

HaBaWaBa International Festival 2025

U11 TOURNAMENT FORMAT

1. General	2
2. Format Category U11	2
2.1 PHASE A	2
2.2 PHASE B	2
2.2.1 PHASE B1 - Gold and Silver qualification	2
2.2.2 PHASE B2 – Qualification Bronze and Rock&Pop	3
2.3 PHASE C	3
2.3.1 Gold Tournament	3
2.3.1.1 Gold Tournament - Round of 16	3
2.3.1.2 Gold Tournament - Quarterfinals	4
2.3.1.3 Gold Tournament - Semifinals	4
2.3.1.4 Gold Tournament - Finals	5
2.3.2 Silver Tournament	5
2.3.2.1 Silver Tournament - Round of 16	5
2.3.2.2 Silver Tournament - Quarterfinals	6
2.3.2.3 Silver Tournament - Semifinals	6
2.3.2.4 Silver Tournament - Finals	6
2.3.3 Bronze Tournament	7
2.3.3.1 Bronze Tournament - Round of 16	7
2.3.3.2 Bronze Tournament - Quarterfinals	8
2.3.3.3 Bronze Tournament - Semifinals	8
2.3.3.4 Bronze Tournament - Finals	8
2.3.4 Rock&Pop Tournament	9
2.3.4.1 Rock&Pop Tournament - Round of 16	9
2.3.4.2 Rock&Pop Tournament - Quarterfinals	9
2.3.4.3 Rock&Pop Tournament - Semifinals	10
2.3.4.4 Rock&Pop Tournament - Finals	10

1. General

This document describes the format of the U11 category tournament of 'HaBaWaBa International Festival 2025'.

- In the U11 category, are eligible to participate boys and girls born in 2014. Each team can include six (6) overage participants in the list of participants. born in 2013, but during each match it will be possible to use only three (3).
- Participation: up to 64 teams
- Grouping: 8 groups of maximum 8 teams. (depending on the final participation some groups could be composed of 7 teams)
- Competition days: 6
- Competition fields: 4

2. Format Category U11

The U11 category competition format consists of three Phases; A, B and C as described below:

2.1 PHASE A

In this phase each team meets once all the other teams belonging to its group (Round-Round), so each team will play up to 7 matches within their own group.

Total number of matches in Phase A = 244

2.2 PHASE B

2.2.1 PHASE B1 - Gold and Silver qualification

At the end of Phase A, the top 4 teams from groups G1, G2... G8 will form 8 new groups of 4 teams (G1*, G2*... G8). The 1st-ranked teams remain in the same group, while the other 3 teams, 2nd, 3rd and 4th, form 8 new groups of four teams G1*, G2* up to G16*. In practice, each team advances based on its position in the group standings in the subsequent rounds with "steps" equal to the team's position in the group standings minus one (-1), as follows:

G1*	G2*	G3*	G4*
1G1	1G2	1G3	1G4
2G8	2G1	2G2	2 G3
3G7	3G8	3G1	3G2
4G6	4G7	4G8	4G1

G5*	G6*	G7*	G8*
1G5	1G6	1G7	1G8
2G4	2G5	2G6	2G7
3G3	3G4	3G5	3G6
4G2	4G3	4G4	4G5

Example: in group G1*

- The first placed team will not be moved
- The second placed team is moved to G2* (one "step")
- The third placed team is moved to G3* (two "steps")
- The fourth placed team is moved to G4* (three "steps")

After the transposition, all 8 groups will be composed of different combinations of teams.

Number of games = 48

2.2.2 PHASE B2 – Qualification Bronze and Rock&Pop

At the end of Phase A, similarly to that in Phase B1, the teams ranked from 5th to 8th place will form 8 new groups of 4 teams according to the following scheme:

G1**	G2**	G3**	G4**
5G1	5G2	5G3	5G4
6G8	6G1	6G2	6G3
7G7	7G8	7G1	7G2
8G6	8G7	8G8	8G1

G5**	G6**	G7**	G8**
5G5	5G6	5G7	5G8
6G4	6G5	6G6	6G7
7G3	7G4	7G5	7G6
8G2	8G3	8G4	8G5

Within each group** the four teams will play against each other in a round robin format for the Bronze and Rock&Pop Tournament phase.

Number of games = 48

2.3 PHASE C

2.3.1 Gold Tournament

2.3.1.1 Gold Tournament - Round of 16

At the end of Phase B1, the teams ranked 1st and 2nd in groups G1* to G8* will advance to the Round of 16 of the Gold tournament (16 teams) as per the following diagram.

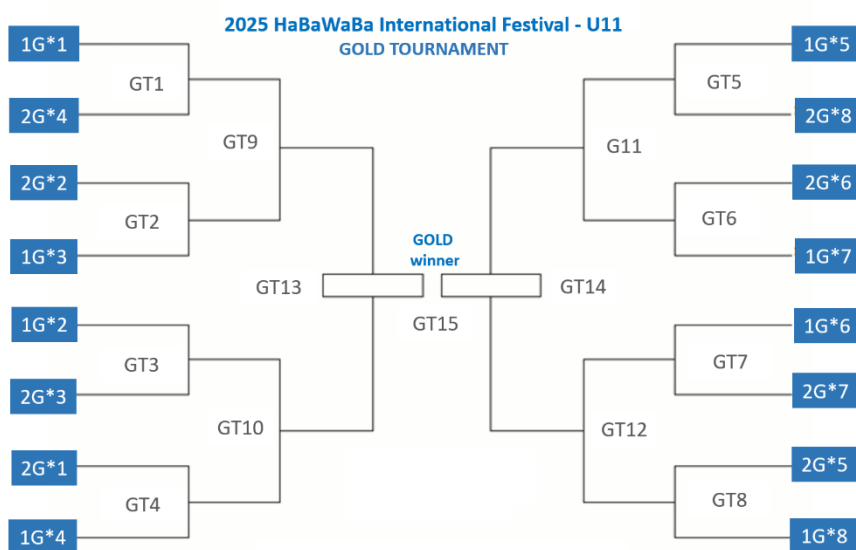


Table 1: Tournament Tree for U11 GOLD

- 1G*1 – 2G*4 (Match GT1)
- 2G*2 – 1G*3 (Match GT2)
- 1G*2 – 2G*3 (Match GT3)

- 2G1* – 1G*4 (Match GT4)
- 1G*5 – 2G*8 (Match GT5)
- 2G*6 – 1G*7 (Game GT6)
- 1G*6 – 2G*7 (Match GT7)
- 2G*5 – 1G*8 (Match GT8)

Number of matches Round of 16 of the Gold tournament = 8

2.3.1.2 Gold Tournament - Quarterfinals

The 8 winning teams from the round of 16 compete in the quarterfinals for places 1st to 8th as follows:

- GT1 Winner – GT2 Winner (GT Match 9A)
- GT3 Winner – GT4 Winner (GT10A Match)
- GT5 Winner – GT6 Winner (GT11A Match)
- GT7 Winner – GT8 Winner (GT12A Match)

The 8 losing teams in the round of 16 compete in the quarterfinals for places 9th to 16th as follows:

- Loser GT1 – Loser GT2 (Match GT09B)
- Loser GT3 – Loser GT4 (Match GT10B)
- Loser GT5 – Loser GT6 (Match GT11B)
- Loser GT7 – Loser GT8 (Match GT12B)

Number of Gold Tournament Quarterfinals Matches = 8

2.3.1.3 Gold Tournament - Semifinals

The winning and losing teams in the quarterfinals for places 1st to 8th and 9th to 16th compete in the semifinals as follows:

Places 1st to 4th:

- Winner GT09A – Winner G10A (Match GT13A)
- Winner GT11A – Winner G12A (Match GT14A)

Places 5th to 8th:

- Loser GT09A – Loser G10A (Match GT13A**)
- Loser GT11A – Loser G12A (Match GT14A**)

Places 9th to 12th:

- Winner GT09B – Winner G10B (Match GT13B)
- GT11B Winner – G12B Winner (GT14B Match)

Places 13th to 16th:

- Loser GT09B – Loser G10B (Match GT13B**)
- Loser GT11B – Loser G12B (Match GT14B**)

Number of Gold Tournament Semifinal Matches = 8

2.3.1.4 Gold Tournament - Finals

The winning and losing teams in the quarter-finals for the various places compete in the semi-finals as follows:

Places 1st to 8th GOLD

- GT13A Winner – GT14A Winner (GT15 Match) – Positions 1-2
- Loser GT13A – Loser GT14A (Match GT15*) – positions 3-4
- GT13A Winner** – GT14A Winner** (GT15 Match**) – positions 5-6
- Loser GT13A** – Loser GT14A** (Match GT15***) – positions 7-8

Places 9th to 16th GOLD

- GT13B Winner – GT14B Winner (GT15 Match) – Positions 9-10
- Loser GT13B – Loser GT14B (Match GT15**) – positions 11-12
- Winner GT13B** – Winner GT14B** (GT15 Match) – positions 13-14
- Loser GT13B** – Loser GT14B** (Match GT15***) – positions 15-16

Number of Gold Tournament Final Matches = 8

Total number of Gold tournament games = 8+8+8+8=32

2.3.2 Silver Tournament

2.3.2.1 Silver Tournament - Round of 16

At the end of Phase B1, the teams ranked 3rd and 4th in groups G1* to G8* will advance to the Round of 16 of the Silver tournament (16 teams).as per the following diagram.



Table 2: Tournament Tree for U11 SILVER

- 3S*1 – 4S*4 (Match ST1)
- 4S*2 – 3S*3 (Match ST2)
- 3S*2 – 4S*3 (Match ST3)
- 4S1* – 3S*4 (Match ST4)
- 3S*5 – 4S*8 (Match ST5)

- 4S*6 – 3S*7 (Match ST6)
- 3S*6 – 4S*7 (Match ST7)
- 4S*5 – 3S*8 (Match ST8)

Number of matches Round of 16 of the Silver tournament = 8

2.3.2.2 Silver Tournament - Quarterfinals

The 8 winning teams from the round of 16 compete in the quarterfinals for places 1st to 8th as follows:

- Winner ST1 – Winner ST2 (Match ST 9A)
- Winner ST3 – Winner ST4 (Match ST10A)
- Winner ST5 – Winner ST6 (Match ST11A)
- Winner ST7 – Winner ST8 (Match ST12A)

The 8 losing teams in the round of 16 compete in the quarterfinals for places 9th to 16th as follows:

- Loser ST1 – Loser ST2 (Match ST09B)
- Loser ST3 – Loser ST4 (Match ST10B)
- Loser ST5 – Loser ST6 (Match ST11B)
- Loser ST7 – Loser ST8 (Match ST12B)

Number of matches Silver tournament quarterfinals = 8

2.3.2.3 Silver Tournament - Semifinals

The winning and losing teams in the quarterfinals for places 1st to 8th and 9th to 16th compete in the semifinals as follows:

Places 1st to 4th:

- Winner ST09A – Winner S10A (Match ST13A)
- Winner ST11A – Winner S12A (Match ST14A)

Places 5th to 8th:

- Loser ST09A – Loser S10A (Match ST13A**)
- Loser ST11A – Loser S12A (Match ST14A**)

Places 9th to 12th:

- Winner ST09B – Winner S10B (Match ST13B)
- Winner ST11B – Winner S12B (Match ST14B)

Places 13th to 16th:

- Loser ST09B – Loser S10B (Match ST13B**)
- Loser ST11B – Loser S12B (Match ST14B**)

Number of Silver Tournament Semi-Final Matches = 8

2.3.2.4 Silver Tournament - Finals

The winning and losing teams in the quarterfinals for the various places compete in the semifinals as follows:

Places 1st to 8th SILVER

- Winner ST13A – Winner ST14A (Match ST15) - positions 1-2
- Loser ST13A – Loser ST14A (Match ST15*) – positions 3-4
- Winner ST13A** – Winner ST14A** (Match ST15**) - positions 5-6
- Loser ST13A** – Loser ST14A** (Match ST15***) – positions 7-8

Places 9th to 16th SILVER

- Winner ST13B – Winner ST14B (Match ST15) - positions 9-10
- Loser ST13B – Loser ST14B (Match ST15**) – positions 11-12
- Winner ST13B** – Winner ST14B** (Match ST15) - positions 13-14
- Loser ST13B** – Loser ST14B** (Match ST15***) – positions 15-16

Number of Silver Tournament Final Matches = 8

Total number of matches in the Silver tournament =8+8+8+8=32

2.3.3 Bronze Tournament

2.3.3.1 Bronze Tournament - Round of 16

At the end of Phase B2, the teams ranked 1st and 2nd in groups G1** to G8** will access the final phase of the Bronze Tournament (16 teams) as per the following diagram.

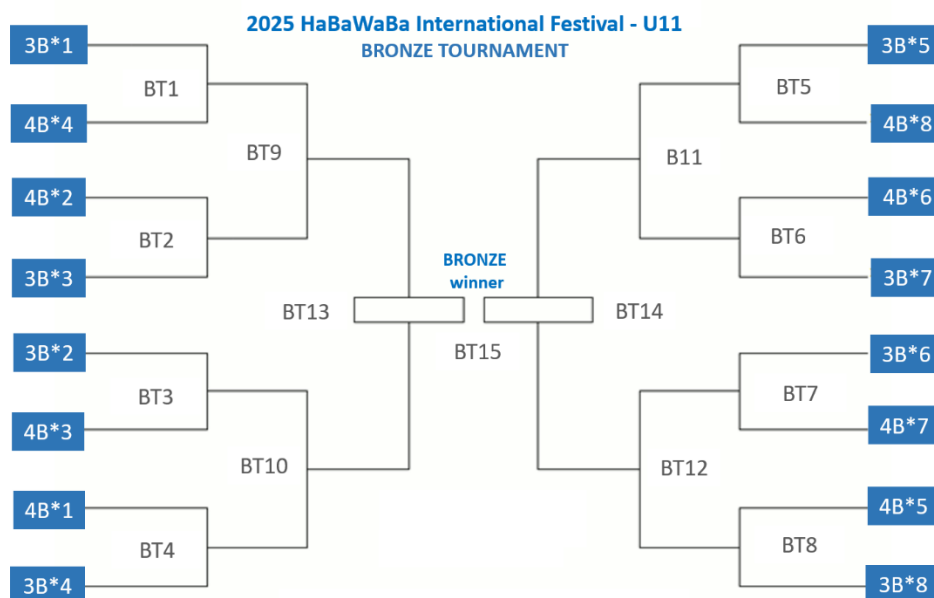


Table 3: Tournament Tree for U11 BRONZE

- 3B*1 – 4B*4 (Match BT1)
- 4B*2 – 3B*3 (Match BT2)
- 3B*2 – 4B*3 (Match BT3)
- 4B*1 – 3B*4 (Match BT4)
- 3B*5 – 4B*8 (Match BT5)
- 4B*6 – 3B*7 (Match BT6)
- 3B*6 – 4B*7 (Match BT7)
- 4B*5 – 3B*8 (Match BT8)

Number of matches Round of 16 of Bronze tournament = 8

2.3.3.2 Bronze Tournament - Quarterfinals

The 8 winning teams from the round of 16 compete in the quarterfinals for places 1st to 8th as follows:

- Winner BT1 – Winner BT2 (Match BT 9A)
- Winner BT3 – Winner BT4 (Match BT10A)
- Winner BT5 – Winner BT6 (Match BT11A)
- Winner BT7 – Winner BT8 (Match BT12A)

The 8 losing teams in the round of 16 compete in the quarterfinals for places 9th to 16th as follows:

- Loser BT1 – Loser BT2 (Match BT09B)
- Loser BT3 – Loser BT4 (Match BT10B)
- Loser BT5 – Loser BT6 (Match BT11B)
- Loser BT7 – Loser BT8 (Match BT12B)

Number of Bronze Tournament Quarter-Finals Matches = 8

2.3.3.3 Bronze Tournament - Semifinals

The winning and losing teams in the quarterfinals for places 1st to 8th and 9th to 16th compete in the semifinals as follows:

Places 1st to 4th:

- Winner BT09A – Winner B10A (Match BT13A)
- Winner BT11A – Winner B12A (Match BT14A)

Places 5th to 8th:

- Loser BT09A – Loser B10A (Match BT13A**)
- Loser BT11A – Loser B12A (Match BT14A**)

Places 9th to 12th:

- Winner BT09B – Winner B10B (Match BT13B)
- Winner BT11B – Winner B12B (Match BT14B)

Places 13th to 16th:

- Loser BT09B – Loser B10B (Match BT13B**)
- Loser BT11B – Loser B12B (Match BT14B**)

Number of Bronze Tournament Semi-Final Matches = 8

2.3.3.4 Bronze Tournament - Finals

The winning and losing teams in the quarterfinals for the various places compete in the semifinals as follows:

Places 1st to 8th BRONZE

- Winner BT13A – Winner BT14A (Match BT15) - positions 1-2
- Loser BT13A – Loser BT14A (Match BT15*) – positions 3-4
- Winner BT13A** – Winner BT14A** (Match BT15**) – positions 5-6
- Loser BT13A** – Loser BT14A** (Match BT15***) – positions 7-8

Places 9th to 16th BRONZE

- Winner BT13B – Winner BT14B (Match BT15) - positions 9-10
- Loser BT13B – Loser BT14B (Match BT15**) – positions 11-12
- Winner BT13B** – Winner BT14B** (Match BT15) - positions 13-14
- Loser BT13B** – Loser BT14B** (Match BT15***) – positions 15-16

Number of Bronze Tournament Final Matches = 8

Total number of Bronze tournament matches =8+8+8+8=32

2.3.4 Rock&Pop Tournament

2.3.4.1 Rock&Pop Tournament - Round of 16

At the end of Phase B2, the teams ranked 3rd and 4th in groups G1** to G8** will access the final phase of the Rock&Pop Tournament (16 teams) as per the following diagram.

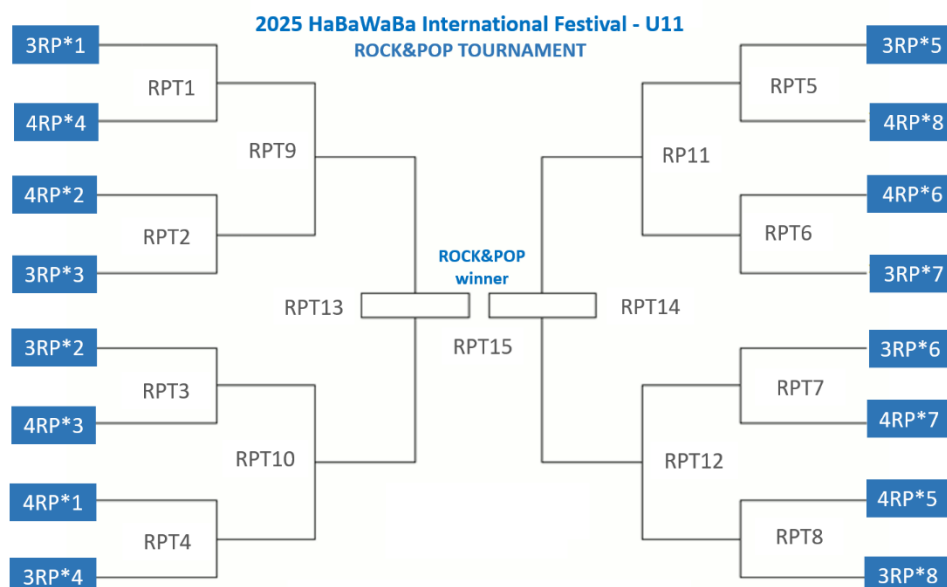


Table 4: Tournament tree for U11 ROCK&POP

- 3RP*1 – 4RP*4 (RPT1 Match)
- 4RP*2 – 3RP*3 (RPT2 Match)
- 3RP*2 – 4RP*3 (RPT3 Match)
- 4RP*1 – 3RP*4 (RPT4 Match)
- 3RP*5 – 4RP*8 (RPT5 Match)
- 4RP*6 – 3RP*7 (RPT6 Match)
- 3RP*6 – 4RP*7 (RPT7 Match)
- 4RP*5 – 3RP*8 (RPT8 Match)

Number of matches Round of 16 of the Rock&Pop tournament = 8

2.3.4.2 Rock&Pop Tournament - Quarterfinals

The 8 winning teams from the round of 16 compete in the quarterfinals for places 1st to 8th as follows:

- RPT1 Winner – RPT2 Winner (RPT Match 9A)
- Winner RPT3 – Winner RPT4 (Match RPT10A)
- Winner RPT5 – Winner RPT6 (Match RPT11A)
- Winner RPT7 – Winner RPT8 (Match RPT12A)

The 8 losing teams in the round of 16 compete in the quarterfinals for places 9th to 16th as follows:

- Loser RPT1 – Loser RPT2 (Match RPT09RP)
- Loser RPT3 – Loser RPT4 (Match RPT10RP)
- Loser RPT5 – Loser RPT6 (Match RPT11RP)
- Loser RPT7 – Loser RPT8 (Match RPT12RP)

Number of matches Rock&Pop tournament quarterfinals = 8

2.3.4.3 Rock&Pop Tournament - Semifinals

The winning and losing teams in the quarterfinals for places 1st to 8th and 9th to 16th compete in the semifinals as follows:

Places 1st to 4th:

- Winner RPT09A – Winner RP10A (Match RPT13A)
- Winner RPT11A – Winner RP12A (Match RPT14A)

Places 5th to 8th:

- Loser RPT09A – Loser RP10A (Match RPT13A**)
- Loser RPT11A – Loser RP12A (Match RPT14A**)

Places 9th to 12th:

- Winner RPT09RP – Winner RP10RP (Match RPT13RP)
- Winner RPT11RP – Winner RP12RP (Match RPT14RP)

Places 13th to 16th:

- Loser RPT09RP – Loser RP10RP (Match RPT13RP**)
- Loser RPT11RP – Loser RP12RP (Match RPT14RP**)

Number of Rock&Pop Tournament Semi-Final Matches = 8

2.3.4.4 Rock&Pop Tournament - Finals

The winning and losing teams in the quarterfinals for the various places compete in the semifinals as follows:

Places 1st to 8th ROCK&POP

- Winner BT13A – Winner BT14A (Match BT15) - positions 1-2
- Loser BT13A – Loser BT14A (Match BT15*) – positions 3-4
- Winner BT13A** – Winner BT14A** (Match BT15**) – positions 5-6
- Loser BT13A** – Loser BT14A** (Match BT15***) – positions 7-8

Places 9th to 16th ROCK&POP

- Winner BT13B – Winner BT14B (Match BT15) - positions 9-10
- Loser BT13B – Loser BT14B (Match BT15**) – positions 11-12
- Winner BT13B** – Winner BT14B** (Match BT15) - positions 13-14
- Loser BT13B** – Loser BT14B** (Match BT15***) – positions 15-16

Number of final matches of the Rock&Pop tournament = 8

Total number of games=244+48+48+32+32+32+32= 468