



2019 Men's Friendship Tournament Rules updated 1/16/19

Friendship Soccer Tournaments will be played under FIFA Rules as modified below stated changes and the additions adhered to:

- All games will be considered as FINAL and NO Protest will be allowed
- Games will be played in (2) 25 minute halves with 5 minute half time rest period
- Unlimited substitutions
 - substitutions are unlimited, for both teams, and allowed on all stoppages expect free-kick-restarts for fouls, offside and penalty kicks.
- Referee's to keep a running clock.
 - time will not be stopped except for medical emergencies when ambulance on the field
- TEAM MANAGER
 - Responsible for checking in entire team on Friday January 18th.
 - Responsible for each player on team. If any player is wearing a wristband that is altered or taped and playing they are considered an illegal player.
 - **Teams caught with an illegal player will automatically forfeit the entire tournament. No refunds will be given. Your team/players on your roster will not be allowed back for 1 year.**
 - Managers will be given wristbands at check in only for players listed on roster that completed the ID, Email, and Waiver requirements by Friday 7pm. We will give you one wristband for each player to wear entire weekend, and one additional as a backup. Any additional needed will be charged \$5 per wristband. Must present same ID as submitted to roster.
 - Responsible for team players and friends/family on sidelines. Keep your spectators under control. Guests that are causing issues for players on either team/ yelling inappropriate things/ slurs/ cursing/ making threats can cause their team to be red carded or even suspended from the tournament.
- TEAM ROSTER
 - Roster is due 1/10
 - After roster is turned in you will be allowed to make up to 5 adds or changes between 1/10-1/18.
 - no changes to roster after 7pm on Friday January 18th.
 - no adds to roster line after 7pm on Friday January 18th.
 - 20 players maximum
 - All players must have their own valid email
 - ALL Players must upload copy of valid ID to our online system
 - All players must sign online waiver (name and signature on waiver to match ID) no later than Friday January 18th.
 - Online waiver needs to be completed BEFORE manager can check team in
- SCORE CARDS
 - game cards will be provided to referees by tournament staff
 - team manager/coach listed on roster are responsible for signing score card at the end of the game for correct reporting. Be sure to double check score accuracy and team name accuracy.
 - NO CHANGES will be made to scoring after cards are recorded unless we made a mistake.
- SLIDE TACKLING
 - not recommended for anyone

- if both teams (coaches) with the referee prior to the game agree on slide tackling it will be allowed at your own risk.
- ZERO TOLLERANCE
 - we have a zero tolerance policy for physical and verbal attacks
 - we have a zero tolerance policy for racial, sexual, and all hate speech
 - we have a zero tolerance for weapon of any kind
 - any person (player/coach/guest of team) that physically attacks a tournament official, referee, linesman will be suspended for the remainder of the tournament and all future tournaments. Police will be called and charges will be pressed.
 - teams are responsible for their sideline guests. Guest that are causing issues for players on either team/ yelling inappropriate things/ slurs/ cursing/ making threats can cause their team to be red carded or even suspended from the tournament.
- RED CARD VIOLATIONS
 - a player ejected for a red card violation will be suspended for remainder of that game AND the following game.
 - due to the severity of the red card ejection the tournament director has the right to suspend the player from the rest of the tournament and future tournaments
 - player must provide referee their name. In the event the player or coach does not provide the ejected players name the tournament director can suspend the team's goalie at the next scheduled game.
- PROTEST
 - any team that walks off the field of play during the match as a protest gesture will forfeit that game plus lose 3 points off the scoreboard
- WAITING PERIOD
 - teams must be ready to compete at the assigned scheduled field/time unless otherwise noticed by tournament director personally regarding a change
 - there will be a waiting period of 10 minutes. referee's will keep track of time.
 - late starting games due to waiting for a team to show will result in time lost (subtracted from first half)
 - team at cause of delay start will be penalized by 1 point. referee to note on score card (coaches responsibility to verify at the end of that game)
- MINIMUM PLAYERS
 - all teams must have a minimum of 7 players on the field to begin
- UNIFORMS
 - all players MUST have shin guards
 - jerseys must all be matching and have unique numbers
 - matching shorts/socks recommended not required
 - bring backup jersey as home team changes if opposing team has same color.
 - pinnys are available for \$40 rental, deposit required.
- GAME SCHEDULE
 - posted on mobile app & website, considered final 48 hours prior to start of games
 - changes to schedule made after start of tournament (i.e. due to circumstances beyond our control, injury, lightening...) will be updated at end of day on Saturday on our website/mobile app/facebook page. rescheduled games due to these circumstances will be made up on Sunday. Team manager will be notified via text/email/posted on our mobile app/website/Facebook page
 - games will start at scheduled times as per game schedule. Example: if a 1:30 game is canceled due to lightening the next scheduled game (2:45) will remain scheduled to start at 2:45. canceled game on day 1 will be rescheduled to day 2.

- Home Team will be listed first (top) on game schedule. Will provide game ball and pick side. Opposing team will kick off.
- SCORING
 - 6 points for win
 - 3 points for tie
 - 0 points for loss
 - 1 pt for every goal (max 3)
 - 1pt for shut out
 - max 10 points
- Forfeited Games
 - Games 1-3 forfeited will be scored 1-0 and will count as 8 points for the winning team (6 for win, 1 goal, 1 shut out)
 - Game 4 forfeit (last preliminary game)
 - Team who's 4th game was forfeited by opponent will receive 8 points, 3:0 (3 goals for, zero against)
 - all teams that have played against the forfeited team in preliminary games will have their score adjusted (reduced or increased) to 8 points. Goal will remain the same.
 - **Example:** Team A forfeits against team B. Team B will automatically get 8 points, 3 goals for, 0 against. Team C played against Team B in their second game and won 10 points, 3 goals for, 0 against, now Team C's score will be reduced to 8 points, 3 goals will remain. Team D who played Team B in their first game had a score of 4 points (it was a tie), 1 goal for will now have their score changed to 8 points, 1 goal remains.
 - teams that forfeit a final preliminary game will not be allowed to return the following year
 - any team that forfeits a preliminary game WILL NOT advance to final rounds of competition regardless of total points awarded
 - there is no financial compensation or reduced entry for any team that ends up playing less than 4 games as a direct result of a forfeit.
 - Teams that are effected by any team that was eliminated due to illegal players will be scored as listed above.
 - If a game was already in progress when it is determined that opposing team was playing with illegal players the remaining team will keep goals scored up until that point and awarded 6 points for win.
- NO SHOW TEAMS
 - in the event a team doesn't show up to tournament all teams that were scheduled to play the no show team will automatically receive 10 points but the score will be recorded as 1:0
 - there is no financial compensation or reduced entry for any team that ends up playing less than 4 games as a direct result of a no show team.
- ADVANCEMENT TO SEMI FINALS/FINALS
 - Over 55 and Over 60 Divisions will go directly to the final rounds of play
 - All other divisions will advance to semi final rounds of competition
 - teams with most points in each group advances
 - In the event of a points tie group winner will be declared based on
 - Goals For- team with most goals advance, if still tied then..
 - Goals Against- team with least goals scored against them, if still tied then...
 - Penalty Kicks of 5 alternating between teams, if still tied then...
 - sudden death, one penalty kick alternating between teams

- Semi Finals & Finals games will be played until a winner is declared.
 - 5 alternating kicks between teams, if still tied...
 - sudden death, one penalty kick alternating between teams
- Division winners
 - Report back to tournament director tent immediately following the championship game to be presented with team awards and take team photos.
 - No prize will be given for 2nd place
- SEEDING FOR ALL DIVISIONS
 - Team with most points will be seed 1....If tied then
 - team that scored most goals at end of preliminary rounds, if tied then
 - team with least goals scored against them in preliminary rounds, if tied then
 - goal differential
 - coin toss
 - Once all 4 teams have been seeded the match up are:
 - Seed 1 vs Seed 4
 - Seed 2 vs Seed 3
 - if the 1st and 4th or the 2nd and 3rd seed come from the same group in their division they will be moved to the opposite seeding group to not play against each other again.
- WEATHER
 - games are played rain or shine and even in crazy winds.
 - if lightening should be within 10 miles of fields the games will be immediately stopped and considered final.
 - Saturday games not started due to lightning will be rescheduled for following day. shortened game schedules may apply. Sunday games canceled will be considered a tie.
- For questions, comments etc. regarding referees please visit Juan Guzman, Referee Coordinator during the tournament in the referee tent.
- ANY AND ALL SITUATIONS NOT COVERED IN THESE RULES WILL BE RESOLVED BY THE TOURNAMENT DIRECTOR, SALINA PAGAN