

Rules HaBaWaBa International Festival U12 and U10 – 2023 edition

1. The Teams

- 1.1 The teams are composed of a maximum of 15 players and minimum of 7 players, from which 6 players (5 + 1 goalkeeper) will be in the water at any one time.
- 1.2 In the 2022 edition of HaBaWaBa International Festival are eligible to participate:

In the U12 tournament boys or girls born in the years 2011 and later

In the U10 tournament boys or girls born 2013 and later

2. Field of Play

- 2.1 The field of play should be 20 m x 15 m (maximum) and 20 m x 10 m (minimum)
- 2.2 The minimum pool depth to be 1.10 m for the U10 and 1.40m for the U12
- 2.3 The penalty area should be at 5 m (green signal)
- 2.4 The offside area to be at 2m (red signal)
- 2.5 The goal dimensions: 2.15 m x 0.75 m
- 2.6 The ball to be Nr.3 (The match balls are provided by the Technical Sponsor of the event.)

3. Game Duration

- 3.1 Each game will last 2 periods of 11 minutes each with 2 min interval between periods.
- 3.2 The clock runs continuously and is only stopped in the event of: the scoring of a goal, the awarding of a penalty shot, or incidents of sickness, injury or technical failures within the field of play. 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 not limited to 30 seconds of play.
- 3.4 If there is obvious intention to waste time, the referee may decide that possession of the ball be awarded to the opposing team.

4. Playing Rules

- 4.1 During the game when the teams play with equal number of players, an attacker cannot stand between the opponent's 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.
- 4.2 As soon as the attacker in front of the opposing goal receives the ball, 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 an external 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.
- 4.3 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.
- 4.4 The goalkeeper may be replaced only at the following stages of the game:

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- a) *after a goal is scored*
- b) *during the interval between the game periods*
- c) *in case of interruption of the game called from the referee in case of injury*

4.4.1 The player replacing the goalkeeper must wear a red cap

4.4.2 The goalkeeper may move further than the half of the field at any time and participate in the attack of his team.

4.5 Only in the case of U10 category, can a player catch the ball with two hands but he/she must throw the ball with one hand.

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 placed 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.

5.3 Illegal Zone Foul

5.3.1 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.

5.3.2 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.

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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 cannot shoot directly; but may play the free throw, pass or 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 1 point 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.

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 and the intervals between periods.

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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 themselves on the bench at the end of the attack of their team. The coach must not be a hindrance to the work of the referee at any given point.
- 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 the 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.

12. Fair Play Trophy

- The HaBaWaBa International Festival 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 "HaBaWaBa 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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