

The 1st M17 EUROPEAN OPEN CHAMPIONSHIP

Match system and classification - 16 teams

- ❖ **Period:** 3 to 7 July 2017
 - Five playing days (Monday – Friday) with two half-day breaks
- ❖ **Participants: MEN 17 (players born 2000 and later)**
 - ISL, SWE, NOR, POL, CZE and SVK
 - (based on the ranking of the 2016 M18 EURO Final Tournament - CRO)
 - ROU, ISR, BLR, FAR, AUT, NED, FIN, EST, GEO and LUX
 - (based on the ranking of the 2016 M18 EChs in BUL / GEO / LTU)

Overview

- ❖ Total number of matches - 56
- ❖ Playing schema for one team (groups of four teams)
- ❖ 7 matches to be played by each participating team (regardless on the phase reached)

Arrival	Sunday, 2 July 2017		
1st Playing Day	Monday, 3 July 2017	Morning	1 match
		Afternoon	1 match
2nd Playing Day	Tuesday, 4 July 2017	Morning	1 match
		<i>(Preliminary Round concluded)</i>	
		Afternoon	Half-Day Break
Evening: Opening Ceremony			
3rd Playing Day	Wednesday, 5 July 2017	Morning	1 match
		Afternoon	1 match
4th Playing Day	Thursday, 6 July 2017	Morning	1 match
		Afternoon	Half-Day Break
Intermediate Round Placement & Final matches			
5th Playing Day	Friday, 7 July 2017	Morning <i>or</i>	1 match
		Afternoon	
Departure	Saturday, 8 July 2017		

Preliminary Round (PR)

The 1st M17 European Open Tournament for national teams in Gothenburg, Sweden will be played in four groups. In the Preliminary Round of this tournament, each team will play against the other teams within the groups.

The duration of each match will be two periods of **25 minutes**.

- five minutes half-time break
- only two (2) team timeouts are granted
- in case of a 7-meter throw decision, the playing time continues

GROUP A		GROUP B		GROUP C		GROUP D	
A1	ISL	B1	SWE	C1	NOR	D1	POL
A2	CZE	B2	SVK	C2	ROU	D2	ISR
A3	BLR	B3	FAR	C3	AUT	D3	NED
A4	FIN	B4	EST	C4	GEO	D4	LUX

PLAYING SCHEDULE PRELIMINARY ROUND

1st & 2nd playing day

Monday, 3 July 2017 - Morning & Afternoon

GROUP A		GROUP B		GROUP C		GROUP D	
Match N°		Match N°		Match N°		Match N°	
01	1:3	07	1:3	13	1:3	19	1:3
02	2:4	08	2:4	14	2:4	20	2:4
03	4:1	09	4:1	15	4:1	21	4:1
04	3:2	10	3:2	16	3:2	22	3:2

Tuesday, 4 July 2017 - Morning

GROUP A		GROUP B		GROUP C		GROUP D	
Match N°		Match N°		Match N°		Match N°	
05	1:2	11	1:2	17	1:2	23	1:2
06	3:4	12	3:4	18	3:4	24	3:4

Group A

Date	Time	Hall	No.	Team A		Team B	results
03.07.2017	0930	LB	EO A 01	ISL	-	BLR	-
	0930	Va A	EO A 02	CZE	-	FIN	-
	1600	LB	EO A 03	FIN	-	ISL	-
	1600	Va A	EO A 04	BLR	-	CZE	-
04.07.2017	1200	LB	EO A 05	ISL	-	CZE	-
	1200	Va A	EO A 06	BLR	-	FIN	-

Group B

Date	Time	Hall	No.	Team A		Team B	results
03.07.2017	1400	Va A	EO B 07	SWE	-	FAR	-
	1400	LB	EO B 08	SVK	-	EST	-
	2030	LB	EO B 09	EST	-	SWE	-
	2030	Va A	EO B 10	FAR	-	SVK	-
04.07.2017	1500	LB	EO B 11	SWE	-	SVK	-
	1500	Va A	EO B 12	FAR	-	EST	-

Group C

Date	Time	Hall	No.	Team A		Team B	results
03.07.2017	1230	Va A	EO C 13	NOR	-	AUT	-
	1230	LB	EO C 14	ROU	-	GEO	-
	1900	LB	EO C 15	GEO	-	NOR	-
	1900	Va A	EO C 16	AUT	-	ROU	-
04.07.2017	1330	LB	EO C 17	NOR	-	ROU	-
	1330	Va A	EO C 18	AUT	-	GEO	-

Group D

Date	Time	Hall	No.	Team A		Team B	results
03.07.2017	1100	LB	EO D 19	POL	-	NED	-
	1100	Va A	EO D 20	ISR	-	LUX	-
	1730	LB	EO D 21	LUX	-	POL	-
04.07.2017	1730	VA A	EO D 22	NED	-	ISR	-
	1030	LB	EO D 23	POL	-	ISR	-
	1030	Va A	EO D 24	NED	-	LUX	-

Points are awarded as follows:

Win	=	2 points
Draw	=	1 point
Lose	=	0 points

The teams are ranked by adding the points gained. In case of two or more teams with the same number of points after completion of the group matches the following ranking system will apply:

- results in points between the teams concerned
- goal difference in the matches between the teams concerned
- greater number of plus goals in the matches between the teams concerned

In case of there is still a tie, the following criteria will be relevant for deciding upon the ranking of the teams:

- goal difference in all matches
- greater number of plus goals in all matches
- drawing of lots

The final ranking in each group after the Preliminary Round is the ranking basis for the Main Round (MR) and Intermediate Round (IR).

Matches of the Main (MR), Intermediate (IR) Rounds 3rd & 4th playing day

Wednesday, 5 July 2017 - morning and afternoon

Thursday, 6 July 2017 - morning

- After the completion of the Preliminary Round, the teams will play against each other. The teams composing the Main and Intermediate Round pools will start with 0 points, with each team playing against the other within the respective pool.

The final pools will be built up as follows:

Main Round (MR)

Constituted of teams ranked 1st and 2nd in each PR group

- **MR Pools I & II**, accounting for places 1 – 8

Intermediate Round (IR)

Constituted of teams ranked 3rd and 4th in each PR group

- **IR Pool III and IV**, accounting for places 9 - 16

The duration of each match will be two times **30 minutes**.

- five minutes half-time break
- only two (2) team timeouts are granted
- in case of a 7-meter throw decision, the playing time continues

Points are awarded as follows:

Win	=	2 points
Draw	=	1 point
Lose	=	0 points

The teams are ranked by adding the points gained.

In case of two or more teams with the same number of points after completion of the pool matches the following ranking system will apply:

- a) results in points between the teams concerned
- b) goal difference in the matches between the teams concerned
- c) greater number of plus goals in the matches between the teams concerned

In case of there is still a tie, the following criteria will be relevant for deciding upon the ranking of the teams:

- a) goal difference in all matches
- b) greater number of plus goals in all matches

Teams / Pools	Main Round		Intermediate Round	
	I	II	III	IV
1	1.A	2.A	3.A	4.A
2	2.B	1.B	4.B	3.B
3	1.C	2.C	3.C	4.C
4	2.D	1.D	4.D	3.D

POOL I & II MATCHES													
Main Round I						Main Round II							
Date	Time	Hall	N°	Team A	Team B	Date	Time	Hall	N°	Team A	Team B		
05.07.	1230	LB	EO 25	1.A	-	1.C	05.07.	1415	Va A	EO 31	2.A	-	2.C
	1230	Va A	EO 26	2.B	-	2.D		1415	LB	EO 32	1.B	-	1.D
	1930	Va A	EO 27	2.D	-	1.A		2115	Va A	EO 33	1.D	-	2.A
	1930	LB	EO 28	1.C	-	2.B		2115	LB	EO 34	2.C	-	1.B
06.07.	1400	LB	EO 29	1.A	-	2.B	06.07.	1545	Va A	EO 35	2.A	-	1.B
	1400	Va A	EO 30	1.C	-	2.D		1545	LB	EO 36	2.C	-	1.D

POOL III MATCHES						
Intermediate Round						
Date	Time	Hall	N°	Team A	Team B	
05.07.	0900	LB	EO 37	3.A	-	3.C
	0900	Va A	EO 38	4.B	-	4.D
	1600	LB	EO 39	4.D	-	3.A
	1600	Va A	EO 40	3.C	-	4.B
06.07.	1215	LB	EO 41	3.A	-	4.B
	1215	Va A	EO 42	3.C	-	4.D

Pool IV MATCHES						
Intermediate Round						
Date	Time	Hall	N°	Team A	Team B	
05.07.	1045	LB	EO 43	4.A	-	4.C
	1045	Va A	EO 44	3.B	-	3.D
	1745	LB	EO 45	3.D	-	4.A
	1745	Va A	EO 46	4.C	-	3.B
06.07.	1030	LB	EO 47	4.A	-	3.B
	1030	Va A	EO 48	4.C	-	3.D

Final Phase
Intermediate Round / Placement matches and Finals
5th playing day

Friday, 7 July 2017 - morning and/or afternoon

- Matches to be played based on the previous results.

For the Finals and the Placement Matches the duration of the matches refers to:

Intermediate Round Matches: 9 - 16

- two times **30 minutes**
- ten minutes half-time break
- three (**3**) team time outs are granted
- in case of a 7-meter throw decision, the playing time continues

Placement Matches: 5 - 8

- two times **30 minutes**
- ten minutes half-time break
- three (**3**) team time outs are granted
- in case of a 7-meter throw decision, the playing time continues

Finals: 1 - 4

- two times **30 minutes**
- ten minutes half-time break
- three (**3**) team time outs are granted
- in case of a 7-meter throw decision, the playing time continues

In the case of a draw during placement and final matches, **one extra time period of 2 times 5 minutes** shall be played. If the score remains tied at the end of the extra time, the match will be decided by playing the **'shoot-out' competition'** (see enclosure).

MATCHES - Friday, 7 July 2017							
INTERMEDIATE ROUND							
Place	Time	Hall	No.	Team A		Team B	results
15 - 16	1100	Va A	EO 49	4.III	-	4.IV	-
13 - 14	1300	Va A	EO 50	3.III	-	3.IV	-
11 - 12	1100	SC	EO 51	2.III	-	2.IV	-
9 - 10	1300	SC	EO 52	1.III	-	1.IV	-
PLACEMENT MATCHES							
7 - 8	1500	SC	EO 53	4.I	-	4.II	-
5 - 6	1700	SC	EO 54	3.I	-	3.II	-
FINALS							
3 - 4	1900	SC	EO 55	2.I	-	2.II	-
1 - 2	2100	SC	EO 56	1.I	-	1.I	-

Halls & Spectator Capacity

- ❖ Liseberg: 2000
- ❖ Valhalla A: 700
- ❖ Valhalla B + C: 200
- ❖ Scandinavium: 6000

Abbreviations:

- LB (PR / MR / IR) – 3 to 6 July 2017
- VaA (PR / MR/ IR) – 3 to 6 July 2017
- VaB + VaC (PR / IR) – 3 to 6 July 2017
- SC (PM / FS) – 7 July 2017

Referees

The nomination of referees will be carried out by the Tournament Management.
The nominated EHF referees and delegates will carry out the **Men's 17 European Open**.

Playing Rules

The EHF Men's 17 European Open will be played according to the current IHF 'Rules of the Game'. The participating nations are allowed to register 16 players as the 'Official Squad' on the official match report. The respective players listed on the provided 'Preliminary Lists' are verified and confirmed at the Technical Meeting. In Younger Age Category European Championships (including European Open) any player sent off by the referees with a direct red card will be automatically suspended for the next game of the team concerned in the qualification round or final tournament.

EUROPEAN HANDBALL FEDERATION

EUROPEAN OPEN
M17

Shoot-out - Rules and Procedures

Five (5) players (these players do not have to be pre-nominated prior to the shoot-out phase), who are eligible to play take throws alternating with the opposite team (a goalkeeper can also be a thrower). If the number of players drops below five (5) in one round due to sanctions, the team in question will have correspondingly fewer opportunities.

The winner is the team that has scored more goals after 5 throws.

If the outcome has not been decided after the first round, the "shoot-out" is continued. For this purpose the ends shall be changed and then the other team goes first repeating the procedure. In the second round, and any subsequent rounds, the match is decided as soon as one team takes the lead once there have been an equal number of attempts by each team.

In the "shoot-out", the referees use a coin toss to determine the choice of ends, and which team starts. If a team has won the coin toss and elects to start the "shoot-out", the opponents have the right to choose the end. Alternatively, if the team that wins the coin toss prefers to choose ends, then the opponents have the right to begin the "shoot-out".

The passing (attacking) goalkeeper begins by standing on the goal line at least with one foot. The court player with the ball must stand in the playing area with one foot on the 9-meter line (the player decides where).

When the referee whistles, the player plays the ball back to the goalkeeper on the goal line. During the pass or the catch of the goalkeeper the ball is not allowed to touch the ground. Once the ball has left the player's hand, the defending goalkeeper may move forward, however both goalkeepers must remain in their goal area. The attacking goalkeeper must pass the ball to his teammate, who is running towards the opponent's goal. Also during this pass or the catch of the attacking player, the ball is not allowed to touch the ground.

The attacking player must catch the ball and try to score a goal without dribbling or making any other rule violation. If the attacking goalkeeper or the court player commits a rule violation the attack is over.

In case of the defending goalkeeper committing a rule violation by leaving his goal area during a shoot-out attempt of an attacking player, the following rule specification concerning "progressive punishment" shall apply:

1) Defending goalkeeper not touching the attacking player:

1.1. In case of a regular goal scored by the attacker - goal decision and warning (yellow card) for the defending goalkeeper

1.2. In case of no goal scored by the attacker - 7m penalty for the attacking team and warning (yellow card) for the defending goalkeeper

1.3. Any repeated leaving of the goal area by the defending goalkeeper during a shoot-out attempt by the attacking player shall be penalized by disqualification (red card) - Any player eligible to play can replace the goalkeeper in that case.

2) Defending goalkeeper touching the attacking player

2.1. In case of a regular goal scored by the attacker - goal decision and disqualification (red card) for the defending goalkeeper

2.2. In case of no goal scored by the attacker - 7m penalty for the attacking team and disqualification (red card) for the defending goalkeeper - any player eligible to play can replace the goalkeeper in that case.

****) At Younger Age Category events, the Tournament Management may decide that the attacking goalkeeper is allowed to pass the ball from within the 9m zone instead of from within the 6m goal area.***

