All-In Friendship Tournament
October 17/18, 2026
James Regional Sports Park

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 changes and additions listed below.

1. **Don't cheat & don't be a jerk!**

2. **There is 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. Failing to check your team's schedule could result in a loss if you don't show up on time or at the right field. The game schedule will be posted on our website at www.FriendshipSports.com, in our mobile app, and 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 major issues.

6. **Waiting Period**
    a. Teams must be ready to compete (see minimum players rule) at the assigned field/time unless the tournament director personally notifies them of a change.
    b. There will be a 10-minute waiting period. Referees will start the clock at the assigned game time.
    c. Games that start late because a team is late will result in time lost (subtracted from the first half). No additional time will be added for any reason.
    d. The team for the delayed start will be penalized by 1 point. The referee will note the team name on the scorecard (coach's responsibility to verify at the end of that game), and points will be adjusted at the scoreboards and reflected online.

7. **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).
    a. Teams with fewer than seven players after the 10-minute waiting period will forfeit the game and lose 1 point.
    b. 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.

8. **Inclement weather:** Games will be played rain or shine, and through heavy wind (subject to park approval). Games must be stopped for lightning, and the Parks and Recreation Department has the right to close fields due to excessive weather. Should Saturday game(s) be stopped or canceled due to weather, those games may be rescheduled for the following day, if time & resources allow. Remaining games should start at the originally scheduled times. If heavy rainfall prevents the competition from continuing, the tournament director may cancel the semi-final or championship final games. If a

cancellation occurs, the highest remaining seed in the respective division will automatically be declared champion, and the 2nd-highest seed will remain finalist.

9. **Uniforms**: All players must wear (clean) matching soccer uniforms (jerseys/shirts) with standard-sized unique numbers on the back for each game. If the jerseys are similar in color, the home team must change. The home team is listed first on the schedule.

    a. Fitness Trackers (Apple Watches and the like) must be covered with a soft covering if worn during play. Recommended for everyone's safety to remove them before play.
    b. Plain/smooth bands are allowed.
    c. Large rings need to be removed or wrapped and taped.
    d. Remove earrings.
    e. Hard-sided knee braces (or similar) are to be wrapped with a soft cover.
    f. Absolutely no cameras, audio, or external devices are allowed while playing. Leave your GoPros and retro Walkmans on the sidelines.
    g. The on-site referee has the final decision on the field regarding what is or is not acceptable for safety if not listed here. If you are unsure, please check with the referee or the tournament director before the game starts.

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

11. **Team Roster:** Must be completed online only.
    a. Each player must be listed on the roster by 10/13, 9 pm.
    b. No changes to the roster after 10/13, 9 pm
    c. No adds to the roster after 10/13, 9 pm
    d. The online waiver must be signed by the player no later than 10/14, 9 pm
    e. 20 players maximum

12. Age Variables:
- Age is determined by year, not date.
- **Over 30 Division -** permits three gift players aged 27+. Must be 27 or turning 27 by December 31, 2026, 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, 2026, to participate in this event.
- **If you are turning 30 or 40 by December 31, 2026, you are not considered a gift player.**

13. **Age Verification:**
    a. 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.
    b. Saturday and Sunday wristbands will be different.
    c. Mandatory that each team checks in as an entire team at the time listed on the roster each day. Players who do not check in with the whole team will not be allowed to check in until after the first game is completed.
    d. Teams caught using players not listed on the roster, with DOB & name that do not match the 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 to return to any future Friendship Tournament. There is no financial compensation to teams affected by these situations.

14. **Wristbands:** Each player must wear an official tournament wristband to play.
    a. Tournament officials will issue wristbands to team managers at Saturday's check-in.

b. Random team ID/Wristband checks will be done by tournament officials throughout the weekend.
c. Wristbands must be worn for all games, no exceptions. Players who need replacement bands must check in with their ID again and pay for a new band. Replacement bands are $10.
d. Players not wearing a wristband during play will be considered illegal and can cause the entire team to be disqualified.
e. Only one wristband is issued per player per weekend. Wristbands are waterproof and must be worn the entire weekend.

15. **Transgender Inclusion Policy:**
Friendship Sports welcomes all soccer players, coaches, trainers, managers, administrators, and officials "without discrimination based on 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 request documentation, if foul play is suspected, showing that the stated gender is sincerely held and part of a person's core identity when registering.
    b. Coed Divisions: The identity to which a player sincerely identifies will be the gender recognized for gender minimums and limits on the field of play. If the player does not identify as male/female within the common binary, the team will alternate gender-designated positions to create nonconforming gender positions. Example: teams are required to field 5 male and 5 female players plus a non-gender-specific goalie, would designate:
        i. 1 female position as nonconforming if 1 person does not identify with a sincerely held gender
        ii. 1 male and 1 female position if 2 persons do not identify with a sincerely held gender.
        iii. 1 male and 2 female positions if 3 persons do not identify with a sincerely held gender.
        iv. The process would continue to alternate in this pattern. To sub on and off the field, only the gender position that is altered can sub in for the nonconforming position. This procedure prevents someone from having to conform to a gender they do not identify with.
    c. Any team or player showing signs of homophobia, hate, or any other type of behavior that is anything other than welcoming and loving will be banned from the remainder of the event, with the possibility of a permanent ban at all future events.
    d. Tournament staff and referees have the right to remove players and teams from this event immediately upon witnessing any of the inappropriate behavior listed above, without refund.

16. **Dual Roster Players:** A player may play on up to 2 teams, provided each team is in a different age division or if one team is Men's Division and the other is Coed Division.
    i) Players must meet the age requirement for each team
    ii) All red cards issued will carry over to the team that received them.
    iii) All suspensions for player misconduct will carry over 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 whose wristband and ID do not match, will be considered an illegal player. We have zero tolerance for cheaters. Your team will be eliminated from the remainder of the tournament and not allowed back the following year. Not wearing wristbands is considered illegal play; see the wristband rule.

18. **Max players on the field:** If at any time the number of players on the field exceeds 11, players should stop gameplay immediately and remain in place until the referee has removed the excess players. The team at fault will have 1 point deducted from its total points, regardless of which game it occurred in. If

the team scored during this time frame, the tournament director/referee coordinator will disallow the goal, and the extra player will receive a red card. Referees are not involved in point scoring and will only notate infractions on the scorecard. Point deductions or goal adjustments will only be handled by the tournament director.

19. **COED DIVISIONS – Equal number of males/females on the field:** A Maximum of 5 men and 5 women on the field at all times. Either gender can take penalty kicks during preliminary rounds.
    a. Must have equal # of male/female 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 a Red Card is given, genders still need to be balanced.)
    d. Max of 5 players per gender on the field at once
    e. *If a player is ejected from the game (red card), the team can play an uneven number of players on the field.
        1. Example: A Team 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. Please see below for specifics on players who do not identify as "male/female."
    h. Teams that have six players of the same gender on the field at any time (excluding the goalie) will be penalized 1 point, & the player will be red-carded. The opposing team should stop playing in protest immediately if this occurs. Point deductions or goal adjustments will only be handled by the tournament director.

20. **Players, Sideline Guests, Team Supporters:** Team managers will be held responsible for any adverse 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 issuing a red card to the captain or goalkeeper. They are responsible for ensuring the game remains safe for all players.

a. In extreme situations, the referee may need 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 case, if necessary, privately with the referee assignor or the tournament director for 5 minutes before a final decision on elimination is made.
b. In the event of violence or life-threatening action, we advise you to call 911 immediately if you feel your safety is jeopardized.
c. **Music, Horns, Megaphones -** No loud music, PA systems, or noise-making devices are to be used on the sidelines whilst games are being played. Music audible on the field of play while the game has a running clock must be turned off. The use of bullhorns, airhorns, megaphones, or other noisemakers is not allowed during any game, for safety reasons, on all fields.
d. **Video recording devices –** The use of wearable devices such as Meta Glasses or GoPro cameras is never allowed on the field. Personal video recording devices are only allowed on the sideline for personal use. Recording of players or teams that are not yours is prohibited for online publication or use in marketing materials. Written consent must be obtained from anyone in the video and from Friendship Sports before the video is used for anything other than personal viewing.
e. **TRASH –** Teams and their sideline supporters who leave trash on the field will be penalized. Referees will issue a red card to the captain for trash left on the field or sidelines. Dispose of your waste correctly. Tournament staff will provide trash bags to anyone who requests one at the tournament tent.
f. **TAILGATING -** There is NO TAILGATING, including grill setups, food distribution, or buffets.

g. **ALCOHOL –** Clark County Parks prohibits all outside alcohol on the entire park grounds. All alcohol onsite MUST be purchased from a licensed vendor. We will have a licensed vendor selling alcohol from 9 am to anyone who is not intoxicated and is 21+.
h. **Use of obscenities**, including 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 and possible disqualification of your team from the tournament.

21. **Referees.** The referees are to be treated with the utmost respect. They are in control of the field and game. If you are a player or team manager listed on the roster and have a concern or compliment about a referee, complete the online form as your first step. It is the responsibility of the registered players and team managers to provide this feedback as soon as possible so our referee can address it with the referee involved on the same day. We will not entertain the opinions and complaints of those not registered for the event.

    a. All registered players and managers will have access from their phones 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 earliest convenience, he can review your compliments/concerns and address them directly with the referee.
    b. Referees are scheduled for different games and fields based on availability and schedule. By completing the process in real time, we can ensure we are meeting with the correct referee to address any concerns. Each morning, we meet with the referees to go over the rules and review what went well or badly the previous day. Though we value in-person feedback, a lot is going on at once, and after talking with hundreds of people each hour about multiple things, your concern about a referee not being aware of a rule may slip through the cracks. We want to resolve all issues as soon as possible, and your online form helps us identify what needs to be addressed before the next game.

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 policy for weapons of any kind.
    d. Any person (player, team manager, or anyone associated with the team, including those on the sideline) who attempts to assault or physically assaults another player or event employee can 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 have 5 minutes to privately discuss their side with the referee assignor and/or the tournament director if needed to consider non-elimination from the event.
    e. All teams are responsible for their sideline guests. Guests who are causing issues for players on either team, yelling inappropriate things, slurs, cursing, noisemakers, making visual or verbal 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.
    a. **The home team must remain on the east sidelines and the away team on the west sidelines.** You are not to place your team or spectators on the same side as the opposing team.

b. **In 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 game balls. We do not always have a working pump; it is recommended that you bring your own. We recommend that you bring several balls and mark them with contact information to reduce the risk of loss.
    a. The home team supplies the game ball
    b. We recommend bringing extra balls; we do not always have them for sale.

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; therefore, time will not be stopped except for medical emergencies when Public Service Emergency paramedics are on the field. If a game is stopped to address a medical emergency, it may be considered final. The game will not run late to make up time lost 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 the referee) will be allowed to decide on the slide tackle allowance 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.

27. **Tournament Score Cards:** Referees are required to record the final game scores on the scorecards accurately. To avoid problems with score reporting, it is the **team manager's responsibility to meet with the referee after the game, visually double-check the final game scores on the scorecard, and sign it to acknowledge that the final game scores are recorded correctly.**

    Failure by the team manager to verify the score at the end of a game could result in a referee's error when reporting it. 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 unchanged on the game card, regardless of the win-loss outcome.

28. **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.
    a. Depending on the severity of the ejection, the tournament director may extend the 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 names. 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 provided, the referee will note it on the scorecard and inform the tournament officials. The game will continue with the red-carded player sitting out. The tournament director may, at her discretion, suspend the team from further competition or impose other sanctions pending her review.
    c. The 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 referee evaluation form in real time 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.
    d. When a red card is issued, it will be noted on the following game card for the referee's awareness and will be viewable to all attendees via the online roster on the player's profile.

29. **FRIENDSHIP:** If a team attains an eight-goal advantage, the match will be officially concluded at the 35th minute of the match. This policy is implemented to prevent lopsided outcomes, minimize the risk of player injuries, and uphold the principles of sportsmanship, respect, and camaraderie within the competition.

30. "**No Show" Team:** A "No Show" team is defined as a team that does not show up to the tournament for circumstances beyond our control. A refund will not be given to the no-show team.
    a. 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
    b. The tournament director will inform team managers of teams affected by a no-show via text message as soon as she determines the team is a no-show.
    c. There is no financial compensation or reduced entry fee for any of the following tournaments for any team that plays fewer games than assigned on the schedule due to a no-show match at this tournament.

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

32. **Completion of the game:** All games must be played through to the final whistle. If a team decides to end a game early, they will forfeit it. The 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 to advance to the 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 the tournament and possibly all future events. The opposing team will automatically receive 8 points (6 for a win, 1 for a goal, 1 for a shutout). Any member of any team involved in a fight may automatically suspend their entire team from the tournament.

35. **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.
    a. If a team you played against in games 1-3 forfeits their 4th 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, the team's point scores may be **REDUCED** or **INCREASED** to reflect 8 points total in the match 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 4th game may be eligible to advance due to the adjustment of points awarded. All teams need to check the points on the scoreboards (at the fields) once all the teams in that group or division have completed all the regulation games to see if advancement is possible.
    c. Teams that forfeit preliminary games will not be allowed to return to the tournament the following year*. *The tournament director has the right to allow exceptions based on extraordinary circumstances in person.
    d. There is no financial compensation or reduced entry for future tournaments for any team that ends up playing fewer than the minimum games as a direct result of a forfeit of any game at this tournament.
    e. 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 5 goals scored will be kept and counted
2. A team that lost to the team that forfeited its 4th game with a score of 2:0, having initially earned 0 points, will be granted 8 points.
3. All 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 does not have the opportunity to play and score 10 points; therefore, the only way to make it fair is to adjust all teams' scores against the forfeited team.

36. Penalty for Forfeiting:

a. Teams that forfeit preliminary games will not be allowed to return to the tournament the following year.
b. There is no financial compensation or reduced entry for future tournaments for any team that ends up playing fewer 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 most points at the end of the preliminary games will be declared 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 the group winner, in the following order:
    a. Least Goals Against- The team with the fewest 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. The 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 the 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 semi-finals vs finals –

- **Coed Over 30 Division:** There are 4 teams in this division. Each team will play each other once. Game 4 will be a semifinal, followed by a final.

- **Men's Over 40 Division:** Each team plays 3 pool games (2 on Saturday, 1 on Sunday morning). Teams are then seeded 1–6 by points. #5 vs #6 play a Consolation Final, #1–#4 play Semifinals. Semifinal winners advance to the Championship
    - **See #39 for specifics on how seeding is determined.**

39. <u>Seeding for all divisions is the same.</u>

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

A. Team with the most points, if needed
B. Team with the fewest goals scored against them (goals against), if needed
C. Team scoring the most goals (goals for), if needed
D. Red Cards – Team with the fewest, if needed
E. Coin Toss

Once all four teams have been seeded, the matchups are as follows:

1st Seed vs. 4th Seed 2nd Seed vs. 3rd Seed

If the 1st- and 4th- or 2nd- and 3rd-seeded teams come from the same group within their division, move them to opposite seeding groups so they do not play each other again.

40. **Forfeiture of a Semi-Final Game**: Any team qualified to compete in a semi-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 automatically advance to the championship final game.

41. **Forfeiture of a championship final game:** If a team qualified to compete in a championship final game and decides it cannot play a match, "forfeiture" will be declared, and the opponent will be awarded a 1:0 win. The opponent will be announced as the champion for 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 the game-ending whistle.
    b. 5 penalty kicks, alternating kicks 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 roster.

43. **Division Champions.** All division winners will receive a player award and a team banner, and the team will receive a 50% discount on the same 2027 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; you must be present to claim. Awards will be given to each rostered player.

44. **All situations not covered by these rules will be resolved by the Tournament Director, Salina Pagan, and/or the on-site Referee Coordinator. 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 speak with people at the scene to provide appropriate phone support until they arrive.**
    b. **YOU need to call 911 if the situation requires it.**
    c. The address of the fields is 8400 W. Robindale Rd, LV, NV 89113. James Regional Sports Park
    d. The nearest hospital is across the street, visible from the fields.
        i. Dignity Health San Martin Campus, 8280 W. Warm Springs Road, 89113

Additional details

FIELDS: This event will take place at the James Regional Sports Park

- No metal stakes for shade tents or canopies are allowed.
- No animals allowed (this is a permanent rule at this park by CCPR)
    - If you require a service animal, we recommend you do not attend this event as a spectator. We do not have the approval or the ability to verify the validity of service-animal documents, nor are service animals allowed in the field pods at this facility. It is a HARD NO on animals.
- No BBQ grills or cooking setups will be allowed
- No Tailgating is allowed on the fields or in the parking lot.
- No Overnight RVs are allowed in the parking lot.