



FESTIVAL FORMAT

15 to 20 teams

2 playing fields, with simultaneous games

If the festival has more or less teams, the festival format is maintained and 1 group can be added or removed, thus increasing the number of games per team, it is possible that in such situation a change in the schedule of games and also in the number of playing fields.

The number of registered teams will be announced on Day 01/11/2021.

FAIR PLAY TROPHY

The 2nd HaBaWaBa Brasil Festival is an event based on ethics and strong values of mutual interest, respect, social integration and fair play. It is required of every person involved in this competition (players, coaches, team leaders, parents, fans) to respect these values.

In an attempt to honor these principles, the WPD established an award called, "Under-13 Fair Play Trophy". The goal of this award is to praise and encourage good behavior. The winner of the Fair Play Trophy will be defined by the arbitration table.

The evaluation of each team will be recorded on the game sheet written by the secretary of each field.

The evaluation will be applied to every team in every game of the tournament.

In the end, teams will be ranked according to an average rating assigned during all matches of the tournament.

In the event of a tie in the ranking of the said trophy, there will be a tie between the teams on equal points.

SCORE:

Victory – 2 points

Tie – 1 point

Defeat – 0 points





1) PHASE 1 (GROUPS)

All teams inside the groups face each other.

After team classification inside their groups, phase 2 starts.

20 teams Form 5 groups (G1/G2/G3/G4/G5), each group consisting of 4 teams.

G1: E1/ E2/ E3 / E4

G2: E5/ E6/ E7 / E8

G3: E9/ E10/ E11 / E12

G4: E13/ E14 / E15 / E16

G5: E17/ E18 / E19 / E20

(The groups will be defined by lottery on 01/12/2021)

After the completion of the "group phase", a tie will not be allowed. Therefore, if the match ends in a tie, a series of 5 penalty shots will occur. If at the end of these shots, the tie remains, each team will take a penalty, alternately, until a victory is defined. Players will make their shots in the same order as the first series of penalty shots.

2) PHASE 2 (SERIES)

Titan Series (2.1)

Tsu Series (2.2)

2.1) TITAN SERIES

Teams classified as 1st, 2nd and 3rd from each group, Form 3 new groups,

Titan1 (1st G1 / 1st G4/2nd G2/3rd G1 / 3rd G3)

Titan2 (1st G2 / 1st G5/2nd G3/3rd G2 / 3rd G4)

Titan3 (1st G3 / 2nd G1/2nd G4/2nd G5 / 3rd G5)

5 teams in each group, all teams face each other.

Games per team: 4

Total games: 30

The top 2 teams from each group, will form 2 new groups





2.1.1) Titan groups

Titan 4 consisting of 3 teams – all face each other

Titan 5 consisting of 3 teams – all face each other

Titan 4 (1st T1 / 1st T3 / 2nd T2)

Titan 5 (1st T2/2nd T1/2nd T3)

The top 2 teams from each group

Games per team: 2

Total games: 6

2.1.2) Titan semi-final phase:

(1st T4 x 2nd T5) J79

(2nd T4 x 1st T5) J80

Games per team: 1

Total games: 2

2.1.3) 3rd place match:

LOSER J79 x LOSER J80

2.1.4) 1st place match:

WINNER J79 x WINNER J80

2.2) TSU SERIES

Composed of the 4th placed team of each group of Phase 1,
5 teams and all face each other

Games per team: 4

Total games: 10

2.2.1) TSU semi-final phase

(1st x 4th) game 77

(2nd x 3rd) game 78

2.1.2) 3rd place match:

LOSER J77 x LOSER J78

2.1.3) 1st place match

WINNER J77 x WINNER J78





3) PHASE CHANGE TIE-BREAKING RULES

If during any of the phase changes, any of the teams are tied in the ranking score, we use the FINA rule BL 9.6.3.1.2 which says: If the game between them was tied, then the results against the highest placed team(s) in the group shall be considered.

