



# Coed Friendship Tournament

## May 20/21, 2023

### James Regional Sports Park

**To see when this was last updated, see footer at the bottom of each page.**

#### Tournament Details and Game Rules

The tournament will be played under FIFA Rules as modified by the below stated changes and additions adhered to.

1. **Don't cheat & don't be a jerk!**
2. There are **NO MEDICAL SERVICES or Trainers at the fields**. If you need medical attention, call 911.
3. **All games will be considered FINAL and NO PROTESTS will be allowed.**
4. **Game schedule:** All team coaches, managers, & players will be responsible for checking the tournament game schedule daily prior to their 1<sup>st</sup> game. Failure to check your teams schedule could result in a loss for not showing up at the right time or field. The game schedule will be posted both on our website, [FriendshipSports.com](http://FriendshipSports.com), and at the tournament near the scoreboards.
5. **Length of Games:** All games will be played in 25-minute halves with a 5-minute half time rest period in between. Referees are required to keep a "running clock" therefore; time will not be stopped except for major issues.
6. **Waiting Period**
  - a. teams must be ready to compete at the scheduled field and assigned time unless your team manager was notified by the tournament director personally regarding a change.
  - b. referee is to start the game clock at the time posted on the game card.
  - c. there will be a waiting period of 10 minutes. referees will keep track of time.
  - d. late starting games due to waiting for a team to show will result in time loss (subtracted from first half).
  - e. team responsible for delay start will be penalized 1 point. The referee is to record on score card (coach's responsibility to verify at the end of that game).
7. **Minimum Players:** All teams must have a minimum of 7 players at the scheduled time of play, on the field, in their positions (not standing on the sidelines) to begin each competition.
  - a. Teams with less than 7 players at the conclusion of the 10-minute waiting period will forfeit the game and lose 1 point.
  - b. The opposing team with more than 7 players present on the field will be awarded a score of 1-0, and 8 points. The referees will note on the scorecard a forfeit for the opposing team.
8. **Inclement weather:** Games will be played in the heat, rain, and heavy winds.
  - No shade tents or umbrellas are allowed to be used when wind reaches 15mph+.
  - Games must be stopped for lightning.

- CC Parks and Recreation Department has the right to close the fields at any time due to inclement weather.
- If Saturday games are stopped or canceled for weather, we will do our best to reschedule as time, fields, and staffing allows. Remaining games throughout the day should start at originally scheduled times unless otherwise communicated to your team manager directly by the tournament director. Once team managers have been notified, updates will be posted on the tournament webpage.
- If the semi-final or championship final games aren't played, these games can be declared canceled by the tournament director. If canceled, the highest remaining seeded team in the respective division will automatically be declared the champion and the 2<sup>nd</sup> highest seed as runner up.
- There is no financial compensation for games canceled.

9. **Uniforms:** All players must wear clean, matching, soccer uniforms (jerseys/shirts/tanks) with standard sized unique numbers on the back. If the color of the jerseys is similar, the home team must change. Limited sets of scrimmage vests will be available for rent. Home team is listed first on the schedule. Each player must list their jersey number on roster when registering.

- a. Fitness Trackers (apple watches and the like) need to be removed for playing.
- b. Plain/smooth wedding bands are allowed.
- c. Large rings and earrings need to be removed or wrapped and taped.
- d. Hard sided braces or casts need to be wrapped with soft cover.
- e. **The referee onsite has final decision on their field as to what is acceptable for the collective safety. If a particular item is not listed, please check with referee prior to the start of the game.**

10. **Shin Guards:** Mandatory for all players. NO Exceptions.

11. **Team Roster:** Must be completed online.

- a. each player must be listed on roster by 5/16, 7pm.
- b. no changes or adds to roster after 5/16, 7pm
- c. online waiver must be signed by player no later than 5/19, 7pm
- d. 20 players maximum
- e. players must play in at least 1 preliminary game to play in semi-finals or finals.

12. **Age Variables:**

**All players must meet age requirements. NO EXCEPTIONS.**

- Age is determined by calendar year, not specific date.
- Players must be division age by Dec 31, 2023, to play in that division\*
  - Example: To play in Over 30, you must turn 30 on or before December 31
- **\* Gift players are only allowed in Over 45**
  - Over 45 allows 6 players 40+.
  - Gift players must be or turn 40 in 2023 to play in this division. Players turning 40 in 2023 do not count as a gift player.

13. **Age Verification:** If you are questioning the validity of a player, follow the steps below:

- a. Review the online roster to verify a player's name, photo, and age. Every registered player has access to this on the tournament website while the games are being played.
- b. **ONLY THE TEAM MANAGER LISTED ON THE ROSTER** is allowed to approach the referee on the field if there is a dispute. The team manager must notify the referee prior to the game, at half time, or immediately following the end of the game, prior to verifying the scores on the game card. Starting at the beginning of the last whistle the team manager has a 5-minute grace period to approach the referee for any concern. At the end of the 5 minutes and/or once the team manager has signed the game card, all is final not further age or score related concerns will be considered. **Requests by anyone other than the team manager listed on the roster will not be taken into consideration.**
- c. The team manager of the team, and the player in question, will be required to present the physical ID previously submitted online to the referee upon request. Failure to present the physical ID will result in the player being considered illegal.
- d. The referee will immediately end the game, if player age and name are not validated to correctly match the online roster after reviewing ID in person. The score will be an automatic win to the team that abided by the rules. The winning team will receive points for goals scored up until that point. If no score was recorded at time of verification an automatic score of 8 points, 1 goal for, and 0 goals against will be awarded.

**14. Wristbands:** Each player must be wearing an official tournament wristband to play in this tournament.

- a. Tournament officials will issue wristbands to the team managers at Friday check in.
- b. Wristbands are to be worn for all games, no exceptions. Players needing replacement wristbands must purchase a new one for \$10 at the merchandise tent. Have ID ready for validation.
- c. If the **entire team** forgot the wristbands and are not wearing them at the start of the first game of the event, the team manager has until ½ time to get them on their players wrists. The team can continue to play through the first half while the team manager obtains the original set or purchases a new set (\$20) at the fields. **This is only forgivable on your first scheduled game of the event.** At the start of the second half all players must have wristbands on to match ID and roster or they will automatically forfeit that game.
- d. Individual players not wearing a wristband during play will be ejected from the game and issued a red card. The player will need to provide proof of new wristband to match ID and roster by the end of the 5-minute grace period following the game to not be considered illegal.
- e. Each player is to keep issued wristband on the entire weekend. There will be only one wristband issued per player per weekend.
- f. Teams may purchase, in advance, a second set of wristbands for \$20, at or before Friday Team Manager check in event.

**15. Transgender Inclusion Policy:**

Friendship Sports welcomes all soccer players, coaches, trainers, managers, administrators, and officials "without discrimination on the basis of race, color, religion, age, sex, sexual orientation, gender identity, gender expression or national origin."

- a. Friendship Sports promotes gender inclusion by allowing people to self-identify. The gender that a player identifies with is considered that player's gender. We reserve the right to ask for documentation that shows the stated gender is sincerely held and a part of a person's core identity when registered in if foul play is suspected.
  - b. Cis males, unless identified as Transgender male, are not permitted to play in female divisions. Transgender females are welcome in women's divisions on the basis their identity is sincerely held.
    - i. Cis males (gender identity that matches the gender that they were assigned at birth) are not permitted to play in women's divisions. All other gender identities are permitted and will be held to the standard of being a sincerely held identity.
  - c. Any team or player showing signs of homophobia, hate, or any other type of behavior that is anything other than welcoming and love will be banned from the remainder of the event with possibility of a permanent ban at all future events.
  - d. Tournament staff and referees have the right and will remove players and teams from this event with no refund, immediately upon witnessing any inappropriate behavior listed above.
16. **Dual Roster Players:** A player can play on a maximum of 2 teams in the same event provided that each team is in different divisions.
- a. Players must meet the age requirement for each team.
  - b. All red cards issued will carry through for the team they received red card.
  - c. All suspensions for player misconduct will carry throughout the tournament for all teams the player is playing on.
17. **Illegal players/Team suspension from tournament:** Any player caught playing on a team, for which they are not listed on the team's final roster, or the wristband and ID do not match will be considered illegal. Teams with illegal players will automatically forfeit the remainder of the tournament and will not be allowed back the following year. There is no financial compensation to teams effected by these situations.
18. **Players on the field:** If at any time players on the field exceed 11, players should stop game play immediately and stay in place until referee has removed the excess players. Team at fault will be deducted 1pt from total points overall, regardless of what game it occurred in. If the team scored in this time frame the goal will be disallowed, and the extra player will be issued a red card.
19. **Equal # of men/women on the field:** A maximum of 5 men and 5 women on the field at any time. Either gender can take penalty kicks during preliminary rounds.
- a. Teams must have equal # of men/women players on the field at all times\* (goalie excluded).
  - b. Example: 5 Females/5 Males + goalie of either gender is correct.
  - c. 3 Female/5 Males +goalie is **NOT ACCEPTABLE.** (If playing short and/or Red Card given, genders still need to be balanced)
  - d. Maximum of 5 players per gender on the field at once
  - e. \*If a player is ejected from a game (red card) the team can play with an uneven number of players on the field.
    - 1. Example: Team who is playing with 9 players must be a mix of 5/4, not 6/3.
  - f. Teams do not have to have an equal number of players as the opposing team.
  - g. See above for specifics on players that do not identify as "male/female"

h. A team that has 6 players of the same gender on the field at any time (goalie excluded) will be penalized 1pt, & the player will be red carded. The opposing team should stop playing in protest immediately if this occurs.

20. **Players, Sideline Guests, Team Supporters:** Team managers will be held responsible for any negative action by their players and sideline supporters.

This is the **Friendship** Tournament...Our referees have the right to penalize the team for inappropriate behavior by your players, and or sideline supporters by way of red card to the captain or goalkeeper.

- a. In extreme situations, it may be necessary to eliminate the entire team based on the severity of the actions. Elimination from the tournament will be made collectively with the referees and the referee assignor or the tournament director. The teams will be able to state their side, if necessary, for 5 minutes privately with the referee assignor or the tournament director before a final decision on elimination has been made.
- b. In the event of violence or life-threatening action we advise you call 911 immediately if you feel your safety is jeopardized.
- c. **Music, Horns, Megaphones** - No loud music or noise making devices are to be used on sidelines whilst games are being played. Music that can be heard on the field of play while game has a running clock needs to be turned off. The use of bullhorns, airhorns, megaphones or other noisemakers are not allowed during any game play out of safety concerns for players and officials on all fields.
- d. **TRASH** – Teams and their sideline supporters leaving trash on the fields will be penalized. Referees will issue a red card to the captain for trash left on the fields or sidelines. Dispose of your trash properly. The tournament staff will provide trash bags to anyone requesting one at the tournament tent.
- e. **TAILGATING**- There is **NO TAILGATING, including, grill set ups, food distribution or buffets is allowed.**
- f. **ALCOHOL** – Clark County Parks prohibits all outside alcohol on the entire park grounds. All alcohol onsite MUST be purchased by licensed vendor on site. We will have a licensed vendor selling alcohol from 9am to anyone not intoxicated and is 21+.
- g. **Use of obscenities**, to include racial slurs, gender sensitive context, sexuality sensitive context, or statements made to be taken in an offensive or threatening way will not be tolerated in any language. It is the team manager's responsibility to keep their sideline fans and players in line. Failure to do so may result in a red card being issued and possible disqualification from the tournament for your team.

21. **Referees.** The referees are to be treated with the most respect. They are in control of the field and game. If you are a player or the team manager listed on the roster and have a concern or compliment about a referee, **complete the online form as the first course of action.** It is the responsibility of the registered players and team managers to provide this feedback as soon as possible so our referee assignor can address it with the referee involved on the same day.

- All registered players and managers will have access at the fields from their phone and are advised to use the online referee evaluation form on the tournament page after each game. Once the form is submitted the referee assignor will be alerted, and at his first chance, he

can review your compliments and concerns and address them directly with the referee involved as soon as possible.

- Referees are scheduled different games and fields based on an availability schedule. By completing the form real time, we can assure we are meeting with the correct referee to resolve any concerns that may need to be addressed. Each morning we meet with the referees to go over the rules, and review what went good and bad the previous day. Though we value the in-person feedback, there is a lot going on at once and after talking with hundreds of people each hour your concern about a referee that wasn't clear on a rule will slip through the cracks. We want to resolve all issues as soon as possible and your online form helps us know what needs to be addressed before the start of day 2 at our morning referee meeting.

## 22. Zero Tolerance

- a. we have a zero-tolerance policy for physical and verbal attacks.
- b. we have a zero-tolerance policy for racial, sexual, and all hate speech.
- c. we have a zero tolerance for weapons of any kind.
- d. any player, team manager, or person associated with the team on the sideline that attempts to or physically assaults another player or event employee will automatically cause the entire team to forfeit the game immediately. The player will be permanently banned from all future tournaments. The team's fate for the remainder of the event and all future events will be decided by the referees on the field along with the referee assignor and or the tournament director. The team manager, and 1 translator if needed, will only have 5 minutes to privately discuss their side with referee assignor and or the tournament director if needed to consider non elimination from event.
- e. All teams are responsible for their sideline guests. Guests that are causing issues for players on either team, yelling inappropriate things, slurs, cursing, noisemakers, making visual or verbalizing threats, entering onto a field, causing a disturbance, fighting, or the like can cause their team to be issued a red card to the captain or goalkeeper and or possibly suspended for the remainder of the tournament.

23. **Home Teams:** Home teams will be listed first on the schedule, furnish the game ball, and choose the "starting side". Opponents will "kick off". There is no coin toss.

- **Home team sets up on the east sidelines and away team on the west sidelines.** You are not to set up your team or spectators on the same side as the opposite team.
- **At these fields you can tell east/west by: East** – look for the hotels on the strip, this is east. **West** – Mountains & Durango Road, you most likely drove this road to get to the fields.

24. **Game Ball:** Teams are to provide their own game balls. We recommend you bring several balls and clearly mark them with your contact information. Lost and found is located at the merchandise tent.

- Home team supplies the game ball.
- We do not always have balls for sale or a working pump.

25. **Substitutions:** Substitutions are unlimited, for both teams, and allowed on all stoppages except free-kick restarts for fouls, offside, and penalty kicks. Note: Referees are required to keep a running clock, time will not be stopped except for medical emergencies when Public Service Emergency

paramedics are on the field. In the event of a game being stopped for medical emergencies, the game may be considered final. Game will not run late to make up time loss on the field.

26. **Slide Tackling:** Slide Tackling is not recommended for any teams due to the uncertainty of field conditions. Teams that collectively agree, both team managers and referee together, will be allowed to decide on slide tackle allowance prior to each game. **Not agreeing prior to start of the game assumes NO SLIDE TACKLE.** Teams should refrain from any slide tackling for the purpose of potential injury. Players who slide tackle another player do so at their own risk to themselves as well as their opponent.
27. **Tournament Score Cards:** Referees are required to accurately record the final game scores on the provided scorecards. To avoid problems in the reporting of the scores it is the **team manager's responsibility to meet the referee after the game and visually double check the final score on the scorecard and sign it acknowledging the final score is recorded correct.** Failure to verify the game score by the team manager at the end of a game could result in a referee error on reporting a game score. Signing the game card is not mandatory but highly recommended. Once the game score is recorded on the boards to match the card the tournament director will not change the scores. The score and assigned point value will remain as reported with no change regardless of a win or lose situation.
28. **Send Off - Red Card Violations:** A player ejected for a Red Card violation will be suspended for the remainder of the game to which they were issued the red card PLUS the following game. Teams will not be allowed to substitute a player for a red card violation and must pay shorthanded.
  - a. Depending on the severity of the ejection the tournament director has the right to extend such suspension to additional games. A second red card offense will automatically suspend the player from the remainder of the tournament.
  - b. When asked by a referee, players receiving a red card must provide their name. Failure to do so requires the team manager to provide the name of the red-carded player. If no cooperation by the team manager is given, the referee will note on the scorecard and inform tournament officials. The game will continue with the red-carded player sitting out. The tournament director may suspend the team from further competition or impose other sanctions pending her review.
  - c. Tournament director WILL NOT reverse yellow/red cards issued by the referees on the field. There are 3 sides to the story, your team's, the opposing teams, and the referees...Our referees are the eyes, ears, judges on the field and we will defer to their calls as we were not there to watch. If you have a concern with calls (referee decisions), professionalism, or any other referee issue please use the referee evaluation form real time at the fields so we can review it at the end of the day and address all issues prior to additional games.
  - d. When issued a red card, it will be noted on the following game card for referees' awareness and is viewable to all attendees via the online roster on the player's profile.
29. **Protests:** Any team that walks off the field during the match, as a protest gesture, will forfeit that game plus lose 3 points off total.
30. **"No-show" Team:** A no-show team is defined as a team that does not show up to the tournament. A refund will not be given to the no show team.



- a. All remaining teams in the group need not to show up for scheduled games, the teams will automatically receive 10 points, and goals scored will be reported as 1:0.
- b. Team managers of teams affected by a no-show team will be informed via text message by the tournament director as soon as she has determined the team is a no-show.
- c. There is no financial compensation or reduced entry fee for any following tournaments for any team that ends up playing lesser number of games than the minimum guaranteed number because of a no-show team.

**31. Points:**

- a. **Win =6 points, Tie= 3 points, Loss=0 points**
- b. Each team will receive 1 point for each goal up to a maximum of 3 and 1 for a shutout.
- c. Maximum allowable points per game are 10.
- d. A 0:0 tie will be counted as 4 points for each team (3 for tie, 1 for shut out).

**32. Completion of the game:** All games must be played through final whistle to completion. If a team decides to end a game short, they will forfeit that game. Opposing team will receive points as stated below.

**33. Forfeited Games (games 1-3):** Forfeited games will be scored 1-0 and will count as 8 points for the winning team (6 for win, 1 for goal, 1 for shutout).

- a. All games must be played to completion in order to advance to semi-finals & finals.

**34. Forfeited Game Due to Fighting** – If a game is ended due to fighting, the team at fault, assuming the opposing team did not retaliate, will automatically forfeit the game. The team will be suspended from tournament and possibly all future events. The opposing team will automatically get a score of 10pts (6 for win, 1 for goal, 1 for shutout). Any members of any team involved in a fight will automatically cause their entire team to be suspended from the tournament.

**35. 4<sup>th</sup> Game Forfeited:** Teams whose 4<sup>th</sup> game was forfeited by its opponent will receive a score 8 points and 1:0 (1 for goals for, 0 for goals against).

- a. **If a team you played against in games 1-3 forfeits their 4<sup>th</sup> game, your team, and all the other teams that played the forfeiting team, will have their points for that game adjusted to 8. Depending on what was initially awarded, team's point scores may be **REDUCED** or **INCREASED** to reflect 8pts total in the game played vs the forfeiting team.** Goals that were earned will be kept the same.
- b. Teams within a group where another team had forfeited its 4<sup>th</sup> game may be eligible to advance due to the adjustment of points awarded. It is important for all teams to check the points on the scoreboards (at the fields) once all the teams in that group or division at the completion of all the regulation games to see if advancement is possible.

**EXAMPLE of score changes...**

1. A team which won against the team that forfeited its 4<sup>th</sup> game with a score of 10 points, 5 goals for, 0 against, will have the 10 points reduced to 8. The 5 goals scored will be kept and counted.
2. A team which lost against the team that forfeited its 4<sup>th</sup> game will have their total points increased to 8 regardless of goals earned.
3. All of the points (not goals) are changed to be even across the group. The team that didn't play their 4<sup>th</sup> game because it was forfeited against does not have the



opportunity to play and score 10 points, therefore the only way to make it fair is to adjust all teams score that the forfeited team previously played against.

**36. Penalty for Forfeiting:**

- a. Teams that forfeit preliminary games will not be allowed back to the tournament in the following year.
- b. There is no financial compensation or reduced entry fee for future tournaments for any team that ends up playing lesser than the minimum games as a direct result of a forfeit of any game at this tournament.

**37. Determination of group winners:** The team with the highest number of points at the end of the preliminary games will be declared as the group winner. If there is a tie, the team with the highest number of points at the end of the preliminary games will be decided in the following order:

- a. Least Goals Against- The team with the least goals scored against them.
- b. Most Goals For- The team scoring the most goals at the end of the preliminary rounds, if then tied then
- c. Least amount of Red Cards
- d. 5 Penalty kicks, alternating between teams. Kicks to take place on the field assigned to the corresponding semifinal or final. In most cases kicks will start 20 minutes before kickoff, time subject to change based on previous game on that field. Up to date info will be posted at the tents.
- e. If still tied, then sudden death. One penalty kick, alternating between teams.

**38. Determination of semifinals vs finals**

- Over 18 division: top 4 highest points scoring teams in this division will advance to the semifinal.
- Over 21 division: top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- Over 25 division: top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- Over 30 division: the highest points scoring team in each group (3 groups), and the second best overall, will advance to the semifinal.
- Over 35 division: top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- Over 40 division: top 2 highest points scoring teams will advance to the championship final.
- Over 45 division: top 2 highest points scoring teams will advance to the championship final.
- See #39 of this document for specifics on how seeding is determined.

**39. Seeding for all divisions are the same.**

Seeding will be assigned to each team for advancement. Example: The team with the most points will be known as Seed 1, etc. The seeding selection process is as follows:

1. Team with the most points
2. Team with the least goals scored against them (goals against)
3. Team scoring most goals (goals for)
4. Red Cards – Team with least red cards
5. Coin Toss

Once all 4 teams have been seeded, the match ups are as follows:

1<sup>st</sup> Seed vs. 4<sup>th</sup> Seed

2<sup>nd</sup> Seed vs. 3<sup>rd</sup> Seed

If the 1<sup>st</sup> and 4<sup>th</sup> or 2<sup>nd</sup> and 3<sup>rd</sup> seeded team come from the same group within their division, they will be moved to opposite seeding group to not play against each other again.

40. **Forfeiture of a Semi-Final Game:** If a team qualified to compete in a semi-final game and decides that they will not play the match, then “forfeiture” will be declared and a winning score of 1:0 will be awarded to the opponent. The opponent will automatically advance to the championship final game.
41. **Forfeiture of a championship final game:** If a team qualified to compete in the championship final game and decides that they will not play the match, then “forfeiture” will be declared and a winning score of 1:0 will be awarded to the opponent. The opponent will automatically be the winner of that division.
42. **Tie standings for all Semi-Finals and Championship Final Games.** Semifinal games and championship games will be played until a winner is declared. Should a tie exist, the game shall continue as follows:
  - a. Penalty kicks start 5 minutes after end of the game whistle
  - b. 5 Penalty kicks, alternating between teams
  - c. If still tied, then sudden death. One penalty kick, alternating between teams
  - d. Kicks can be taken by anyone registered on the team.
43. **Division Champions.** All winners will receive individual player awards, a team banner, and the team will get a 50% discount on their 2024 tournament entry. There is no award for second place. Teams that win are asked to return to the tournament director’s tent for team photos and awards immediately following the final game. Awards will not be shipped, must be present to claim.
44. **All situations not covered by these rules will be resolved by the Tournament Director, Salina Pagan and Juan Guzman or Tim Fox, Referee Assignors. Their decisions will be stated as final.**
45. **There is no medical staff at the fields!**
  - a. If you or a teammate is injured, it is YOUR responsibility to contact emergency services. 911 operators and first responders need to talk to the people at the scene to provide proper phone support until they arrive.
  - b. **YOU need to call 911 if the situation requires it.**
  - c. Address of the fields is 8400 W. Robindale Rd, LV NV 89113. James Regional Sports Park
  - d. Nearest hospital is across the street, viewable from all the fields.
    - i. Dignity Health San Martin Campus, 8280 W. Warm Springs Road, 89113

#### **Additional Tournament details:**

##### **FIELDS:**

This event will take place at the James Regional Sports Park

- **No metal stakes** for shade tents/canopies will be allowed.
- No animals allowed (this is a permanent rule at this park by CCPR)
- No BBQ grills, cooking setups will be allowed.
- No Tailgating on the fields or in the parking lot is allowed.

- No Overnight RVs allowed in parking lot.

## GAME SCHEDULE

The game schedule will be posted March 25<sup>th</sup> on the tournament page of our website.

## ROSTERS

- At the fields every player will have access to view all participants.
- The Roster is online, on our website.
  - Manager listed on roster is not considered a player. To play, manager must add themselves as a player.
- Your roster will be due no later than 3/27.
- You may only have 20 players on your roster when rosters close on 3/27, 9pm local time.
- To delete someone from the roster you need to use the CHANGE ROSTER form on our website to do so. We will not accept email requests to delete players.
- To update jersey numbers or any information requested on player profile in “action needed” you must use CHANGE ROSTER form.

## WAIVERS - EVERYONE WILL GET A WAIVER BY 3/27

- **Waivers are per person, not team. Each player must sign the waivers to play.**
  - The waiver will need to be signed no later than 7pm PST on 3/31 to play.
  - # Of teams you play on is irrelevant to the waiver. You will only get duplicate waivers if you used two different email addresses to add yourself to two different teams or added yourself to each roster at different times.
  - Each player must have their own email address. One person per email address, multiple family members cannot use the same email for this.
- **Waivers are not sent automatically.** Players will be sent a waiver within 96 hours of being added to the roster.
  - The roster will show if you have been sent a waiver. Search the date noted on the roster in your email in the junk/spam folder. It will say from Salina@FriendshipSports.com via Adobe Sign. If you still can't find it, please email us.
  - If you completed the waiver correctly it will automatically email both of us a copy of the final document. Please DO NOT forward us a copy. If you didn't complete the signing process a reminder to sign the waiver will be emailed to you every 24 hours until it is complete. Not receiving a copy of the signed waiver in your email is a guarantee it was not completed.
  - It may take up to 72 hours to show completed on the roster.

## Team Check In

- Team manager, or designated person, checks in the entire team and pick up the wristbands for all players who have completed the waiver process.
- Check in location.
  - James Regional Sports Park – Merchandise tents.
  - [Friday 3/31, 2pm – 7pm](#)