



# Men's Friendship Tournament I

## January 15-17, 2022

### SilverBowl Soccer Complex

**Tournament Details and Game Rules. To see when this was last updated, see footer at the bottom of each page.**

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. All games will be considered FINAL and NO PROTEST will be allowed.**
- 3. 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.
- 4. 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.
- 5. Game Times:** Teams must be ready to compete at the assigned scheduled fields, unless otherwise notified of change in field by tournament official. There will be a waiting period of 10 minutes for a team to show at the scheduled time of competition. Referees will keep track of time. In the event a game starts late due to waiting for a team to show up during the 10-minute waiting period, the team responsible for the delay will lose 1 point. Referees are responsible for noting the team name and point penalty on the game scorecard.
- 6. Inclement weather:** Games will be played, rain, shine, and through wind. Games will only be stopped for lightning. Should a Saturday game stop or be canceled for lightning that game will be rescheduled for the following day. Remaining games will 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.
- 7. 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. Smart watches/fitness trackers must be covered by soft wrap!

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

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

- a. each player must be listed on roster by 1/11, 9pm.
- b. no changes to roster after Tuesday 1/11, 9pm
- c. no adds to roster after 1/11, 9pm
- d. online waiver must be signed by player no later than 1/14, 7pm
- e. 20 players maximum
- f. players must play in at least 1 preliminary game to play in semi-finals or finals.

**10. 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.
- 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

11. **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. You will be given only 1 wristband per player, per team. You can pre-pay \$40 for an additional set of wristbands for your entire team so they can have new ones on Sunday. ALL PRE-PAY ORDERS must be requested and paid for by Friday 1/14.
- b. Wristband to be worn for all games, no exceptions. Players needing replacement wristbands at the field will need to check in with ID again and pay for a new band. Replacement bands at the field are \$10 each.
- c. Players not wearing wristband during play will be ejected.
- d. **New wristbands will be issued (no charge) on Monday for any teams playing in the semifinals/finals!**

- i. Teams in semifinals and finals will need to check in at the fields 90 minutes before game. Must check in as an entire team. Each player must show ID, and a new different (MONDAY ONLY) wristband will be put on the player at that time. ALL PLAYERS MUST DO THIS IN PERSON. You can-not use your Saturday/Sunday wristband to play on Monday.

12. **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.

13. **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) Any and all red cards issued will carry though for the team they got a red card on.
- iii) Any and all suspensions for player misconduct will carry throughout the tournament for all teams the payer 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 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.

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 of which the spectators are supporting by way of red card or if needed tournament elimination. All players are adults, and we expect you to act like adults. In the event of violence or life-threatening action we recommend you call 911 as your first action prior to finding a tournament official. Your team can and will be red carded for misbehavior of your spectators on the sideline.

- a. **Music-** No loud music is to be played on sidelines as games are being played. Music that can be heard on the field of play while game is on needs to be turned off.
- b. **TRASH** – Teams leaving trash on the fields will be **RED CARDED. Referees will issue red cards for litterbugs. Dispose of your trash properly.** Tournament direct will provide trash bags to anyone requesting one at the tournament tent. It is your responsibility to dispose of your own trash into the trash bins.
- c. **TAILGATING-** There is **NO TAILGATING (to include grill set ups, food distribution or buffet) ALLOWED.** Due to new park rules this is not allowed on the fields or in the parking lot of the facility for private events such as this as state health inspection is required by law. If you need to be reminded of this on site, we will tell you once and you have 10 minutes to pack it up and leave. There will not be a second warning, only a call to the local authorities for the police to handle.

16. **Referees.** The referees are to be treated with the most respect. They are in control of the field and game. If you have a concern or compliment about a referee, please bring it to the attention of the referee coordinator.

17. **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/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.
- e. 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.
- f. Any team whose players, and/or supporters that enter onto a field during a disturbance, fight, and/or altercation may be suspended for the remainder of the tournament and not allowed back.

18. **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.

19. **Game Ball:** It is the responsibility of the team to bring game balls. We recommend each team bring 3-4 balls, a pump (we do not always have one as they sometimes walk away), and also put your contact info on the ball.

- a. **ALL game balls must be sanitized prior to the start of the game and at half time.** Teams are responsible for bringing sanitizer to sanitize game balls. In addition, the onsite referee/field marshal will have sanitizer (5-minute contact required) and sanitizing goal posts between games. You are welcome to use this sanitizer providing it makes its way back immediately.

20. **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.

21. **Side 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.

- 22. Tournament Score Cards:** A tournament scorecard will be provided to the referees for each game. 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 **coach's responsibility to meet the ref after the game and physically double check the final games scores on the scorecard at the end of each game and sign the game card.** Scorecards are turned into tournament director within the following hour of game play and recorded and posted on the scoreboards near the tournament director's tent. Failure to verify any game score by a coach at the end of a game could result in a referee error on reporting a game score. Any problems must be reported to a tournament director or referee assignor prior to the teams next scheduled game (assuming it has been posted) or the score and assigned point value will remain as reported with no change regardless of a win-loss situation.
- 23. 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.
- 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 name to the referee. Failure to do so requires the team coach to provide the name of the red-carded player. In the event that 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.
  - c. Teams will now be RED CARDED and penalized 1pt for leaving trash on the sidelines. Referee to note on score card.**
- 24.** Players, Coaches, Managers who physically attacks tournament staff to include referees, line person, or directors will be automatically be banned from all future Friendship Tournament Events. The team will be suspended for the remainder of the tournament, police will be called, charges will be pressed.
- 25. 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.
- 26. 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)

## **27. MINIMUM PLAYERS**

- a. all teams must have a minimum of 7 players on the field to begin

**28. "No Show" Team:** A "No Show" team is defined as a team that does not show up to the tournament for circumstances beyond our control. A refund will not be given to the no show team.

- a. All remaining teams in the group need not show up for such scheduled games, all remaining teams will automatically receive 10 points and goals scored will be reported as 1:0
- b. 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 as a result of a no-show game at this tournament.

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

- a. Each team will receive 1 point for each goal up to a maximum of 3 and 1 for a shutout.
- b. Maximum allowable points per game are 10
- c. A 0:0 tie will be counted as 4 points for each team (3 for tie, 1 for shut out).

**30. 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).

**31. 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.

- a. Teams that previously played a team that forfeited it's 4<sup>th</sup> game will have their points REDUCED or INCREASED to 8 points depending on what was awarded at the time the game was played.
  - i. Goals that were earned will be kept the same.
- b. Teams placed into a group where another team had forfeited it's 4<sup>th</sup> game may be eligible to advance within their group due to the adjustment of points awarded. Therefore, it is extremely important for all the teams to check the final points allotted within their respective groups prior to the finals.
- c. There is no financial compensation or reduced entry fee for next year's tournament for any team that ends up playing less than the minimum games as a direct result of a forfeit game at this tournament.
- d. Teams that forfeit preliminary games will not be allowed back to the tournament in the following year.**
- e. Teams must have played all their preliminary games to advance to semi-finals/finals regardless of total points awarded.**

**EXAMPLE of score changes...**

1. A team which won against the team that forfeited it's 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 it's 4<sup>th</sup> game with a score of 2:0 had earned 0 points will be granted 8 points.
3. All of 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 every teams score that the forfeited team previously played.

### **32. Age Variables:**

**All players must meet age requirements. NO EXCEPTIONS.**

- **Age is determined by year not date. Must be division age in 2022 to play in that division\***
- Example: To play in Over 30, you must turn 30 on or before December 31
- No gift players will be allowed in any division!

**33. 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. In the event there is a tie 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. Red Cards**
- d. Penalty Kicks of 5 alternating between teams**
- e. If still tied, then sudden death. One penalty kick, alternating between teams.**

### **34. Determination of semi-finals vs finals**

- a. Over 45 – Over 50 will advance to semi-finals, then onto finals
- b. Over 30 – Over 35 – Over 40 - Over 55 – Over 60 will advance directly to finals
  - i. In divisions where there are only 4 teams, each team will play each other once and one of those teams a second time randomly selected prior to the tournament start.
  - ii. Over 30/35/55 divisions, Final to be played on Sunday.
- c. See #31 of this document for specifics on how seeding is determined

### **35. 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.

- 36. 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.
- 37. Forfeiture of a championship final game:** Any team qualified to compete in a Championship 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 be announced as the champion for that division.
- 38. 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:
- In 5 alternating kicks between teams, if still tied, then
  - Sudden death. 1 penalty kick, alternating between teams.
  - Kicks can be taken by anyone registered on the team
- 39. Division Champions.** All division winners will receive a player award and the team will be awarded with 50% off registration the following year. 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.
- 40. Any and all situations not covered by these rules will be resolved by the Tournament Director, Salina Pagan and Juan Guzman, Referee Assignor. Their decisions will be stated as final.**

## **41. There is no medical staff at the fields!**

- 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.
- YOU** need to call 911 if the situation requires it.
- Address of the fields is 6800 E. Russell Road, LV NV 89122. Silver bowl Soccer Complex.
- Nearest hospital is Henderson Hospital 1050 W. Galleria Dr. Henderson, NV 89011



# See below for additional details and guidelines for this event.

## WRISTBANDS:

- Each player will be issued a wristband with their name and date of birth. This wristband must be worn for Saturday and Sunday. Teams advancing to games on Monday will get new wristbands for playoffs and finals.

## SPECTATORS/TEAM SUPPORTERS:

- No special requirements at this time.
- **YOU ARE RESPONSIBLE FOR YOUR SPECTATORS BEHAVIOR.**
  - If your sideline is out of control, yelling at our referees, harassing opposing teams and supporters the referee has authority to point penalize, red card, and if necessary forfeit your team from tournament.

## MASKS - FACE COVERINGS

Not required but highly recommended.

## FIELDS:

This event will take place at the Silver Bowl Soccer Complex

- ONLY registered team players and supporters will be allowed in the fields. See above about supporters.
- **NO OUTSIDE ALCOHOL OR FOOD ALLOWED.**
- No BBQ grills, cooking setups will be allowed
- No Tailgating on the fields or in the parking lot is allowed.
- All entrances/exits will be monitored, if you do not have the proper wristband/ID you will not be allowed to enter.

## SIDELINES

Teams will be designated sidelines for each game. Your team needs to stay on its sideline as designated on the roster. Home team (listed first or on top) is to only be on the East sideline of the field, Away team is to only be on the West sideline of the field.

- **Teams are responsible for keeping the sideline trash free. If you need a trash bag, we have extras to give you at the event tents.**
  - **You must dispose your trash IN the trashcan. Not leave a bag on the field, put it in the can!**
- ANY TEAM leaving trash at the sideline will be **penalized 1pt and red carded** per occurrence. Referee will inspect sidelines and notate on game card at the completion of each game.
- NO COMMUNITY FOOD on the sidelines.

## ROSTERS

- Password is required. Passwords will be sent to team managers in mid-December.
- Do not share the password with anyone not on your team. This is for your own protection.

- The Roster is online, on our website. You must complete this online
  - Manager listed on roster is not considered a player. To play, manager must add themselves as a player.
- Your roster will be due no later than 1/4. Limited changes will be allowed between 1/4 – 1/11. No adds after 1/11, 9pm PST.
- You may only have 20 players on your roster when rosters close on 1/11, 9pm local time.
  - The system will allow you to enter more than 20 players. I am aware sometimes you have last minute drops and it is a scramble to get the new player in before the deadline. I would recommend you recruit a few additional players if you have flakes on your team. Add them to your roster, everyone on the roster will be sent a waiver, they complete it, and then everyone is ready to go on that level. You can clean up the roster in time for the 1/11 deadline as needed. It is way easier to just email me to delete someone than 24 prior to the event you are scrambling and begging me to make an exception to change out a player and or stand around registration trying to get them to text you their ID and then sign the waiver.... You all have been there, and you know what I am talking about. Let's not play that game anymore. Just add a few more players (a few, not a half dozen) and prior check in I will make sure you don't exceed 20.
- To delete someone from the roster email us at Salina@friendshipsports.com. I ask you please, if possible, put all your removals in a single email, at least until we start sending waivers.

## WAIVERS - EVERYONE WILL GET A WAIVER BY 1/11

### READ ALL OF THE INFO BELOW BEFORE EMAILING US ABOUT THE WAIVER!

- **Waivers are per person, not team. Each player must sign the waivers to play**
  - The waiver will need to be signed no later than 7pm PST on 1/14 to play
  - # of teams you play on is irrelevant to the waiver. You will only get duplicate waivers if you used 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.
- **Waivers are not sent automatically.** It is a manual process for us so please BE PATIENT! Some teams may get them all in the same hour, some may not. Sometimes I send them out starting with the beginning of the alphabet, sometimes I send them when I am verifying ID's.... MY point is that if 80% of your team got them and you didn't just be patient. It will be sent to you as I get to it. EVERY SINGLE NAME on the roster will get the waiver by 1/11.
  - If it says on the roster, you have been sent a wavier, search that date in your email in the junk/spam folder. It will say from Salina Pagan via Adobe Sign. If you still can't find it THEN you email me, and I will get on it.
  - If you signed the waiver properly it will automatically email BOTH of us a copy. Please DO NOT forward me a copy, I will already have it. If you didn't complete it properly a reminder to sign it will be emailed every 24 hours until it is complete. Not receiving a copy of the signed waiver in your email is a guarantee it was not completed. Try again.

If you signed it and the roster is not showing it is complete double check the time on when the roster was updated vs when you signed it. It is not an automatic feed. I must view it to verify you put your name correctly and signed it correctly before I will update the roster to show complete. So again, please be patient.