

YOUTH AAA LEAGUE MEETING

Winter Season 2026/27

Thursday, October 22, 2026



AGENDA

30 minutes, with time for questions at the end.

01 Season structure

What changes in the Winter Handbook · Travel games · Inclement weather

02 Game day

Substitutions · Call-up limit · Gamesheets and bench · Safe Sport · Kit assignment · Facility expectations

03 Moving forward

2027 season structure · Questions

WHAT CHANGES THIS WINTER

2026/27 Winter Season Handbook — what is different for U15AAA and U17AAA.

11-a-side under IFAB Laws	U15AAA and U17AAA play the IFAB Laws of the Game as adapted in Section 16, not the indoor laws. (s1, s16.1)
One 50-minute period	A single 50-minute game with no half-time. Two games on the same day are each played as a single 50-minuted game. (s16.2.1, s8.1.1)
No seeding phase	The full-season schedule is released before the season starts. (s3.6, s4.1.3)
Standings, no playoffs	Standings are kept, the team who ends the season in first place will receive the Winter champion banner and medals. No playoffs for these divisions. (s16.1, s3.7.1)
Slide tackling permitted	Allowed in AAA 11-a-side games only. (s16.2.4)
Ceiling contact	In a covered facility, a ball hitting the ceiling (or other apparatus) restarts with an indirect free kick to the other team, from beneath the point of contact. (s16.2.5)

Everything else applies as in any NSSL game: registration, roster compliance, technical-area rules, discipline, cards and suspensions, and game reporting. (s16.4)



TRAVEL GAMES

Every region travels. Grouping games means fewer trips and more football for every trip made.

HRM & VALLEY TEAMS TRAVELING OUT

SOUTH SHORE

2 games

· 1 day

Day 1

Game 1

— 30 min —

Game 2

Doubleheader against the same opponent.

CAPE BRETON

3 games

· overnight

Day 1

Game 1

— 60 min —

Game 2

Day 2

Game 3

Overnight stay. Two games on day one, one on day two.

TEAMS TRAVELING INTO HRM

HRM & VALLEY DOUBLEHEADER

2 games

· 1 day

Day 1

Game 1

— 60 min —

Game 2

Two different opponents, with another game played in the gap.

CAPE BRETON TO HRM

4 games

· overnight

Day 1

Game 1

— 60 min —

Game 2

Day 2

Game 3

— 60 min —

Game 4

Overnight stay. Two games each day.

WHAT THIS MEANS ON THE DAY

Each game counts separately

Results, standings, substitution stoppages and gamesheets are recorded for each game. (s8.1.1)

Out-of-region no-shows

Cancelling or not showing for a game outside your region is a forfeit, a 3-point deduction and a \$500 fine, regardless of notice - per game. (s11.5, s15.3)



INCLEMENT WEATHER

Indoor Season Inclement Weather Policy - what happens on a storm day.

THREE SCENARIOS

- 1

Scenario 1

The league cancels games up to a set time, then decides on later games a few hours after.
- 2

Scenario 2

The league cancels all games for the day.
- 3

Scenario 3

The policy is declared but games are not cancelled. A team may choose not to play if it tells its opponent AND the league at least 2 hours before kick-off - no forfeit or fine. No notice means a forfeit.

ON A STORM DAY

The night before

Clubs are notified the night before a forecast storm.

From 5:00 AM

Game status is posted on nssoccerleague.ca.

Parents decide

The final call on travel is always the parents'. It's only a game.

Outdoor games

This decision will be made by the match official at the time of the game.



YOUTH AAA SUBSTITUTIONS

Three stoppages per team, so the game keeps flowing. (s16.2.3)

50 min One period No half-time	3 Stoppages per team Each team's stoppages are counted separately	Unlimited Players per stoppage Re-entry is permitted
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Why this rule	A single 50-minute period has no half-time break. Limiting the number of stoppages keeps the game flowing, while coaches can still change as many players as they need each time.
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Shared stoppage	If both teams substitute at the same stoppage, it counts as one of the three for each team. (s16.2.3.1)
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Injury after three	With all three used, an injured player can still be replaced. It doesn't count as a stoppage and is limited to the injured player. (s16.2.3.2)
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Doubleheaders	Each game has its own three stoppages. (s8.1.1)
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CALL-UP LIMIT

U15AAA and U17AAA only. (s8.9.8)

50%

Call-up limit

Of the higher team's scheduled games

10 → 5

Example

10 scheduled games = 5 games max

15 → 7

Odd numbers round down

Never more than 50%

Forfeit

Over the limit

Ineligible player - the higher team's game is subject to forfeit

U15AAA calls up from	U15AA · U15A · U15B · U13AA · U13A · U13B
U17AAA calls up from	U18AA* · U18A* · U15AAA · U15AA · U15A · U15B *must meet the U17 age requirement

Temporary, not a transfer	A call-up doesn't make the player a transfer or use a roster cap slot. (s8.9.8.2)
Permanent move still possible	A player at the limit can still be rostered to the higher team permanently, where eligible. (s8.9.8.4)
Up only, no playing across	Call-ups follow the chart (s8.9.2). 11-a-side teams can't play across (s8.9.3.1).

GAMESHEETS AND BENCH

The gamesheet is the league’s record for roster compliance, discipline, insurance and injury reporting. (s9.3)

Team Login Info to be sent out to all registered Head Coaches and Team Managers on Monday (26th October)

ON THE GAMESHEET

- ✓

Check off before kick-off
Every player and staff member present is checked off in the GameSheet App before the game starts. (s9.3.1)
- ✓

Numbers must match
The number on the gamesheet must match the number worn. (s9.3.2, s12.1.2)
- ✓

Call-ups on the sheet
Call-up players are added to the gamesheet as AP players This can be done through the gamesheets App. (s8.8.2.1)

Fines

Incomplete gamesheet: \$25, doubled for a second time and tripled for a third. (s15.6)

ON THE BENCH

- ✓

Bench staff
Only registered staff with a valid CRC (with VSS) who are on the gamesheet may be in the technical area. The game won’t start until it’s fixed. (s7.5.5)
- ✓

Same-gender official
At least one adult team official of the same gender as the players must be on the bench. (s9.1)
- ✓

Seven to start
Teams need seven players ready within five minutes of kick-off, or the game is forfeited. (s11.3.2)

Disputes

Referees report within 24 hours. Disputes on the result, completion or discipline are raised within 7 days using the Game Report Dispute Form - this will be created and distributed out (new). (s10)



SAFE SPORT

Every coach and team manager must meet these requirements before they step on the bench. (s7.5)

COACHES

- ✓ **Registered with Soccer Nova Scotia**
Subject to all SNS rules and disciplinary procedures. (s7.5.1)
- ✓ **Fully Safe Sport compliant**
At the level set in SNS Policies and Procedures for the age and competition tier you coach. (s7.5.3)
- ✓ **One club per AAA division**
A coach can't be registered to more than one club in the same AAA division. (s7.5.2)

TEAM MANAGERS

- ✓ **Registered with Soccer Nova Scotia**
Subject to all SNS rules and disciplinary procedures. (s7.5.1)
- ✓ **Valid Criminal Record Check**
Required for every team manager. (s7.5.4)
- ✓ **NCCP Safe Sport Module**
Recommended: complete the NCCP Safe Sport Module. (s7.5.4)
Currently free - will be mandatory in the Summer Season.

On the bench

Everyone in the technical area must be registered to that team, hold a valid Criminal Record Check with Vulnerable Sector Screen, and be on the gamesheet. If not, they're removed and the game won't start or restart until it's fixed. The team also faces discipline. (s7.5.5)

Looking ahead

Safe Sport compliance will be checked more closely over the next year. Make sure every coach and manager on your AAA teams is compliant now.



KIT ASSIGNMENT

Every game has an assigned kit for both teams. No bibs, no kit clashes. (s12.4, s16.3)

01 Declare your kits
Each team declares its primary, alternate and goalkeeper kits before the season.

02 The league assigns
The league assigns each team’s kit for every game and notifies both teams at least 4 days before. (s12.4.1)

03 Wear what’s assigned
Every player wears matching kit. Outdoors, under-layers must be one continuous colour across the team and match the sleeve/majority jersey colour. (s12.4.2–12.4.3, s16.3)

04 If it goes wrong
Wrong kit: \$25, doubled for a second time and tripled for a third (s15.5). Supply problem? Ask the league for temporary written approval (s12.5).

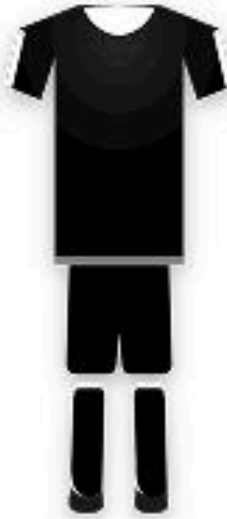


U15 Boys AAA Kit Assignment

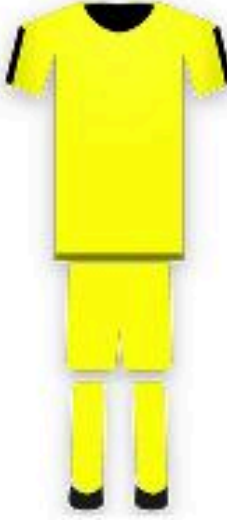
Winter 2026/27

HOME TEAM	GAME DETAILS	AWAY TEAM
Halifax County United U15AAA Boys	#50024 KO 14:00	Suburban FC U15 Academy Boys
East Coast Varsity Full Field		

Primary Jersey



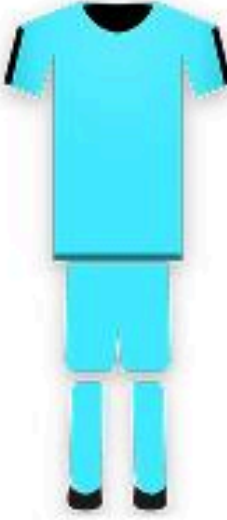
GK Primary Jersey



Alternate Jersey



GK Alternate Jersey



FACILITY EXPECTATIONS

Please share with your coaches, players and parents.

ON THE FIELD

- ✓

Parents stay off the field
Unless helping younger players or those who need extra support, in line with Canada Soccer’s safe-training approach.
- ✓

Clean indoor footwear
Anyone who has to go on the field wears clean indoor shoes. Outdoor shoes bring dirt, salt and gum onto the turf.
- ✓

Water only
Only water on the turf, including along the sidelines. No coffee or other drinks.

AROUND YOUR BOOKING

- ✓

Get ready in the dressing rooms
Players change in the dressing rooms, not on the field, and wait in the hallways or dressing rooms until it’s their time.
- ✓

Clear the field 5 minutes early
Fields are cleared five minutes before the end of each booking. That’s when the next group may enter.

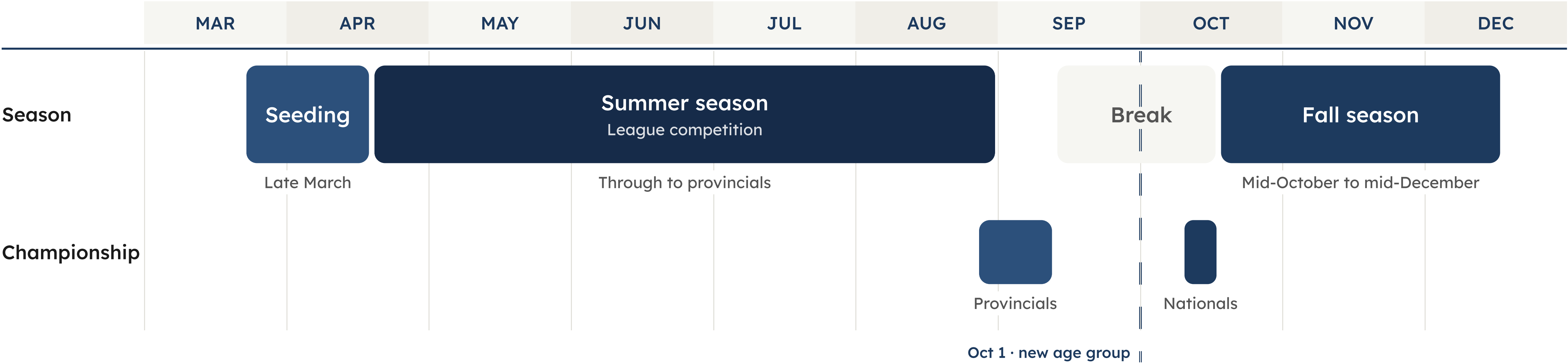
Why it matters

Protect the fields, keep the facility clean, and make sure everyone gets the time they booked.



2027 SEASON STRUCTURE

Winter 2026/27 is the transition. From March 2027, AAA moves to a full-year calendar.



Starts late March	The season opens with a seeding phase, so teams are placed in the right division before the summer.
Summer to provincials	The summer season runs through to the provincial championships.
Fall season	A fall season from mid-October to mid-December.



QUESTIONS

Thank you for joining.

