

The 14th EUROPEAN OPEN CHAMPIONSHIP

Match system and classification – 20 teams

- ❖ **Period:** 2 - 6 July 2018
 - Five playing days (Monday – Friday) with two half-day breaks
- ❖ **Participants:** **WOMEN 16 (players born 2002 and later)**
 - AZE, CZE, ESP, EST, FAR, FIN, FRA, GEO, HUN, ISL, ITA, LTU, NED, NOR, POL, ROU, RUS, SUI, SVK and SWE

Overview

- ❖ Total number of matches - 80
- ❖ Playing schema for one team (groups of five teams)
- ❖ 8 matches to be played by each participating team (regardless on the phase reached)

Arrival	Sunday, 1 July 2018	Evening	Technical Meeting
1st Playing Day	Monday, 2 July 2018	Morning	1 match
		Afternoon	1 match
2nd Playing Day	Tuesday, 3 July 2018	Morning	1 match
		Early afternoon	1 match
		<i>(Preliminary Round concluded)</i>	
Evening: Opening Ceremony			
3rd Playing Day	Wednesday, 4 July 2018	Morning	1 match
		Afternoon	1 match
4th Playing Day	Thursday, 5 July 2018	Morning	1 match
		Afternoon	Half-Day Break
Main & Intermediate Round Placement & Final matches			
5th Playing Day	Friday, 6 July 2018	Morning	Half-Day Break
		Afternoon	1 match
Departure	Saturday, 7 July 2018		

Preliminary Round (PR)

The 14th EHF European Open Tournament for national teams/1st for W16 - 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 **20 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	NOR	B1	HUN	C1	FRA	D1	RUS
A2	POL	B2	LTU	C2	ESP	D2	ROU
A3	SWE	B3	NED	C3	FIN	D3	SVK
A4	ITA	B4	FAR	C4	ISL	D4	SUI
A5	CZE	B5	GEO	C5	AZE	D5	EST

PLAYING SCHEDULE PRELIMINARY ROUND

1st & 2nd playing days

Monday, 2 July 2018 - Morning & Afternoon

GROUP A		GROUP B		GROUP C		GROUP D	
Match N°		Match N°		Match N°		Match N°	
01	1:2	11	1:2	21	1:2	31	1:2
02	4:3	12	4:3	22	4:3	32	4:3
03	5:1	13	5:1	23	5:1	33	5:1
04	2:4	14	2:4	24	2:4	34	2:4
05	3:5	15	3:5	25	3:5	35	3:5

Tuesday, 3 July 2018 - Morning & Afternoon

GROUP A		GROUP B		GROUP C		GROUP D	
Match N°		Match N°		Match N°		Match N°	
06	4:1	16	4:1	26	4:1	36	4:1
07	3:2	17	3:2	27	3:2	37	3:2
08	5:4	18	5:4	28	5:4	38	5:4
09	3:1	19	3:1	29	3:1	39	3:1
10	5:2	20	5:2	30	5:2	40	5:2

Group A

Date	Time	Hall	No.	Team A		Team B	results
02.07.2018			EO A 01	NOR	-	POL	-
			EO A 02	ITA	-	SWE	-
			EO A 03	CZE	-	NOR	-
			EO A 04	POL	-	ITA	-
			EO A 05	SWE	-	CZE	-
03.07.2018			EO A 06	ITA	-	NOR	-
			EO A 07	SWE	-	POL	-
			EO A 08	CZE	-	ITA	-
			EO A 09	SWE	-	NOR	-
			EO A 10	CZE	-	POL	-

Group B

Date	Time	Hall	No.	Team A		Team B	results
02.07.2018			EO B 11	HUN	-	LTU	-
			EO B 12	FAR	-	NED	-
			EO B 13	GEO	-	HUN	-
			EO B 14	LTU	-	FAR	-
			EO B 15	NED	-	GEO	-
03.07.2018			EO B 16	FAR	-	HUN	-
			EO B 17	NED	-	LTU	-
			EO B 18	GEO	-	FAR	-
			EO B 19	NED	-	HUN	-
			EO B 20	GEO	-	LTU	-

Group C

Date	Time	Hall	No.	Team A		Team B	results
02.07.2018			EO C 21	FRA	-	ESP	-
			EO C 22	ISL	-	FIN	-
			EO C 23	AZE	-	FRA	-
			EO C 24	ESP	-	ISL	-
			EO C 25	FIN	-	AZE	-
03.07.2018			EO C 26	ISL	-	FRA	-
			EO C 27	FIN	-	ESP	-
			EO C 28	AZE	-	ISL	-
			EO C 29	FIN	-	FRA	-
			EO C 30	AZE	-	ESP	-

Group D

Date	Time	Hall	No.	Team A		Team B	results
02.07.2018			EO D 31	RUS	-	ROU	-
			EO D 32	SUI	-	SVK	-
			EO D 33	EST	-	RUS	-
			EO D 34	ROU	-	SUI	-
			EO D 35	SVK	-	EST	-
03.07.2018			EO D 36	SUI	-	RUS	-
			EO D 37	SVK	-	ROU	-
			EO D 38	EST	-	SUI	-
			EO D 39	SVK	-	RUS	-
			EO D 40	EST	-	ROU	-

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) Round 3rd & 4th playing days

Wednesday, 4 July 2018 - morning and/or afternoon

Thursday, 5 July 2018 - morning and/or afternoon

- After the completion of the Preliminary Round, the teams will play against each other, except those teams competing in the same pool of the Preliminary Round. The points between the teams coming from the same

group will be taken into consideration for Intermediate Round. The teams composing the Main Round pools will start with 0 points; each team plays 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**, **4th** and **5th** in each **PR** group

- **IR Pools I** (Gr. A/B) + **II** (Gr. C/D), accounting for places **9 - 20**

The duration of each match will be two times **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

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	I	II
1	1.A	2.A	3.A	3.C
2	2.B	1.B	3.B	3.D
3	1.C	2.C	4.A	4.C
4	2.D	1.D	4.B	4.D
5	-	-	5.A	5.C
6	-	-	5.B	5.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
04.07.			EO 41	1.A	- 2.B	04.07.			EO 47	2.A	- 1.B
			EO 42	1.C	- 2.D				EO 48	2.C	- 1.D
			EO 43	2.D	- 1.A				EO 49	1.D	- 2.A
			EO 44	1.C	- 2.B				EO 50	2.C	- 1.B
05.07.			EO 45	2.B	- 2.D	05.07.			EO 51	2.A	- 2.C
			EO 46	1.A	- 1.C				EO 52	1.B	- 1.D

POOL I MATCHES						
Intermediate Round						
Date	Time	Hall	N°	Team A	Team B	
04.07.			EO 53	3.A	- 3.B	
			EO 54	4.A	- 4.B	
			EO 55	5.B	- 5.A	
			EO 56	4.B	- 3.A	
			EO 57	3.B	- 4.A	
06.07.			EO 58	3.A	- 5.B	
			EO 59	5.A	- 3.B	
			EO 60	5.B	- 4.A	
			EO 61	4.B	- 5.A	

POOL II MATCHES						
Intermediate Round						
Date	Time	Hall	N°	Team A	Team B	
04.07.			EO 62	3.C	- 3.D	
			EO 63	4.C	- 4.D	
			EO 64	5.D	- 5.C	
			EO 65	4.D	- 3.C	
			EO 66	3.D	- 4.C	
05.07.			EO 67	3.C	- 5.D	
			EO 68	5.C	- 3.D	
			EO 69	5.D	- 4.C	
			EO 70	4.D	- 5.C	

Final Phase
Placement matches/PM and Finals/FS
5th playing day

Friday, 6 July 2018 - morning and/or afternoon

- Matches to be played based on the previous results.

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

Finals: 1 - 4

- two times **30 minutes**
- ten minutes half-time break
- three (3) team time outs are granted

Placement Matches: 5 - 20

- two times **25 minutes**
- five minutes half-time break
- only two (2) 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 (5' minute break)** 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, 6 July 2018							
PLACEMENT MATCHES							
Place	Time	Hall	No.	Team A		Team B	results
19 - 20			EO 71	6.IR I	-	6.IR II	
17 - 18			EO 72	5.IR I	-	5.IR II	-
15 - 16			EO 73	4.IR I	-	4.IR II	-
13 - 14			EO 74	3.IR I	-	3.IR II	-
11 - 12			EO 75	2.IR I	-	2.IR II	
9 - 10			EO 76	1.IR I	-	1.IR II	
7 - 8			EO 77	4.MR I	-	4.MR II	-
5 - 6			EO 78	3.MR I	-	3.MR II	-
FINALS							
3 - 4			EO 79	2.MR I	-	2.MR II	-
1 - 2			EO 80	1.MR I	-	1.MR II	-

Halls & Spectator Capacity

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

Abbreviations:

- LB (PR / MR / IR) – 2 to 5 July 2018
- VaA (PR / MR / IR / PM) – 2 to 6 July 2018
- VaB + VaC (PR / IR) – 2 to 5 July 2018
- SC (PM / FS) – 6 July 2018

Referees

The nomination of referees will be carried out by the Tournament Management.

The nominated EHF referees and delegates will carry out the **Women's 16 European Open**.

Playing Rules

The EHF Women's 16 European Open will be played according to the 'Rules of the Game' (including the five changes communicated as of March 1st 2016 to the National Federations/IHF) valid from 1 July 2016. 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

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 her 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 her 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.**

