

# Assessment Trials 2021

## Player Contact Information Sharing Policy & Procedure

The purpose of LFE sharing player contact information is to facilitate and monitor official, genuine and specific opportunities for players with clubs and universities in the UK and abroad who have an official, genuine and specific desire to attract that player.

LFE is determined to avoid giving false hope to players and/or being used as a tool to proliferate scattergun marketing campaigns by clubs, universities or agents.

In order to achieve the above, yet avoid adding unnecessary layers of bureaucracy which could also be barriers to genuine player movement, LFE employs the following policy and procedure.

Any registration of player interest (either through the trials process, associated LFE websites or direct contact with LFE) will be deemed as official, specific and genuine and the contact details for the players will be released to the representative. In parallel, the name and contact information of the representative will be noted and passed on to the player confirming that an official, specific and genuine interest has been registered in them.

The representative must therefore be sure that he/she is able to offer an official, specific and genuine opportunity to that individual or set of individuals prior to registering their interest and requesting their information.

Requests from football agents or USA scholarship agents will be treated in the same way as has been mentioned, but it will be made clear in the communications to the player that LFE:

1. **DOES NOT** advocate the use of any agents and players will be referred to The PFA for further advice
2. **DOES NOT** recommend any USA scholarship agents, with the exception of FirstPoint USA

LFE understands that situations change but will take very seriously any representative who is found not to have acted in good faith/in the best interests of the player with regard to registering interest in that player and requesting contact information.



Established by

