



Competition Rules

Hopla Cup 2027

U10-U12 Tournament



1.0 Teams

- 1.1. Teams must consist of at least 6 players. The game is played with 6 players (5 outfield players + 1 goalkeeper), with a maximum of 14 players per team.
- 1.2. In 2027, boys and girls born in 2015 or later may take part in the Hopla Cup U12.
- 1.3. In 2027, boys and girls born in 2017 or later may take part in the Hopla Cup U10.
- 1.4. A player may only play for one team.
- 1.5. A player competing in a higher age group may not be entered in two different tournaments (only a single age group upgrade is permitted).

2.0 Playing area

- 2.1 The playing area shall measure 20 m × 10 m ; the depth of the pool is 1.80 m.
- 2.2 Penalty shots shall be taken from 4 m.
- 2.3 The goal area (e.g. 2 m) shall be marked out lengthways by a marker placed 2 m from the goal line and sideways by another marker 2 m from each goalpost (or by a mark on the pool edges 2 m from each goalpost...). The 4-metre zone shall be marked out by a marker of a different colour.
- 2.4 Goal dimensions : 2 m × 0.75 m.
- 2.5 Size 3 balls shall be used.

3.0 Duration of play

3.1 Each match shall consist of two periods of 9 minutes each, with a 2-minute interval between periods.

3.2 The clock runs continuously and is only stopped in the event of an injury or a technical incident.

3.3 The 28-second rule does not apply.

3.4 The referee may decide to award possession of the ball to the other team if there are clear signs of time-wasting, particularly in the final minute of the match (the team remains in its own half, the team retreats without reason).

The referee will then call out '5 seconds'; the time remaining for the team in possession of the ball to take a shot.

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

4.0 Rules

4.1 During play with an equal number of players, an attacker must not stand (loiter) in front of the opposition's goal and within 4 metres of it for more than 10 seconds, in order to prevent the game from becoming too static. A foul will be called and possession of the ball will be awarded to the opposing team.

4.2 A player who commits four personal fouls may not return to the game; they must remove their cap and take their place on the substitutes' bench.

4.3 Players who are violent, disrespectful or whose conduct is contrary to the spirit of the game will be permanently sent off with a replacement (they will be automatically suspended for the next match).

Furthermore, a ban for several matches or even the entire tournament is possible, depending on the severity of their actions, following review by the disciplinary committee.

4.4 A player who has been temporarily excluded must proceed to the exclusion zone and emerge visibly from it. They may then immediately return to the game.

4.5 At any point during the match, a field player may be substituted by leaving the playing area via the exclusion zone. The substitute may enter the playing area after clearly emerging from the exclusion zone and high-fiving the outgoing player as soon as the latter has also reached the zone.

4.6 Only the goalkeeper is permitted to hold the ball with both hands within their 4-metre area.

4.7 The goalkeeper is permitted to cross the halfway line. Outside the 4-metre area, the goalkeeper is subject to the same rules as a field player.

4.8 If the goalkeeper touches the ball and it goes out of play behind the goal line, a corner is awarded; if it goes out of play at the side of the pitch, a throw-in is awarded to the opposing team.

4.9 Goalkeeper's attack: when the goalkeeper is in control of the ball, players are not permitted to challenge him for the ball. In the event of a breach of this rule, a free kick shall be awarded to the goalkeeper.

4.10 Defence: as soon as all attacking players have crossed the halfway line, pressing is compulsory. Any player who then defends in a zone will be sent off and receive a personal foul. A player is permitted to defend in a zone after committing a simple foul on an opponent. However, they must return to pressing as soon as the foul has been played.

4.11 Following a foul outside the 4-metre line, the attacking player may not take a direct shot at goal; the same applies to a corner!

However, the player may play the ball (meaning that the ball leaves the player's hand, such as by bouncing it), then shoot; or swim and shoot; or hold the ball and shoot.

If the foul occurred outside the 4-metre line, the referee raises their arm.

4.12 The free throw is taken from the spot where the ball is located.

4.13 If the foul occurs within the 4-metre zone, two players from the same team must have intentionally touched the ball before a shot at goal may be taken; or, in the case of a player who has clearly put the ball back into play INSIDE the 4-metre zone and swims beyond the 4-metre line before shooting at goal (they are also permitted to re-enter the 4-metre zone to take the shot!).

4.14 If an attacker in possession of the ball (in the water or in their hand) is facing the goal within the 4-metre zone with no opponent in front of them and a defender touches them from behind, a penalty shall be awarded to the attacker.

4.15 The goalkeeper may only be substituted at the following stages of play:

4.15.1 After a goal has been scored,

4.15.2 During the interval between periods of play,

4.15.3 If the match is interrupted by the referee due to injury.

4.16 The coach is permitted to move as far as his 4-metre marker only when his team is in possession of the ball. When defending, he must remain seated or standing next to his bench.

4.17 In all other cases, the general water polo rules of the French Swimming Federation shall 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 that two or more teams are level on points after the preliminary round matches, the following criteria shall be applied to determine the teams' final positions:

- a. The result of the match between the teams with equal points.
- b. Better goal difference in the matches between the teams with the same number of points.
- c. Higher number of goals scored in the matches between the teams with the same number of points
- d. Better goal difference across all group matches
- e. Higher number of goals scored across all group matches
- f. Toss of a coin

5.5 During the final stage of the tournament, in the event of a draw, the teams will be decided by a series of three penalty kicks. If, at the end of this stage, the score is still level, each team will take penalties in turn (using the same three takers as at the start) until one of the two teams wins. Players will take their penalties in the same order as in the first penalty shoot-out.

The team wearing white caps will take the first penalty.

6.0 Referees

6.1 One referee per match (though two may be appointed depending on the circumstances).

6.2 Two people at the scorers' table to ensure the rules of the game are followed, to record the score, and also to check that players enter and leave the court in accordance with the rules, and to note any player exclusions and fourth personal fouls.

6.3 One timekeeper per pool during group or classification matches.

7.0 Miscellaneous

7.1 Only one coach and one assistant may sit on the bench; they must wear appropriate clothing (at the very least, shorts and a T-shirt; no bare chests).

7.2 The coach must never interfere with the referee's duties.

7.3 The coach is there to coach, not to shout at his players. Repeated behaviour of this kind will result in a yellow card, followed by a red card should it continue.

7.4 The assistant coach is not permitted to move around, even if the head coach has been sent off. During the tournament, the coach, their assistant and the players must wear the accreditation provided by the organisers.

Members of the same team should, where possible, wear identical kit.

7.5 The coach or their assistant will be automatically sent off in the event of a protest during a match and automatically suspended for the next match. A more severe penalty remains possible and will be decided by the tournament organising committee.

7.6 A red card will result in an automatic suspension for the next match.

7.7 Any disruptive behaviour by coaches or supporters in the stands that hinders the smooth running of the match shall authorise the referee to temporarily suspend play. In the event of a repeat offence, the match shall be terminated and a 5-0 defeat shall be awarded to the team whose supporters or officials are deemed responsible for the incident (tournament disciplinary committee).

7.8 In the event that the disturbances involve both teams or even the supporters of both teams, each team will be awarded a 5-0 defeat (tournament disciplinary committee).

7.9 Any matters not covered by these regulations shall be governed by the general rules laid down firstly by the FFN (1) and, where necessary, by World Aquatics (2).

7.10 Composition of the Disciplinary Committee:

7.10.1 The President of Mulhouse Water-Polo (or his representative, a member of the Executive Committee).

7.10.2 The match referee.

7.10.3 The match referee's supervisor, if one is present.

7.10.4 A member of the Hopla Cup organising committee.

7.10.5 Any person requested by the President of MWP.