



# Veterans Weekend Friendship Tournament

## November 11/12, 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 PROTEST 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 on our website, [www.FriendshipSports.com](http://www.FriendshipSports.com), mobile app, 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 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 assigned scheduled field/time unless otherwise noticed by tournament director personally regarding a change
  - b. there will be a waiting period of 10 minutes. referees will keep track of time.
  - c. late starting games due to waiting for a team to show will result in time lost (subtracted from first half)
  - d. team at cause of delay start will be penalized by 1 point. referee to note 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 to begin each competition at the scheduled time of play, on the field, in their positions (not standing on the sidelines).
  - 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 shall be awarded the 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 (subject to park approval), shine, and through heavy wind. Games must be stopped for lightning, and the Parks and Recreation Department has the right to close fields due to excessive weather. Should a Saturday game(s) stop or be canceled for weather those games will be rescheduled for the following day as time allows. Remaining games should start at originally scheduled times. Should the semi-final or championship final games not be played due to very heavy rainfall that does not permit continuance of competition these games may be declared canceled by the tournament director after consolation 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 2<sup>nd</sup> highest seed remain as the finalist.

9. **Uniforms:** All players must wear (clean) matching soccer uniforms (jerseys/shirts) with standard sized unique numbers on back to 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. 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 prior to 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 (or similar) braces or casts need to be wrapped with soft cover.
- f. **Referee onsite has final decision on their field as to what is or is acceptable on the field for safety. If you are unsure, please check with referee prior to start of game.**

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

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

- a. each player must be listed on roster by 11/7, 7pm.
- b. no changes or adds to roster after 11/7, 7pm
- c. online waiver must be signed by player no later than 11/10, 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 be OVER 18 on tournament date. NO EXCEPTIONS**
- Age is determined by year not date.
- Must be division age in 2023 to play in that division\*
  - Example: To play in Over 40, you must turn 40 on or before December 31, 2023
  - \*Over 30 Division will allow up to 3 players 27+ on or before December 31, 2023
  - \*Over 50 Division will allow up to 5 players 45+ ON OR BEFOE December 31, 2023

13. **Age Verification:**

- a. If you are questioning the validity of a player, please see online roster first to verify players photo, name, age. ONLY the team manager should approach the referee/referee assignor/tournament director when questioning the players on a team. Make sure to approach the staff or opposing team manager (kindly and calmly) with referee before game start, or at the half, waiting to do this after the game will not change the outcome of the final score.
- b. Player is to present ID and wristband being worn to show that they match for validity.
  - i. Rosters are listed online for instant verification from your phone.
- c. Teams that have been caught cheating, using players not listed on roster or DOB & name does not match wristband will automatically forfeit the remainder of the tournament and (the entire team) will not allowed back the following year.
- d. Referee is to end the game if player age and name are not validated to correctly match the roster after reviewing ID. The score will be an automatic win to the team that abided by the rules. Winning team will receive points for all goals scored up until that point. If no score was recorded at time of verification an automatic score of 8:1:0 will be awarded

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

- a. Tournament officials will issue wristbands to team managers at Friday check in.

- b. Wristband to be issued and worn for all games, no exceptions. Players needing replacement bands will need to check in with ID again and pay for a new band. Replacement bands are \$10.
- c. If your team forgets the wristbands and is not wearing them at the start of the game, you have until ½ time 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.
- d. Players not wearing wristband during play will be ejected, possible red card.
- e. Each player is to keep issued wristband on the entire weekend. There will be only one wristband per player per weekend.
- f. You may purchase a second set of wristbands for your team for \$20 at the tent.

#### 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. Coed Divisions: The identity to which a player sincerely holds will be the gender recognized for the purpose of 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 be 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 to alternate would continue in this pattern. For the purposes of subbing on and off the field, only the gender position altered can sub in for the nonconforming position. This procedure prevents someone from having to conform to a gender when they do not identify as one.
- d. 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.
- e. 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 2 teams provided that each team isn't from the same division.

- i) Players must meet the age requirement for each team
- ii) All red cards issued will carry through for the team they got a red card on.
- iii) 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 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 not allowed back the following year. Not wearing wristbands is considered illegal play, see wristband rule.
18. **Max 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. **COED DIVISIONS – Equal number male/female on the field:** Maximum of 5 men and 5 women on the field always. Either gender can take penalty kicks during preliminary rounds.
- Must have equal # male/female players on the field at all times\* (goalie excluded).
  - Example: 5 Females/5 Males + goalie of either gender is correct.
  - 3 Female/5 Males +goalie is **NOT ACCEPTABLE**. (If playing short and/or Red Card given, genders still need to be balanced)
  - Max of 5 players per gender on the field at once
  - \*If a player is ejected from game (red card) team can play uneven number of players on field.
    - Example: Team is playing with 9 players must be a mix of 5/4, not 6/3.
  - Teams do not have to have equal number of players as the opposing team.
  - Please see below for specifics on players that do not identify as “male/female”
  - Teams that have 6 players of the same gender on the field at any time (goalie excluded) will be penalized 1pt, & player will be red carded. 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. It is their responsibility to make sure the game always remains safe for all players.

- 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.
- In the event of violence or life-threatening action we advise you call 911 immediately if you feel your safety is jeopardized.
- 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.
- 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.
- 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 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 can address it with the referee involved on the same day.

- a. 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/concerns and address them directly with the referee as soon as possible.
- b. Referees are scheduled different games and fields based on availability and schedule. By completing the form for real time, we can assure we are meeting with the correct referee to resolve any concerns that need to be addressed. Each morning we meet with the referees to go over the rules, and review what went good or bad the previous day. Though we value in-person feedback, there is a lot going on at once and after talking with hundreds of people each hour about multiple things, your concern about a referee not clear on a rule may 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 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 for weapon of any kind.
- d. Any person (player, team manager, or person associated with the team including 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 "starting side". Opponents will "kick off". There is no coin toss.

- a. **Home team must remain 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.
- b. **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 do not always have a working pump; it is recommended you bring your own. We recommend you bring several balls and clearly mark them with contact information to reduce loss.
- Home team supplies the game ball
  - 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 times will not be stopped except for medical emergencies when Public Service Emergency paramedics are on the field. In the event a game is stopped to wait for medical emergencies game may be considered final. 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 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 scorecards. To avoid problems in the reporting of the scores it is the **team managers responsibility to meet the referee after the game and visually double check the final games scores on the scorecard and sign it acknowledging the final game score is recorded correctly.**

Failure to verify any 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, to match game card, with no change regardless of a win-loss 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.
- 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.
  - 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 provide the name of the red-carded player. If no cooperation by the team coach 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, who at her discretion, may suspend the team from further competition or impose other sanctions pending her review.
  - 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, judge 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 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 prior to additional games.
  - When issued a red card, it will be noted on the following game card for the referee's awareness and is viewable to all the attendees via the online roster on the player's profile.
29. **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.

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.
- 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
  - 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.
  - There is no financial compensation or reduced entry fee for any following tournaments for any team that ends up playing less than the minimum guaranteed number of games because of a no-show game at this tournament.

**31. Points: Win =6 points      Tie= 3 points    Loss=0 points**

- Each team will receive 1 point for each goal up to a maximum of 3 and 1 for a shutout.
- Maximum allowable points per game are 10
- 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 play 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):** 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 shut out).

- ALL games must be played to completion advance to semi-finals & finals.**  
**Forfeited Game Due to Fighting**

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 8pts (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 of 1:0 (1 goals for, 0 against) and 8 points.

- 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, 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.
- Teams within a group where another team had forfeited its 4th 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.
- Teams that forfeit preliminary games will not be allowed back to the tournament in the following year.**
- There is no financial compensation or reduced entry for future tournaments for any tam that ends up playing lesser than the minimum games as a direct result of a forfeit of any game at this tournament.
- Teams must have played all their preliminary games to advance to semi-finals/finals regardless of total points awarded.**

**EXAMPLE of score changes...**

- A team which won against the team that forfeited its 4<sup>th</sup> 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 which lost against the team that forfeited its 4<sup>th</sup> game with a score of 2:0 had earned 0 points will be granted 8 points.
3. All the points (not goals) are changed to be even across the board. The team who 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.

### 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 for future tournaments for any tam 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 the group winner 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 the 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 18 division:** There are 7 teams in this division, all in the same group. Top 4 highest points scoring teams in this division will advance to the semifinal.
- **Coed Over 21 division:** There are 8 teams in this division split into 2 groups. Top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- **Coed Over 30 division: There are 2 Over 30 divisions in this event.** Due to the amount of team's, we accepted we split this division into 2 separate divisions. There is no difference in skill level, teams were randomly split into 2 groups, and there will be 2 over 30 division champions.
  - **Coed Over 30 – The Strip:** There are 11 teams in this division split into 2 groups. Top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
  - **Coed Over 30 – Fremont:** There are 12 teams in this division split into 2 groups. Top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- **Coed Over 35 division:** There are 5 teams in this division. Top 2 highest points scoring teams will advance to the final.
- **Coed Over 40 division:** There are 7 teams in this division, all in the same group. Top 4 highest points scoring teams in this division will advance to the semifinal.
- **Women's Over 21 division:** There are 5 teams in this division. Top 2 highest points scoring teams will advance to the final.
- **Women's Over 30 division:** There are 10 teams in this division split into 2 groups. Top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- **Women's Over 40 division:** There are 11 teams in this division split into 2 groups. Top 2 highest points scoring teams in each group (2 groups) will advance to the semifinal.
- **Women's Over 50 division:** There are 4 teams in this division. Each team will play each other once with a rematch of game 1 for game 4. Top 2 highest points scoring teams will advance to the 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. 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 least goals scored against them (goals against), if needed
- C. Team scoring most goals (goals for), if needed
- D. Red Cards – Team with least, if needed
- E. 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:** Any team qualified to compete in a semi-final game, yet for whatever reasons decided 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 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.
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 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, team banner, and the team will get 50% discount on 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 game. Awards will not be shipped, 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 onsite 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 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 details below**

**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)
  - If you require a service animal, we recommend you do not play in this event attend as a spectator. We do not have the approval or ability to verify the validity of service animal documents, nor are they allowed at this facility in the field pods. It is a HARD NO on animals.
- 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.

**ROSTERS:** The Roster is online, on our website only.

- Manager listed on roster is not considered a player. To play, manager must add themselves as a player.
- Your roster is due no later than 11/7. Limited changes (5) will be allowed between 11/1 – 11/7. No adds after 11/7, 9pm PST.
- You may only have 20 players on your roster when rosters close on 11/7, 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.

**TEAM CHECK IN** - Team manager will check in the entire team and pick up the wristbands for all players who have completed the waiver process. **Check in is at James Regional Sports Park – Merchandise tents.**

**Friday 11/10, 12pm – 6pm**