

## REVISED

### 5.13 PLAYER MOVEMENT (Defined)

5.13.1 Player movement is defined as players playing for teams with whom they are not registered. It may also be referred to as "playing up" or being "called up"

5.13.2 For player movement, SNS competitive age categories will be classified into three groups  
Group 1 - those defined by a maximum age limit. (U-8 to U-21)  
Group 2 - open age categories (Senior AAA, AA, B, C)  
Group 3 - those defined by a minimum age limit (O-30, O-35, O-40, etc.)

Player movement shall be permitted as follows:

5.13.2.1 Within Group 1, players may play up to higher level teams in their own age category (13B →13A or 13AA) or to equal or higher levels at higher age categories (13A → 15A, 15AA...)

5.13.2.2 Within Group 2, players may play up to higher levels

5.13.2.3 Within Group 3, players may play up to teams defined by a younger age restriction (O-45→O-35)

5.13.2.4 From Group 1 to Group 2

(a) players in the performance stream (AA, AAA) may only play up to Senior AAA or Senior AA

(b) players in the community stream (A, B) may play up to all Senior categories except Senior C

5.13.2.5 From Group 3 to Group 2, players may play up to all senior categories except Senior C.

5.13.3 Player movement as defined in 5.13.2 may have alterations imposed upon it by Clubs, Leagues or District Associations as long as the players and competitions involved are under their jurisdiction and the alterations are applied consistently.

5.13.4 Once a player has played up to a team, they are tied to that team at that level in the same league or competition.

5.13.5 On occasion, Leagues or Districts may for their own purposes create classifications other than those recognized by SNS. In such cases, the league/district is also responsible for defining the playing up criteria involving those classifications. It is expected those definitions will reflect the principles contained in 5.13.2

5.13.6 **Guest Players.** Guest players are players who play for another team at the same age and level as the one with which they are registered. This is permitted in two situations.

(a) in tournaments where the tournament rules allow such player movement

(b) in exhibition games subject to the agreement of both teams

## **5.14 PLAYER MOVEMENT WITHIN A CLUB**

5.14.1 Following the guidelines of 5.13, with the permission of the Club, a player may play unlimited for other club teams

5.14.2 Temporary Registration Permits are not needed for player movement within a club

## **5.15 PLAYER MOVEMENT TO OTHER CLUBS (Temporary Registration Permits)**

5.15.1 Following the guidelines of 5.13, a player may play for a club with which he/she is not registered.

5.15.2 A Temporary Registration Permit is necessary for such movement

5.15.3 A player shall be entitled to a maximum of five Temporary Registration Permits during a season

5.15.4 Only a single Temporary Registration Permit is required for a player to participate in a tournament as a call-up or guest player.

5.15.5 In Regions where only one performance stream club (carries AAA/AA teams) exists, players from all other clubs in that region may play up to that club without the use of a Temporary Registration Permit.

## **5.16 PLAYER MOVEMENT TO PROVINCIAL, EXCEL or NATIONAL TEAMS**

5.16.1 Only players registered with Soccer Nova Scotia will be permitted to play for Provincial, EXCEL or National teams

5.16.2 These teams must play only in games that are sanctioned competitions

5.16.3 In all cases where a player is playing for one of these teams, the player must possess a Soccer Nova Scotia ID Card and have this document available for presentation at the game in which he/she is playing. Failure to present this ID card shall render the player ineligible to play in that game.

## **5.17 TRANSFERS**

## **5.18 YOUTH PLAYING ZONES**

## **5.19 PLAY DOWN POLICY**