



**IFCPF**  
INTERNATIONAL FEDERATION OF  
**CP FOOTBALL**

# **Laws of the Game**

**Updated November 2016  
effective from January 2017**



## Introduction

This document states the Laws of the Game which are applicable in all IFCPF sanctioned tournaments.

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](http://www.theifab.com)

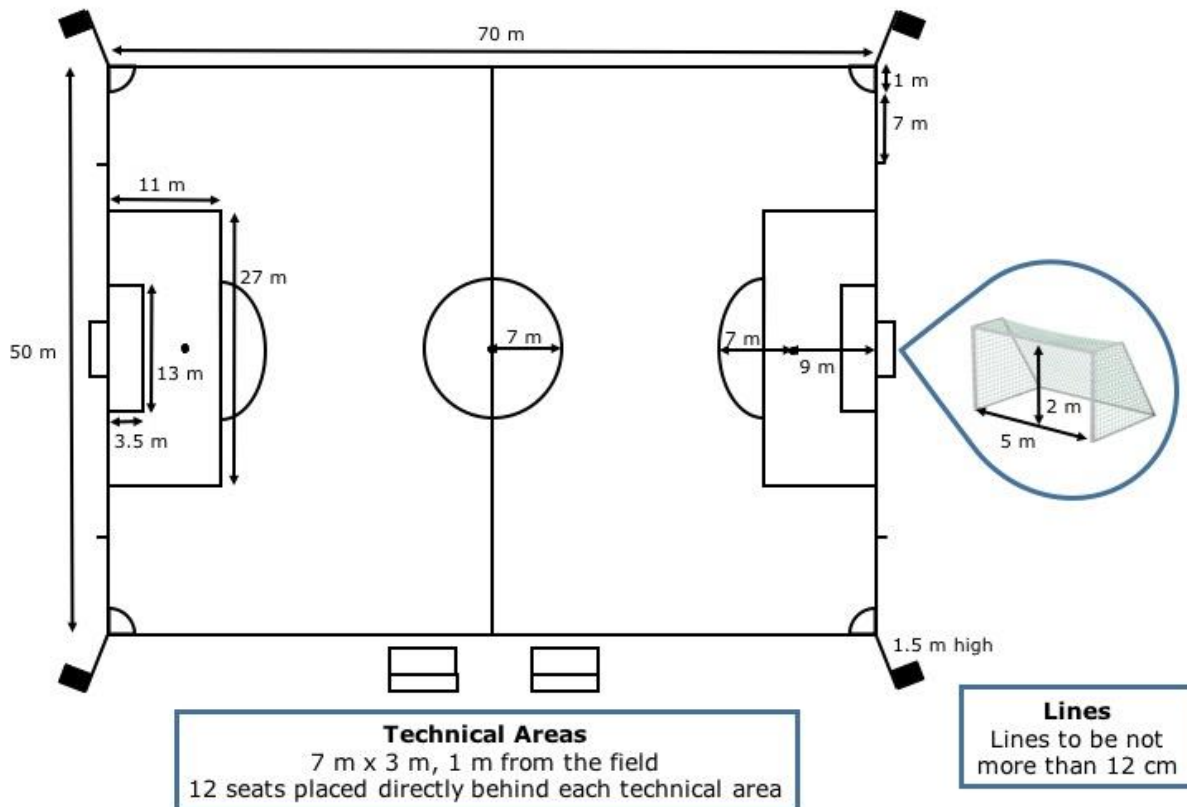
Subject to the agreement of the national football association concerned and provided the principles of these Laws are maintained, the Laws may be modified in their application for matches for players of under 16 years of age, for women footballers and for veteran footballers (over 35 years of age) in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

- 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 periods of play
- substitutions

**For further guidance please visit [www.ifcpf.com](http://www.ifcpf.com)  
or contact the International Federation of CP Football [info@ifcpf.com](mailto:info@ifcpf.com)**

## 1. The Field of Play

Only the lines indicated in Law 1 are to be marked on the field of play. Where artificial surfaces are used, other lines are permitted provided they are a different colour and clearly distinguishable from the football lines.



## Dimensions:

Length (touchline): 70m

Width (goal line): 50m

## Goals:

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

## 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:

- A match is played by two teams, each with a maximum of seven players, one of whom is the goalkeeper. A match may not start or continue if either team has fewer than four players
- IFCPF Classification Rules must be adhered to at all times

#### **Substitutions:**

- A maximum of five (5) substitutes may be made 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 use one of their opportunities.
- If all opportunities have been used by a team, then it may not use any remaining substitutions

### 4. The Players' Equipment

Law 4 of the IFAB Laws of the Game applies

#### **Team Uniforms:**

- Manufacturer Identification (MI)
  - Trademark of item's manufacturer
  - Maximum size of 30 cm<sup>2</sup> when worn by the athlete
- Product Technology Identification (PTI)
  - Trademark of any fabric technology (e.g. Dri-Fit, Climacool)
  - Maximum size of 10 cm<sup>2</sup> when worn by the athlete
- Placement
  - One MI and one PTI per item

#### **Accessories:**

- One MI and one PTI per item
- Maximum size of 10 cm<sup>2</sup> when worn by the athlete

#### **Equipment:**

- As sold on the retail consumer market

#### **Sponsorship logos** (with exception of match clothing)

- Maximum size of 300 cm<sup>2</sup>



## 5. The Referee

Law 5 of the IFAB Laws of the Game applies

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## 6. The Other Match Officials

Law 6 of the IFAB Laws of the Game applies

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## 7. The Duration of the Match

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

- A match lasts for two equal halves of 30 minutes
  - Half-time lasts for a maximum of 15 minutes
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## 8. The Start and Restart of Play

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

- The opponents of the team taking the kick-off must be at least 7m 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

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## 10. Determining the Outcome of a Match

Law 10 of the FIFA Laws of the Game applies

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## 11. Offside

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

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## 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:

- Until the ball is in play all opponents must remain at least 7m from the ball

### **14. The Penalty Kick**

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

- The players other than the kicker and goalkeeper must be located at least 7m from the penalty mark

### **15. The Throw-In**

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

- A player may choose to roll the ball into play. If rolled into play the ball must touch the ground immediately once it has left the players hand(s) (within 1m)

### **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:

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

## **Contact Information**

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