



Cerebral Palsy Sport



National CP Football League

Laws of the Game

Season 2018/19

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Affiliated to and sanctioned by the Football Association

Organising Association

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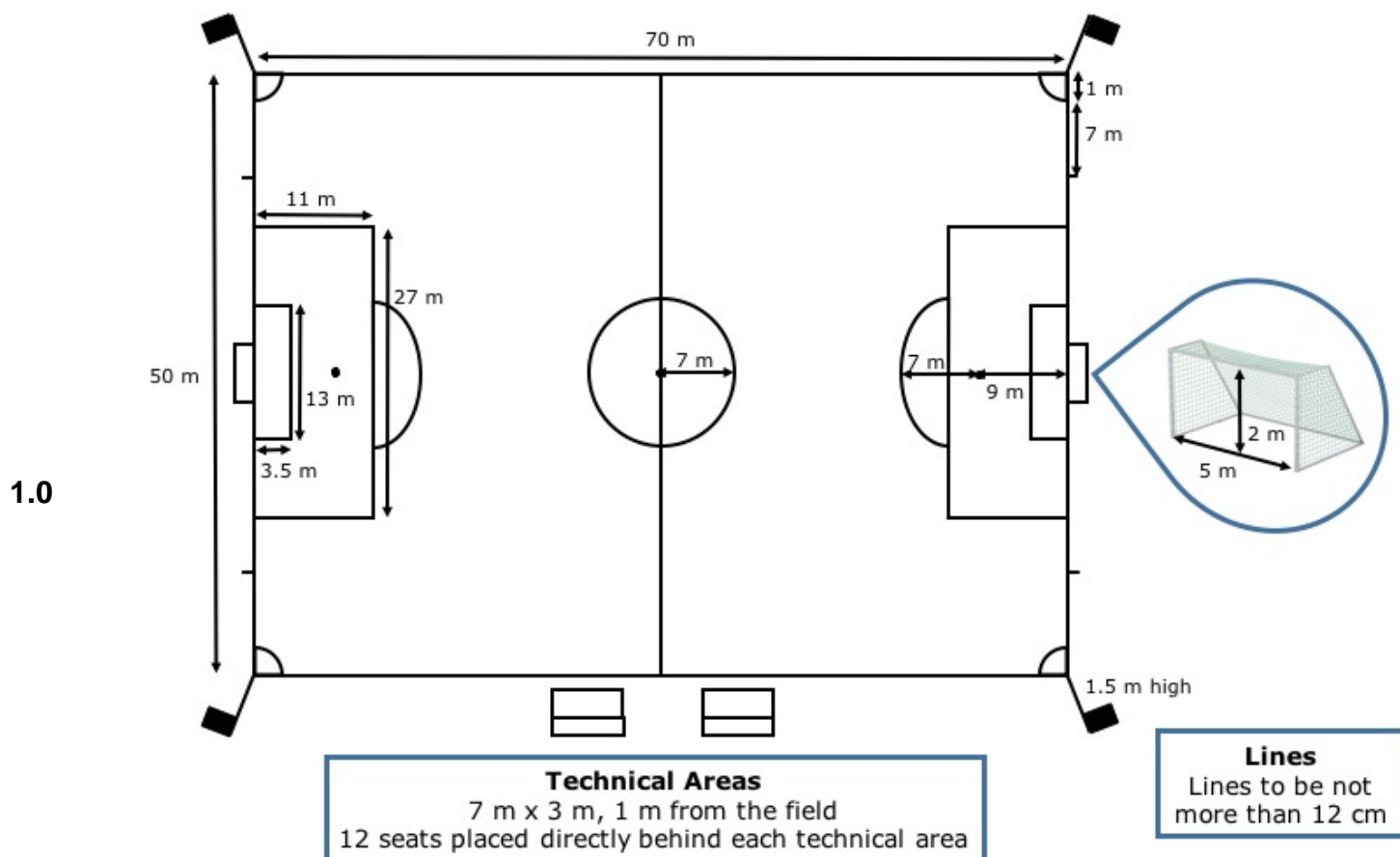
1	National CP Football League – League Constitution
2	National CP Football League - Laws of the Game

1

The Field of Play

All competition pitches will comply with the IFCPF CP Football Laws of the Game - Version January 2017

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

1.1 Where there is limited space at a facility 7v7 pitch size can be used at 60m x 40m

2

The Ball

2.0 Law 2 of the IFAB Laws of the Game applies

3

The Number of Players

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

3.1 A match is played between two teams, each consisting of not more than seven (7) players, one (1) of whom is the goalkeeper. A match may not start or continue if either team has fewer than four players.

3.2 The maximum number of substitutes is seven (7), and the number of substitutions made during a match is unlimited.

A player who has been replaced may return to the pitch as a substitute for another player.

A player who has been dismissed cannot return to the field of play as a substitute for another player.

3.3 Limited to classes FT5, FT6, FT7 and FT8

3.4 The 2018/19 league will adhere to the 2015 IFCPF Classification rules

3.5 Each team must field at least one (1) class FT5 or FT6 player at all times, or play with one (1) less player

3.6 Each team must field only one (1) class FT8 player at all times. If an FT3 player is dismissed, they cannot be replaced by another class FT3 player

4 The Players Equipment

4.0 Law 4 of the IFAB Laws of the Game applies

5 The Referee

5.0 Law 5 of the IFAB Laws of the Game applies

6 The Other Match Officials

6.0 Law 6 of the IFAB Laws of the Game applies

7 The Duration of the Match

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

7.1 The duration of play will be determined by the League Committee in relation to the number of teams and competition structure. This will be clearly communicated ahead of all match days.

8 The Start and Restart of Play

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

8.1 At kick-off all opponents of the team taking the kick must be at least seven (7) m from the ball until it is in play

9 The Ball In and Out of Play

9.0 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

10.0 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,

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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

11 Offside

11.0 Law 11 of the IFAB Laws of the Game does not apply to CP Football

12 Fouls and Misconduct

12.0 Law 12 of the IFAB Laws of the Game applies

13 Free Kicks

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

13.1 Until the ball is in play all opponents must remain seven (7) m from the ball

14 The Penalty Kick

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

14.1 The players other than the kicker and goalkeeper must be located at least seven (7) m from the penalty mark

15 The Throw-In

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

15.1 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 player's hand(s) (within approximately one (1) m)

16 The Goal Kick

16.0 Law 16 of the IFAB Laws of the Game applies at all times

17 The Corner Kick

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

17.1 Opponent must remain at least seven (7) m from the corner arc until the ball is in play

International Federation of CP Football (IFCPF) – www.ifcpf.com
International Football Association Board (IFAB) – www.theifab.com