

Rules HaBaFive U14 - 2020 Edition

1. The teams

- 1.1 The teams are composed of a maximum of 15 players and a minimum of 10 Players, from which 5 players (4+ 1 goalkeeper) will be in the water at any time.
- 1.2 2020 edition of the HaBaFive U14 are eligible to participate:
 - **HaBaFive U14** boys born 2006 and later
 - **HaBaFive U14** girls born 2006 and later

2. Field of Play

- 2.1 The field of play should be 15,00 m x 12,50 m (max.) and 12.50 m x 10,00 m (min.)
- 2.2 The minimum pool depth to be 2.00 m
- 2.3 The penalty area should be at 5m (green marker)
- 2.4 The offside area to be at 2m (red marker)
- 2.5 The goal dimensions are 2.50 mx 0.80 m
- 2.6 The ball is to be Nr. 4 (The match balls are provided by the Technical Sponsor of the event.)

3. Game Duration

- 3.1 Each game will last 2 periods of 12 minutes each, with 2 min interval between the periods.
- 3.2 The clock runs continuously and is only stopped in the event of scoring a goal, the awarding of a penalty throw, injury, or incidents of sickness, injury, or technical failure within the playing field. In the event that the goal difference reaches 10 goals, the clock will be continued until the end of the game without interruption.
- 3.3 The team in possession of the ball is limited to 20 seconds
- 3.4 In the semi-finals and finals the time will be stopped after every goal, and coaches will be allowed to request 1 time-out of 1 minute per period.

4. Playing Rules

- 4.1 At the start of possession, all the attackers (except the goalkeeper) must pass through the half of the field within 10 seconds. Should one or more attackers not pass through the half of the field, the referee should award a change of possession.
- 4.2 During the game when the teams are even, an attacker who enters inside the line 5 m without the ball can score a goal only by receiving a pass in the air and not in the water. If he enters inside the 5m line swimming with the ball, he may conclude by shooting at the goal".
- 4.3 During the game when the teams play with equal number of players, an attacker cannot stand between the opponents goal posts, and out to the 5-m line for more than 5 seconds without the ball. The referee will start to count the time with his hand raised, when the attacker clearly enters the zone area. At the end of 5 seconds, if the player does not exit the area (in front or at the side), the referee will whistle immediately an offensive foul, and the ball awarded to the goalkeeper of the opposing team.

Presidency and registered office

Bruno Cufino
Via Marco Polo 25
81030Castelvoturno (EC)

General secretary

Mobile: +39 346 6419340
Info: office@habawaba.com

IVA 02290640693
www.wpdworld.com
www.habawaba.com

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- 4.4 As soon as the attacker receives the ball in the 5-m zone area, the referee will stop counting; and will let him continue for a possible conclusion on the goal. If instead of shooting, he passes the ball to another player, he will be forced to move out of the 5-m zone area. If the player remains in the 5 m. area after passing the ball, the referee will assign immediately an offensive foul against him.
- 4.5 At any time in the game, a player may be substituted by leaving the field of play at the re-entry area nearest to the player's own goal line. The substitute may enter the field of play from the re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area.
- 4.6 The goalkeeper can only be replaced in the following phases of the game:
- after a goal*
 - during the interval between the game periods*
 - in case of interruption of the game called from the referee in case of injury*
- 4.6.1 The player replacing the goalkeeper must wear the red cap
- 4.6.2 The goalkeeper may move further than the half of the field at any time and participate in the attack of his team.

5. Major Fouls

5.1 Illegal Contact Fouls punishable by Exclusion

- 5.1.1 A foul of illegal contact is when a player, holds, pulls back or pushes his opponent in possession, or not in possession of the ball, with the intent of impeding his movement. The penalty for illegal contact will be an exclusion foul on the offending player.
- 5.1.2 The player who defends at arm's length (i.e. close enough to touch) of an opponent in a static position, with or without possession of the ball, must make both hands visible to the referee above the surface of the water, but without having to extend them vertically. The non-visibility of the hands is to be considered restraining, pushing or leaning against the opponent's body and not on the ball. This is considered an "illegal contact foul".
- 5.1.3 A player who is defending an opponent attempting to move (swim) or already moving (swimming) will not be allowed to impede his movement by holding, pulling back, pushing him (as defined above) or swimming over his body; but will be allowed to swim (move his arms in a swimming motion) in order to maintain position and defend the moving player. Impeding movement of a moving player is also considered an "illegal contact foul"
- 5.1.4 An excluded player can immediately return to the field (except for brutality, violent game, or disrespect) after first entering the ejection area under the bench.

5.2 Penalty Fouls

If a defender commits a "foul of illegal contact" within the 5-m zone with the clear intent of preventing the scoring of a goal, a 5-m penalty will be awarded against him. *The player taking the penalty shot will be able to shoot directly without faking, only after receiving a dry pass, on the whistle from the referee, from a teammate who is also on the 5m line and at least 2 meters away.*

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5.3 Illegal Zone Foul

5.2.1 During the game, when the teams play with equal number of players and the attacking team crosses the midcourt of the field with all its field players, a zone defense is not allowed. The foul deriving from this situation will be called "illegal zone foul" and will be punished with an exclusion foul awarded against the player who remains stationary to protect a play area.

5.2.2 An illegal zone foul occurs when a defending player is more than one meter away from the attacking player that he is guarding.

5.4 A player who commits four (4) major fouls cannot return to the field of play.

6. Offensive Fouls

When an attacking player, with or without possession of the ball, is holding, pushing, or pushing-off a defender's body to obtain an advantage, he commits an offensive foul. This is considered "illegal contact foul" as well, and involves immediate change of ball possession and a free throw to the opposing team.

7. Free Throws

7.1 Following an exclusion due to "illegal contact foul" a free throw shall be taken from the location of the ball, except if the "illegal contact foul" is committed by a defending player within the defender's 2 meter area, the free throw shall be taken on the 2-meter line opposite to where the foul was committed.

7.2 When an attacking player suffers a major foul due to an "illegal contact foul" outside the 5 m. line, he may shoot directly after "playing the ball", he may pass or move in any direction and then shoot.

7.3 A defender who receives a "free throw" outside the 5-meter line as a result of any foul by the offense may shoot directly, pass the ball, or "play the ball", and move in any direction and then shoot.

8. Brutality Foul

Players committing brutality, or not showing respect towards players or referees, will be removed from the field and immediately replaced. The player then will be disqualified as per the severity of his behavior. The disqualification for the next game will be automatic and irrevocable. The technical commission may decide, on the basis of the incident gravity, whether to assign additional games of disqualification.

9. Points

9.1 The winning team will be awarded 3 points

9.2 In case of a tie, one (1) point will be awarded to each team

9.3 The losing team will be awarded 0 points

9.4 After the conclusion of the round robin phases, a draw will not be allowed. Therefore if the match ends in a draw a series of five penalty shots will take place. If at the end of this phase, the teams are still tied, then each team will alternately take a penalty shot until a victory emerges. The players will take their penalties in the same order as the first series of penalty shots.

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9.5 In the event that two or more teams have the same points after the round robin matches, the following criteria will be applied to determine the final standing of the teams:

- a) *Result in the match between the teams with equal points.*
- b) *Superior goal difference between the teams with same points.*
- c) *Highest number of goals scored between the teams with the same points*
- d) *Superior goal difference in the group*
- e) *Greater number of goals scored in the group*
- f) *Draw*

10. Referees and Desk officials

- 10.1 One referee to officiate each game
- 10.2 One secretary to keep the protocol of the game, the score and also to control the improper re-entry of excluded players improper entry of substitutes, exclusion of players and the 4th (fourth) "illegal contact foul"
- 10.3 One timekeeper to record the exact periods of actual play, the periods of continuous possession of the ball by each team (20 seconds), the intervals between periods and the time-outs (at the semi-finals and finals).

11. Miscellaneous

- 11.1 Only the coach and up to two assistants or team officials can sit on the bench.
- 11.2 Only the coach may give instructions to the team and walk along the poolside to the half way line of the field of play. The coach shall immediately reposition himself on the bench at the end of the attack of his team. The coach must not be a hindrance to the work of the referee at any given point of the game.
- 11.3 During the tournament, the coach and accompanying staff will be obliged to wear the accreditation provided by the organizer, and they will wear the uniform of the club, or at least the same outfit.
- 11.4 During every game players must wear the supplied caps supplied of the technical sponsor of the event.
- 11.5 The coach or the assistant will automatically be sent off for protest and suspended for the next game unless additional days will be decided by the event disciplinary Committee.
- 11.6 For any disturbance by coaches or supporters in the stands that makes the smooth running of the game difficult, the referee may suspend the game temporarily. In case of continuation, the game will end and a 5-0 defeat will be assigned to the team whose supporters or officials are considered to be responsible for the incident..
- 11.7 In case the disturbance involves either teams or even the public of both teams, each team will be assigned a 5-0 defeat.
- 11.8 All matters not provided for in these regulations are governed by the general rules laid down by FINA and FIN

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12. Fair Play Trophy

- The **HaBaFive U14 tournament** is an event based on ethics and strong values of mutual respect, social integration and fair-play.
- Each person involved in this competition (players, coaches, team leaders, parents, supporters) are bound to respect these values.
- In an attempt to honor these principles, the WPD has established an award called the “**HaBaFive U14 Fair-Play Trophy**”.
- The purpose of this award is to praise and encourage good behavior.
- The assessment of each team will be recorded on the game sheet written by the secretary of each match.
- The assessment applies to all teams for all matches of the tournament.
- At the end, the teams will be classified according to an average rating awarded during all matches of the tournament.
- In the case of a tie regarding the rankings for the said trophy, there will be a draw between the teams on equal points.

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