

# **Frame Football**

# **Laws of the Game**

Official Rules and Regulations

Approved by the International Federation of Cerebral Palsy Football



Cerebral Palsy Sport  
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## Objective of the game

The following laws of the game have been developed with the International Football Association Board (IFAB) Laws of the game. Adaptations and additional laws have been added to ensure the game of Frame Football can be played by eligible players, in a safe environment.

The game is played by two teams with all players using a frame that supports them to be mobile.

A formal classification system needs to be developed, to ensure the game is truly represented players need to be within the Gross Motor Functional Skill Classification system 2 – 5.

## Law 1 – Field of Play

### Field surface

The field of play must be hard, smooth and level, preferably made of wood or artificial material, Tarmac should be avoided.

Outdoor artificial surfaces and natural grass should be short pile, level and allow for easy manoeuvrability of frames.

Do not play in concrete surface.

### 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

3.66m x 1.8m for under 16s

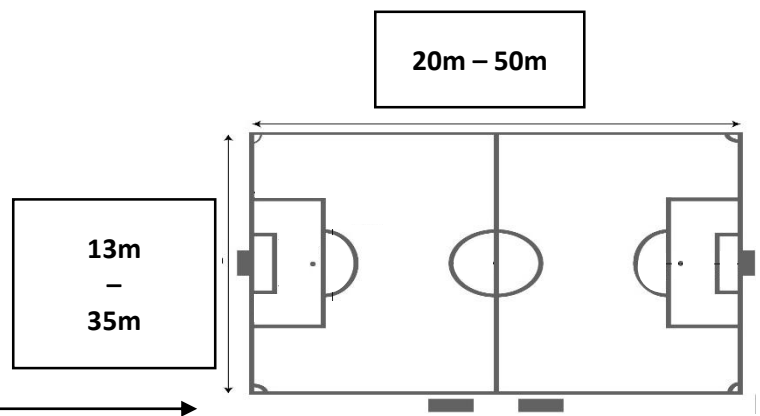
5m x 2m for over 16s

### Dimensions

Length: Minimum 20m, Maximum 50m

Width: Minimum 13m, Maximum 35m

Field size should always be chosen based on the lowest age participant within the age grouping



### Technical area

Each team has a technical area 1 meter from the side line

The Technical area is where the coach / manager and substitutes

Must remain throughout the duration of a game. Substitutes can

Only enter the field of play via from the technical area.

## Law 2 – the ball

### Qualities and measurements

The ball must be spherical and made of suitable material.

Recommended type: Light weight Futsal ball

Ball size should always be chosen based on the ability or the group.

Recommended sizes:	
U16	Size 3 ball
16+	Size 4/5 ball

## 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. 3v3 or 4v4 versions of the game can be played when limited number of players are available.

Goals keepers are optional but this must be agreed with the referee and both teams prior to kick off. Where a Goalkeeper is used they must also use a frame.

### Number of substitutions

A maximum of up to five (5) substitutes can be used by each team. No substitutes or a lesser number of substitutes may be used provided that the teams reach agreement and the referee is informed before the match.

### 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 referee must be informed of the substitution request prior to stoppage
- A substitute only enters the field of play from the technical area during a stoppage
- The substitute only enters the pitch after the player being replaced has left
- 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 teams reach agreement and the referee is informed prior to the match, and is in accordance with competition rules.

Each team can have 1 assistant on the pitch at any one time. The assistant cannot interfere with play on purpose. Where this is deemed to have taken place a free kick will be awarded to the opposite team.

### 2 on 1 Rule – Field position offense

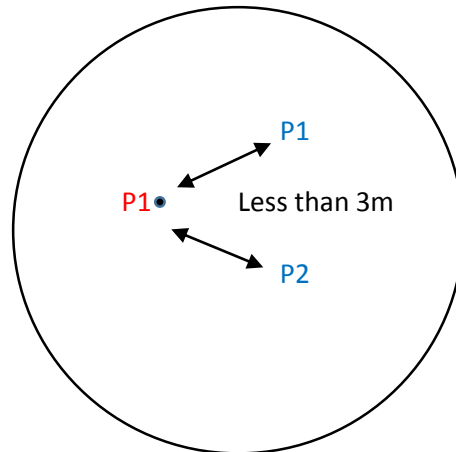
If two teammates and an opponent are within 3 meters of the ball when it is in play, this is a foul.

Both teammates and the opponent are involved in active play

Active play is defined as:

- Interfering with play

- Interfering with an opponent or
- Gaining an advantage by being in that position



If one of the two players is a goalkeeper then this is not an offense.

## Law 4 – Player Eligibility

**Age groups** should be in line with the FA guidance, a maximum of 4 year age banding

Recommended Groups:
U5
U6-U9
U10-U12
U13-U16
16 years+

## Classification

As Frame Football is a new format of the game there is no Classification system in place. The game has been created to allow players who require a support aid to walk / run to participate. The Gross Motor Functional Classification System levels II, III and IV **MUST** be used to define eligibility.

**#Gross Motor Function Classification System Levels:**

**Level II – Walks with Limitations**




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.

**Level III – Walks Using a Hand-Held Mobility Device**

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.

**Level IV – Self-Mobility with Limitations; May Use Powered Mobility**

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.

	<p><b>GMFCS Level II</b></p> <p>Youth walk in most settings but environmental factors and personal choice influence mobility choices. At school or work they may require a hand held mobility device for safety and climb stairs holding onto a railing. Outdoors and in the community youth may use wheeled mobility when traveling long distances.</p>
	<p><b>GMFCS Level III</b></p> <p>Youth are capable of walking using a hand-held mobility device. Youth may climb stairs holding onto a railing with supervision or assistance. At school they may self-propel a manual wheelchair or use powered mobility. Outdoors and in the community youth are transported in a wheelchair or use powered mobility.</p>
	<p><b>GMFCS Level IV</b></p> <p>Youth use wheeled mobility in most settings. Physical assistance of 1-2 people is required for transfers. Indoors, youth may walk short distances with physical assistance, use wheeled mobility or a body support walker when positioned. They may operate a powered chair, otherwise are transported in a manual wheelchair.</p>

## Law 5 – 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
- shin guards – 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

### 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 but not compulsory that only frames specifically designed for Frame Football activity are used by players.

Kayewalkers should be used when a GameFrame® is not available.

## Law 6 – Match Officials

IFAB Law 05 / 06

## Law 7 – Durations of the Match

IFAB Law 07

Playing times can be reduced to suit the needs of the players if agreed by both teams and the referee prior to the start of play

## Law 8 – Start and Restart of Play

IFAB Law 08

## Law 9 – The Ball In and Out of Play

IFAB Law 09



### **Throw – In – IFAB Law 15**

In Frame Football the ball is rolled in from no higher than waist height

### **Law 10 – Determining the Outcome of a Match**

IFAB Law 10

### **Law 11 – Offside**

The offside rule does not apply to Frame Football

### **Law 12 – Fouls and Misconduct**

IFAB Law 12

### **Coaches**

It is the coach's role to take full responsibility for all persons associated with their teams, and said person's conduct and compliance with the Laws of the Game.