Regulations for Registration & Licensing of Players

1. Registration

1.1 Registration is the procedure of entering a players' personal details into the FMJD players' database.

1.2 A player registered to FMJD acquires a FMJD ID number.

1.3 FMJD ID is a unique number for each player. It is not possible that two players have the same ID and no player is allowed to have two/several different FMJD ID numbers. FMJD ID remains the same throughout a player's draughts international career.

1.4 National Draughts Federations are requested to report players who use 2 different FMJD ID numbers. All games played with both IDs will be rerated and the players' ratings will be restored. After June 1st 2023, all players found with two different FMJD ID numbers will be penalised by a 20€ fee and all games under the FMJD issued at a later date will not be rated for the offending player. These penalties may be waived if adequate explanation is provided for the second FMJD ID.

1.5 Each player represents a National Draughts Federation which is a FMJD member. Representation of a Federation is compulsory when it exists as an FMJD member. If a player is not an active member of the national federation in their country of residence, FMJD may, upon request of that federation, remove the country name from the player's FMJD card and classify the player as an "FMJD player" under Item 1.6. In open international competitions, such players shall compete without national flags or country names. Requests from federations are optional.

1.6 There is a special category called 'FMJD players' (the Federation symbol is FMJD) to cover those players who are, for whatever reason (except players from suspended Federations), without a Federation, in order to ensure that these players can play draughts in FMJD rated tournaments.

1.7 A player may be registered under a Federation if he or she has citizenship, naturalization or residency in the country of that Federation.

1.8 A player may only be registered with and only represent one Federation at any particular time.

1.9 A player who has dual citizenship must be registered with and only represent one Federation at any particular time.

1.10 To participate in the World and Continental Team Championships the citizenship of the represented country is required

1.11 FMJD Players' database can store the following data for each player: first name, last name, gender, nationality, the Federation they represent and a valid email address for contact purposes. A player's photo can be stored with player agreement.

1.12 FMJD website application display only first name, last name, gender, year of birth, Federation and, where available, the player's photo. The player gender, birth date and photo can be hidden on demand.

1.13 All data are required to register a player with FMJD. The FMJD Regulations on Nationality change & Transfers shall apply. All players who already have a FMJD ID number are considered to be registered.

1.14 Registration can be made in 4 different ways:

14.1 National Rating Officer can register new player associated with their own National Federation and 'FMJD player'.

14.2 The FMJD Rating Administrator may register new players under special circumstances only, in FMJD events. In this case the main Arbiter and the Organiser are responsible for providing correct player's data. FMJD events are all competitions under the aegis of FMJD a) the World Championship b) Continental competitions that provide qualifiers for any World championship c) events listed and described in detail in FMJD Internal Regulations

14.3 Players already registered may have missing data. FMJD encourages the players themselves, the National Rating Officers and FMJD Officials to fill these data to whatever extent this is possible by communicating with the FMJD Rating Administrator.

14.4 A tournament may not be rated if there are players without a valid FMJD ID. National Rating Officers are required to ensure that all players have a valid FMJD ID before sending the tournament report to FMJD to be rated.

2. Licensing

2.1 All registered players representing a National Federation which is a member of FMJD are automatically licensed to play.

2.2. June 30 each year, the Treasurer lists on the FMJD website those countries that are deemed to be over six months in arrears. Until the arrears have been paid off, players from these Federations cannot participate in any FMJD events.

2.3 National Federations has the right to declare that a player is no longer representing their Federation. A player can be deregistered by FMJD upon a decision of the Board of the National Federation, mailed to FMJD Office, explaining clearly the reasons of their decision. FMJD Executive Board shall decide if the reasons are sufficient and confirm a player being deregistered.

2.4 Players registered as FMJD are provisionally licensed to play rated tournaments after paying the 'FMJD license fee' of 60 euros. 'FMJD players' are encouraged to join a National Federation rather continuing to play under FMJD flag.

2.5 The provisional license under FMJD flag expires on December 31 of the year.

2.6 Before January 1st, the license must be renewed with a payment of 60 euros to FMJD, without further notification from FMJD, failing which the license is annulled.

2.7 'FMJD players' with a valid provisional license are referred to as 'licensed' on their FMJD website profile cards.

2.8 'FMJD players' are not allowed to compete in World and Continental championships.

2.9 'FMJD players' can be accepted to compete in any other FMJD events and rated tournaments provided they are referred to as 'licensed'.

2.10 A player who registers to compete in any FMJD rated competition shall be required to provide his FMJD ID. If the player has no ID, then the Organiser must follow one of the options below:

2.10.1 Request the Organiser's National Federation to register the player and provide an ID under the National Federation flag. The ID must be provided before the tournament. 2.10.2 If the player without an ID wishes to become a member of a Federation other than the Organiser's National Federation, then the player can only be allowed to play after: a) registration with the appropriate National Federation, or, b) acquiring a provisional license as 'FMJD player'

2.11 The 'FMJD license fee' must be paid directly to FMJD using the FMJD Online payment system. Upon confirmation of payment the 'FMJD flag player' is considered to be licensed