

**SUSC DEVELOPMENTAL/RECREATIONAL PROGRAM
LAWS OF THE GAME
APPRENTICE DIVISION**

1. Ball: #3
 2. Number of Players: 5 field players on each team no goalkeeper.
 3. Players' Equipment: Shirt, Shorts or Sweatpants, Shin guards, Socks that totally cover the shin guards, and footwear (molded cleats or sneakers). No jewelry can be worn, NO EXCEPTIONS. Hard hair clips may not be worn.
 4. Referee: A referee will be supplied by the club. If no referee is present at the appointed game time the two head coaches will agree upon a referee.
 5. Duration of Match: four 10-minute quarters. Each player will play equal minutes and throughout the season experience the full variety of positions. Substitutions are allowed during any time of the game.
 6. Start of game: Home team decides which goal it will attack and Away team has the first kickoff. Alternate kickoffs for remaining quarters and change sides at the half.
 7. Offside: No offsides will be called. However, coaches should not allow players to gain advantage by staying in a blatantly offside position. Instruct the player to return to an onside position.
 8. Fouls and Misconduct: All fouls will result in an indirect kick. No penalty kicks are to be awarded. For fouls occurring in the penalty area the ball will be placed on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.
 9. NO SLIDING TACKLES. All sliding tackles will result in the other team being awarded an indirect kick.
 10. Throw-Ins: Players at this age lack the coordination for proper throw-ins. A kick-in will be used instead.
 11. Goal Kick: When the ball last touched by the attacking team goes over the goal line a goal kick is awarded. Place ball on the penalty area line parallel to the goal line. Opposing players must give 6 yards of space.
 12. Corner Kick: When the ball last touched by the defending team goes over the goal line a corner kick is awarded. The ball is placed in the corner arc. Opposing players must give 6 yards of space.
- *NEW RULE*** In the event of a team taking a 3 goal advantage the opposing team may add a player. Once the score line is within one goal the extra player must leave the field.