



General Rules

FORO YOUTH LEAGUE

I. Rosters and Registration players

IF YOU DO NOT HAVE FORO ACCOUNT OR FORO ID:

- Create an account here: [Welcome to Foro Sports Club DaySmart Recreation Member App - Schedules, standings, team payment and more!](#)
- Parents information first > After that you have to go to "My profile" > "Add family member" (player info)
- * You can pay the membership online or at the office (Recommended)
- * If you pay online, make sure you pay on the Player profile and "Youth ID Card"
- * If you have an account already, you do not have to do this process.
- All players have to come to the office to be added to the team roster, take a photo (New players), and show a Birth certificate/passport or any document to verify their age.
- Birth certificate, Passport, US Club or North Texas Card or any document to verify the age must be sent to this email address: foroyouth@forosportsclub.com
- Registration before the first game, be 1 hour before your first game.

IF YOU HAVE A FORO ACCOUNT OR FORO ID:

- Players need to come to the office before the first game and show the Foro ID to be added to the roster team.
- If you have the account and not the ID, you need to get a new one and you will be added to the roster team at the Foro office.
- Players, Coaches and Managers must be registered and they will be added on the **roster at the Foro office:**
- ANY PLAYER WITHOUT PHYSICAL PLAYER ID FORO CARD AND NOT LISTED IN ROSTER WILL NOT BE ALLOWED TO PLAY AND MUST HAVE ONE.
- The roster form has to be done before the first game, and you can modify it until the 3rd game.
- The roster will be closed after the 3rd game.
- Only THREE PLAYERS can be on two rosters of the same division only if they are the same club and the same coach (ONLY IF PLAYERS ARE IN THE ROSTER)
- Players may "Play Up" to an older age group but may NOT "Play Down" into a younger age group.
- **ROSTER CHECK is \$75**

IMPORTANT:

- PLAYERS ON ROSTER
- FORO ID CARDS
- BIRTH CERTIFICATE/PASSPORT/ID/US CLUB CARDS EMAILED
- Teams that play ineligible or unregistered players will be forced to forfeit any matches in which the ineligible player(s) played.

II. Player Foro ID

- Players need a FORO ID (non expired) at every game
- All players and coaches/managers must have FORO ID at EVERY GAME
- 15\$ per ID
- Foro ID last for a year

III. Conflicts

- Any conflict of a coach or parent will be a fine of \$50 to the team, the referee will be authorized to report it. The referee will be authorized to sanction.
- Games cannot be moved after each Wednesday at 11:59 p.m. Only when both coaches are agreed !!!
- Each team has 2 timeouts to move games before Wednesday at 11:59pm, after 2 timeouts the league will charge \$25 per game when the schedule has been released.
- A team that forfeits or does not show up for the game is liable for a \$75 fine unless they notify the League Director within 48 hours of the start of the game. The fee must be paid before the next scheduled game or within 48 hours. Payment fee will be done by Cash App: \$ForoReff or made with the registered credit card and you will be notified by email. The registered card could be charged.
- The only protests allowed are for an ineligible player. All protests must be reported in writing, with a seventy five dollar (\$75) Payment fee will be done by Cash App. If a team wins the protest, their protest fee will be returned.
- Payment fee will be done by Cash App: \$ForoReff

IV. Team kit

- teams must wear uniforms the same color, and the goalkeeper a different color.
- Teams must have 2 different uniforms with different colors, in case of conflict with the same color both teams, the **HOME Team must change their kit.**
- Jerseys must have numbers.
- Players must wear shin guards.
- Both teams will present a match ball to the referee for him/her to choose from for the official match ball. The referee may decide to use both, one as a back-up
 - 5v5 Size 3
 - 7v7 Size 4
 - 9v9 Size 5

V. Suspensions

Yellow Cards: A player receiving a second yellow card in a single game is suspended for the balance of that game and the next game within league play.

Red Cards: A player receiving a red card or a coach/assistant coach who is sent off is suspended for the balance of that game and the next game within league play.

VI. Referee

- Coaches must turn in Foro players Id to the referee before starting the game, referee give back after the game.
- Referee fee:

4v4: \$ 10 per team

5v5: \$ 12 per team

7v7: \$ 20 per team

9v9: \$ 25 per team

VII. Payments

- FYL only accept payments on GOTSPORT

- Payments: League fee + Gotsport Fee
- EXCEPTIONS: Method Payments as Check, Cash, Zelle will have an extra fee \$10
- Payment penalty fee will be done by Cash App: \$ForoReff

VIII. Game rules

4v4 U5 (2019/18)

- 4 players per team without a goalkeeper (usually played on Field 7)
- Players may not head.
- After a penalty, the game continues, there is a rebound.
- handball inside the box is a pk
- minimum players to start the game: 3
- Halves time: 18 min (4v4)
- Only players and coaches/managers in the roster can be on the field.
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- Roster Player Max: 8 players
- No red/yellow cards, Referee will talk with coach

5v5 U5 - U8 (2018 - 2016)

- 5 players per team without a goalkeeper (usually played on Field 1,2 or 3 (5v5) field with small goals)
- Players may not head..
- After a penalty, the game continues, there is a rebound.
- handball inside the box is a pk
- minimum players to start the game: 3
- Halves time: 18min (5v5)
- Only players and coaches/managers in the roster can be on the field.
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- Roster Player Max: 10 players

● 7v7 (2016 - 2014) U8-U10:

- 6 field players and a goalkeeper
- there is no offside
- Indirect Free-kicks with slide - 2 touches
- Free-kicks - 1 touch
- kick ins - Two touches to score.
- goal kick can cross midfield
- Goalkeeper's drop kick can cross midfield
- Players may not head (2016 to 2014)
- After a penalty, the game continues, there is a rebound.
- minimum players to start the game: 5
- Halves time: 22 min
- Only players and coaches/managers in the roster can be on field
- Roster Player Max: 14 players
- Yellow card: 2 min on the bench.
- Red card: cannot play the rest of the game, team will be playing with the same number of players (7 players)

- 7v7 (2013 - 2012) U11-U12:
 - 6 field players and a goalkeeper
 - there is no offside
 - Indirect Free-kicks with slide - 2 touches
 - Free-kicks - 1 touch
 - kick ins - Two touches to score.
 - goal kick can cross midfield
 - Goalkeeper's drop kick can cross midfield
 - Players may head (2013 to 2012)
 - After a penalty, the game continues, there is a rebound.
 - minimum players to start the game: 5
 - Halves time: 22 min
 - Only players and coaches/managers in the roster can be on field
 - Roster Player Max: 14 players
 - Yellow card: 2 min on the bench.
 - Red card: cannot play the rest of the game, but team can switch player (no one player less)

- 9v9 (2011 - 2010 - 2009 or Girls league) U13-U15:
 - 8 field players and a goalkeeper.
 - there are offsides from the 10-yard line
 - Indirect Free-kicks with slide - 2 touches
 - Free-kicks - 1 touch
 - throw-ins
 - goal kick can cross midfield.
 - Goalkeeper's drop kick can cross midfield.
 - Players can head.
 - After a penalty, the game continues, if there is a rebound.
 - minimum players to start the game: 7
 - Halves time: 25 min
 - Only players and coaches/managers in the roster can be on field
 - Roster Player Max: 16 players
 - Yellow card: can stay on the field
 - double yellow or red: Team will be playing with one player less.

- 9v9 (2008 - 2006 Boys) U16-U18:
 - 8 field players and a goalkeeper.
 - there are offsides from the 10-yard line
 - Indirect Free-kicks with slide - 2 touches
 - Free-kicks - 1 touch
 - throw-ins
 - goal kick can cross midfield.
 - Goalkeeper's drop kick can cross midfield.
 - Players can head.
 - After a penalty, the game continues, if there is a rebound.
 - minimum players to start the game: 7
 - Halves time: 30 min
 - Only players and coaches/managers in the roster can be on field
 - Roster Player Max: 16 players

IMPORTANT:

- If you are more than 15 min late of the game time, the game will be forfeit.
- We will give 5-10 min after the game time to check rosters and players.
- Clock will be starting after 10 min from the game time.
- 5 min half time
- Teams need to be ready at the game time in the schedule.
- Only coaches and players on the bench, parents have to be out of the field.
- Just in case, bring 2 jerseys or pennies (HOME team will change)
- Substitutions: Unlimited, but ref has to give you permission.
- Teams need to provide the correct ball.

