Men's Friendship Tournament
January 23/24, 2027
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 changes and additions listed below.

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 each game. The game schedule will be posted on our website, www.FriendshipSports.com, physically posted at the tournament near the scoreboards, and on your roster.
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"; time will not be stopped except for significant issues.
6. **Game Times:** Teams must be ready to compete and on the assigned field at the scheduled time unless otherwise notified of a change by the tournament director or referee assignor. There will be a 10-minute waiting period; referees are responsible for tracking time. If a game starts late because a team arrives during the waiting period, the team responsible for the delay will lose one point. Referees are responsible for noting the late squad on the game scorecard; a point will be deducted at the tents.
7. **Inclement weather:** Games will be played in rain (subject to park approval), shine, and even in heavy winds. Games must be stopped for lightning, and the Parks and Recreation Department has the right to close fields for any reason. Should a Saturday game(s) be stopped or canceled due to weather, those games will be rescheduled for the following day, if time/resources allow. The remaining games should start at the originally scheduled times. Should the semi-final or final not be played, the tournament director may declare the game canceled. If a cancellation occurs, the highest remaining seed in the respective division will be declared champion, and the 2nd-highest seed will remain finalist.
8. **Uniforms**: All players must wear (clean) matching soccer uniforms (jerseys/shirts) with standard-sized unique numbers on the back for each game. All players are to wear the same number as listed on the roster. If the jerseys' colors are similar, the home team must change. A limited number of scrimmage vests will be available for rent. The home team is listed first on the schedule.
    1. Fitness Trackers/smartwatches must be covered with a soft cover if worn during play. For everyone's safety, it is recommended to remove it before play.
    2. Plain/smooth bands are allowed.
    3. Large rings need to be removed or wrapped and taped.
    4. Remove earrings, necklaces, and bracelets.
    5. Hard-sided knee braces (or similar) need to be wrapped in a soft cover.
    6. Absolutely no Meta glasses, cameras, audio, or recording devices are allowed while playing. Leave your GoPros and retro Walkmans on the sidelines.

7. The on-site referee has the final decision on what is acceptable for safety. If you are unsure, please check with the referee before the game starts.

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 1/19, 9 pm.
2. No changes or additions to the roster after 1/19, 9 pm
3. An online waiver must be signed by the player no later than 1/20, 9 pm
4. 20 players maximum
5. Players must play in at least 1 preliminary game to play in the semi-finals or finals.

11. Age Verification:

1. If you are questioning a player's validity, check the online roster first to verify their photo, name, and age. ONLY the team manager should approach the referee/referee assignor (kindly and calmly). This must be done with the referee before the game starts or at halftime. Waiting to do this after the game will not change the final score.
    i. The referee or assignor can verify the ID and roster at the field via the online roster for instant verification from any phone.
    ii. The ID presented must match the one submitted online and scanned at the registration tent for validation.
2. The referee must end the game if the player's DOB and name do not match the roster after reviewing the ID. If the referee cannot decide, the player and team manager must report to the referee assignor to verify the ID's validity, and the game continues. The referee assignor will scan the ID and make a final determination. The clock will continue to run, and the team can place a sub.
3. If the team in question is at fault, that player will be banned from all future Friendship Tournaments, the entire team will forfeit the remainder of the tournament, and will not be allowed back the following year.
4. The opposing team will automatically win the match. The winning team will keep all goals scored until the player is removed. If no goals were recorded at the time of questioning, an automatic score of 8:1:0 will be awarded.

12. Wristbands:

1. Tournament officials will issue one set of player wristbands to team managers at Friday's check-in. You may purchase an additional set for $20 at check-in on Friday.
2. Wristbands will be issued and must be worn for all games, no exceptions. Players needing replacement bands must check in with ID again and pay $10 for a new band.
3. If your team forgets the wristbands and is not wearing them at the start of the game, you have until ½ time to get them to the field or purchase a second set at the tents. This is only forgivable on your first game of the event. If your first game has already been played and you aren't wearing your wristbands at any of the following games, your team is considered illegal and will forfeit the game if the waiting period has ended.
4. Players not wearing wristbands during play will be ejected and issued a red card.

13. Dual Roster Players: A player can play on two teams at most, provided that each team isn't in the same division.

(a) Players must meet the age requirement for each team.
(b) All red cards issued will be carried over to the team that received them.
(c) All suspensions for player misconduct will carry throughout the tournament for all teams the player is playing on.

14. 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.

15. **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 the spectators are supporting by issuing a red card or, if needed, by eliminating the team from the tournament. All players are adults, and we expect you to act like adults. In the event of violence or life-threatening action, call 911 as your first action before anything else.. Your team can and will be red-carded for the misbehavior of your spectators on the sideline.
    1. **Music/Horns/Bullhorns/Megaphones-** No loud music is to be played/bullhorns/airhorns/megaphones, etc., used on the sidelines as games are being played. Music audible on the field of play during the game must be turned off. The use of bullhorns/airhorns or other noisemakers is not allowed during any gameplay.
    2. **TRASH –** Teams leaving trash on the field will be issued a **RED CARD** by referees. Use the trash cans; they are everywhere.
    3. **TAILGATING-** There is **NO TAILGATING (including grill set-ups, food distribution, or buffets) ALLOWED on the fields or in the parking lot.**
16. **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. The coach/manager's responsible for keeping 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.
17. **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 regarding a referee, please complete the online referee feedback form on the tournament webpage immediately. It is in the same spot where you look at your roster and is accessible via a QR code printed on your roster and at the fields.
    1. The form will go directly to the on-site coordinators for immediate attention.
    2. Once the coordinator has had an opportunity to investigate this concern/compliment, you will be contacted directly.
    3. Please make initial contact via the referee feedback form, as these are the on-site coordinators' priority. In-person requests will be handled following online requests.
18. **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 zero tolerance for any weapons.
    4. Any player who swings at or physically assaults another player/employee will automatically cause the entire team to forfeit the game immediately. Players will be banned from all future tournaments, and we will file a police report. The team's fate for the remainder of the event and all future events will be decided by the referees affected, the referee assignor, and the tournament director at that time.
    5. Any person (player/coach/guest of the team) who physically attacks a tournament official, referee, or linesman will be banned from all future Friendship Tournaments. We will call the Police and press charges.
    6. Teams are responsible for their sideline guests. Guests who cause issues for players on either team/ yelling inappropriate things/using slurs/ cursing/ making threats, in any language, may have their team red-carded or suspended from the tournament.

7. Any team whose players and/or supporters enter the field during a disturbance with the intent to fight may be suspended for the remainder of the tournament and prohibited from returning.

19. **Home Teams:** Home teams will be listed first on the schedule, furnish the game ball, and choose "starting side". Opponents will "kick off". There is no coin toss. The home team changes if both jerseys are the same color.
    1. **The home team must reside on the east side of the field, and the away team on the west side.** 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 from 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.
20. **Game Ball:** Teams are responsible for providing their own game balls.
    1. The home team supplies the game ball.
21. **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 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.
22. **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. The team at fault will be deducted 1pt (from total points, regardless of the game). If the team scored in this time frame, the goal(s) will be disallowed, and the extra player will receive a red card.
23. **Side Tackling:** Slide tackling is not recommended for any teams due to the uncertainty of field conditions. Teams that verbally and collectively agree before the start of the game (both team managers and the referee together) will be allowed to decide on the allowance of slide tackling. **Not agreeing before the beginning of the game assumes NO SLIDE TACKLE.** Teams should refrain from slide tackling to reduce the risk of injury. Players who slide tackle another player do so at their own risk to themselves as well as their opponent.
24. **Tournament Score Cards:** Referees are required to accurately record the final game scores on the provided scorecards. To avoid score-reporting issues, the **coach must meet the referee immediately after the game, double-check the final score on the scorecard, and sign the game card to acknowledge the recorded score is correct.** Scorecards are submitted within the following hour of gameplay and posted on the scoreboards near the tournament director's tent within 2 hours. Failure by a coach to verify the game score at the end of a game could result in a referee reporting an incorrect 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 an error 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.
25. **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 pay shorthanded.
    1. When a player receives a red card, referees will note it on the following game card, and it will also be viewable to all attendees via the online roster.
    2. 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.

3. When asked by a referee, players receiving a red card must provide their names/jersey # (must match roster). Failure to do so requires the team coach to provide the name of the red-carded player. If the team coach does not cooperate, the game could be ended and forfeited by the referee coordinators on-site and/or the tournament director.
4. The tournament director WILL NOT reverse yellow/red cards issued by the referee on the field. There are 3 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 defer to their calls, as we weren't there to see it. If you have a concern with calls, professionalism, or any referee issue, please use the real-time referee evaluation form. This is monitored in real time by the referee coordinators and addressed on-site.
5. Team managers will receive a RED CARD and a 1-point penalty for their team and supporters leaving trash on the sidelines. Referee to note the penalty on the scorecard. They also have the authority to do this if your sideline crew is being disruptive to players on either team or to the referees.

26. FRIENDSHIP: If a team attains an eight-goal advantage, the match will be officially concluded at the 35th minute of the match. This policy prevents lopsided outcomes, minimizes the risk of player injuries, and upholds the principles of sportsmanship, respect, and camaraderie within the competition.

27. Waiting Period

1. Teams must be ready to compete on the field at the assigned time and location, unless the tournament director personally notifies them of 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)
4. The team that causes a delayed start will be penalized by 1 point. Referee to note late start and team name at fault on the scorecard (coach's responsibility to verify at the end of that game), a point will be deducted by the tournament director at the tents when posting scores.

28. Minimum Players: All teams must have at least 7 players on the field in position at the scheduled time of play (not on the sidelines) when the whistle blows.

1. Teams with fewer than 7 players at the conclusion of the 10-minute waiting period will forfeit the game and lose 1 point. The opposing team with more than 7 players present on the field shall be awarded a score of 1-0 and 8 points. Referees are responsible for recording a report on the game scorecard. Points will be updated at the tents.

29. "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 2 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 will be notified (a text will be sent to team managers) and 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 team that plays fewer than the minimum guaranteed number of games due to a no-show team/game at this tournament.

30. 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 point for a shutout.
2. The maximum allowable points per game is 10
3. A 0:0 tie will be counted as 4 points for each team (3 for a tie, 1 for a shutout).

31. **Completion of the game:** All games must be played through to the final whistle. 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. If the opposing team decides to end the game early and accept the forfeit, the advancing team will not be penalized.

32. **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).
33. **Fighting –** If a game is ended due to fighting, the team that started/caused the fight (assuming the opposing team did not retaliate) will automatically forfeit the game and will be suspended from the remainder of the tournament, and most likely all future events.

    The opposing team (assuming no retaliation) will automatically get a score of 8 points (6 for the win, 1 goal, & 1 for a shutout). Any goals scored during the game will be counted, for a max of 10 points.
    All determinations on whether to proceed for either team will be made by the referee coordinator and/or the tournament director after speaking with the on-site referee. Based on the severity of the altercation, tournament officials may solicit additional information only from the involved and listed team managers. In this case, the team managers will be given up to 5 minutes to discuss the incident privately with the tournament officials.
    If one or both teams are ejected for fighting, all teams that have played, or are scheduled to play, against the eliminated team(s) will have their scores automatically updated to 8 points, regardless of previously issued points. Goals for will remain; goals against will be removed.
34. **4th Game Forfeited:** Teams whose 4th game was forfeited by its opponent will receive a score of 8 points (6 for a win, 1 for a goal, 1 for a shutout).
    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. Earned goals will be kept the same.
    2. Teams placed into a group where another team had forfeited its 4th game may be eligible to advance within their group due to the adjustment of points awarded. Therefore, all the teams need to check the final points allotted 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 to return to the tournament the following year.
    5. Teams that have forfeited a game cannot advance to the semi-finals/finals, regardless of the total points awarded.

EXAMPLE of score changes…

1. A team that defeated a team that forfeited its 4th game 5:0, for 10 points earned, will have the 10 points reduced to 8. The 5 goals scored will be kept and counted.
2. A team that lost to the team that forfeited its 4th game 2:0, earning 0 points, will be granted 8 points.
3. All points (not goals) are adjusted to be even across the board. The team that didn't play its 4th game because it was forfeited doesn't have the opportunity to play and score 10 points; therefore, to keep it fair, adjust every team's score against the forfeited team.

35. **Age Variables:**

All players must meet age requirements. NO EXCEPTIONS.

- Age is determined by the year, not the date. Must be division age in 2027 to play in that division*
- Example: To play in Over 50, you must turn 50 on or before December 31, 2027
- Over 30 Division allows 3 gift players 27+. Must be 27 or turning 27 by 12/31/2027 to be considered a gift player. If you are turning 30 by December 31, 2027, you are not considered a gift player.
- Over 40 Division allows 3 gift players 37+. Must be 37 or turning 37 by 12/31/2027 to be considered a gift player. If you are turning 40 by December 31, 2027, you are not considered a gift player.

36. **Determination of group winners:** The team with the most points at the end of the preliminary games will be declared the group winner. In the event there is a tie, the 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 them
    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.
37. **Determination of semi-finals vs finals – To be determined when registration is closed.**
    - **Over 21 Division –**
    - **Over 30 Division –**
    - **Over 40 Division –**
    - **Over 45 Division** –
    - **Over 50 Division** –
    - **Over 55 Division** –
    - **Over 60 Division** –
    - **See #38 for specifics on how seeding is determined**.
38. **<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 designated as Seed 1, and so on. The seeding selection process is as follows:
        A. Team with the most points, if needed
        B. Team scoring the most goals (goals for), if needed
        C. Team with the fewest goals scored against them (goals against), if needed
        D. Red Cards – Team with the fewest, if needed
        E. Coin Toss

    Once all 4 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, they will be moved to opposite seeding groups, so they do not play each other again.

39. **Forfeiture of a Semi-Final Game**: If any team qualified to compete in a semi-final game, yet for whatever reason decided that they would 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.

40. **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 commence 5 minutes after the final whistle 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.

41. **Division Champions.** All division winners will receive a player award and team banner, and the team will get a 50% discount on the 2028 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.

42. **All situations not covered by these rules will be resolved by the Tournament Director, Salina Pagan, and Tim Fox/Jose Morales, Referee Coordinator. Their decisions will be stated as final.**

43. **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 people at the scene to provide appropriate phone support until they arrive.**
    2. **YOU need to call 911 if the situation requires it.**
    3. **The address is 8400 W. Robindale Road, 89113. James Regional Sports Complex**

Additional details and guidelines are provided below.

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

- **NO OUTSIDE ALCOHOL OR FOOD ALLOWED.**
- No metal stakes for shade tents/canopies are allowed. Use sandbags.
- **No animals are allowed inside the fields at any time.**
    - If you require a service animal, we recommend that you do not participate in this event; instead, attend as a spectator.
    - This is a rule set by Clark County Parks and Recreation: absolutely no dogs are allowed in the field pods. We cannot make exceptions to this. CCPR has posted signs throughout the park, and they can and will enforce them as they see fit.
- No BBQ grills or cooking setups will be allowed.
- No Tailgating on the fields or in the parking lot is allowed.
- No overnight RVs are allowed in the parking lot.

GAME SCHEDULE
The game schedule will be posted on January 14th.

- NO, you cannot make schedule requests! I won't even respond to the request.
- No, I will not change the schedule so you can play on two teams.

ROSTERS

- The password is in the team confirmation email. All team managers and registered players have this.
- The Roster is available only on our website.
    - The manager listed on the roster is not considered a player. To play, managers must add themselves as players.
- Your roster is due no later than January 20th. Limited changes will be allowed between January 12 and January 19th. No additions after 1/19, 9 pm PST.
- You may only have 20 players on your roster when rosters close on 1/19, 9 pm local time.
    - The system will allow you to enter more than 20 players. You must delete excess players before the deadline, or the most recently added players will be automatically deleted until the maximum of 20 is reached.
- To delete someone from the roster, you need to use the Change Roster form.

WAIVERS - READ THE INFO BELOW BEFORE EMAILING US ABOUT THE WAIVER!
EVERYONE WILL GET A WAIVER BY 1/19

- **Waivers are per person, not team. Each player must sign the waiver to play.**
    - The waiver must be signed by 9 pm PST on 1/20 to play.
    - # Of teams you play on is irrelevant to the waiver. You will only get duplicate waivers if you use two different email addresses to add yourself to two different teams.
    - Each player must have their own email address. One person per email address; multiple family members cannot use the same email for this.
    - If it says on the roster that you have been sent a waiver, search for that date in your email, including the junk/spam folder. It will say from Salina@Friendshipsports.com.
    - If you signed the waiver properly, it will automatically email a copy to both of us. Please do not forward us a copy. If you didn't complete it, a reminder to sign it will be sent automatically every 24 hours until it is finished. Not receiving a copy of the signed waiver in your email guarantees it was not completed.
    - If you signed the waiver and the roster still shows as incomplete, check the time the roster was updated versus when you signed it. It is not an automatic feed. I must review it to verify that you have entered your name and signed it correctly before I update the roster to show it as complete. It may take up to 96 hours for the status to be updated to 'completed'.

Team Check-In

- The team manager can check 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 1/22, 11 am – 5 pm