

El Sol de Nevada Soccer League INC Rules

Every team must pay a registration fee of \$50.00

Upon registration you agree to the following

League Rules:

1. Any and all alcoholic beverages and weapons are prohibited. Any person found with an alcoholic beverage or weapon will be suspended immediately. If you might have a weapon on you, i.e. large scissors, work knife etc. we please ask that you leave these in the car. Breaking this rule could affect your teams' participation.
- 2. All bags must be checked by our staff, you should leave inappropriate items at home or secured in your car. Inappropriate items include, but are not limited to, food beverages, alcohol, cigarettes, ecigs, firearms or other items that could be considered a weapon.**
- 3. Guests may not display anything that contains obscene, foul, profound or illegal language, pictures, symbols, phrases, etc. Management reserves the right to determine what is acceptable in our family setting.**
4. Smoking is prohibited; any player caught will be suspended for two games. Any spectator caught will be asked to leave the field immediately. If player is under Nevada's smoking age limit, he/she will lose playing privileges.
5. Absolutely no outside food or drinks (during indoor and finals).
- 6. Coaches will be held liable for all pending team fees.**
7. Any fight provoked by a player or spectator, will result in the suspension (86) of the player/spectator in an immediate form. There will be no opportunity to re-enter the game area, no exceptions. There will be no money refunds for registered players. There will be no process of appeal for those who spit, fight, slap or push a ref, security or staff member.
8. The team that does not present themselves for a scheduled match will be fined \$50; the team will not be allowed to play until the fine is paid. If after the second game not played because of a pending fine the team will be suspended for the rest of the season (the \$50 fine will accumulate for every game not played). NOTE: You must pay the referee fee even if game is not played.
9. If you lose by default, no show, or cannot start match because of insufficient amount of players or balls you must pay both you and your opponents ref fees.
10. Neither "El Sol de Nevada LLC/INC" nor its personnel is responsible for any bodily injury obtained inside or outside of the game, or as a consequence of any fight inside or outside of the field.
11. Our administration will not be responsible for any loss or stolen articles.
12. If children attend our events, these must be accompanied and cared for by an adult.

13. Our administration will not be responsible for the referee's decisions during the game, the ref is the authority inside the field and he/she shall be obeyed (We are willing to discuss any disagreement in our office not on the field).
14. Name calling from a coach to a player (any age) is unacceptable and will not be tolerated. This will result in the termination of your coaching privileges. Note: Must be heard and reported by a staff member or referee, in order to avoid false complaints. A video recording can also be submitted to the league.
15. Every player must pay the totality of their registration fee before the first game they play in. If a player participates before their registration fee is paid they will be suspended for an undefined amount of games. All registered players will receive a player card which will allow them to participate.
16. Switch team fee \$20.00
17. ID replacement fee \$10.00
18. IDs are property of Futsol Sports Arena and El Sol de Nevada Soccer League INC if we ask for them back, these must be returned.
- 19. Any team cancelling a game vs a preferred scheduler will automatically lose the match, regardless of the day and time cancelled, remember if you cancel the during the weekend you will have to pay for both your team's ref fees and the opposing team's ref fees.**
20. Take pics of IDs, in case you lose one or we have another break in you have proof of payment.
21. We stop delivering IDS on week 5, after this time you must make arraignments to pick them up.
22. All participants must sign a contract, this compromises you to follow all the rules. If you are under the age of 16 your parent or legal guardian must sign for you.
23. A point will be deducted to every team that does not clean up their area of all trash.
24. All registrations will be open until week 14 after this period only goalies can be registered. In this case the goalie may only play as goalies, not as a field player. Once your team's 14th game is played you may not switch or move onto a team with fewer games; even if said team drops out. NOTE: This also includes goalies.
25. Any player may switch teams with in the first 5 weeks, after this period they must ask their corresponding coach for permission to switch out to another team. Our administration will not be able to switch you out without the permission of the coach after the 4th week. NOTE: If your coach/team pays your registration and you wish to switch teams you must pay your registration so that the money used on your registration can be used on the team/coach that paid.
26. In order to play in the playoffs every player must participate in at least 5 played games, not scheduled games. NOTE: This does not include the goalie. Winning or losing by default does not count towards the game count.

27. All teams must have their complete team uniform by week 5, a complete uniform consists of: same shorts, same shirt and a number on each uniform. Same means identical, same color and structure, identical. Fallen logos or added logos do not count as part of the uniform as long as the uniform is exactly the same. For more information on the uniform please contact our administration. NOTE: Goalies must also have a complete uniform; this means that they must have a shirt of a different color with a number. Sweaters are allowed as a keeper shirt as long as it has a number, no hood and no zipper. When goalie switches to field player position, he/she must have a complete uniform.

28. If team enters the tournament after the league's 5th week, this team must come in fully uniformed. There will be no grace period.

29. We are not responsible for the amount of uniforms ordered by your team. If you have additional players during the season it is your responsibility to get these uniforms or to come in to the meeting and make arrangements.

30. Every registered player must keep the proof of registration until they receive their player card. In order to receive a refund you must present your original paper receipt (see rule 37 for more info). A digital receipt or photo will be valid to show proof of registration in order to receive your team id card, and not to receive a money refund. (Digital receipts must show registered person's name).

31. Every team must have a team representative present at all meetings; not doing so will result in a point deduction per meeting.

32. In case your team wins the final, we will present the team with 20 individual trophies (outdoor), and 15 individual trophies (indoor) per category.

33. Every team will have until half time to present their player cards. The team that does not present them at this time will lose the match. NOTE: Player passes will only be used on players that are newly registered, and not on those who forgot their card or lost them, unless it has been an administration error. If you win by default and don't have your ids, you still will have until half time of the game to present these. Half time is the time between both halves; ids may be presented during any minute of the half time. If the second half starts, the team without ids loses.

34. Only the first game of the day per field will have a waiting period of 15 minutes (outdoor) or 5 minutes (indoor) with the clock running.

35. Punishments and suspensions will be given by the administration, not the refs.

36. "El Sol de Nevada Soccer League INC" reserves the right to refuse service. Any participant or person that commits a foul that the board feels is grave or goes against the rules and regulations for good sportsmanship and/or our business must comply with the disciplinary action posed upon them. Contrary to this he/she/they will be suspended until further notice without the ability to assist the facility in which we organize and play in. In order to reinstate your participation with the league you will be asked to attend a board meeting, at this moment we will decide if your participation/attendance is accepted or prohibited (rule is in place for spectators and players who have not participated in their first match).

37. Each team must have a registered coach and assistant coach; we will not talk to parents and players individually unless we feel that it is absolutely necessary.
38. All ref fee receipts must be kept in case of a dispute. These must be shown to the person on score board or ref in order to pick up ID cards. An ID card will be made available to all teams that pay their full ref fees in advance (20 weeks), these do not include playoffs. Check and count your ids at time of pick up, we will not be responsible for ids after you've left the ref/score board area.
39. Teams that leave the field without paying ref fees will lose a point.
40. During playoffs the ref fee will go up by a minimum of \$10.00
41. **Teams that join after week 3 will only get the remainder of games available. If the team makes their selves available and the league has space for double headers these can be worked out.**
42. If during the season we run behind, any team can opt out of double headers, but these will count as a loss for the team.
43. At the beginning of the day the first teams on each field must set up the goalie boxes; and the last teams must put them away. Contrary to this will result in a point deduction.
44. "El Sol de Nevada Soccer League INC" may, in its sole discretion cancel scheduled games as it deems appropriate based on, but not limited to inclement weather condition, facility availability and/or conditions. No refunds or pro-rated refunds will be issued except at the sole discretion of El Sol de Nevada Soccer League INC. Refunds will only be issued for categories that are cancelled due to an insufficient number of participants, all other registrations will not be applicable for a monetary refund after registration is effective.
45. In order to get bi weeks you must first play a double header to make up for that game; with exception of the first week. Bi weeks not made up will turn into a loss for the team.
46. Scheduled games are subject to change.
47. **Games CANCELLED AFTER BEING POSTED WILL COUNT AS A LOSS TO CANCELLING TEAM. Teams cancelling Friday, Saturday and Sunday will lose the game and will have to pay both ref fees.**
48. During the course of the tournament, photographs and video are occasionally taken to promote El Sol de Nevada Soccer League INC.
49. If you observe a significant concern in your readiness for participation and/or the program itself you are responsible for removing yourself of such danger. We will not obligate anyone to play; every person knows their limitations and shall pull themselves from harm's way.
50. Participants freely assume all risks, both known and unknown. The emergency medical service will be called for all medical emergencies. Participants are responsible for all charges resulting

from a medical emergency. While particular rules, equipment and personal discipline may reduce this risk, serious injury may exist.

51. "El Sol de Nevada Soccer League INC" has periodical meeting informing coaches of new and current rules, regulations and fees coaches are responsible for distributing all rules and regulations amongst their team. Negligence will not be a tolerated excuse for any punishment.
52. You must send a person 18 years or older to team meetings.
53. No dogs allowed on any field, service animals only. You will be asked to leave the field or playing area immediately. If player/ spectator decline, the game will be stopped and the report will be submitted to the league.
54. When a team "drops out" eligible players may register onto another team. NOTE: You are only allowed to register 2 players onto a team. No more than 2 players can be registered onto the same team. Rule is in place for those dropping out before week 14.
55. All reports must be done in written form. Any report done verbally will be taken as a complaint. Minimum action will be taken on complaints.
56. The team that makes it to the game venue first chooses their spot, meaning that the opposing team cannot stay on the same side of the field and will have to relocate. This is done to avoid any confrontation between spectators. If there is a dispute on who got to the field first, this will be solved with a coin toss by the game official.

Field Rules:

1. Each team will play with a maximum of 5 field players and 1 goalie, or a minimum of 3 field players and 1 goalie. If a team starts short, they have the opportunity to add players before the first half ends. When the second half begins they will only be able to sub players on, not add players to the field. **YOUTH DIVISION CHECK HANDOUT WITH PLAYER MIN AND MAX.**
2. Each team must present 2 indoor futsal balls that are in working condition. If a team does not present the balls or presents a ball that is not in working condition and the opposing team complains, this team will lose the match if no ball is presented by half time. Ball should be labeled low bound indoor soccer. If you are not sure about ball size or kind, please let us know. Balls will be presented before beginning the game and at half time once more. The same is true for outdoor.
3. In order for a game to start both refs must be on the field, the timer will not start until both refs are on the field ready to go.
4. When subbing a player off of the field, the player coming off of the field must be completely off of the court before the other can enter. Not doing so can result in a blue card, in which case both

players would have to come off of the field for 2 minutes. Leaving your team short a player.
Note: all substitutions must be made at half field; not doing so can result in a card. INDOOR

5. At the beginning of the second half each team has 30 seconds to make their way back onto the field. If the team takes longer than 30 seconds, i.e. 31 seconds they will be marked a goal against. An additional goal will be marked against every 30 seconds that passes by. INDOOR
6. Blue card, means that a player has committed a foul; this is punishable with a 2 minute time out. The player may reenter the field of play before the two minutes are up, if and when the opposing team scores a goal. INDOOR
7. Yellow card, means that the player has committed a foul; this is punishable with a 5 minute time out. The player will not be allowed to reenter the field of play until this time has been completed, even if a goal is scored by the opposing team. INDOOR
8. Red card, this means that the player has committed a foul; this is punishable by being removed from the game and not being allowed to participate. No other player would be able to come in for this person, leaving the team with a player down. The team coach must present himself at the league to know how many games this player would have to sit out for. INDOOR
9. Double blue card, this is when a player commits two fouls and receives two blue cards. In this case the blue would turn into a yellow and the player would have to sit out for 5 minutes. This player would not be allowed to reenter the field of play until the time has been completed, even if a goal is scored by the opposing team. INDOOR
10. Cards are accumulative, 2 blue = yellow, 2 yellow= red, 3 blue= red, 1 blue+ 1 yellow=red. INDOOR
11. OUTDOOR a yellow card means you have committed a foul, yellow cards are accumulative and receiving 2 will result in a red. Players with red cards must leave the field of play. Coaches must go to the league to see what the player punishment will be.
12. When six consecutive fouls are committed, the team with the six fouls will receive a blue card, and one player will have to exit the playing field for a two minute time out. Note: If the player that exits the field of play already has a blue card this will turn into a yellow card with a 5 minute time out, beware of this rule. Remember six fouls, not cards. Fouls erase at half time and restart once the punishment has been given. INDOOR
13. When 2 players are blue carded the player that has been out the longest can reenter the field of play when a goal is scored or at the two minute mark. They will not be allowed back in at the same time. INDOOR
14. Attached is a list of possible punishment for a red card, these will increase during the season depending on how many red card an individual gets. Remember all punishments are accumulative, the ref will report all actions observed. If you commit a foul punishable by a red card and then yell profanities at the ref these two will be summed up. We will add a game for re-incident, if you commit the same foul twice in a season we will add a game to the punishment. Be advised that we do not sell red cards back.

- Insulting the referee, direct red, 2 game suspension
- Double yellow, 1 game suspension
- Dangerous play, 2 games suspension
- Participating in a game before your punishment is over, 5 games suspension
- Insulting an opponent, 1 game suspension
- Face off with an opponent, 2 games suspension
- Challenge an opponent to a fight, 2 game suspension
- Excessive force, 2 games suspension
- Elbowing an opponent, 2 games suspension
- Invasion of the field of play, 4 games suspension (see rule #47)
- Clapping at the ref, 2 games suspension
- Un sportsman like conduct, 2 games suspension
- Threatening the ref or staff or challenging them to a fight, full season suspension
- Slide Tackling an opponent (indoor-non goalie players), 3 games suspension
- Stealing (86) 6 months suspension, must submit a letter of apology, and appear in a meeting with the board in order to reinstate participation.
- Insulting staff members, (86) 6 months suspension or the rest of the season whatever is longer. This person must submit a letter of apology and appear in a meeting with the board to reinstate participation.

• **Racist remarks, season suspension, must be heard and reported by a game official or staff member.**

15. Only games played count towards your suspension. If you win or lose a game by default this is not count towards your suspension.

16. Any player that is guilty of striking, intentionally kicking, slapping, spitting or any other vicious act (even if it is reactive), will lose their playing privileges. Guilty players will not receive a refund for suspensions. El Sol de Nevada Soccer League Inc. holds the right to issue harsher suspensions depending on the incident. All other disputes fights, incidents etc. will be reviewed by the league and punishable at the leagues discretion. All decisions regarding the aforementioned are final and non-disputable. NOTE PLAYING PRIVELEGAES WILL BE TERMINATED IN ALL DIVISIONS and TOURNAMENTS.

17. A person who is participating in two or more divisions who receives a direct red card will lose playing privileges for the rest of the weekend. If the red card is an accumulation of cards he/she will be allowed to participate in the categories where the red card was not issued. Player with a direct red would be allowed to participate with the other teams where the card was not issued the following week.

18. The process of appeal is as follows: During the process of appeal 5-9 coaches (depending on participating teams and availability) will be randomly selected. They will determine if the player will continue to participate in the current season. A unanimous decision must be reached in order to reinstate said player. The appeal process will only be available for players who have been punished for more than half the season (12 games or more). Players that have been punished for fighting, drinking, smoking or those who spit, slap, fight or push a ref, security, or staff member during the season will forfeit the appeal process. During the process of appeal said player will not have the privilege of play in any category.

19. Participation in process of appeal is non-negotiable. If your team is randomly selected as a jury to a process of appeal and you do not participate you will have to make up 5 hrs of community service with in the league.

20. Two direct reds for aggressive behavior will result in the ineligibility of a player. At the leagues discretion.

21. When the ball hits the roof inside the goalie box will be played as a corner kick.

22. No two players are allowed to participate with the same number, if this is reported by the opposing team with in the limited time frame, you will lose the game. As soon as this is reported the game will be stopped. If you continue to play, the game will be official. This is true even during the first 5 games.

23. Tape numbers are not allowed; if this is reported by the opposing team with in the limited time frame, you will lose the game.

24. A player may participate with another player's uniform as long as the number on the uniform has not received a card; regardless of the color of the card. If you do so and it is reported you will lose the match.

25. Adult players are not allowed to play on two regular division teams. Women may play masters and women's team, but not on two women's teams. Men can play on a veteran's and men's team but not on two men's teams. Youth players can play on their age group and may play up a year but not down a year.

26. When switching teams or divisions you may not have played in an earlier game on the day you switch.

27. Numbers on shirts and shorts do not have to match. As long as all shirts and shorts are the same.

28. When the ball goes out of bound, the team must kick the ball from the side line to begin play, this is a kick in. There are no "hand" throw ins here. The ball must be completely outside of the field

of play, not doing so will result in having to give up possession of the ball. You have only 6 seconds to kick the ball, not doing so will result in loss of ball possession. Note: The ball must be a still ball, if the player intentionally rolls it or if it is rolled at the player and they kick it they will lose position of the ball. So long as the player has placed the ball outside the line in a still position the kick in will count regardless if the field of play is not level and moves the ball. INDOOR

29. Remember all kicks are direct the player has only 6 seconds to kick the ball or the team will lose possession of the ball. From fouls to kick ins, if the ball goes in the goal, it is a goal. INDOOR
30. A player may stand in front of a kick in to prevent a goal, but must stand 3 steps away for the ball; not doing so will result in a card. The player may reach out with their leg directly across (to the side of) to reach for the ball, but may not reach out directly in front. Doing so will also result in a blue card. INDOOR
31. A player is allowed to pass the ball back to the keeper. The keeper is allowed to kick the ball, but may not pick it up with his hands, unless it is passed back with a thigh chest or head.
32. When the keeper has a goal kick, the keeper must place the ball inside the keeper area before kicking. The ball may not pass half field in the air. In order to pass the half way mark the ball roll or bounce before half mark. Not doing so will result in losing possession of the ball with a direct kick for the middle of the field. Remember a player may block this shot but must be 3 steps away from the ball. INDOOR
33. Corner kicks, these along with all other kicks are direct. During a corner kick the ball must be placed inside the marked area. Not doing so will result in loss of ball possession. Remember a player may block these but they must be 3 steps away from the ball. INDOOR
34. When a player kicks the ball and the keeper catches the ball, the keeper is allowed to throw the ball, which must not pass the half way mark in the air. In order to pass the half way mark the ball must roll or bounce on their half of the field when throwing it. The keeper may also kick the ball into play, which must not pass the half way mark in the air. In order to pass the half way mark the ball must roll or bounce on their half when kicking it. Note: The only ways a keeper may kick the ball past the half way mark is when a player passes the ball back to the keeper, in this case the keeper can kick as far as they please. Also if the keeper catches the ball and bounces it outside of the keeper area and then kicks it, this would be a valid play. If you are confused on this rule, you may ask a staff member for help. Note: If goalie bounces ball inside of goalie area to kick it an opposing player may not can kick the ball away. Doing so will be a foul, the opposing player may only kick ball away from goalie if he/she sets the ball on the ground. INDOOR
35. The keeper is the only player on the field of play that is allowed to slide tackle. He/she is allowed to tackle inside the keeper area. INDOOR
36. The only time the timer is stopped is when a goalie is hurt on the field, or if the ref sees it fit. If a field player is injured the timer does not necessarily stop.
37. Every game consists of two 20 minute halves, and a two minute half time. INDOOR

38. If a team must report an opposing team due to uniform, balls and such; this can be done before, during or immediately after the game. See staff for more details. Note: You will only have a window of 10 minutes after your game has finished, otherwise your report will be invalid.
39. In case you want to report an issue during your game you can either submit this report to the refs or submit it to the board of directors. Maria Gutierrez will be in charge of these during the season. These reports can be from ref complaints to failure to provide a ball. All reports must be submitted in written form, verbal complaints will not be valid.
40. Slide tackles and hand balls to avoid a goal will be marked as a goal, and the player will be yellow carded. INDOOR
41. If and when the ball hits the roof, the team that hit the roof will lose possession of the ball, the play will start again with a free kick from where the ball hit the roof originally. If the ball hits the roof directly on top of the goalie area, this will be marked as a corner kick. INDOOR
42. When the goalie begins play with a goal kick the opposing team will not be allowed to touch the ball until it has exited the keepers' area.
43. When the goalie rolls the ball instead of setting it they will be warned once; on the second roll they will grant the opposing team a direct kick from outside of the goalie box, at the closes corner of the goalies box. INDOOR
44. A team may play without a goalie; this would be 6 players on the field. They must all be wearing a team uniform and none of them are allowed to touch the ball with their hands. You must finish the game (the remainder of the game) with no goalie. INDOOR
45. IDs should be presented before the game begins, or the latest at half time. If the team does not present the ids at half time they will lose the match.
46. All ids must be picked up at El Sol Soccer League. We will not be chasing people down. If a player does not have his/her id they will not be able to participate.
47. If you play a person who is not registered, your team will be punished with a 5 game suspension. This is done to avoid people from hurting registered players. Note: If you play a person who is not registered in a youth division and this player is older than the division you played him in the team will be suspended for 5 games and the coach will be suspended for an additional 3 games.
48. If you allow a non-registered player to participate in a match, you will not be allowed to register this player after the punishment is up.
49. As soon as you or the ref reports the opposing team, for whatever reason, the game must be stopped. If you continue to play, the game will be made official.
50. The game will be made official at the 18 minute mark of the first half (FUTSAL). If there is an altercation after this time the league can declare it a loss for any team. If the game is stopped for any other reason the score will be left as is (OUTDOOR OFICIAL TIME IS AT THE 38TH MIN OF THE FIRST HALF). When reporting an opposing team, if the complaint is made before minute 18 the score will be 1-0.

51. At no time during the game may active bench players enter the field in an invading form. They may make substitutions without asking permission of the ref but may not interfere with referee calls. This also goes for team coaches and spectators. THAT THE REF DEAMS UNCONTROLABLE INDOOR. OUTDOOR active bench players may not enter the field in an invading form. Any and all substitutions must be made with the knowledge of the center ref and at half field.
52. All game injuries (youth games only) must be reported to the ref during or immediately after the game, not doing so will void all insurance claims.

53. Be advised that youth players in 02', 01', 00', 99' and 98' divisions are not covered under our league insurance plan.

54. If your game appears as PENDING WITH A GAME TIME, this means that we will notify you of a cancelation until Friday because one or the other team has an issue with fees or players. If your game appears as PENDING WITH OUT A GAME TIME, this means that you will not have a game that week, and the game will more than likely be made up.
55. If you have the minimum amount of participants required to play (futsal=4, outdoor=8) you may stop the match without penalties. If you have futsal=5, outdoor=9 or more players you must finish the match or you will have to pay half of the other teams ref fee (this does not include the late fee for paying on the field). This will also apply if your team does not present balls or IDs and the game cannot continue.
56. The kick off (indoor) may be played forward or backwards. The kick off (outdoor) may only be played forward.
57. Bodily contact with the game official, staff member and or security personnel is prohibited and punishable.
58. Leverage- using the body of a teammate, wall or goal to gain an advantage will be marked as a foul.
59. CHEATERS- Presenting another person's transcript, birth certificate, or any other paperwork in order to register in a youth division will receive a year suspension. If player will lose playing privileges in all division he/she is participating in and will not receive a refund.
60. How to check a player for their (5) game mark- You may check a player before or after a match, it will take us about 3 days to get back to you with a result. A game roster will be made for the player, and under every game it will be marked if he/she participated in that game. NOTE: A player that does not have all 5 games in may not participate on the field, but may be used as a goalie.
61. Over time indoor- 2 (5) minute halves; there will be no golden goal. If there is still a tie after this time, there will be 5 penalty kicks per team and if needed sudden death penalties. NOTE: There will only be penalty kicks on the final game, all other playoff games will not have overtime. The team with the better ranking will proceed to the next round.

62. Over time outdoor-2 (15) minute halves for those playing 45 minutes. 2 (10) minute halves for those playing 40, 35 and 30 minute halves. 2 (5) minute halves for those playing 20 and 15 minutes. There will be no golden goal. If there is still a tie after this time, there will be 5 penalty kicks per team and if needed sudden death penalties. NOTE: There will only be penalty kicks on the final game, all other playoff games will not have overtime. The team with the better ranking will proceed to the next round.

63. The first 12 teams at the end of the 20th week (INDOOR 2016-17) will move to Women's 1st Division along with any volunteer teams. Meaning that players registered in any of the first 12 teams will be tied to Women's 1st Division. If 4 or more Women's 1st Division players, regardless of team name or coach join a team they must register in Women's 1st Division. A person younger than 15 at the time of registration or older than 30 at the time of registration may opt out of this rule and register to play in Women's 2nd Division. Every tournament there after the two teams holding the bottom 2 spots in ranking may move to Women's 2nd Division (non-participating teams will hold a spot until this happens). The First place team (at the end of the 20th week) in Women's 2nd Division will move up to Women's 1st Division along with the champion of Women's 2nd Division, if this turns out to be the same team, the Second place team (at the end of week 20) will move up to Women's 1st Division (non-participating teams will hold a spot until this happens).

64. At the end of the tournament the Champion in Men's 2A and 2B will move up to Men's 1st Division along with the first place team in Men's 2A and 2B (at the end of week 20); if this turns out to be the same team, the Second place team (at the end of week 20) will move up to Men's 1st Division. If 4 or more players from one of these teams join a team with a different name or coach, they too must participate in Men's First Division. The two teams holding the bottom 2 spots in ranking may move down to Men's 2nd A or B.

65.If you make arrangements outside of the league you must carry them out, if you give someone a chance for something you may not report it later on. The league will not be responsible, but will validate arrangements made outside of the rulebook as long as these do not affect a third party.

66.If you report an opponent and do not pay ref fees your report will not be valid.

67.Don't forget player id cards, if these are lost or stolen we will not be held accountable.

68.There will be an admission fee during playoffs. We will place an ad on El Sol de Nevada Spanish newspaper to let you know the price of admission. Seniors 55 and older with photo ID will only pay \$2 at whatever stage of finals.

69. Please limit your requests to 1 per month; there are many teams participating. If you submit a request we will do our best to provide the service. Requests must be made Friday's 10 am – 5 pm via text 775-223-3542. Remember schedules are posted on Wednesdays.

NOTE: If you feel that a concern of yours has not been answered, feel free to contact our office and we will gladly answer any question you might have along with adding it on our rules page. Please allow 2-4 business days to answer any questions not on our rules and regulations.

Office: 775-786-0189

Email: elsoldenevada@yahoo.com RE: rules and regulations