

## Player Transfer Policy

Players may only play in teams representing the club that first registers them in that competition year, unless a transfer is obtained under the provisions of this policy.

In National and Regional championships, a player may play for only one club throughout the competition unless Dispensation is granted via IHNZ.

This form must be completed by any player wishing to transfer to another club after they have completed their annual registration with their current club.

### Players:

Any player who wishes to transfer to another IHNZ Club at any time must complete a player transfer form prior to their IHNZ membership transferring to the new club and they may not play for their new club until the outcome of the player transfer application has been advised.

Any player who has begun to play in regional club games with their current club and subsequently chooses to transfer to another club is required to also complete the Player Dispensation Form and cease playing until the outcome of their application to IHNZ is advised.

All players wishing to join a new club in a subsequent year/season must apply for a transfer.

### Clubs:

On completion of this form, the club confirms there are no outstanding fees due or disciplinary issues or the like, to their current club in accordance with the No Pay, No Play Policy.

Transfers will not be granted if there are outstanding fees owed.

Please allow up to 30 days for the Transfer process to be completed and advised.

<b>Name</b>	
<b>Date of Birth</b>	
<b>Address</b>	
<b>Phone Number</b>	
<b>Email</b>	
<b>Current Financial Member of Club:</b>	
<b>New Club</b>	
<b>Date</b>	
<b>Signature</b>	

**SIGNATURES FROM BOTH CLUBS ARE REQUIRED IN THE APPLICATION.**

<b>Current Club Approval</b>	<b>New Club Approval</b>
<b>Club</b>	<b>Club</b>
<b>Secretary</b>	<b>Secretary</b>
<b>President</b>	<b>President</b>
<b>Date</b>	<b>Date</b>
<b>Comments</b>	

<b>IHNZ Board</b>	
Policy Creation Date	January 2021
Policy Approval Date	18/04/2021
Policy Revision Date	April 2024