



Sports Regulation

Sportif Hopla Cup 2024

Tournoi U09-U11



1.0 Teams

- 1.1 Teams must consist of a minimum of 6 players. The game is played with 6 players (5 field players + 1 goalkeeper).
- 1.2 In 2024, boys and girls born in 2013, 2014, and 2015 can participate in the Hopla Cup U11.
- 1.3 In 2024, boys and girls born in 2015, 2016, and 2017 can participate in the Hopla Cup U9.

2.0 Playind field

- 2.1 The playing field will be 20 m x 10 m, the depth of the pool is 1.80 m.
- 2.2 Penalty kicks are taken at 4 m. 2.3 The goal area (e.g. 2m) will be delimited longitudinally by a marker located 2 m from the goal line and laterally by another marker 2 m from each goal post (**or by a mark on the buoys 2 m from each post...**). The 4 m zone will be delimited by a marker of a different color.
- 2.3 The dimensions of the goals: 2 m x 0.75 m. 2.5.
- 2.4 The balls used will be size 3.

3.0 Game duration

- 3.1 Each game will last for 2 periods of 9 minutes each with a 2-minute interval between periods. Chaque partie durera 2 périodes de 9 minutes chacune avec un intervalle de 2 min entre les périodes.
- 3.2 The clock will run continuously and will only be stopped in case of injury or technical incident.
- 3.3 The 30-second rule does not apply.
- 3.4 The referee may decide to give the ball to the other team if there are obvious signs of time wasting, especially in the last minute of the match (the team remains in its own half of the field, the team retreats for no reason).
The referee will then announce "10 seconds"; time remaining for the team in possession of the ball to shoot.

3.5 Each match will start at the scheduled time whether both teams are present or not. In the event of one of the two teams not being present, the team present wins the match by default with a score of 8-0. In the event of the absence of both teams, both teams lose by default with a score of 8-0.

4.0 Rules

4.1 During the game with equal number of players, an attacker cannot stand (park) in front of the opponent's goal and up to 4m for more than 10 seconds in order to avoid a too static game. A foul will be whistled and possession of the ball will be given to the opposing team.

4.2 A player who commits 4 personal fouls cannot resume the game, he removes his hat and takes a seat on the bench of substitutes. Brutal, disrespectful or unsportsmanlike players will be permanently excluded from the match with replacement (they will be automatically suspended for the next match). In addition, disqualification for several matches or even the entire tournament is possible depending on the seriousness of their actions after analysis by the disciplinary committee.

4.3 A temporarily excluded player must join the exclusion zone and emerge visibly from it. From then on he can immediately return to the game.

4.4 At any time of the game, a field player can be replaced by leaving the playing field through the exclusion zone. The replacement can enter the playing field after visibly emerging in the exclusion zone and tapping the hand of the outgoing player as soon as he has also joined the zone.

4.5 Only the goalkeeper has the right to hold the ball with both hands in his 4m zone.

4.6 The goalkeeper is allowed to exceed the midfield. Outside the 4m zone, the goalkeeper is subject to the same rules as a field player.

4.7 If the goalkeeper touches the ball and it goes out of play behind the goal line, there is a corner; laterally to the playing field a throw-in is awarded to the opposing team.

- 4.8** Goalkeeper attack: When the goalkeeper has control of the ball, players are not allowed to contest the ball. If they do, a free throw will be awarded to the goalkeeper.
- 4.9** Defense: As soon as all attackers have crossed the midline, pressing is mandatory. Any player who then engages in zone defense will be excluded and receive a personal foul. A player is allowed to zone after committing a simple foul on a player. However, they must return to pressing as soon as the foul has been played.
- 4.10** After a foul outside the 4-meter line, the attacking player may not shoot directly at the goal. However, the player may play their ball (which means that the ball leaves the player's hand) and then swim and shoot or fix and shoot. If the foul occurred outside the 4 meters, the referee will raise their arm.
- 4.11** The free throw is taken at the spot where the ball is located. If the foul occurs within the 4 meters, two players from the same team must have intentionally touched the ball before they can shoot at the goal. If the foul occurred outside the 4 meters, the referee will raise their arm to signal that the player can swim and shoot or fix and shoot.
- 4.12** If an attacker in possession of the ball (in the water or in their hand) is facing the goal in the 4-meter zone with no opponent in front of them and a defender touches them from behind, a penalty will be awarded to the attacker.
- 4.13** The goalkeeper may be substituted only at the following stages of the game:
- 4.13.1* After a goal has been scored,
 - 4.13.2* During the interval between playing periods,
 - 4.13.3* In the event of the match being interrupted by the referee due to an injury.
- 4.14** The coach is allowed to move up to their 4-meter box only when their team is in possession of the ball. When defending, they must remain seated or standing next to their bench.
- 4.15** In all other cases, the general water polo rules of the Fédération Française de Natation apply.

5.0 Points

- 5.1** The winning team will be awarded 3 points.
- 5.2** In the event of a draw, 1 point will be awarded to each team.
- 5.3** The losing team will receive 0 points.
- 5.4** In the event of a forfeit, the offending team will be awarded a loss of 8-0.
- 5.5** In the event that two or more teams have the same number of points after the preliminary round matches, the following criteria will be applied to determine the final position of the teams:
 - a.* Result of the match between the teams with equal points.
 - b.* Best goal difference in the matches between the teams with the same number of points.
 - c.* Most goals scored in the matches between the teams with the same number of points.
 - d.* Best goal difference in all group matches.
 - e.* Most goals scored in all group matches.
 - f.* Coin toss.
- 5.6** During the final phase of the tournament, in the event of a draw, the teams will be separated by a penalty shootout. If there is still a tie after this phase, each team will take turns taking a penalty (with the same 3 shooters as at the beginning) until one of the two wins. Players will shoot in the same order as in the first penalty shootout

6.0 Referees

- 6.1** One referee per match (however, two are possible depending on the circumstances).
- 6.2** Two people at the score table to ensure compliance with the rules of the game, record the score and also to control if entries and exits are done in accordance with the rules, record the exclusion of players and the fourth personal foul.
- 6.3** One timer per pool during pool or ranking matches.

7.0 Miscellaneous

- 7.1** Only 1 coach and 1 assistant can sit on the bench.
- 7.2** The coach must never interfere with the referee's function.
- 7.3** The coach is there to coach and not to yell at his players. Such repeated behavior will be subject to a yellow card and then a red card if it continues.
- 7.4** The assistant is not allowed to move, even when the head coach has been excluded.
- 7.5** During the tournament, the coach, their assistant, and the players will be required to wear the accreditation provided by the organizers. Members of the same team will wear identical uniforms if possible.

- 7.6 The coach or their assistant will be automatically ejected from the game in the event of a protest during the game and suspended automatically for the next match. A more severe punishment may also be imposed by the tournament organizing committee.
- 7.7 A red card will result in an automatic suspension for the next match.
- 7.8 Any misconduct by coaches or supporters in the stands that disrupts the smooth running of the game will authorize the referee to temporarily suspend the game. In the event of a recurrence, the game will be terminated and a 5-0 defeat will be awarded to the team whose supporters or officials are considered to be responsible for the incident (tournament disciplinary committee).
- 7.9 In the event that misconduct involves both teams or even the public of both teams, each team will be awarded a 5-0 defeat (tournament disciplinary committee).
- 7.10 Any questions not provided for in this regulation are governed by the general rules defined in the first place by the FFN (1) and then if necessary by the FINA (2).
- 7.11 Composition of the disciplinary committee:
 - 7.11.1 The president of Mulhouse Water-Polo
 - 7.11.2 The referee of the match
 - 7.11.3 The match referee supervisor if there is one
 - 7.11.4 A member of the Hopla Cup organizing committee
 - 7.11.5 Any person required by the president of MWP

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