

Women's Friendship I Tournament
April 10/11, 2027
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 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 PROTESTS 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 due to not showing up on time or at the right field. The game schedule will be posted both on our website and at the tournament near the scoreboards.

5. **Length of Games:** All games will be played in 25-minute halves with a 5-minute half-time rest period in between. Referees are required to keep a "running clock" therefore; time will not be stopped except for major issues.

6. **Waiting Period**
   a. Teams must be ready to compete at the scheduled field and assigned time unless the tournament director personally notifies your team manager of a change.
   b. The referee is to start the game clock at the time posted on the game card.
   c. There will be a 10-minute waiting period. Referees will keep track of time.
   d. Late starting games due to waiting for a team to show will result in time loss (subtracted from the first half).

   The team responsible for the delayed start will be penalized 1 point. The referee is to record it on the scorecard (the coach's responsibility to verify at the end of that game).

7. **Minimum Players:** All teams must have at least 7 players on the field in their positions (not standing on the sidelines) at the scheduled time of play to begin each competition.
   a. Teams with fewer than 7 players after the 10-minute waiting period will forfeit the game and lose 1 point.
   b. The opposing team with more than 7 players on the field will be awarded a 1-0 score and 8 points. The referees will note a forfeit on the scorecard for the opposing team.

8. **Inclement weather:** Games will be played in the heat, rain, and heavy winds.
   - No shade tents or umbrellas may be used when the wind reaches 15 mph+.
   - Games must be stopped for lightning.
   - The CC Parks and Recreation Department has the right to close the fields at any time due to inclement weather.

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

9. **Uniforms**: All players must wear clean, matching, soccer uniforms (jerseys/shirts/tanks) with standard-sized, unique numbers on the back. If the 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. Each player must list their jersey number on the roster when registering.

    a. Fitness Trackers (Apple Watches and the like) need to be removed for playing.
    b. Plain/smooth wedding bands are allowed.
    c. Large rings and earrings need to be removed or wrapped and taped.
    d. Hard-sided braces or casts must be wrapped in a soft cover.
    e. Absolutely no cameras, audio, Meta glasses, or any wearable recording devices are allowed while playing. Leave your GoPros and retro Walkmans on the sidelines.
    f. The referee on-site has the final decision on the field as to what is acceptable for collective safety. If a particular item is not listed, please check with the referee before the start of the game.

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

11. **Team Roster:** Must be completed online.
    a. To play, players must be listed on the team roster by 4/6, 11:59 pm PDT.
    b. No additions to the roster after Tuesday, 4/6, 11:59 pm PDT.
    c. An online waiver must be completed by each player no later than 4/7, 9 pm PDT to play.
    d. No more than 20 players on the roster.
    e. Players must play in at least 1 preliminary game to play in the semi-finals or finals.

12. Age Variables:

All players must meet age requirements. NO EXCEPTIONS.

- Age is determined by calendar year, not a specific date.
- Players must be division age by Dec 31, 2027, to play in that division*
    - Example: To play in Over 40, you must turn 40 on or before December 31, 2027
- * **Gift players are only allowed in Over 30**
    - Over 30 allows 3 players 27+.
    - Gift players must be or turn 27 in 2027 to play in those divisions. Players turning 30 in 2027 do not count as a gift player.

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

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

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

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 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 males, are not permitted to play in female divisions. Transgender females are welcome in women's divisions on the basis of their identity, which is sincerely held.
    i. Cis males (gender identity that matches the gender that they were assigned at birth) are not permitted to play in women's divisions. All other gender identities are permitted and will be held to the standard of being a sincerely held identity.
c. Any team or player showing signs of homophobia, hate, or any other type of behavior that is anything other than welcoming and 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 without refund immediately upon witnessing any inappropriate behavior listed above.

16. **Dual Roster Players:** A player can play on up to 2 teams in the same event, provided that each team is in a different division.
    a. Players must meet the age requirement for each team.
    b. All red cards issued will carry through for the team on which they received a red card.
    c. All suspensions for player misconduct will carry throughout the tournament for all teams on which the player is playing.

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 illegal. Teams with illegal players will automatically forfeit the remainder of the tournament and will not be allowed back the following year. There is no financial compensation to teams affected by these situations.

18. **Players on the field:** If at any time players on the field exceed 11, players should stop gameplay immediately and stay in place until the referee has removed the excess players. The team at fault will have 1 point deducted from the overall total, regardless of which game it occurred in. If the team scored during this time frame, the goal will be disallowed, and the extra player will receive a red card.

19. **Players, Sideline Guests, and 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 issuing a red card to the captain or goalkeeper.

    a. In extreme situations, the referees 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 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 gameplay for safety reasons on all fields.
d. **TRASH –** Teams and their sideline supporters leaving trash on the fields will be penalized. Referees will issue a red card to the captain for trash left on the fields or sidelines. Dispose of your trash properly. Tournament staff will provide trash bags to anyone who requests one at the tournament tent.
e. **TAILGATING-** NO TAILGATING is allowed, including grill set-ups, food distribution, or buffets.
f. **ALCOHOL –** Clark County Parks prohibits all outside alcohol on the entire park grounds. All alcohol on-site MUST be purchased from a licensed vendor. We will have a licensed vendor selling alcohol from 9 am to anyone not intoxicated and is 21+.
g. **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. The team manager is responsible for keeping 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.

20. **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 the team manager listed on the roster and have a concern or compliment about a referee, **complete the online form first**. Registered players and team managers are responsible for providing this feedback as soon as possible so our referee assignor can address it with the referee involved the same day.

- All registered players and managers will have access at the fields 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 their first chance, can review your compliments and concerns and address them directly with the referee involved as soon as possible.
- Referees are scheduled for different games and fields based on an availability schedule. By completing the form in real time, we can ensure we meet with the correct referee to resolve any concerns that may arise. Each morning, we meet with the referees to review the rules and discuss what went well and what didn't 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, your concern about a referee who wasn't clear on a rule will slip through the cracks. We want to resolve all issues as soon as possible, and your online form helps us identify what needs to be addressed before day 2 starts at our morning referee meeting.

21. **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 zero tolerance for any weapons.
d. Any player, team manager, or person associated with the team on the sideline who 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 have only 5 minutes to privately discuss their side with the referee assignor and/or the tournament director 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.

22. **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.
    - **The home team sets up on the east side of the field, and the away team on the west side.** You are not to place your team or spectators on the same side as the opposing team.
    - **At these fields you can tell east/west by: East –** look for the hotels on the strip; this is east. **West** – Mountains & Durango Road; you most likely drove this road to get to the fields.

23. **Game Ball:** Teams are to provide their game balls. We recommend you bring several balls and mark them with your contact information. Lost and Found is located at the merchandise tent.
    - The home team supplies the game ball.
    - We do not always have balls for sale or a working pump.

24. **Substitutions:** Substitutions are unlimited, for both teams, and allowed on all stoppages except free-kick restarts for fouls, offside, and penalty kicks. Note: Referees are required to keep a running clock; time will not be stopped except for medical emergencies when Public Service Emergency paramedics are on the field. If a game is stopped due to medical emergencies, it may be considered final. The game will not run late to make up time lost on the field.

25. **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, may decide on slide tackle allowance before each game. **Not agreeing before the start 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.

26. **Tournament Score Cards:** Referees are required to accurately record the final game scores on the provided scorecards. To avoid reporting problems, the **team manager must meet the referee after the game, visually double-check the final score on the scorecard, and sign it to acknowledge the score is recorded correctly.** Failure by the team manager to verify the game score at the end of a game could result in a referee error in reporting the score. Signing the game card is not mandatory but highly recommended. Once the game score is recorded on the boards to match the card the tournament director will not change the scores. The score and assigned point value will remain as reported, with no change, regardless of the outcome.

27. **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.

a. Depending on the severity of the ejection the tournament director has the right to extend such suspension to additional games. A second red card offense will automatically suspend the player from the remainder of the tournament.
b. When asked by a referee, players receiving a red card must provide their names. Failure to do so requires the team manager to provide the name of the red-carded player. If the team manager does not cooperate, 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 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 referees 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 will defer to their calls as we were not there to watch. If you have a concern about calls (referee decisions), professionalism, or any other 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 all issues before additional games.
d. When a red card is issued, it will be noted on the following game card for referees' awareness and is viewable to all attendees via the online roster on the player's profile.

28. **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.

29. "**No-show" Team:** A no-show team is one that does not show up for the tournament. A refund will not be given to the no-show team.
    a. All remaining teams in the group do not need to show up for scheduled games; they will automatically receive 10 points, and goals scored will be recorded as 1:0.
    b. The tournament director will inform team managers of affected teams 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 ends up playing fewer games than the minimum guaranteed scheduled number due to a no-show team.

30. Points:
    a. Win =6 points, Tie= 3 points, Loss=0 points
    b. Each team will receive 1 point for each goal up to a maximum of 3, and 1 for a shutout.
    c. The maximum allowable points per game is 10.
    d. 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 the final whistle to completion. If a team ends a game early, they will forfeit that game. The opposing team will receive points as stated below.

32. **Forfeited Games (games 1-3):** Forfeited games will be scored 1-0 and will count as 8 points for the winning team (6 for a win, 1 for a goal, 1 for a shutout).
    a. All games must be played to completion to advance to the semi-finals & finals.

33. **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 will automatically suspend their entire team from the tournament.

34. **4th Game Forfeited:** Teams whose 4th game was forfeited by their opponent will receive a score of 8 points and 1:0 (1 for goals for, 0 for goals against).
    a. If a team you played against in games 1-3 forfeits their 4th game, your team and all 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 game played vs. the forfeiting team. Earned goals 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 teams in that group or division have played all regulation games to determine whether advancement is possible.

EXAMPLE of score changes…

1. A team that defeated the team that forfeited its 4th game by a score of 10 points (5 goals for, 0 against) will have 10 points reduced to 8. The 5 goals scored will be recorded.
2. A team that lost against the team that forfeited its 4th game will have its total points increased to 8, regardless of goals earned.
3. All points (not goals) are adjusted to be equal across the group. The team that didn't play its 4th game because it was forfeited doesn't have the opportunity to play and score 10 points; to keep it fair, adjust all teams' scores against the forfeited team.

35. **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 fee 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.

36. **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 decided in the following order:
    a. Least Goals Against - The team with the fewest goals against.
    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 is 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.

37. **Determination of semifinals vs finals – To be determined after registration is over.**
    - **OVER 30 Division –**
    - **OVER 35 Division –**
    - **OVER 40 Division –**
    - **OVER 45 Division –**
    - **OVER 50 Division –**
    - **OVER 55 Division -**
    - **OVER 60 Division –**
    - **OVER 65 Division –**
    - **OVER 70 Division –**
    - See #38 of this document for specifics on how seeding is determined.

38. **<u>Seeding for all divisions is the same.</u>**
    Seeding will be assigned to each team for advancement. Example: The team with the most points will be known as Seed 1, and so on. The seeding selection process is as follows:
        1. The team with the most points
        2. The team with the fewest goals scored against them (goals against)
        3. Team scoring the most goals (goals for)
        4. Red Cards – The team with the fewest red cards
        5. 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 to avoid playing against each other again.

39. **Forfeiture of a Semi-Final Game**: If a team qualifies to compete in a semi-final game and decides that they will not play the match, then "forfeiture" will be declared and a winning score of 1:0 will be awarded to the opponent. The opponent will automatically advance to the championship final game.

40. **Forfeiture of a championship final game:** If a team qualifies to compete in the championship final game and decides that they will not play the match, then "forfeiture" will be declared and a winning score of 1:0 will be awarded to the opponent. The opponent will automatically be the winner of that division.

41. **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 end of the game whistle
    b. 5 Penalty kicks, alternating between teams
    c. If still tied, then sudden death. One penalty kick, alternating between teams
    d. Kicks can be taken by anyone registered on the team.

42. **Division Champions.** All winners will receive individual player awards, a team banner, and a 50% discount on their 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 final game. Awards will not be shipped; you must be present to

claim. 50% Discount to be used only for the same tournament the following year; division changes are accepted.

43. **All situations not covered by these rules will be resolved by the Tournament Director, Salina Pagan, and Juan Guzman or Tim Fox, Referee Assignors. Their decisions will be stated as final.**

44. **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 is 8400 W. Robindale Rd, LV, NV 89113. James Regional Sports Park
    d. The nearest hospital is across the street, visible from all the fields.
        i. Dignity Health San Martin Campus, 8280 W. Warm Springs Road, 89113

Additional Tournament details:

FIELDS:

This event will take place at the James Regional Sports Park

- **No metal stakes** for shade tents/canopies will be allowed.
- No animals allowed (this is a permanent rule at this park by CCPR)
- No BBQ grills 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.

ROSTERS

- At the fields, every player can view all participants.
- The Roster is online, on our website.
    - The manager listed on the roster is not considered a player. To play, managers must add themselves as a player.
- Your roster will be due no later than 4/6.
- You may only have 20 players on your roster when rosters close on 4/6, 9 pm local time.
- To delete someone from the roster, you need to use the CHANGE ROSTER form on our website. We will not accept email requests to delete players.
- To update jersey numbers or any information requested in the "action needed" section of the player profile, you must use the CHANGE ROSTER form.

WAIVERS - EVERYONE WILL GET A WAIVER BY 4/6

- **Waivers are per person, not team. Each player must sign the waivers to play.**
    - The waiver must be signed no later than 9 pm PST on 4/7 to be eligible 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 or add yourself to each roster at different times.
    - Each player must have their own email address. One person per email address; multiple family members cannot use the same email for this.
- **Waivers are not sent automatically.** We will send players a waiver when we are ready to collect that information from each player.

- The roster will show if you have been sent a waiver. Search your email for the date noted on the roster in the junk/spam folder. It will be sent from Salina@FriendshipSports.com via Adobe Sign. If you still can't find it, please email us.
- If you completed the waiver correctly it will automatically email both of us a copy of the final document. Please DO NOT forward us a copy. If you didn't complete the signing process a reminder to sign the waiver will be emailed to you every 24 hours until it is complete. Not receiving a copy of the signed waiver in your email guarantees it was not completed.
- It may take up to 72 hours to show as completed on the roster.

Team Check-In

- The team manager, or designated person, checks in the entire team and picks up the wristbands for all players who have completed the waiver process.
- Check-in location.
  - James Regional Sports Park – Merchandise tents.
  - Friday 4/10, 12 pm – 5 pm