



IFCPF
INTERNATIONAL FEDERATION OF
CP FOOTBALL

Modifications to the Laws of the Game

2018

**Updated December 2017
Effective from 1st January 2018**



Introduction

This document states the IFCPF Modifications to the Laws of the Game which are applicable in all IFCPF sanctioned tournaments for CP Football. The IFCPF Modifications to the Laws of the Game should be read in conjunction with the current issue of the IFCPF Competition Rules.

These amendments to the International Football Association Board (IFAB) Laws of the Game applicable to CP Football (also known as Football 7-a-side) should be read in conjunction with the current issue of the IFAB Laws of the Game which are available at www.theifab.com

Subject to the agreement of the national football association concerned, and provided the principles of these Laws are maintained, the Laws may be modified in their application for matches for players of under 16 years of age, for women footballers and for veteran footballers (over 35 years of age) in any or all of the following ways:

- number of players i.e. use of small-sided formats
- size of the field of play
- size, weight and material of the ball
- width between the goalposts and height of the crossbar from the ground
- duration of the two (2) (equal) halves of the game (and two (2) equal halves of extra time)
- the use of return substitutions
- the use of temporary dismissals (sin bins) for some/all cautions (YCs)

**For further guidance please visit www.ifcpf.com
or contact the International Federation of CP Football info@ifcpf.com**



1. The Field of Play

Law 1 of the IFAB Laws of the Game applies with the exception of:

2. Field markings

The centre mark is the midpoint of the halfway line. A circle with a radius of 7 m is marked around it.

Marks may be made off the field of play 7 m from the corner arc at right angles to the goal lines and the touchlines.

3. Dimensions &

4. Dimensions for international matches

- Length (touchline):
70 m

- Length (goal line):
50 m





5. The goal area

Two lines are drawn at right angles to the goal line, 4 m from the inside of each goalpost. These lines extend into the field of play for 4 m and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

6. The penalty mark

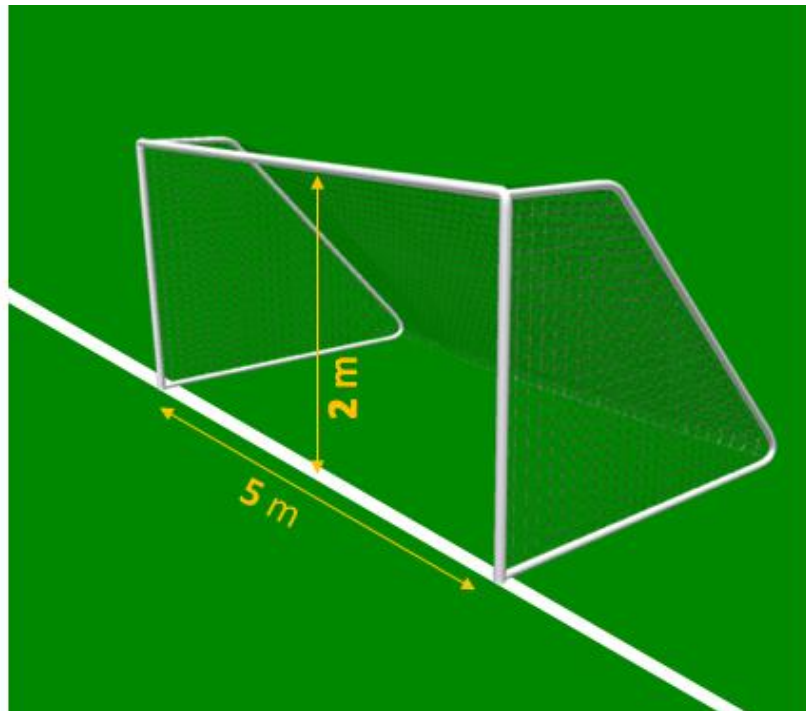
Two lines are drawn at right angles to the goal line, 11 m from the inside of each goalpost. These lines extend into the field of play for 11 m and are joined by a line drawn parallel with the goal line. The area bound by these lines and goal line is the penalty area.

Within each penalty area, a penalty mark is made 9 m from the midpoint between the goalposts.

An arc of a circle with a radius of 7 m from the centre of each penalty mark is drawn outside the penalty area.

10. Goals

The distance between the inside of the posts is 5 m and the distance from the lower edge of the crossbar to the ground is 2 m.



2. The Ball

Law 2 of the IFAB Laws of the Game applies



3. The Players

Law 3 of the IFAB Laws of the Game applies with the exception of:

1. Number of players

A match is played by two teams, each with a maximum of seven players; one must be the goalkeeper. A match may not start or continue if either team has fewer than four (4) players.

2. Number of substitutions:

The number of substitutes, up to a maximum of five (5), which may be used within a maximum of three (3) opportunities in any match

- Injury substitutions count as an opportunity
- Half-time substitutions count as an opportunity
- If both teams make a substitution at the same time, both will have used one of their opportunities
- If all opportunities have been used by a team, then it may not use any remaining substitutions

Additional:

Players must have an eligible impairment and meet the respective Minimum Impairment Criteria (MIC) to be eligible for CP Football competition, in accordance with the current IFCPF Classification Rules and Regulations.

4. The Players' Equipment

Law 4 of the IFAB Laws of the Game applies

5. The Referee

Law 5 of the IFAB Laws of the Game applies

6. The Other Match Officials

Law 6 of the IFAB Laws of the Game applies



7. The Duration of the Match

Law 7 of the IFAB Laws of the Game applies with the exception of:

1. Periods of play

A match lasts for two (2) equal halves of 30 minutes which may only be reduced if agreed between the referee and the two teams before the start of the match and is in accordance with competition rules.

8. The Start and Restart of Play

Law 8 of the IFAB Laws of the Game applies with the exception of:

1. Kick-off Procedure

For every kick-off:

- the opponents of the team taking the kick-off must be at least 7 m from the ball until it is in play
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9. The Ball in and out of Play

Law 9 of the IFAB Laws of the Game applies

10. Determining the Outcome of a Match

Law 10 of the FIFA Laws of the Game applies with the exception of:

3. Kicks from the penalty mark

Subject to the conditions explained below, both teams take three (3) kicks

- If, before both teams have taken three (3) kicks, one has scored more goals than the other could score, even if it were to complete its three (3) kicks, no more kicks are taken
- If, after both teams have taken three (3) kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks

Substitutions and send offs during kicks from the penalty mark

- The referee must not abandon the match if a team is reduced to fewer than four (4) players
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11. Offside

Law 11 of the IFAB Laws of the Game **does not** apply

12. Fouls and Misconduct

Law 12 of the IFAB Laws of the Game applies

13. Free Kicks

Law 13 of the IFAB Laws of the Game applies with the exception of:

2. Procedure

Until the ball is in play all opponents must remain:

- at least 7 m from the ball, unless they are on their own goal line between the goalposts

3. Offences and sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 7 m from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

14. The Penalty Kick

Law 14 of the IFAB Laws of the Game applies with the exception of:

1. Procedure

The players other than the kicker and goalkeeper must be:

- at least 7 m from the penalty mark
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15. The Throw-In

Law 15 of the IFAB Laws of the Game applies with the exception of:

Additional:

A player may choose to roll the ball into play. If rolled into play the ball must touch the ground within 1 m from the point at which the throw-in is taken once it has left the players hand(s).



16. The Goal Kick

Law 16 of the IFAB Laws of the Game applies

17. The Corner Kick

Law 17 of the IFAB Laws of the Game applies with the exception of:

1. Procedure

- Opponents must remain at least 7 m, from the corner arc until the ball is in play
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Contact Information

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