



IFCPF
INTERNATIONAL FEDERATION OF
CP FOOTBALL

Modifications to the IFAB Laws of the Game

2020

Introduction

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

These amendments to the 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 15 years of age, for female footballers and for veteran footballers 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

2020 Updates

Please note that all updates for 2020 are underlined and marked in yellow in the left-hand margin.

CP Football (Female)

Please note that all additional modifications for the development of CP Football (Female) are underlined and marked in blue in the left-hand margin.

01 The Field of Play

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

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.

Dimensions

- Length (touch line): 70 m
- Length (goal line): 50 m

IFCPF maintains the right to accept a maximum deviation of 3.5 m in the length of the touch line, and 2.5 m in the length of the goal line.

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.

The penalty mark

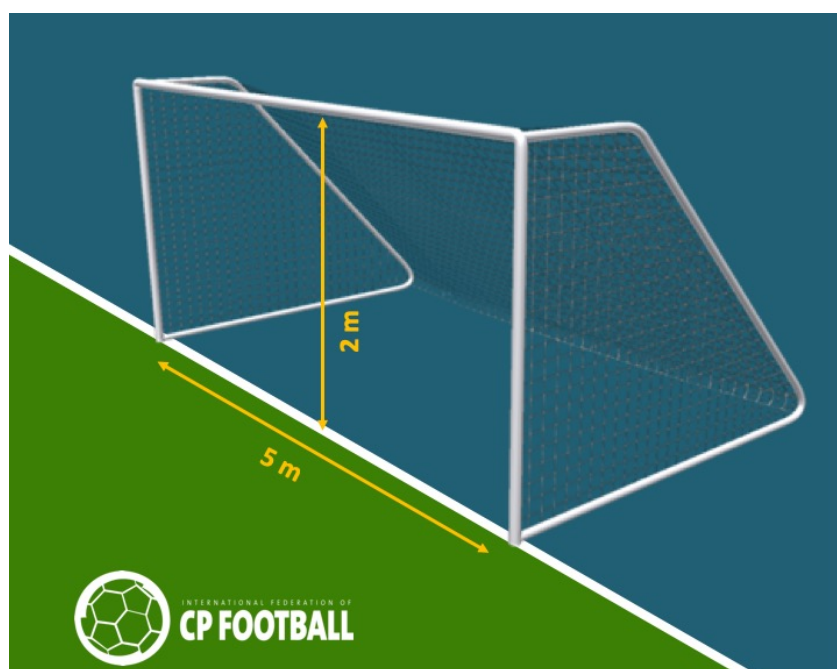
Two lines are drawn at right angles to the goal line, 11 m from the inside of each goalpost. These lines extend into the field of play for 11 m and are joined by a line drawn parallel with the goal line. The area bound by these lines and goal line is the penalty area.

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.

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.





CP Football (Female)

Field markings

The centre mark is the midpoint of the halfway line. A circle with a radius of 4 m is marked around it. Marks may be made off the field of play 4 m from the corner arc at right angles to the goal lines and the touchlines.

Dimensions

- Length (touch line):
40 m
- Length (goal line):
27 m

IFCPF maintains the right to accept a maximum deviation in the length of the touch line, and in the length of the goal line.

The goal area

Two lines are drawn at right angles to the goal line, 2 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.

The penalty mark

Two lines are drawn at right angles to the goal line, 6 m from the inside of each goalpost. These lines extend into the field of play for 9 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 7 m from the midpoint between the goalposts.

An arc of a circle with a radius of 4 m from the centre of each penalty mark is drawn outside the penalty area.



02 The Ball

Law 2 of the IFAB Laws of the Game applies

03 The Players

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

Number of players

A match is played by two teams, each with a maximum of seven (7) players; one (1) must be the goalkeeper. A match may not start or continue if either team has fewer than four (4) players.

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 (1) of their opportunities
- If all opportunities have been used by a team, then it may not use any remaining substitutions

Temporary Concussion Substitute (TCS)

- In the case of a suspected concussion, a medical team official may make a TCS to allow for an appropriate evaluation of the injured player.
- Match officials are permitted to stop play if a player is seriously injured and ensure that the player is removed from the field of play to be assessed by a medical team official.
- IFCPF Classification Rules and Regulations apply at all time.
- A TCS may play for a maximum of ten (10) minutes. Following this period of time, the TCS will either:
 - Leave the field of play and be replaced by the player initially withdrawn at next the available stoppage in play as determined by the referee; or
 - Remain on the pitch as a permanent replacement; or
 - Leave the field of play and the team will play with one (1) less player.
- If team have no substitutions, they may use a TCS but they will have to leave FOP after ten (10) minutes, whether injured player returns or not.
- Player enter or leave the FOP at the next available stoppage in play as deemed by the referee.
- Any sanctions awarded to a TCS will be recorded against the player and respective impact on the team.
- In the case of a suspected IM of concussion, this will be dealt with by the IFCPF Disciplinary Committee in line with the TCS Policy.

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.

CP Football (Female)

Number of players

A match is played by two teams, each with a maximum of five (5) players; one (1) must be the goalkeeper. A match may not start or continue if either team has fewer than three (3) players.

NOTE: Number of substitutions is the same for CP Football and CP Football (Female)

04 The Players' Equipment

Law 4 of the IFAB Laws of the Game applies

05 The Referee

Law 5 of the IFAB Laws of the Game applies

06 The Other Match Officials

Law 6 of the IFAB Laws of the Game applies

07 The Duration of the Match

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

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.

CP Football (Female)

Periods of play

A match lasts for two (2) equal halves of 25 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.

08 The Start and Restart of Play

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

Kick-off Procedure, or 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.

CP Football (Female)

Periods of play

Kick-off Procedure, or every kick-off:

- the opponents of the team taking the kick-off must be at least 4 m from the ball until it is in play.
-

09 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 IFAB Laws of the Game applies with the exception of:

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 (1) 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 (1) 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

CP Football (Female)

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 three (3) players

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:

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

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.

CP Football (Female)

Procedure

Until the ball is in play all opponents must remain:

- at least 4 m from the ball, unless they are on their own goal line between the goalposts

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 4 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:

Procedure

The players other than the kicker and goalkeeper must be:

- at least 7 m from the penalty mark

CP Football (Female)

Procedure

The players other than the kicker and goalkeeper must be:

- at least 4 m from the penalty mark
-

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:

Procedure

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

CP Football (Female)

Procedure

- Opponents must remain at least 4 m, from the corner arc until the ball is in play
-

Contact Information

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