

HaBaWaBa 4x4

RULES



THE TEAMS

Each team must consist of 4 players, one of whom is the goalkeeper, and no more than 4 substitutes usable as replacements.



PLAYING FIELD

Length: 15 m – Width: 10 m – Depth: 2 m (indicated). Field lines must be clearly marked with lane ropes or highly visible signs on both sides of the field.
Colors: White (middle), Red (2 m line), Yellow (5 m line).



GOAL

Internal width: 2.5 m, height: 0.80 m, depth: minimum 0.30 m. Nets securely fastened to the posts.



THE BALL

Size for categories: U11 No. 3, U13 and Women No. 4, Others No. 5.



GAME DURATION

Two periods of 10 minutes effective time – 3 minute interval – 20 second possession (10 seconds after a rebound or shot).



RESTART AFTER A GOAL

The goalkeeper puts the ball back into play from the line two meters after the goal.



PLAY RULES

Attackers must enter beyond the halfway line within 10 seconds. No more than 5 seconds near the ball in the 5 meter area. Unrestricted substitutions with the designated area. The goalkeeper may participate in the attack.



SERIOUS FOULS

Pulling, pushing or holding on to an opponent, showing both hands above the water in a defensive action consist in a temporary exclusion. After 4 serious fouls: definitive exclusion.

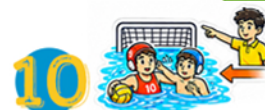


MISCONDUCT FOULS

Illegal contact within 5 meters with intent to prevent a clear scoring opportunity within 5 meters. Direct shot, no foul, on the opposite goal.

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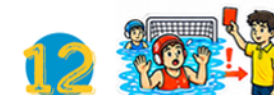
OFFENSIVE FOULS

"Underwater ball" or illegal contact during an attack results in immediate change of possession.



FREE THROWS

Awarded from the point of the foul, except for defensive fouls within 2 m. After a foul beyond 5 m the ball can be thrown directly or the player may move with it.



MISCONDUCT

Violent act or lack of respect towards opponents or referees results in ejection and automatic disqualification for the remainder of the match (possible further sanctions).



TIME OUT

1 per period (1 minute). Only when in possession. Request must be regular. Rigorous penalty for the opponent.



SCORING

Win: 3 pts – Draw: 1 pt – Loss: 0 pts. Tiebreak criteria: head to head result, goal difference, goals scored, goal difference in all matches, total goals scored.



REFEREES AND OFFICIALS

1 Referee, 1 Secretary, 1 Timekeeper, timing, possession and time-out.



MISCELLANEOUS

Only a coach and an official on the bench. Only the coach may give instructions up to half the field. Caps mandatory. Expulsion for protest = disqualification. 5-0 disqualification. If both teams are involved, double disqualification.



FINAL PROVISIONS

For anything not provided for, the general rules of World Aquatics and FIN apply.