transfers can only be refused by a Club based on the following:

The player is contracted: and/or

The player is indebted to the Club: and/or

The player is in possession of Club property that needs to be returned: and/or

The player wishes to withdraw their transfer application. The player must supply a written and signed letter advising the withdrawal of the transfer.

All transfers refused by a club shall be assessed by the General Manager and/or Operations Manager as to whether a valid case has been presented by the club to withhold the transfer. If it is determined a club has not presented a valid case to withhold a player's transfer the player shall be automatically cleared.

A club shall have the right of appeal within seven (7) days to the Appeals Sub Committee of any such decision. Details supporting their appeal must be lodged in writing or electronically. An appeal bond will be required as per Administration Regulations Clause 2.2.

A player refused a transfer shall have the right of appeal within seven (7) days to the Appeals Sub Committee. Details supporting their appeal must be lodged in writing or electronically.



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- 2.6.8** Subject to the governing rules of the VMCU and other Associations all players incoming to the NMCA must secure a transfer from the exit Club.
- 2.6.8.1** Senior players, defined as those who have played first or second XI Premier or first or second XI Sub District cricket are subject to Administration Regulations Clause 2.6.8. However, Clubs are limited to registering only two new such Senior Players in any one season.
- 2.6.8.2** A registered NMCA player may play with a District or Sub District Club on a game by game basis during the home and away season. However, each time a player returns to play with their NMCA Club, the Club must notify the Operations Group Manager. However, if after the first season the player continues at District/Sub District, the player will then be subject to the NMCA transfer rules to play in the NMCA.
- 2.6.9** In the event of a club disbanding prior to the closing date of transfers, players of that club must apply in writing to the association Board if they wish to play for another NMCA Club in the current season.
- Players of a club disbanding after the closing date of transfers will be declined permission to play for another NMCA Club in the current season.

REGISTRATIONS:

2.21 REGISTRATION OF PLAYERS

- 2.21.1** Players are required to register on the Association nominated Registration Database to be eligible to participate in the current season. The player's will be required to re-register on an annual basis.
- 2.21.2** Each player must be registered and entered onto the Association approved Registration Database prior to taking part in the match. Mandatory details to be stored/recorded on the Database include; Full Name, Date of Birth, Full Address, Contact Number, and any other details as required by the association or higher governing body. The onus is on each Club to ensure that players are eligible and are correctly registered with the association.
- 2.21.3** Separate applications for registration are required for the Senior and Junior Competitions.
- 2.21.4** Proof of identity to support the registration shall be held by the Club Secretary (i.e. copy of drivers licence, copy of extract of birth, copy of passport, and/or statutory declaration). It is a requirement that all players' details match that of proof of identity, i.e., no nicknames or abbreviated names.
- 2.21.5** Once a player registers with a club he is a playing member of that club.
- 2.21.6** Both the player and the club shall be held responsible for the action of any player already registered who signs another registration, and shall be dealt with as the General Manager may determine.
- 2.21.7** Any team who plays a person not registered in accordance with the Rules and Regulations of the Association shall not receive any points for the match or matches in which the non-registered player took part.
- 2.21.7.1** The opposing team shall receive the maximum points scored in that grades round or rounds,
- 2.21.7.2** The offending team shall be fined as per the Penalties/Fines Schedule (Administration Regulation Bylaw 2.17).
- 2.21.7.3** Failing to pay the amount, the offending team shall be disqualified from further participation in the competition.
- 2.21.8** Should a registered player transfer from one club to another in this Association it is not necessary to register that player again, however a transfer must be obtained as per Administration Regulations Clause 2.6 of these Regulations.
- 2.21.9** The Board shall at any time have the power to inquire into or review any registration of any player and shall take whatever action they deem necessary.
- 2.21.10** Players may register up to completion of home-and-away matches.

If in any doubt about procedures please email the General Manager. nmca.generalmanager@gmail.com