FIFA® CLEARING HOUSE

Integration of member associations & training rewards triggers

Session 2 of 4
FIFA Clearing House Go-Live Webinar

October 2022

FIFA Clearing House process

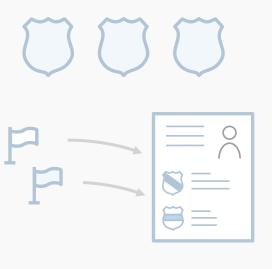
1- Training rewards triggers

Training rewards triggers (international and domestic transfers, as well as first professional registrations) are declared by MAs and processed by FIFA for identification of potential entitlement.



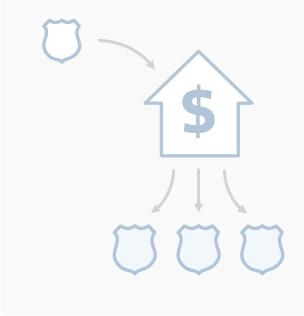
2- Electronic player passport (EPP)

When a training reward trigger is identified, an EPP is created with registration information from relevant MAs. A review process will ensure the EPP is complete.



3- Distribution of training rewards through FIFA Clearing House

The FIFA Clearing House entity will conduct a compliance assessment on all parties and, once accepted, it will process the payments from the new club to the training clubs.





Topics of this presentation

I. Member associations' electronic systems

II. Identification of training rewards triggers

III. Proof of payment

IV. Importance of accurate registration information for the creation of the electronic player passport (EPP)

Annexe – how to declare sell-on fees





Integration of member associations & training rewards triggers

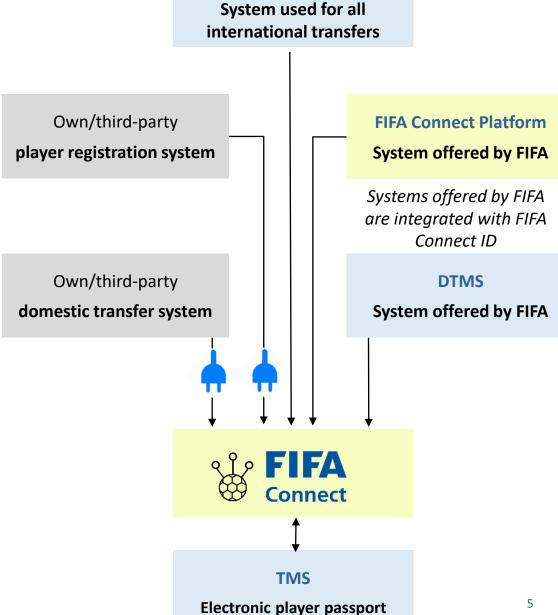
I. Member associations' electronic systems

Requirement for use of electronic systems by member associations and clubs

In order for FIFA to be able to create an EPP, every member association must:

- ensure **ITMS** is used for all international transfers;
- implement an electronic player registration system
 - a) implement an own/third-party system, or
 - implement the system offered by FIFA (i.e. FIFA Connect Platform);
- 3) implement an electronic domestic transfer system
 - a) implement an own/third- party system, or
 - b) implement the system offered by FIFA (i.e. DTMS); and
- 4) integrate those electronic systems with **FIFA Connect ID.**





ITMS

FIFA Connect ID

FIFA Connect ID is a solution provided by FIFA with two main functions:

- Assigning unique identifiers (FIFA ID) to players, clubs and associations via the FIFA Connect ID Service
- Allowing easy and secure exchange of data between member associations (for the purpose of player deduplication), and between member associations and FIFA (for the creation of the EPP) via the FIFA Connect Interface





Integration of member associations & training rewards triggers II. Identification of training rewards triggers

Training rewards triggers

Potential training rewards Source of information 1 - First registration as a Member associations' **Training compensation** professional player registration systems **Solidarity contribution** 2 - International transfer **ITMS Training compensation** Member associations' 3 - Domestic transfer **Solidarity contribution** domestic transfer systems

NOTE: Non compliance of member associations with the obligation to declare a first registration as a professional or a domestic transfer may result in sanctions (including fines <u>and</u> an order to pay restitution to training clubs of the training rewards they should have been paid).



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Integration of member associations & training rewards triggers

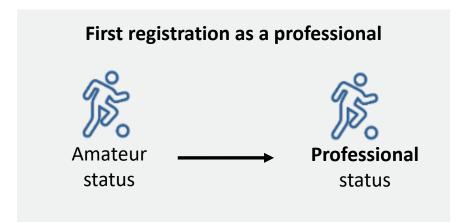
II. Identification of training rewards triggers

Trigger no. 1 – first registration as a professional

First registration as a professional

First registrations as a professional may trigger training compensation payments if there is an international dimension (i.e. if the player was trained abroad).

On a domestic level, whenever a change of a player's status from amateur to professional is registered in the player registration system, the information about this change is to be communicated to FIFA within 30 days.



There are three options for MAs to declare this information:

- Option 1 automatically via the FIFA Connect Interface (for member associations using their own/third-party player registration system)
- Option 2 manually in TMS (only with written approval of FIFA for member associations using their own/third-party player registration system but are unable to communicate information via the FIFA Connect interface yet)
- Option 3 by using FIFA Connect Platform (only for member associations using this system as their player registration system)

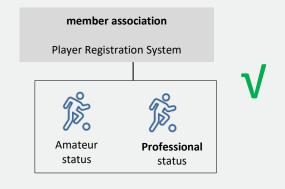
NOTE: When the first registration as a professional occurs as part of an international transfer, the information does not need to be declared as FIFA will identify it automatically via the relevant international transfer instruction in ITMS.



Option 1 – automatic declaration (via SDK)

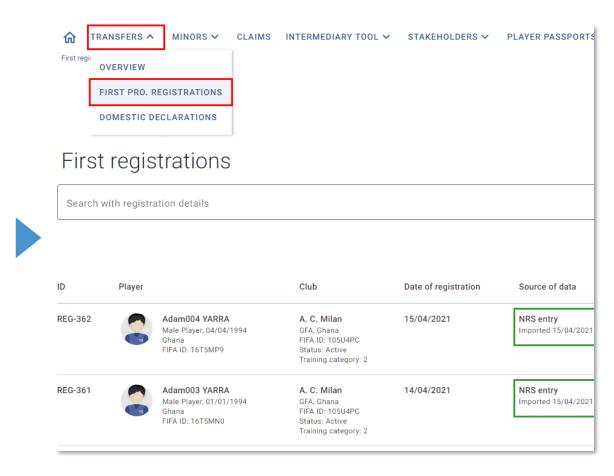
First pro registration SDK message

A. Clubs and/or the relevant member association shall update the status of a player in the player registration system.



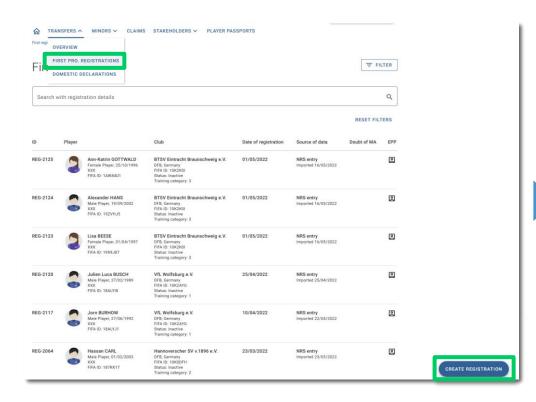
B. Once the status of a player has changed from amateur to professional, the player registration system sends this information to FIFA via the FIFA Connect interface.

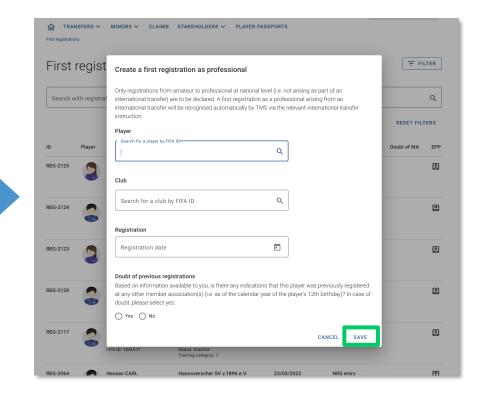






Option 2 – manual declaration







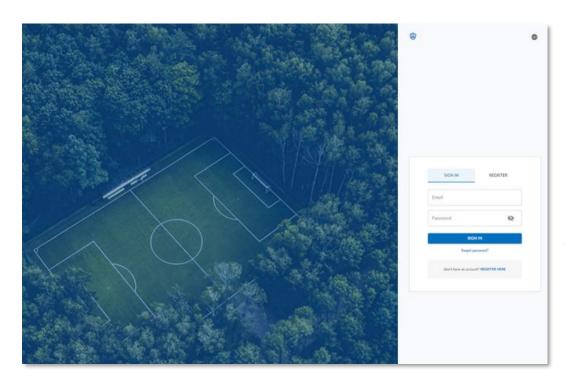
NOTE:

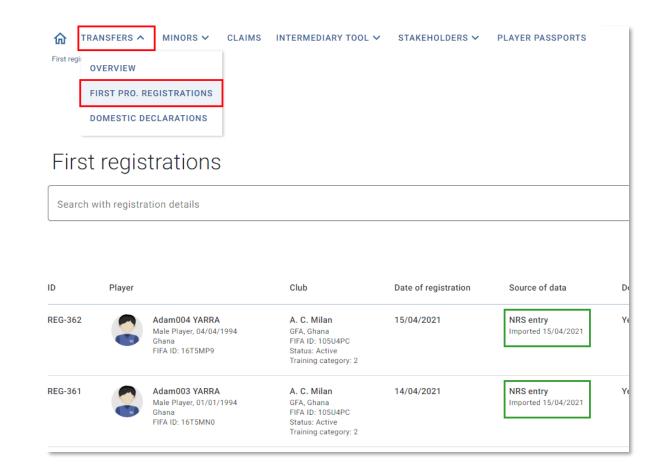
Only for use with the prior written approval of FIFA.

Member associations enter the information on behalf of the clubs.



Option 3 – FIFA Connect Platform







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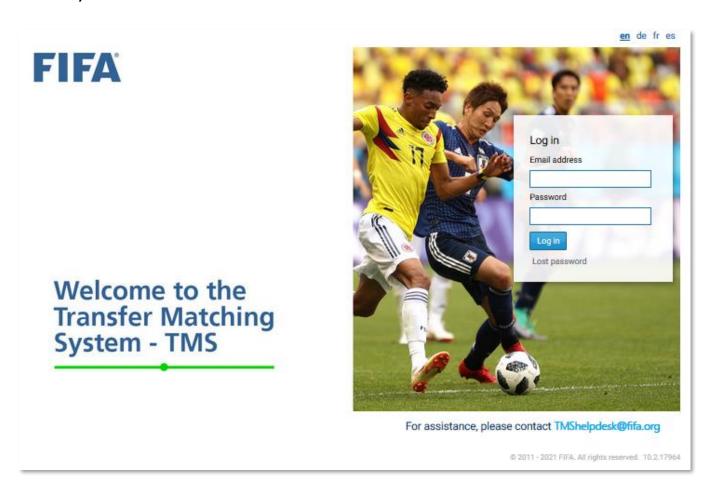
Integration of member associations & training rewards triggers

II. Identification of training rewards triggers

Trigger no. 2 – international transfer

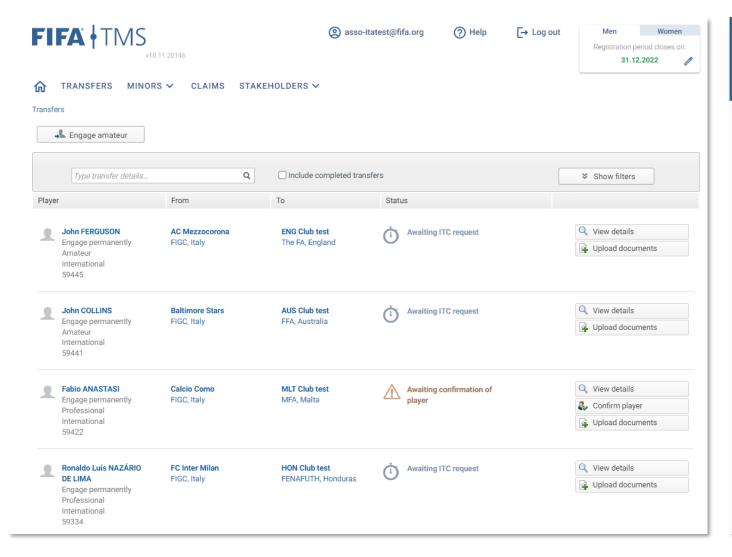
International transfer

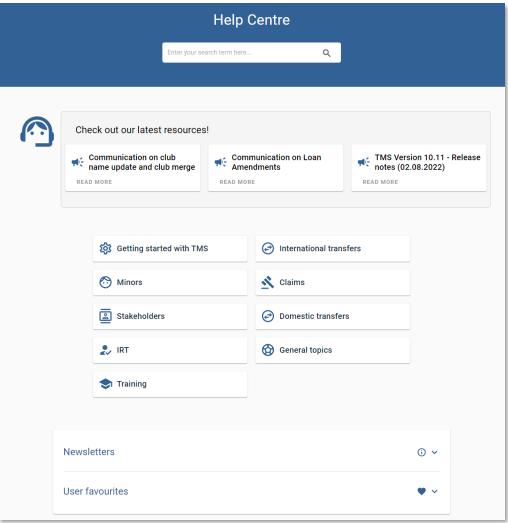
All details relating to the international transfer of a player within the scope of association football shall be entered in TMS (cf. Annexe 3, FIFA RSTP).





International transfer process in ITMS







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Integration of member associations & training rewards triggers

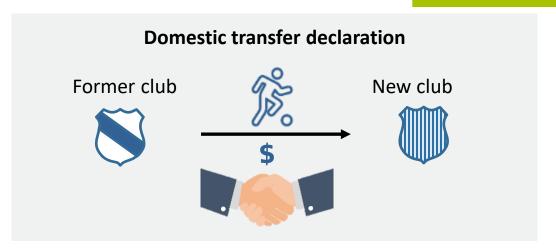
II. Identification of training rewards triggers

Trigger no. 3 – domestic transfer

Domestic transfer

A domestic transfer may trigger solidarity contribution payments if there is an international dimension (i.e. if the player was trained abroad).

All domestic transfers that include transfer compensation must be communicated to FIFA via a domestic transfer declaration, with information about this transfer and each planned payment of transfer compensation within 30 days.



There are three options for this information to be sent to FIFA:

- Option 1 automatically via the FIFA Connect Interface (for member associations using their own/third-party domestic transfer system)
- Option 2 manually in TMS (only with written approval of FIFA meant for member associations that are using their own/third-party domestic transfer system but are unable to communicate information via the FIFA Connect interface yet)
- Option 3 by using DTMS (for member associations using DTMS as their domestic transfer system)

NOTE:

- Member associations are responsible for ensuring that the information sent to FIFA is accurate and verified (DTMS includes a matching system).
- Transfer compensation includes release/buy-out fee, fixed fees, conditional fees and/or a sell-on fee.



Option 1 – automatic declaration (via SDK)

Domestic transfer declaration SDK message

 Clubs enter all relevant information about the domestic transfer of a player, including all planned payments, and provide relevant documentation (such as the relevant transfer agreement) in the domestic transfer system.



2. Matching takes place between the information entered by the clubs. Alternatively, the member association checks the information entered in the system and approves the transfer.

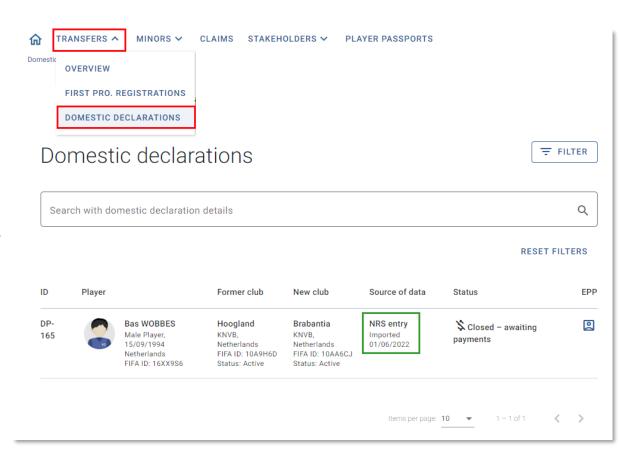


- Once the transfer is closed and if there is one of the following planned payment types declared, the domestic transfer system sends a domestic transfer declaration to FIFA via the FIFA Connect ID service.
 - Release /buy-out fee
 - Fixed fees
 - Conditional fees
 - Sell-on fees

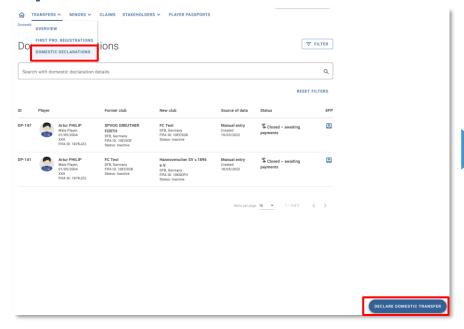


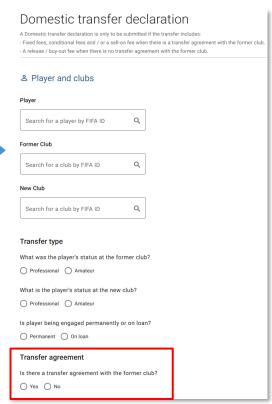
4. FIFA confirms the declaration by providing a transfer ID number to the domestic transfer system.





Option 2 – manual declaration



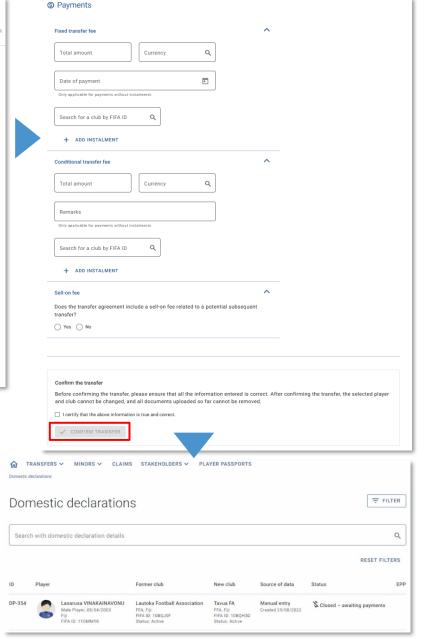


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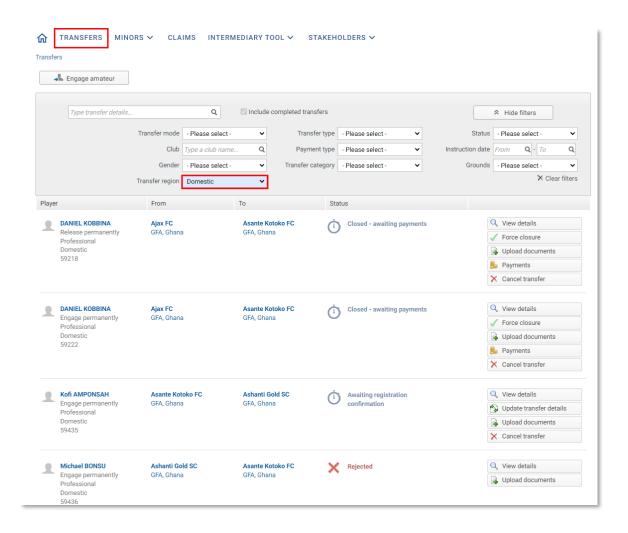
Only for use with the prior written approval of FIFA.

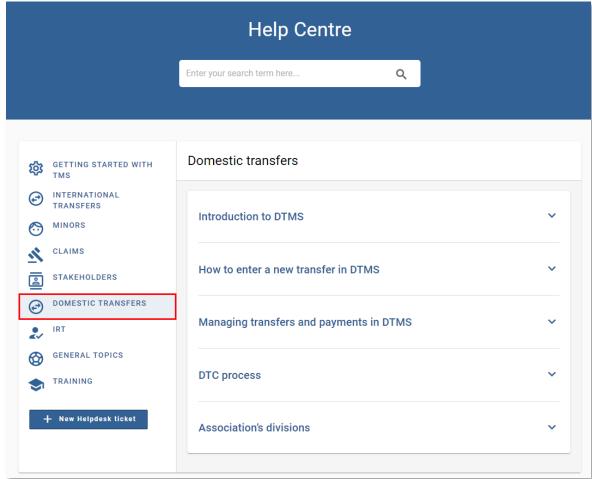
Member associations enter the information on behalf of the clubs.





Option 3 – DTMS









Integration of member associations & training rewards triggers III. Proof of payment

Proof of payment of transfer compensation

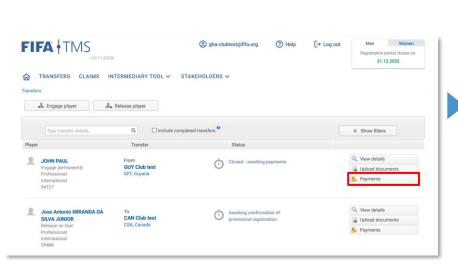
This information must be made available as every proof of payment will trigger, if applicable, the allocation statement and the payment process by the FIFA Clearing House entity.

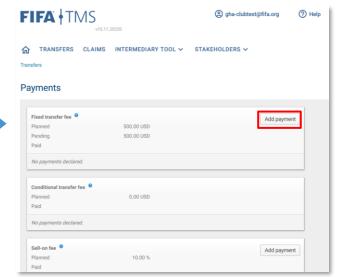
Every time a payment from the new club to the previous club is executed, the information needs to be communicated to FIFA within 30 days. This applies to international and domestic transfers that include transfer compensation.

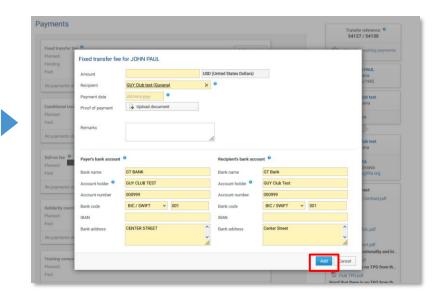
For the purpose of calculation of solidarity contribution, the amount declared in the proof of payment will be considered to reflect the respective transfer compensation (or instalment thereof), with 5% as solidarity contribution having been withheld by the club making the payment, in accordance with article 1 paragraph 1 of Annexe 5 to the RSTP.



How to upload proof of payment in ITMS & DTMS

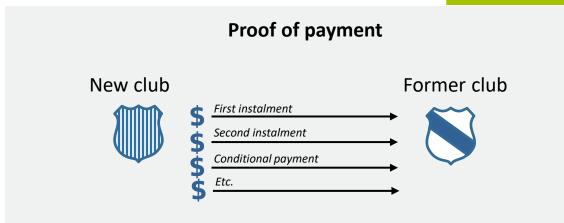






How to upload proof of payment for domestic transfers





Every time a payment from the new club to the former club is executed, the information needs to be communicated to FIFA within 30 days.

Proof of payment in domestic transfers must be declared with the same method that is used to declare the relevant domestic transfer with transfer compensation:

- Option 1 automatically via the FIFA Connect Interface (for MAs using their own/third-party domestic transfer system)
- Option 2 manually by updating the relevant information already entered in TMS
- Option 3 by using DTMS and updating the relevant information in TMS directly (as seen on the previous slide)

NOTE:

Member associations are responsible for ensuring that any information sent to FIFA (or entered in DTMS, if applicable) is accurate and verified.

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Option 1 – proof of payment in an automatic declaration (via SDK)

Domestic transfer declaration SDK message

1. Clubs enter all relevant information about the domestic transfer of a player, including all planned payments, and provide relevant documentation (such as the relevant transfer agreement) in the domestic transfer system.



2. There is a matching done between the information entered by the clubs. Alternatively, the member association checks the information entered in the system and approves the transfer.



- 3. Once the transfer is closed and if there is one of the following planned payment types declared, the domestic transfer system sends a domestic transfer declaration to FIFA via the FIFA Connect ID service.
 - Fixed fees
 - Conditional fees
 - Sell-on fees



4. FIFA confirms the declaration by providing a Transfer ID number to the domestic transfer system .



Proof of payment

Every time a payment from the new club to the former club is executed, the following process must be implemented within the domestic transfer system as part of the payment declaration:

1. The new club of the player enters information about a payment made, and provide relevant documentation in the domestic transfer system.



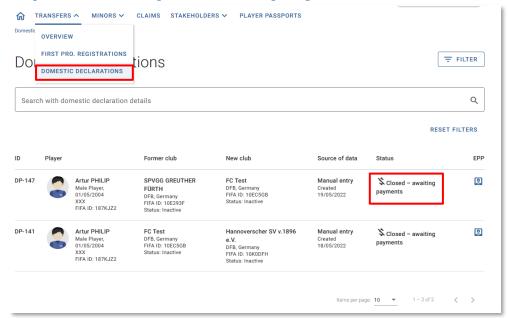
2. The member association reviews the information and approves it.

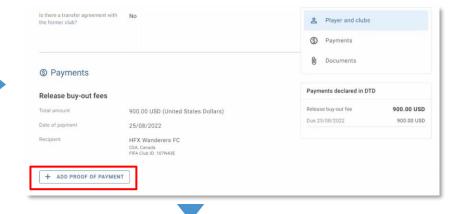


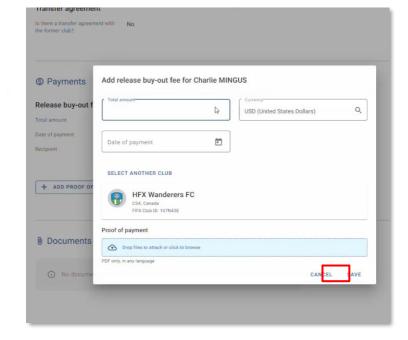
Once approved, the information about the payment is sent to FIFA using the transfer ID of the transfer. This applies to each and every payment.



Option 2 – proof of payment in a manual declaration







NOTE:

Only for use with the prior written approval of FIFA. Member associations enter the information on behalf of the clubs.



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Integration of member associations & training rewards triggers

IV. Importance of accurate registration information for the creation of the electronic player passport (EPP)

Accurate registration data at domestic level

The data relating to players' registrations is the responsibility of each member association for the period during which a player was registered at their relevant affiliated clubs. This includes current and historical registration data.

Failure to comply can result in a fine and an order to pay restitution to the training clubs of training rewards they should have been paid.

Member associations are required to register all players (as of the age of 12) in an electronic player registration system with the following information.

Mandatory	Optional		
FIFA ID of the player	Local ID of the player		
Full international name of the player (in Latin/Roman script)	Picture of the player		
Full local name (in non-Latin characters and only if different to the full international name)	Place and country of birth		
Date of birth	Any additional nationalities of the player		
Gender			
Nationality			
Registration information - Club's FIFA ID - Start date of the registration - End date of the registration (only applicable to historical registrations) - Status (amateur or professional) - Type of registration (permanent or loan) - Type of football (11 football/futsal/beach soccer) - Training category of the club at the moment of registration			
FIFA ID of the member association			

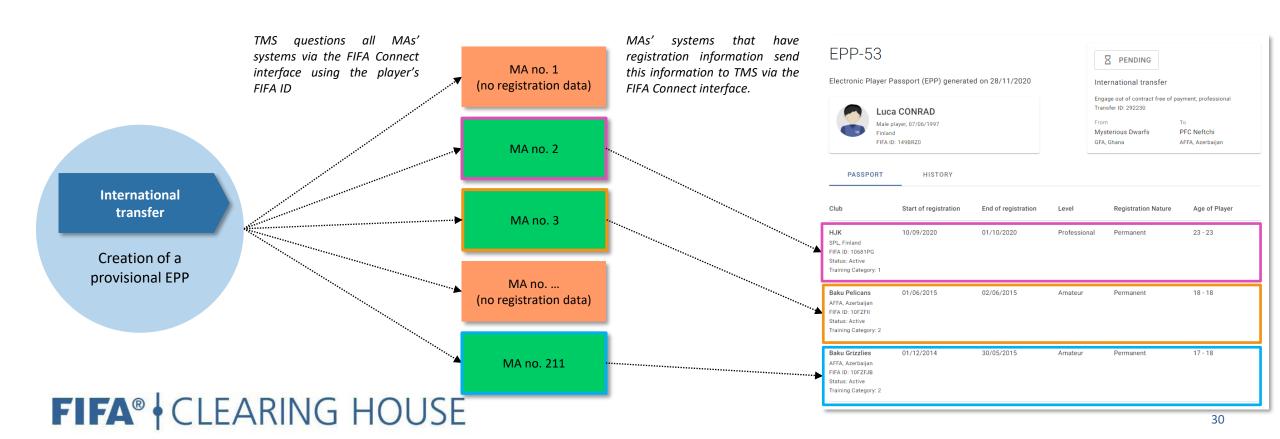
NOTE: Member associations are also responsible to maintain accurate data (both current and historical) related to their affiliated clubs.



What happens when an EPP is created for a player?

When a potential training rewards trigger is identified (e.g. international transfer), all member associations' electronic player registration systems that are integrated with FIFA Connect ID and that have registration data for this player will automatically send this data in order to populate the provisional EPP with registration information.

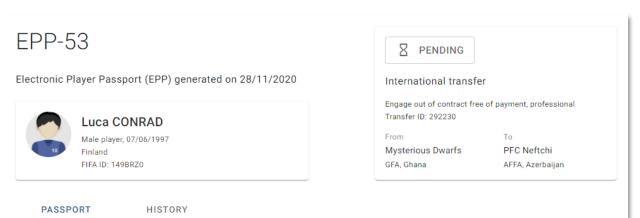
In the example below, MA no. 2, MA no. 3 and MA no. 211 are providing information automatically.



Information in an EPP

The EPP includes:

- Type of trigger (e.g. international transfer)
- Clubs participating in the transfer of the player
- Player details
- Player's historical registration information as communicated by every member association at which the player was registered



Club	Start of registration	End of registration	Level	Registration Nature	Age of Player
HJK SPL, Finland FIFA ID: 10681PG Status: Active Training Category: 1	10/09/2020	01/10/2020	Professional	Permanent	23 - 23
Baku Pelicans AFFA, Azerbaijan FIFA ID: 10FZFII Status: Active Training Category: 2	01/06/2015	02/06/2015	Amateur	Permanent	18 - 18
Baku Grizzlies AFFA, Azerbaijan FIFA ID: 10FZFJB Status: Active Training Category: 2	01/12/2014	30/05/2015	Amateur	Permanent	17 - 18



Summary

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What you need to know

- There are three different triggers that will generate an electronic player passport (EPP), if applicable:
 - o First registration as a profesional
 - International transfer
 - Domestic transfer with transfer compensation
- When an EPP is created, every MA's electronic player registration system that has registration data for the player automatically sends it to FIFA TMS (via FIFA the Connect interface) in order to populate the EPP.
- FIFA provides member associations, upon request, an electronic player registration system (FIFA Connect Platform) and a domestic transfer system (DTMS) free of charge.
- MAs must ensure that the information provided in relation to the first registrations as a professional and domestic transfer declarations training rewards triggers (including proof of payments of domestic transfers) is accurate and verified before it is declared to FIFA.
- Non-compliance can lead to sanctions.

What needs to be done

- Implement an electronic player registration system.
- Implement an electronic domestic transfer system.
- Integrate those systems with FIFA Connect ID.
- Ensure all potential training reward triggers are duly declared by:
 - Using ITMS for all international transfers
 - Declaring a first pro registration when a player changes status from amateur to professional at national level (three options):
 - Automatically through the FIFA Connect SDK
 - Manually in TMS
 - By using FIFA Connect Platform (as electronic player registration system)
 - Declaring all domestic transfers with transfer compensation (three options):
 - Automatically through the FIFA Connect SDK
 - Manually in TMS
 - By using DTMS (as electronic domestic transfer system)
- Declare all proofs of payment for international and domestic transfers.
- Assign a FIFA ID to all players (from the age of 12) and all affiliated clubs.
- Maintain accurate player registration and club data in the electronic player registration system and in TMS.

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Thank you



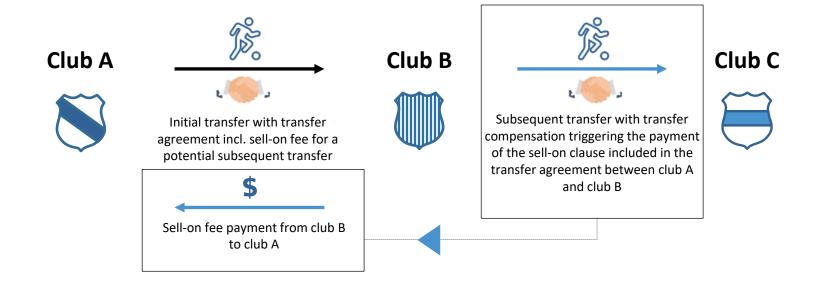


Integration of member associations & training rewards triggers

Annexe – How to declare sell-on fees

Sell-on fee

A sell-on fee is a fee (often represented as a percentage) of a potential future transfer compensation agreed between the two clubs involved in a transfer. This means that if the player transfers to a third club, the initial club is entitled to a percentage of the new transfer compensation.



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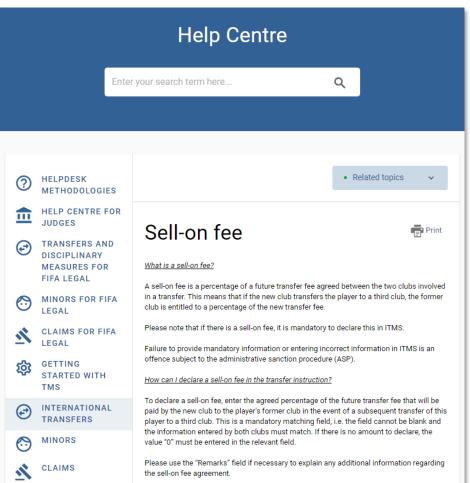
Sell-on fee

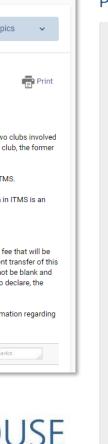
International transfer

(?) Help

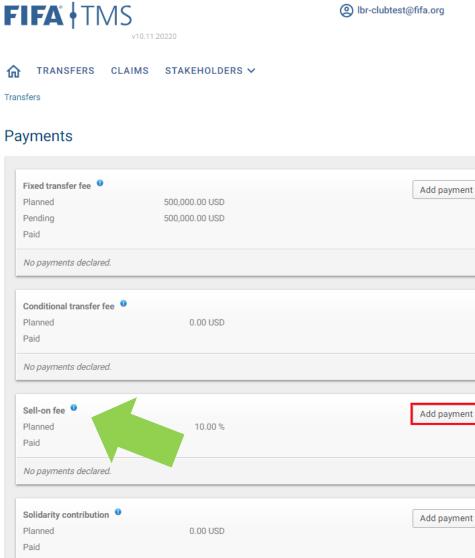
Domestic transfer

Sell-on fee – ITMS & DTMS





No payments declared.





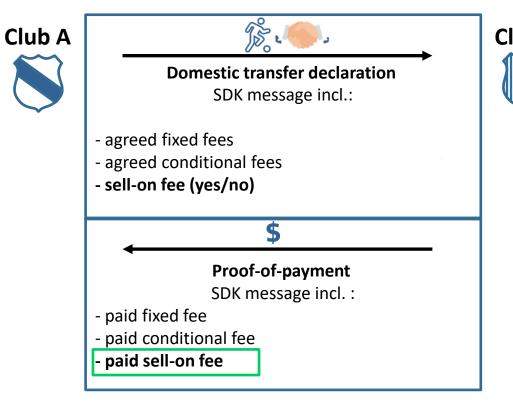


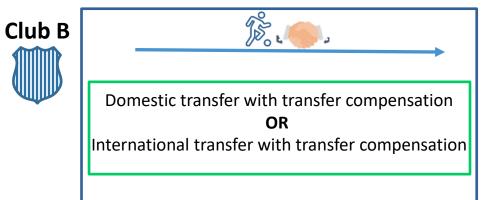
10.00 Sydney FC (Australia)



Sell-on fee in an automatic declaration (via SDK)

If a transfer agreement between club A and club B includes a sell-on clause (which was declared in the relevant DTD relating to the transfer from club A to club B) and the player is then transferred to club C for a transfer compensation, the sell-on clause (of the transfer agreement between club A and club B) is activated. The actual payments (relating to this sell-on fee) from club B to club A will need to be declared through a proof of payment (linked to the DTD of the transfer from club A to club B), using "sell-on fee" as payment type.







Sell-on fee in a manual declaration

If a transfer agreement between club A and club B includes a sell-on clause (which was declared in the relevant DTD relating to the transfer from club A to club B) and the player is then transferred to club C for a fee, the sell-on clause (of the transfer agreement between club A and club B) is activated. The actual payments (relating to this sell-on fee) from club B to club A will need to be declared through a proof of payment (linked to the DTD of the transfer from club A to club B), using "sell-on fee" as the payment type.

