



All In Friendship Tournament

October 18/19, 2025

James Regional Sports Complex

To see when this was last updated, see the 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 PROTEST will be allowed.**
- 4. Game Schedule:** All team coaches, managers, & players will be responsible for checking the tournament game schedule daily before their 1st game. Failure to check your team's schedule could result in a loss due to not showing up at the right time or on the right field. The game schedule will be posted on our website, www.FriendshipSports.com, and physically posted at the tournament near the scoreboards.
- 5. Length of Games:** All games will be played in 25-minute halves with a 5-minute halftime rest period in between. Referees are required to keep a "running clock," therefore, time will not be stopped except for significant issues.
- 6. Game Times:** Teams must be ready to compete at the assigned scheduled fields, unless otherwise notified of a change in field by the tournament official. There will be a waiting period of 10 minutes for a team to show up at the scheduled time of the competition. Referees will keep track of time. If a game starts late due to waiting for a team to show up during the 10-minute waiting period, the team responsible for the delay will lose 1 point. Referees are responsible for noting the team name and point penalty on the game scorecard.
- 7. Inclement weather:** Games will be played, rain (subject to park approval), shine, and in heavy wind. Games must be stopped for lightning, and the Parks and Recreation Department has the right to close fields due to severe weather conditions. Should a Saturday game(s) be stopped or canceled due to weather, those games will be rescheduled for the following day, if time and resources allow. Remaining games should start at the originally scheduled times. Should the semi-final or championship final games not be played due to heavy rainfall that does not permit the continuation of competition, these games may be declared canceled by the tournament director after consultation with the representative team coaches. Should a cancellation occur, the highest remaining seeded team in the respective division will automatically be declared the champion, and the 2nd highest seed remains as the finalist.

8. **Uniforms:** All players must wear (clean) matching soccer uniforms (jerseys/shirts) with standard-sized unique numbers on the back for each game. If the color of the jerseys is similar, the home team must change. Limited sets of scrimmage vests will be available for rent. The home team is listed first on the schedule.

1. JEWELRY/ CASTS/ BRACES....

- i. plain/smooth bands are allowed
- ii. Large rings need to be removed or wrapped and taped
- iii. Remove earrings
- iv. Hard-sided knee (or similar) braces or casts need to be wrapped with a soft cover.
- v. No smart watches or fitness trackers allowed while playing

2. The referee on-site has the final decision on the field as to what is or is not acceptable for safety. If you are unsure, please check with the referee before the start of the game.

9. **Shin Guards:** Shin guards are mandatory for all players. NO Exceptions.

10. **Team Roster:** Must be completed online only.

1. Each player must be listed on the roster by 10/15, 9 pm.
2. No changes to roster after 10/15, 9 pm
3. No adds to roster after 10/15, 9 pm
4. The online waiver must be signed by the player no later than 10/16, 7 pm
5. 20 players maximum

11. **Age Verification:**

1. All players must present a valid physical ID **daily** at check-in before their first game of the day. Tournament officials will verify each ID and place a wristband on every player to confirm verification.
2. Saturday and Sunday wristbands will be different.
3. Mandatory that each team checks in as an entire team at the time listed on the roster each day. Players not checking in with the whole team will not be allowed to check in until after the first game is completed.
4. Teams that have been caught using players not listed on the roster, DOB & name do not match wristband, and/or possessing a fake ID, will automatically forfeit the rest of the tournament. Additionally, the entire team will not be allowed to return the following year. The player will not be allowed back in any Friendship Tournament in the future. There is no financial compensation to teams affected by these situations.

12. **Wristbands:** Each player must wear an official tournament wristband to participate in this tournament.

1. Tournament officials will issue wristbands to each player at check-in daily.
2. Wristbands will be different daily.
3. Wristband to be worn for all games, no exceptions.
4. Players not wearing a wristband during play will be ejected and given a red card.

13. **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 an illegal player. We have a zero tolerance for cheaters. Your team will be

eliminated from the remainder of the tournament and barred from participating in the following year.

14. **Players, Spectators & Team Supporters:** Coaches/team managers will be held responsible for any action by their spectators or supporters. This is the Friendship Tournament ...Our referees and/or tournament director have the right to penalize the team that the spectators are supporting by way of a red card or, if needed, tournament elimination. All players are adults, and we expect you to act like adults. In the event of violence or life-threatening action, we recommend you call 911 as your first action before finding a tournament official. Your team can and will be red-carded for the misbehavior of your spectators on the sidelines.

1. **Music/Horns/Bullhorns/Megaphones-** No loud music is to be played/bullhorns/airhorns/megaphones, etc., used on sidelines as games are being played. Music that can be heard on the field of play during the game needs to be turned off. The use of bullhorns/airhorns or other noisemakers is not allowed during any gameplay.
2. **TRASH** – Teams leaving trash on the fields will be issued a **RED CARD** by referees on the field. The tournament director will provide trash bags to anyone requesting one at the tournament tent.
3. **TAILGATING-** There is **NO TAILGATING (to include grill set-ups, food distribution, or buffet) ALLOWED on the fields or parking lot.**
 - i. If you tailgate in the parking lot, the park police can and, in some cases, will issue a ticket to each vehicle for the infraction. In our experience, for smaller events, the people who keep the entire tailgate area visually clean and tidy, and leave all bagged trash in the designated trash cans in the lot, are much more tolerant and often forego the ticket. I have watched the park police patrol hourly to wait for someone to mess up and justify a ticket. We can give you trash bags for the parking lot cans for free at the check-in tent.

15. **Use of obscenities** (to include racial slurs, gender sensitive, sexuality sensitive in any language) or statements made to be taken in an offensive or threatening way will not be tolerated. It is the coaches/managers' responsibility to keep their sideline fans and players in line. Failure to do so may result in a red card or up to disqualification from the tournament for your team—obscurities in all languages, not just English.

16. **Referees.** The referees are to be treated with the utmost respect. They are in control of the field and game. If you have a concern or compliment about a referee, please bring it to the attention of the referee coordinator.

1. All players/coaches/managers have access and are highly encouraged to complete a referee feedback form online via the roster after each game.
2. All feedback will be sent directly, in real-time, to the referee assignor. Before the start of Sunday games, all feedback, both positive and negative, submitted on Saturday will be shared with referees in the morning meeting to be used productively. Without specific information provided by the players in real time, we can't fix any issues or concerns you may have while we have an opportunity to resolve them.

17. **Zero Tolerance**

1. We have a zero-tolerance policy for physical and verbal attacks
2. We have a zero-tolerance policy for racial, sexual, and all hate speech

3. We have a zero tolerance for weapons of any kind
 4. **Any player/manager who swings at or physically assaults another player/referee/tournament staff will automatically cause the entire team to forfeit the game and the remainder of the tournament immediately. The player will be banned from all future tournaments. The team's fate for future events will be decided by the referees affected, the referee assignor, and the tournament director at that time.**
 5. Teams are responsible for their sideline guests. Guests who are causing issues for players on either team/ yelling inappropriate things/using slurs/ cursing/ making threats, can cause their team to be red-carded and/or suspended from the tournament.
 6. Any team whose players or supporters enter the field during a disturbance, fight, or altercation may be suspended for the remainder of the tournament and will not be allowed to return.
 7. Our referees are the on-site judge and jury on the field. If they deem the person or team a threat to others, along with the referee coordinator, no further consideration will be needed for elimination by the tournament director.
18. **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.
1. **The home team must stay on the east sidelines, and the away team on the west sidelines.** You are not to set up your team or spectators on the same side as the opposing team.
 2. **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).
19. **Game Ball:** Teams are responsible for providing their own game balls. We do not always have a functioning pump; therefore, we recommend bringing your own.
1. The home team supplies the game ball.
 2. We recommend bringing extra balls, as they are not always available for purchase.
20. **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; therefore, times will not be stopped except for medical emergencies when Public Service Emergency paramedics are on the field. If a game is stopped to wait for medical emergencies, the game may be considered final. The game will not run late to make up time lost on the field.
21. **Players on the field:** If at any time players on the field exceed 11, the opposing team should stop immediately in place until the referee has removed excess players. Both teams are responsible for always keeping track of # of players on the field. The team at fault will be deducted 1 point (from total points, regardless of the game). If the faulted team scored in this time frame, the goal will be disallowed. The last player to enter the field will receive a red card.
22. **Side Tackling:** Slide Tackling is not recommended for any teams due to the uncertainty of field conditions. Teams that collectively agree (both team managers and the referee together) will be allowed to decide on the allowance for slide tackles before each game. **Not agreeing before the start of the game assumes NO SLIDE TACKLE.** Teams should refrain from any slide-

tackling for potential injury. Players who slide tackle another player do so at their own risk, to themselves as well as their opponent.

23. **Tournament Score Cards:** Referees are required to record the final game scores on the provided scorecards accurately. To avoid problems in the reporting of the scores, it is the **coach's responsibility to meet the ref after the game and physically double-check the final score on the scorecard at the end of each game and sign the game card acknowledging that the recorded score is correct.** Scorecards are then turned into the tournament director within the following hour of game play and posted on the scoreboards near the tournament director's tent within 2 hours. Failure to verify the game score by a coach at the end of a game could result in a referee error in reporting a game score. Signing the game card is not mandatory but highly recommended, as once the game score is recorded (to match the card), the tournament director will not change the scores due to any errors you may have made or failed to verify. The score and assigned point value will remain as reported with no change, regardless of a win-loss situation.
24. **Send Off (Red Card) Violations:** A player ejected for a Red Card violation will be suspended for the remainder of the game in 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 play shorthanded.
1. When receiving a red card, it will be noted on the following game card so referees are aware, and it will also be viewable to all attendees via the online roster.
 2. 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.
 3. When asked by a referee, players receiving a red card must provide their name to the referee. Failure to do so requires the team coach to give the name of the red-carded player. If no cooperation from the team coach is given, the referee will note on the scorecard and inform the tournament officials. Additionally, the game can be ended by the referee for non-cooperation, and the tournament director, at her discretion, may suspend the team from further competition or impose other sanctions pending her review.
 4. Tournament director WILL NOT reverse yellow/red cards issued by the referee on the field. There are three sides to the story: your team, the opposing team, and the referees...Our referees are the eyes, ears, and judges on the field, and we will defer to their call as we were not there to watch it. If you have a concern with calls, professionalism, or any referee issue, please use the real-time referee evaluation form at the fields so we can review it at the end of the day and address any issues or compliments that need to be tended to while we can do what needs to be done before additional games.
 5. **Team managers will be issued a RED CARD and penalized 1 point for leaving trash on the sidelines. Referee to note penalty on scorecard. They also have the authority to do this if your sideline crew is being disruptive to the players on either team, as well as the referees.**
25. **Protest.** Any team that walks off the field during the match, as a protest gesture, will forfeit that game plus lose 3 points off the scoreboard.

26. Waiting Period

1. Teams must be ready to compete at the assigned scheduled field and time unless otherwise notified by the tournament director personally regarding a change.
2. There will be a 10-minute waiting period. Referees will keep track of time.

3. Late starting games due to waiting for a team to show will result in time lost (subtracted from the first half)

The team responsible for the delayed start will be penalized by 1 point. Referee to note on score card (coach's responsibility to verify at the end of that game)

27. **Minimum Players:** All teams must have a minimum of 7 players to begin each competition at the scheduled time of play, on the field, in their positions (not standing on the sidelines).
 1. Teams with fewer than seven players after the 10-minute waiting period will forfeit the game and lose 1 point.
 2. The opposing team with more than seven players present on the field shall be awarded a score of 1-0 and 8 points. Referees are responsible for recording this on the game scorecard.
28. **"No Show" Team:** A "No Show" team is defined as a team that does not show up to the tournament (starting with game 1 for two or more consecutive games) for circumstances beyond our control. A refund will not be given to the no-show team.
 1. All remaining teams in the group need not show up for such scheduled games; all remaining teams will automatically receive 10 points, and goals scored will be reported as 1:0
 2. There is no financial compensation or reduced entry fee for any of the following tournaments for any team that ends up playing less than the minimum guaranteed number of games because of a no-show team/game at this tournament.
29. **Points: Win =6 points Tie= 3 points Loss=0 points**
 1. Each team will receive 1 point for each goal up to a maximum of 3 and 1 for a shutout.
 2. The maximum allowable points per game are 10
 3. A 0:0 tie will be counted as 4 points for each team (3 for a tie, 1 for a shutout).
30. **Completion of the game:** All games must be played through the final whistle to completion. Teams that decide they want to end a game short because they are up by a large score count and would rather rest to play in an impending semi-final or final will not be allowed to advance to those rounds.
31. **Forfeited Games (games 1-3):** Forfeit 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).
 1. **ALL games must be played to completion to advance to the semi-finals & finals.**
32. **Forfeited Game Due to Fighting** – If a game is ended due to fighting, the team that started/caused the fight (assuming the opposing team did not fight back) will automatically forfeit the game and will be suspended from the remainder of the tournament, possibly all future events. The opposing team will automatically get a score of 10 points (6 win, 3 goals, shutout).
33. **4th Game Forfeited:** Teams whose 4th game was forfeited by their opponent will receive a score of 1:0 (1 goal for, 0 against) and 8 points.
 1. Teams that previously played a team that forfeited its 4th game will have their points REDUCED or INCREASED to 8 points, depending on what was awarded at the time the game was played.
 - i. Goals that were earned will be kept the same.

2. Teams placed in a group where another team forfeited its 4th game may be eligible to advance within their group due to the adjustment of points awarded. Therefore, all teams need to check the final points allocated within their respective groups before the finals.
3. There is no financial compensation or reduced entry fee for next year's tournament for any team that ends up playing fewer than the minimum games as a direct result of a forfeit game at this tournament.
4. **Teams that forfeit preliminary games will not be allowed back to the tournament in the following year.**
5. **Teams must have played all their preliminary games to advance to the semi-finals/finals, regardless of total points awarded.**

EXAMPLE of score changes...

1. A team that won against the team that forfeited its 4th game with a score of 5:0, for 10 points earned, will have the 10 points reduced to 8 points. The five goals scored will be kept and counted.
2. A team that lost against the team that forfeited its 4th game with a score of 2:0 had earned 0 points and will be granted 8 points.
3. All of the points (not goals) are changed to be even across the board. The team that didn't play their 4th 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 every team's score that the forfeited team previously played.

34. Age Variables:

All players must meet the age requirements below

- Age is determined by year, not date. Must be division age in 2025 to play in that division*
- **Over 21 Division** - permits three gift players aged 18+. Players must be 18 on or before October 18, 2025, to participate in this event.
- **Over 30 Division** - permits three gift players 27+. Must be 27 or turning 27 by December 31, 2025, to be considered a gift player
- **Over 40 Division** - permits three gift players aged 37+. Players must be 37 or turning 37 by December 31, 2025, to participate in this event.
- **If you are turning 21, 30, or 40 by December 31, 2025, you are not considered a gift player.**

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

1. **Least Goals Against- The team with the fewest goals scored against it**
2. **Most Goals For- The team scoring the most goals at the end of the preliminary rounds, if then tied, then**
3. **Red Cards**
4. **Penalty Kicks of 5 alternating between teams**
5. **If still tied, then sudden death. One penalty kick, alternating between teams.**

36. Determination of finals

Over 21 Division – There are 4 teams in this division. Each team will play each other once, game 4 will be a re-match of game 1. At the end of the four games the two highest points scoring teams will advance to the Final.

Over 30 Division - There are 5 teams in this division. Each team will play each other once, at the end of the four games the two highest points scoring teams will advance to the Final.

Over 40 Division - There are 6 teams in this division. At the end of the four games the four highest points scoring teams will advance to the semifinal.

37. Forfeiture of a championship final game: Any team qualified to compete in a Championship Final game, yet for whatever reason decides that they will not be able to play a match, then “forfeiture” will be declared and a winning score of 1:0 will be awarded to the opponent. The opponent will be announced as the champion for that division.

38. Tie standings for Championship Final Game. The game will be played until a winner is declared. Should a tie exist, the game shall continue as follows:

1. In 5 alternating kicks between teams, if still tied, then
2. Sudden death. 1 penalty kick, alternating between teams.
3. Kicks can be taken by anyone registered on the team.

39. Division Champions. All division winners will receive a player award and a team banner. The team will also receive a 50% discount on the 2026 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 game. Awards will not be shipped; must be present to claim. Awards will be given to each rostered player.

40. All situations not covered by these rules will be resolved by the Tournament Director, Salina Pagan, and/or the on-site Referee Assignor, Tim Fox. Their decisions will be stated as final.

41. There is no medical staff at the fields!

1. If you or a teammate is injured, it is YOUR responsibility to contact emergency services. 911 operators and first responders need to speak with the people at the scene to provide proper phone support until they arrive.
2. **YOU** need to call 911 if the situation requires it.
3. The address of the fields is 8400 W. Robindale Road, 89113. James Regional Sports Complex