



IFCPF
INTERNATIONAL FEDERATION OF
CP FOOTBALL

Modifications to the IFAB Laws of the Game 2025

Updated December 2024

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 at info@ifcpf.com**



2025 Updates

Please note that all updates for 2025 are underlined and marked in yellow.

Women's CP Football

CP Football is the name of our sport, therefore Women's CP Football refers specifically to the format played with further modifications for the development of the game for women players. IFCPF have chosen to implement modifications to the CP Football sport rules with the aim to grow women's participation, with the ultimate objective that all CP Football players will play to the same sport rules.

Please note that all additional modifications for the development of Women's CP Football are underlined and marked in blue.



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 (touchline): 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 touchline, 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.

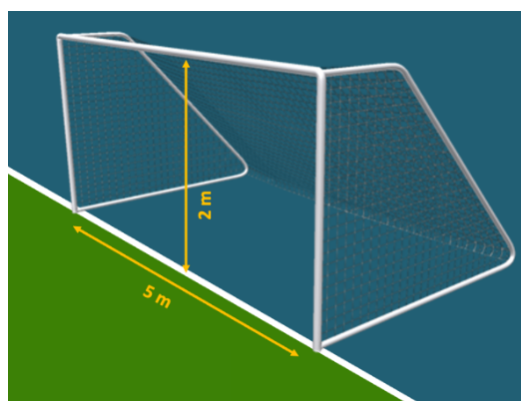
The penalty mark

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 the 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 2m.







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Field markings

The centre mark is the midpoint of the halfway line. A circle with a radius of 6 m is marked around it. Marks may be made off the field of play 6 m from the corner arc at right angles to the goal lines and the touchlines.

Dimensions

Length (touchline): 60 m

Length (goal line): 40 m

IFCPF maintains the right to accept a maximum deviation of 3 m in the length of the touchline, and 2 m 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 bound 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 6 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.

Women's CP Football

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.

Number of substitutions

During the match, each team:

- may use a maximum of five (5) substitutes,
- has a maximum of three (3) substitution opportunities..
- Injury substitutions count as an opportunity.
- may make substitutions at half-time, which will not count as a substitution opportunity.
- Where both teams make a substitution at the same time, this will count as a used substitution opportunity for both teams.
- If all opportunities have been used by a team, then it may not use any remaining substitutions.

Women's CP Football

Number of substitutions is the same for CP Football and Women's CP Football

Extra Time

Where extra time is played, each team:

- may use one (1) additional substitute (whether or not the team has used its maximum number of substitutes);
- has one (1) additional substitution opportunity (whether or not the team has used its maximum number of substitution opportunities). Where both teams make a substitution at the same time, this will count as a used substitution opportunity for both teams; and
- may make substitutions:
 - in the period before the start of extra time, which will not count as a



- substitution opportunity; and
- at half-time in extra time, which will not count as a substitution opportunity.

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- do not have an additional substitute as they already have the maximum number of substitutes during the match.

Temporary Concussion Substitute (TCS)

Teams should familiarise themselves with the IFCPF Temporary Concussion Substitution (TCS) Policy. For the latest version of the IFCPF Temporary Concussion Substitution (TCS) Policy, visit www.ifcpf.com/concussion

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.

Any player who leaves the field of play following a head injury to be transported to a medical facility for further assessment/evaluation shall not be considered to be a temporary removal, and the team must make a regular substitution if they have any remaining.

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 times.
- 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 the next 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 the team has no substitutions, they may use a TCS but they will have to leave the FOP after ten (10) minutes, whether the injured player returns or not. Players must enter or leave the FOP at the next available stoppage in play as determined by the referee.
- Any sanctions awarded to a TCS will be recorded against the player and respective impact on the team.



When the TCS remains on the field of play at the completion of the ten (10) minute period, the team may use any remaining substitutions in the same opportunity at the next available stoppage in play as determined by the referee.

Additional:

In the case of a suspected Intentional Misrepresentation of concussion, this will be dealt with by the IFCPF Disciplinary Committee in line with the TCS Policy.

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.

Sport Classes on the field of play

Each team must adhere to the criteria specified in section '04 Classification' of the IFCPF Competition Rules.

If a team is found to be playing with an incorrect number of any sport class on the field of play, this shall be treated as 'Extra persons on the field of play' as provided for under 'Law 3 of the IFAB Laws of the Game.

- The referee must caution the head coach of the team.
- A substitution may be made to correct the error at the next available stoppage in play as deemed by the referee. For the avoidance of doubt, this substitution will count as both a substitute and a used opportunity.
- Additional substitutes may also be made during the same opportunity in accordance with section '03 The Players – Number of Substitutions'.
- IFCPF reserves the right to impose further appropriate disciplinary action.

04 The Players' Equipment

Law 4 of the IFAB Laws of the Game applies with the exception of:

Non-dangerous supportive equipment, for example taping, strapping, splints, orthotics made of soft, lightweight padded material is permitted. These should be approved by the appointed IFCPF Chief Classifier prior to/during classification, and the IFCPF Referee



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Manager prior to the start of competition.

On the upper body, must be:

- a single colour which is the same colour as the main colour of the shirt sleeve;
- or
- a pattern/colours which exactly replicate(s) the shirt sleeve.

On the lower body, must be:

- the same colour as the main colour of the shorts or the lowest part of the shorts.

The players must be inspected before the start of the match and substitutes before they enter the field of play. If a player is wearing or using unauthorised/dangerous equipment or jewellery, the referee must order the player to:

- remove the item
- leave the field of play at the next stoppage if the player is unable or unwilling to comply

A player who refuses to comply or wears the item again must be cautioned.

05 The Referee

Law 5 of the IFAB Laws of the Game applies with the exception of:

Video Review (VR)

Video review can only be used if the referee confirms that video review equipment is available. In order to use VR, the review equipment must be available at the scorekeeper's table or field level. There is no specific equipment required as long as it demonstrates the video in a manner that can be used by the referee. Only the VR provided to the referee at the start of the match from the LOC can be used. No outside video or individual team video can be used in the review process.

The VR system is used only in the event of a possible clear and obvious error or serious missed incident in relation to the following scenarios:

- a. goal/no goal
- b. penalty/no penalty
- c. direct red card (not second caution)
- d. mistaken identity when the referee cautions or sends off the wrong player of the



offending team

Video review procedures

- VR must take place prior to the restart of play, with the exception of player identification issues, which may take place at any time.
- During the review, the referee may be assisted by a review operator, who will show replay footage on the monitor (e.g. different camera angles, split screen, different replay speeds, etc.).
- The original decision taken by the referee will not be changed unless the video replay footage shows clear evidence that the decision was a clear and obvious error or that there has been a serious missed incident.
- If the referee is unsure if a goal has been scored, they should allow play to continue until the goal-scoring opportunity or attacking team's advantage is completed, the ball goes out of play or an infraction occurs and then stop the game. Any cautionable or ejectable offense(s) committed prior to the stoppage shall be punished appropriately.
 - Exception: The referee initially determines that a goal has not been scored and a player is guilty of denying an obvious goal-scoring opportunity. If video review determines that the goal was actually scored, the card given for denying an obvious goal-scoring opportunity shall be canceled.
 - If video review confirms a goal, award the goal, restart with a kickoff.
 - If video review confirms no goal, restart the game based upon the reason for the stoppage (eg., throw-in, corner kick, goal kick or free kick). If the game was stopped with the ball in play on the field of play, restart with a drop ball at the spot where the ball was located at the time of stoppage, unless the stoppage occurred while the ball was in the penalty area. In that case, restart with a dropped ball for the goalkeeper.

Any player, substitute, substituted players or team official will receive a caution for excessively using the review (TV screen signal) OR requesting a video review take place.

As the VR system involves a small number of cameras, the replay footage will often be inconclusive and thus the original decision may not be changed.

If the technology malfunctions, the match must be played or continue without the VR system, and the head coach and captain of each team must be informed immediately.



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.

Women's CP Football

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.

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Periods of play

Kick-off Procedure, or every kick-off:

- the opponents of the team taking the kick-off must be at least 6 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.

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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.

Reduce to equate

If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded.

Only in the event of the opposing team not having an FTI player available as an eligible kicker may the excluded person also be an FTI player. The referee must be informed of the name and number of each player excluded.

Any excluded player is not eligible to take part in the kicks (except as outlined in IFAB).



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 with the exception of:

An attacking player may not be inside the opponent's goal area during the taking of a free kick that was as a result of a direct or indirect offense.

An Indirect free kick will be awarded to the defending team to be taken anywhere inside the goal area.

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

An attacking player may not be inside the opponent's goal area during the taking of a free kick that was as a result of a direct or indirect offense.

Offenses 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 from being taken quickly must be cautioned for delaying the restart of play.

If an attacking player may not be inside the opponent's goal area during the taking of a free kick that was as a result of a direct or indirect offense, an Indirect free kick will be awarded to the defending team to be taken anywhere inside the goal area.



Women's CP Football

Procedure

Until the ball is in play all opponents must remain:

- at least 6 m from the ball, unless they are on their own goal line between the goalposts

Offenses 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 from 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

Women's CP Football

Procedure

The players other than the kicker and goalkeeper must be:

- at least 6 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

Women's CP Football

Procedure

- Opponents must remain at least 6 m, from the corner arc until the ball is in play
-

18 Matters not provided for and force majeure

No rules can be all-embracing, and it is necessary to honour the intention of the rules as well as their literal interpretation.

Matters not provided for in these 'IFCPF Modifications to the IFAB Laws of the Game' or cases of force majeure shall be decided by IFCPF.

Further Information

IFAB Laws of the Game

The International Football Association Board (IFAB) are the independent guardians of the football rules of association football, otherwise known as the Laws of the Game.

To view the IFAB Laws of the Game and further information from IFAB, please visit www.theifab.com or scan the QR code on the right side of this page.



IFCPF CP Football Rules and Regulations

To view all the sport rules and regulations for CP Football, please visit www.ifcpf.com/rules or scan the QR code on the right side of this page.



Education Platform – IFCPF Training Ground

Supporting and developing people in all roles of delivering the sport of CP Football, through online education courses.

IFCPF's Training Ground is an online platform that hosts varying levels and lengths of education courses. These courses include 'An Introduction to CP Football', training for national and international classifiers, and a range of other courses developed over time based on feedback from members of the CP Football family.



To visit the IFCPF Training Ground, please visit learn.ifcpf.com or scan the QR code on the right side of this page.

Contact Information

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