**Addendum to Interclub Prospectus**

PLAYER REGISTRATION/TRANSFER RULES

1. All players must be registered to a team before playing.

2. All stipulated fees must be paid to complete registration.

3. All registered players must sign their respective team’s application form indicating his/her agreement with team captain to play for that team.

4. A registered player who has not yet played for his/her team may transfer to another team no later than the start of match play on April 2nd 2017.  Rule 3 must be satisfied along with agreement between player and both captains.

5. A player is allowed one transfer only.

6. A registered player who has not yet played for his/her team (A) may not play for another team (B) unless rules 3 and 4 are adhered to.  Violation of this rule will result in that team (B) losing the tie 60-0.

7. A player who has played for a team (A) may not play for another team (B) under any circumstance.  Violation of this rule will result in immediate tournament disqualification of that player and team (B).  In addition, all past and future opponents of that team (B) will be awarded a 60-0 victory for their respective ties.

8. Any unregistered person may be registered to a team at any time during the tournament, once completed seven (7) days in advance of their first tie.

INTERCLUB COMMITTEE

Feb 22, 2017