

## **Player Loan Form**

Form to loan a player between two US Club Soccer members

## Directions:

1. Club #2 (club obtaining player) completes their portion of this form and sends it to Club #1 (club loaning player).

**2.** Club #1 completes their portion of this form, returns it to club #2, and gives a copy to the player, along with their current US Club Soccer player's card.

**3.** Club #1 is responsible for sending a copy of this completed form to their US Club Soccer, Admin Staff Region Representative.

*Note*: It is *NOT* necessary to receive US Club Soccer's approval of this loan as long as a copy of the loan form and a valid player card accompany the player to the competition; and a copy is sent to US Club Soccer.

*Note*: The player's insurance coverage applies <u>only if Club #1 submits a copy of the completed</u> document to US Club Soccer in one of two ways:

Go to Contact Us at usclubsoccer.org to find your state's Admin Staff Region Representative
<u>AdminRegionA@usclubsoccer.org</u>; <u>AdminRegionB@usclubsoccer.org</u>; <u>AdminRegionC@usclubsoccer.org</u>;
<u>AdminRegionD@usclubsoccer.org</u>; <u>AdminRegionE@usclubsoccer.org</u>;

- Email a scanned version of completed / signed document <u>PRIOR</u> to the start of competition to your state's Admin Staff Region Representative listed above **OR**
- Mail with a postmark prior to the competition start date to address below Attn: Player Loan.
- Faxed forms are NOT acceptable.

Please print clearly		Today's date:				
Player's Name					Card Expiration Date	
Player's Identification Number (as shown on card)					I	
Player's Date of Bi	irth		Jersey			
			#			

Date(s) for Loan of Player	
Name / Location of Event	
Date(s) of Event	

Club #1 - Club Loaning Player	State -
Team Name	Team Identification #
Club Rep. Signature	Club Fax #
Print Name	Position

Administrative Office: Attn: Player Loan 716 8th Avenue North Myrtle Beach, SC 29577 (843) 429-0006



Club #2 - Club Receiving Player				
Team Name	Team Identification #			
Club Rep. Signature	Club Fax #			
Print Name	Position			