**Foro 7v7 and 6v6 League Information**

**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 everyone. To create this free account, head to <https://apps.daysmartrecreation.com/dash/?Action=Auth/login&company=forosports>. Additional instructions regarding account creation are available upon request.

This online account will allow individuals to create and join teams, check their schedules, and make payments online. We recommend that the captain go in and create their teams before anyone else on their roster, as there must be a captain/manager in the system to accept requests to join the team. If you are having trouble with this process, let a staff member know and we can get people added to their rosters as well.

The last step of the process is obtaining player cards. Come early to your first game, stop by the office, and we can take your picture and print your player card on the spot.

All players must 1) be added to the roster and 2) hold **non-expired** Foro league cards - prior to kick off.

**7v7 and 6v6 FEES AND PAYMENT POLICIES**

The standard fees for Foro’s 7v7 and 6v6 leagues are as follows:

* A $150 deposit must be paid prior to kick off the first game.
* $15 per person player card (ID’s lasts one year from date of purchase; valid for all Foro leagues)
* Ref fees are included in League fee.
* **TEAMS MUST BE COMPLETELY PAID UP BY THE THIRD GAME OF THE SEASON, OR THEY WILL NOT BE ALLOWED TO PLAY.**

Additional incentives/penalties are as follows:

* $50 early bird discount for teams that pay prior to first game.
* $50 late fee if not paid up by third game.
* Schedule changes must be submitted prior to the first game, otherwise it is a $25 fee.
	+ Schedule changes are subject to approval by the opposing team and League Director.
* $25 litter fee, after second warning.
* $50 red card fine.
* **There are no refunds for forfeits or missed games.**

**FORO 7v7 and 6v6 LEAGUE RULES**

**Duration**: 2 x 22 min halves, with a 2 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 have a **current Foro League ID Card**.
* All players must be on the roster to play.
	+ Rosters freeze after the 3rd game.
* The maximum 7v7 and 6v6 roster size is 14 players **(no more than 14 players allowed on roster).**
* All teams are responsible for picking up their trash.
	+ 1st offense results in a warning.
	+ 2nd offense results in a warning.
	+ 3rd offence results in $25 fine.
* Only rostered players are allowed on the bench, 1 coach and 1 manager.
	+ Spectators must remain on the sideline.
* Teams must provide their own soccer ball.
* Game preferences need to be submitted to the league director prior to the first game **(They will be considered but not guaranteed).**

**Rules:**

* All decisions made by the referee are final.
* Teams must have a minimum of 5 players to start a game 7v7.
* Teams must have a minimum of 4 players to start a game for 6v6.
* **ZERO TOLARANCE FOR Fighting or aggressive conduct** may result in a red card, expulsion, and/or a fine.
* Running clock; after 5 minutes, if a team is not ready to play, the opposing squad will receive 1 goal, if opposing team not ready to play after 10 minutes, game will be a forfeit.
* Substitutions are “on the fly”.
* Out of bounds results in kick ins, no throw ins.
* Step off space for kicks is 3 yards.
* No slide tackling (except for the goalie within their own box).
* 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 does NOT play down a player.
	+ A player receiving a red card will be required to pay a $50 fine and 1 game suspension.
	+ A player receiving a red card for **FIGHTING, AGRATION or MISCUNDUCT** will be required to pay a $50 fine and 2 game suspension.
* Point System
	+ 3 points for a win.
	+ 1 point for a tie.
	+ 0 points for a loss.
	+ If the game is forfeited, the opposing team will receive 3 points for a 3-0 win.
	+ If the point system results in a tie at the end of the season, we will determine placement by the goal differential, head-to-head games and then coin flip.

**Playoffs**

* The top 4 teams will play against each other, (1v4 and 2v3) winners will play for the final championship.
* If teams are tied at the end of a playoffs game, 5-minute GOLDEN GOAL.
* If teams are tied after 5-minute golden goal, will go to 5 PKs.
	+ Only players in the field can shoot PKs.
	+ After 5 PK’s, sudden death.

**Weather/Cancellations**

Games will only be cancelled if the temperature is below 32 degrees Fahrenheit during winter and above 95 degrees Fahrenheit during summer. Any games that need to be made up can be done so one of two ways, pending agreement between both teams:

1. They can be played on a different day of the week.
2. They can be played as a double header during an existing league night.

Please sign below:

Team Manager/Captain \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_