



Foro 5v5 World Cup 2022 Information

Thank you all for choosing to join us for another exciting season at Foro! We look forward to getting started. Before we do so, we would like to get all captains and teams on the same page regarding several key topics. We rely heavily on our captains to help us communicate with teams, so we appreciate your help! The following document will cover the **registration process**, Foro's **payment policies**, and **Tournament rules**.

REGISTRATION

It is imperative that every single player on the team, or anyone who plans on playing, creates a free Dash account. Dash is the system we use to build rosters, schedule games and send reminders, and ensure that we have waivers on file for everybody. To create this free account, head to <https://www.forosportsclub.com/login>. Additional instructions regarding account creation are available upon request.

5V5 WORLD CUP 2022 FEES AND PAYMENT POLICIES

TEAMS MUST BE COMPLETELY PAID UP BY REGISTRATION DEAD LINE OR THEY WILL NOT BE ALLOWED TO PLAY.

There are no refunds for forfeits or missed games.

FORO 5V5 WORLD CUP 2022 RULES

Duration: 2 x 20 min halves, with a 5 min halftime

Team Management:

- All players must wear the same color shirt, if conflict with color, **home team must change**
 - Teams can rent pinnies for \$25 if necessary
- All players must wear shin guards and socks that cover them
- No jewelry can be worn during the game
- All players must be on the roster to play
 - Rosters freeze after registration deadline.
- Maximum 5v5 roster size is 9 people
- All teams are responsible for picking up their trash
 - 1st offense results in a warning



- 2nd offense results in a \$25 fine
- Only rostered players are allowed on the bench
 - Spectators must remain on the sideline
- Teams must provide their own soccer ball
- Referee fee must be paid by halftime

Rules:

- All decisions made by the referee are final
- Zero Tolerance in Fighting or aggressive conduct and will result in a red card, expulsion.
- Running clock; after 5 minutes, if a team is not ready to play.
- Substitutions are “on the fly”
- Out of bounds results in kick ins, no throw ins
- Step off space for kicks is 3 yards
- Every kick is an indirect kick with the exceptions of Penalty Kicks
 - PKs are taken 3 yards outside the box
 - No rebounds, the result is either a goal or a goal kick
- No slide tackling (except for the goalie within their own box)
 - Slide kicks with no opponent near are allowed
- No punts
- Keepers can throw the ball into the other goal to score
- Players/Coaches who receive a red card MUST leave the facility immediately before the game will continue
 - If a player receives a red card, the team will play down a player
- Foul accumulation- For every 7 team fouls, the opposing team will get a PK
 - Foul accumulation does not reset at halftime
- Point System
 - 3 points for a win



- 1 point for a tie
- 0 points for a loss
- If the game is forfeited, opposing team will receive 3 points for a 3-0 win

Playoffs

- The top 2 teams of each group advance to next round.
- Semi finals and Finals go straight to PKs.
 - If teams are tied at the end of a championship game, there will be 5 mins of overtime played. NO GOLDEN GOAL
 - If still tied after 5 mins, it will then go to a Penalty Kick Shootout
 - Only players on the field can shoot in the shootout

Weather/Cancellations

Games will only be cancelled if the temperature is below 33 degrees Fahrenheit or Lightning storm within 10 miles of facility.