Introduction

The game of Frame Football has spread rapidly since 2014. Identifying a gap in provision, in February 2014 Cerebral Palsy (CP) Sport undertook extensive research around the concept of Frame/Walker Football to support people who use a walking aid such as a frame of crutches to participate in a format of football which is tailored to their needs. In June 2014 CP Sport held a Frame/Walker Development Day at the Football Association’s National Football Centre at St George’s Park.

CP Sport has integrated Frame Football into its National Football Development Programme of KickStart clubs and Kick-Off events, working to establish hubs of Frame Football activity across England & Wales.

The Frame Football Development Group was formed with representatives from Cerebral Palsy Sport, The Football Association, the Association of Paediatric Chartered Physiotherapists and Quest88 in September 2015. Developed by Cerebral Palsy Sport, the new body was created to bring together a uniform Frame Football programme.

The Frame Football Development Group is the coordinating body for Frame Football in England and Wales. Its objectives are to ensure that Frame Football is practised consistently, safe and player focused, thereby enabling every person to fulfil their potential.
Law 1

The Field of Play

Field surface
The field of play must be hard, smooth and level, preferably made of wood or artificial material, although concrete or tarmac should be avoided. Outdoor artificial surfaces and natural grass should be short pile, level and allow for easy manoeuvrability of frames.

Field markings
The pitch must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries and must be clearly distinguishable from the colour of the pitch. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines. The pitch is divided into two halves by a halfway line, which joins the midpoints of the two touch lines. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3m is marked around it.

Goals
All goals are 3.66m x 1.8m
Law 1

The Field of Play - Diagram

Dimensions
Length: Minimum 20m, Maximum 50m
Width: Minimum 13m, Maximum 35m

Recommended sizes:
- U7/U8: 20m x 13m
- U9/U10: 27m x 18m
- U11/U12: 36m x 22m
- U13/U14: 41m x 20.5m
- U15/U16: 45m x 27.5m
- 16+: 50m x 35m

Field size should always be chosen based on the lowest age participant within the age grouping.
**Law 2**

**The Ball**

**Qualities and measurements**
The ball must be spherical and made of suitable material.

Recommended type: Light weight Futsal ball

<table>
<thead>
<tr>
<th>Recommended sizes:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>U7/U8:</td>
<td>Size 3 ball</td>
</tr>
<tr>
<td>U9/U10</td>
<td>Size 4 ball</td>
</tr>
<tr>
<td>U11/U12</td>
<td>Size 4 ball</td>
</tr>
<tr>
<td>U13/U14</td>
<td>Size 4/5 ball</td>
</tr>
<tr>
<td>U15/U16</td>
<td>Size 5 ball</td>
</tr>
<tr>
<td>16+</td>
<td>Size 5 ball</td>
</tr>
</tbody>
</table>

Ball size should always be chosen based on the lowest age participant within the age grouping.
Law 3
The Players

Number of players
A match is played by two teams of frame users, each with a maximum of five (5) players; one must be a goalkeeper who also using a frame. A lesser number of players may be used provided that the teams reach agreement and the referee is informed before the match, and is in accordance with competition rules.

Number of substitutions
A maximum of five (5) substitutes is recommended. A lesser number of substitutes may be used provided that the teams reach agreement and the referee is informed before the match, and is in accordance with competition rules.

Substitution procedure
A substitution may be made at any time, whether the ball is in play or not. To replace a player with a substitute, the following conditions must be observed:
• The player leaves the pitch via their own team’s substitution zone, save in the exceptions provided for in the Futsal Laws of the Game
• The substitute only enters the pitch after the player being replaced has left
• The substitute enters the pitch via his own team’s substitution zone
• The substituted player may take further part in the match
Changing the goalkeeper
- Any player may change places with the goalkeeper
- The player changing places with the goalkeeper must do so during a stoppage in the match and must inform the referees before the change is made
- A player or substitute replacing the goalkeeper must wear a goalkeeper’s jersey with his number on the back

Extra persons on the field of play
Some Frame Football players may require assistance during matches at development level. This is allowed provided the teams reach agreement and the referee is informed before the match, and is in accordance with competition rules.
Law 3
The Players - Eligibility

Age Groups
Inline with FA guidance, a maximum of a 4 year age banding

<table>
<thead>
<tr>
<th>Recommended Groups:</th>
</tr>
</thead>
<tbody>
<tr>
<td>U5</td>
</tr>
<tr>
<td>U6-U9</td>
</tr>
<tr>
<td>U10-U12</td>
</tr>
<tr>
<td>U13-U16</td>
</tr>
<tr>
<td>16 years+</td>
</tr>
</tbody>
</table>
Classification
Frame Football, as a very new format of the game, uses the GMFCS levels II, III and IV to define eligibility.

<table>
<thead>
<tr>
<th>Gross Motor Function Classification System Levels:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Level II – Walks with Limitations</td>
<td>Children walk in most settings and climb stairs holding onto a railing. They may experience difficulty walking long distances and balancing on uneven terrain, inclines, in crowded areas or confined spaces. Children may walk with physical assistance, a handheld mobility device or used wheeled mobility over long distances. Children have only minimal ability to perform gross motor skills such as running and jumping.</td>
</tr>
<tr>
<td>Level III – Walks Using a Hand-Held Mobility Device</td>
<td>Children walk using a hand-held mobility device in most indoor settings. They may climb stairs holding onto a railing with supervision or assistance. Children use wheeled mobility when traveling long distances and may self-propel for shorter distances.</td>
</tr>
<tr>
<td>Level IV – Self-Mobility with Limitations; May Use Powered Mobility</td>
<td>Children use methods of mobility that require physical assistance or powered mobility in most settings. They may walk for short distances at home with physical assistance or use powered mobility or a body support walker when positioned. At school, outdoors and in the community children are transported in a manual wheelchair or use powered mobility.</td>
</tr>
</tbody>
</table>
Law 4

The Players’ Equipment

Safety
A player must not use equipment or wear anything that is dangerous.

Compulsory equipment
The compulsory equipment of a player comprises the following separate items:

- a shirt with sleeves
- shorts
- socks – tape or any material applied or worn externally must be the same colour as that part of the sock it is applied to or covers
- shinguards – these must be made of a suitable material to provide reasonable protection and covered by the socks
- footwear

Goalkeepers may wear tracksuit bottoms.

Orthotics/splints
Within Frame Football activity players should be encouraged to wear orthotics/splints in line with the advice given by their doctor/physiotherapist.
Law 4

The Players’ Equipment - Frame

**Frames**
Frames must have 4 wheels

Additional items such as bags, water bottles are not allowed to be attached to frames during play

Frames must not have any sharp surfaces/edges

No part of the frame shall be constructed so as to be able to trap or hold the ball

Frame contact with the ball is allowed but players should be encouraged to use their feet where they can.

Contact between frames is an inevitable part of the game, but should be managed by the referee so that activity remains safe.

All players take part in Frame Football and their own risk. It is recommended that only frames specifically designed for Frame Football activity are used by players.
Law 4
The Players’ Equipment - Frame

**The Anatomy of a Frame Football Frame**

The Frame Football frame is designed to stand up to the rigours of playing football and to withstand potential contact between players’ frames.

The frame differs from standard walkers used as community walking aids. Whilst potentially too wide for daily use around the home or school, the football frame has a wider stance for greater stability when used at speed in safe open spaces.

**Posture Control Frame**

The open front aspect to the frame enables access to the ball and also encourages a more upright posture whilst walking or running.

The rear top tube is designed to lightly strike the players hip extensors (mid buttock area). This can act as a stimulus for stepping.

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The authority of the referee
Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

Decisions of the referee
Decisions will be made to the best of the referee’s ability according to the Laws of the Game and the spirit of the game and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

Powers and duties
enforces the Laws of the Game
controls the match in cooperation with the other match officials
acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match
supervises and/or indicates the restart of play

Referee’s equipment
Whistle(s)
Watch(es)
Red and yellow cards
Notebook (or other means of keeping a record of the match)
Assistant referees
They indicate when:

- the whole of the ball leaves the field of play and which team is entitled to a corner kick, goal kick or throw-in
- a substitution is requested
- at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line; if additional assistant referees have been appointed the assistant referee takes a position in line with the penalty mark

The assistant referee’s assistance also includes monitoring the substitution procedure.
The Duration of the Match

**Periods of play**
A match lasts for two equal halves dependant upon the age grouping of the players involved. Matches may be played in four equal quarters if agreed between the referee and the two teams, and is in accordance with competition rules.

Players are entitled to an interval at half-time. Competition rules must state the duration of the half-time interval and it may be altered only with the referee’s permission.

<table>
<thead>
<tr>
<th>Age Grouping</th>
<th>Playing Time</th>
<th>Half-time Interval</th>
<th>Quarter Intervals</th>
</tr>
</thead>
<tbody>
<tr>
<td>U7/U8</td>
<td>20:00 minutes</td>
<td>5:00 minutes</td>
<td>2:30 minutes</td>
</tr>
<tr>
<td>U9/U10</td>
<td>25:00 minutes</td>
<td>6:15 minutes</td>
<td>3:10 minutes</td>
</tr>
<tr>
<td>U11/U12</td>
<td>30:00 minutes</td>
<td>7:30 minutes</td>
<td>3:45 minutes</td>
</tr>
<tr>
<td>U13/U14</td>
<td>35:00 minutes</td>
<td>8:45 minutes</td>
<td>4:25 minutes</td>
</tr>
<tr>
<td>U15/U16</td>
<td>40:00 minutes</td>
<td>10:00 minutes</td>
<td>5:00 minutes</td>
</tr>
<tr>
<td>16+</td>
<td>45:00 minutes</td>
<td>11:15 minutes</td>
<td>5:40 minutes</td>
</tr>
</tbody>
</table>

Playing time should always be chosen based on the lowest age participant within the age grouping.
Law 8
The Start and Restart of Play

IFAB Law 8 applies

Law 9
The Ball In and Out of Play

Ball out of play
The ball is out of play when:
- it has wholly passed over the goal line or touchline on the ground or in the air
- play has been stopped by the referee

Ball in play
The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flagpost and remains in the field of play.

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Law 10
Determining the Outcome of a Match

Goal scored
A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence or infringement of the Laws of the Game has been committed by the team scoring the goal. If a referee signals a goal before the ball has passed wholly over the goal line, play is restarted with a dropped ball.

Winning team
The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn. When competition rules require a winning team after a drawn match or home and-away tie, the only permitted procedures to determine the winning team are:

• away goals rule
• extra time
• kicks from the penalty mark

Kicks from the penalty mark
IFAB Law 10 applies

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Law 11

Offside

IFAB Law 11 does not apply

Law 12

Fouls and Misconduct

IFAB Law 12 applies
Law 13

Free Kicks

IFAB Law 13 applies

The opponents of the team taking the free kick must be at least 3 metres from the ball until it is in play.

Law 14

The Penalty Kick

IFAB Law 14 applies
The Kick-In

**Procedure**
A kick-in is a method of restarting play. A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air, or touches the ceiling of the hall. A goal may not be scored directly from a kick-in.

The opponents of the team taking the kick-in must be at least 3 metres from the ball until it is in play.
Law 16  
The Goal Kick

**Procedure**
The ball must be stationary and is kicked from any point within the goal area by a player of the defending team.

The ball is in play when it leaves the penalty area.

Opponents must be outside the penalty area until the ball is in play.
Law 17

The Corner Kick

IFAB Law 17 applies

The opponents of the team taking the corner kick must be at least 3 metres from the ball until it is in play.
**2v1 rule**
Tackling can only take place between two opposing players. If a second defender becomes involved, a free kick will be awarded.

There is no 2-on-1 offense if one of the two teammates is a goalkeeper in their own goal area.

There is no 2-on-1 offense if there is no opponent within 3 m of the ball.
Frame Football

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