



Sporting Regulations

Hopla Cup 2027

Tournoi U14



1.0 The teams

- 1.1 Teams must consist of a minimum of 7 players. The game is played with 7 players (6 outfield players + 1 goalkeeper), with a maximum of 14 players per team.
- 1.2 In 2027, boys and girls born in 2013 or later may participate in the Hopla Cup U14.
- 1.3 A player can play for only one team.
- 1.4 A player playing up an age group cannot be registered for two different tournaments (only playing up in a single category is permitted).

2.0 Playground

- 2.1 The playing area will be 25m x 20m, and the pool depth is 1.80m.
- 2.2 Penalties are taken from 5 meters.
- 2.3 The goal area will be delimited lengthwise by a marker located 2m from the goal line and widthwise by two markers (or lane-line floats/buoys positioned 2m outside each goalpost). The 6m area will be delimited by a marker of a different color.
- 2.4 Goal dimensions: 3m x 0.9m.
- 2.5 The balls used will be size 4.

3.0 Playtime

- 3.1 Each match will consist of two 9-minute periods, with a 2-minute interval between periods.
- 3.2 The clock runs continuously and is stopped only in the event of an injury or 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, especially in the final minute of the match (e.g., the team remains in its own half or retreats without reason).
The referee will then announce "5 seconds"—the time remaining for the team in possession to take a shot.
- 3.5 Each match will start at the scheduled time, regardless of whether both teams are present. If one team is absent, the present team wins by forfeit with a score of 8–0. If both teams are absent, both teams lose by forfeit with a score of 8–0.

4.0 Rules

- 4.1 A player who has committed three personal fouls cannot return to the game; they remove their cap and take a seat on the substitutes' bench.
- 4.2 Players who are violent or disrespectful, or whose conduct is contrary to the spirit of the game, will be permanently excluded from the match and may be replaced (they will automatically be suspended for the following match).
Furthermore, depending on the severity of the actions and following a review by the disciplinary committee, disqualification for multiple matches or even the entire tournament is possible.
- 4.3 A temporarily excluded player must go to the exclusion zone and clearly emerge from it. From that moment, they may immediately return to play.
- 4.4 At any point during the game, a court player may be substituted by leaving the playing area via the substitution zone. The substitute may enter the court after clearly appearing in the substitution zone and high-fiving the outgoing player once the latter has also reached that zone.
- 4.5 Only the goalkeeper is permitted to hold the ball with both hands within their 6-meter area.
- 4.6 The goalkeeper is permitted to cross the halfway line. Outside the 6-meter area, the goalkeeper is subject to the same rules as an outfield player.
- 4.7 If the goalkeeper touches the ball and it goes out of play—behind the goal line, a corner kick is awarded; over the sideline, a restart is awarded to the opposing team.

- 4.8 If the foul occurs within the 6-meter area: a.) two players from the same team must have intentionally touched the ball before a shot on goal can be taken, or b.) a player who has visibly put the ball back into play **INSIDE** the 6-meter area and swims beyond the 6-meter line before shooting (**they are also permitted to re-enter the 6-meter area to take the shot!**). If the foul occurs outside the 6-meter area, the referee will raise their arm, and the player may then shoot directly at the goal.
- 4.9 If an attacker in possession of the ball (in the water or in their hand) is facing the goal within the 6-meter area with no opponent in front of them, and a defender impedes them from behind, a penalty will be awarded to the attacker.
- 4.10 The goalkeeper may be replaced only at the following stages of the game:
- 4.10.1 After a goal has been scored,*
 - 4.10.2 During the interval between periods of play,*
 - 4.10.3 In the event the match is stopped by the referee due to an injury.*
- 4.11 The coach is permitted to move up to their 6-meter mark only when their team is in possession of the ball. When defending, they remain seated or standing next to their bench.
- 4.12 In all other cases, the general water polo rules of the French Swimming Federation 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 tied on points after the preliminary round matches, the following criteria will be applied to determine the teams' final positions:
- a. Result of the match between the teams with equal points.*
 - b. Superior goal difference in matches between teams with the same number of points.*
 - c. Highest number of goals scored in matches between teams with the same number of points*
 - d. Best goal difference across all group matches*
 - e. Most goals scored across all group matches*
 - f. Heads or tails*

- 5.5 During the final phase of the tournament, in the event of a tie, the teams will be separated by a series of three penalty shots. If the score remains tied after this phase, each team will take alternating penalty shots (using the same three shooters as before) until one team wins. The players will shoot in the same order as in the initial series.

The team wearing white caps will shoot first.

6.0 Referees

- 6.1 One referee per match (though two are possible depending on the circumstances).
- 6.2 Two people at the scorer's table to ensure the rules of the game are followed, keep score, and also monitor substitutions for compliance, record player exclusions, and note the third personal foul.
- 6.3 One timekeeper per pool during group stage or placement matches.

7.0 Miscellaneous

- 7.1 Only one coach and one assistant may sit on the bench; they must wear appropriate attire (at a minimum, 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 players or officiate. Repeated behavior of this kind will result in a yellow card, followed by a red card if it continues.
- 7.4 The assistant is not permitted to move around, even when the head coach has been sent off.
- 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 sent off for protesting during a match and automatically suspended for the following match. A harsher penalty remains possible and will 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 match will entitle the referee to suspend play temporarily. In the event of a recurrence, the match will be terminated, and a 5-0 loss will be awarded against the team whose supporters or officials are deemed responsible for the incident (as determined by the tournament's disciplinary committee).
- 7.9 In the event that the disturbances involve both teams—or even the supporters of both teams—each team will be handed a loss with a score of 8–0 (by the tournament's disciplinary committee).
- 7.10 All matters not covered by these regulations are governed by the general rules established first by the FFN (1) and subsequently, if necessary, by World Aquatics (2).
- 7.11 Composition of the Disciplinary Committee:
 - 7.11.1 The President of Mulhouse Water-Polo (or their representative who is a member of the steering committee).
 - 7.11.2 The match referee.
 - 7.11.3 Match referee supervisor, if there is one.
 - 7.11.4 A member of the Hopla Cup organizing committee.
 - 7.11.5 Any person requested by the MWP Chair.

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