



Women's Friendship II Tournament

April 22/23, 2023

Silver Bowl Soccer Complex

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 1st 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, 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. **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.
7. **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 2nd highest seed remain as the finalist.
8. **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. JEWELRY/ CASTS/ BRACES....
 - c. plain/smooth bands are allowed
 - d. large rings need to be removed or wrapped and taped
 - e. remove earrings

- f. hard sided knee (or similar) braces or casts need to be wrapped with soft cover
- g. no smart watches or fitness trackers allowed while playing
- h. 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.

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

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

- a. each player must be listed on roster by 4/17, 9pm.
- b. no changes to roster after Tuesday, 4/17, 9pm
- c. no adds to roster after 4/17, 7pm
- d. online waiver must be signed by player no later than 4/21, 7pm
- e. 20 players maximum

11. **Age Verification:**

- a. If you are questioning the validity of a players age it is the team managers responsibility to approach the 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

12. **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.

13. **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. 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.
 - d. 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.
14. **Dual Roster Players:** A player can play on 2 teams provided that each team isn't from the same division and 1 of them is an age-based division.
- i) Players must meet the age requirement for each team
 - ii) If you are playing on a skill-based division team (premier, B, C, D) your second team must be an age-based division
 - iii) All red cards issued will carry through for the team they got a red card on.
 - iv) All suspensions for player misconduct will carry throughout the tournament for all teams the player is playing on.
15. **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.
16. **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 the 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/Horns/Bullhorns/Megaphones** - No loud music is to be played/bullhorns/airhorns/megaphones etc. used 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. The use of bullhorns/airhorns or other noisemakers are not allowed during any game play.
 - 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 director 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.**
17. **Use of obscenities** (to include racial slurs, gender sensitive, sexuality sensitive in any language) or statements made to be taken in an offensive or threatening way will not be tolerated. It is the coaches/managers responsibility to keep their sideline fans and players in line. Failure to do so may result in a red card or up to disqualification from the tournament for your team. Obscenities in all languages, not just English.

18. **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.

- a. All players will have access and are highly encouraged to complete a referee feedback form online via the roster, after each game.
- b. All feedback will go directly, real time, to the referee assignor. Prior to the start of Sunday games all good/bad feedback submitted Saturday will be shared with referees in morning meeting to be used in a productive way. Without specific information provided by the players real time we can't fix any issues or concerns you may have while we have an opportunity to resolve it.

19. **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 player that swings at or physically assaults another player/employee will automatically cause the entire team to forfeit the game immediately. Player will be 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 effected, referee assignor, and the tournament director at that time.**
- e. 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.
- f. 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.
- g. 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.

20. **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: West** – look for the hotels on the strip this is west. **East** – You will see UNLV's Sam Boyd Silver Bowl

21. **Game Ball:** I 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.

- a. Home team supplies the game ball
- b. We recommend bringing extra balls, we do not always have them for sale.

22. **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.

23. **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.

24. **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 verifying the score is correct.** 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.
- a. Tournament director will NOT change the recorded score on a game card for any reason once it has been completed by the referee.
25. **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. 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.
 - c. 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.
 - d. When you get a red card, it will be noted on the following game card so referees are aware, it will also be viewable to all attendees via the online roster
 - e. **Teams will now be RED CARDED and penalized 1pt for leaving trash on the sidelines. Referee to note penalty on score card. They also have the authority to do this if your sideline crew is being disruptive to the players on either team as well as referees.**
26. **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.
27. **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)
28. **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).
- Teams with less than 7 players at the conclusion of the 10-minute waiting period will forfeit the game and lose 1 point.
 - The opposing team with more than 7 players present on the field shall be awarded the score of 1-0 and 8 points. Referees are responsible for recording this on the game scorecard.
29. **"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
 - 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.
30. **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).
31. **Completion of the game:** All games must play through final whistle to completion. Teams that decided they want to end a game short because they are up by a large score count and would rather rest to play in an impending semi-final or final will not be allowed to advance to those rounds. If the opposing team decided to end the game early and take the forfeit the team advancing will not be penalized when advancing.
32. **Forfeited Games (games 1-3):** Forfeit games will be scored 1-0 and will count as 8 points for the winning team. (6 for win, 1 for goal, 1 for shut out).
- ALL games must be played to completion advance to semi-finals & finals.**
33. **Forfeited Game Due to Fighting** – If a game is ended due to fighting the team that caused the fight (assuming the opposing team did not fight back) will automatically forfeit the game and may be suspended from the remainder of the tournament and possible all future events. The opposing team will automatically get a score of 10pts (6 win, 3 goals, shutout).
34. **4th Game Forfeited:** Teams whose 4th game was forfeited by its opponent will receive a score of 1:0 (1 goals for, 0 against) and 8 points.
- Teams that previously played a team that forfeited its 4th game will have their points REDUCED or INCREASED to 8 points depending on what was awarded at the time the game was played.
 - Goals that were earned will be kept the same.
 - Teams placed into a group where another team had forfeited its 4th game may be eligible to advance within their group due to the adjustment of points awarded. Therefore, it is extremely important for all the teams to check the final points allotted within their respective groups prior to the finals.
 - 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.
 - 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 its 4th 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 4th 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 4th 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.

35. Age Variables:

- **All players must be 18 or 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

36. **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.**

37. Determination of semi-finals vs finals

- a. Divisions with 3 teams will play each other twice, team with most points at the end of all play will be considered the winner
- b. Divisions with 4 teams will play each other once, game 4 will be considered semifinal, with final to follow.
- c. Divisions with 5 teams will play each other once, top 2 points scoring teams will advance to the final.
- d. Divisions with 6 or more teams will have semifinals and finals.
 - i. 1 group of 6 or 7 teams, teams will play randomly within group and top 4 points scoring teams will advance to semifinals...
 - ii. 2 groups of 4/5/6 teams, top 2 points scoring teams in each group will advance to semifinals...
 - iii. 3 groups of teams, top point scoring team in each group and second best overall will advance to semifinals...
 - iv. 4 groups of teams, top point scoring team in each group advances to semifinals.
- e. See #38 of this document for specifics on how seeding is determined

38. 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:

1st Seed vs. 4th Seed

2nd Seed vs. 3rd Seed

If the 1st and 4th or 2nd and 3rd 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.

39. **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.
40. **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.
41. **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.
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 to decide a winner. 5 alternating kicks between teams (players of choice), if still tied, then
 - b. Sudden death. 1 penalty kick, alternating between teams.
 - c. Kicks can be taken by anyone registered on the team
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 Juan Guzman, Referee Assignor. 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 6800 E. Russell Road, LV NV 89122. SilverBowl Soccer Complex.
- d. Nearest hospital is Henderson Hospital 1050 W. Galleria Dr. Henderson, NV 89011

Additional details and guidelines on the following pages.

FIELDS:

1/13/23

This event will take place at the Silver Bowl Soccer Complex

- No metal stakes for shade tents/canopies will be allowed.
- 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.
- This area is prone to ninja like thieves, DO NOT bring your valuables. Leave them at the hotel/Airbnb. You will not need your ID at the fields as you already uploaded it to us.

GAME SCHEDULE

The game schedule will be posted April 15th.

- NO, you cannot make schedule requests! I won't even respond to the ask.
- NO, I will not change a schedule so you can play on 2 teams.

SIDELINES

Teams will be designated sidelines for each game. (Home = East, Away = West (west is towards the strip when at the fields))

- 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.

ROSTERS

- Password is in team confirmation email. Team managers have this.
- 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 4/17. Limited changes (5) will be allowed between 4/11 – 4/17. No adds after 4/17, 9pm PST.
- You may only have 20 players on your roster when rosters close on 4/17, 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 4/17 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 you need to use the CHANGE ROSTER form on our website to do so. We will not accept email requests to delete players.

WAIVERS - EVERYONE WILL GET A WAIVER BY 4/17

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 4/21 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 4/17.
 - If it says on the roster, you have been sent a waiver, 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.

Team Check In

- Team manager can check in the entire team and pick up the wristbands for all players who have completed the waiver process.
- Check in location
 - Hampton Inn Tropicana – 2-7pm only.
 - Mandatory to check in your team on Friday to play