

SOPOT, 1-10.10.2004

<u>GROUPE B</u>
Sopot - Pologne
Pologne-Poland
Lituanie - Lithuania
Pays bas-Netherlands
Lettonie-Latvia
Rép. Tchèque-Czech Rep
Moldavie-Moldavia
Suisse-Switzerland
Hongrie-Hungary
Arrivée des équipes le vendredi 1 Octobre 2004 Teams arrival on Friday 1st October 2004
Départ des équipes 9-10 Octobre 2004 Teams departure 9-10th October 2004
Réunion des Managers 1 Octobre 2004 Managers meeting 1st October Contrôle des passeports Passports control

U20 EUROPEAN CHAMPIONSHIP - GROUPE B

Sunday October,3rd - Dimanche 3 Oct	Wednesday October,6th - Mercredi 6 Oct	Saturday October,9th - Samedi 9 Oct
<p>M1</p> <p style="text-align: center;">9) Poland - Pologne Vs 16) Hungary - Hongrie Field of playing - Terrain de jeu at</p>	<p>M5</p> <p style="text-align: center;">Winner - Vainqueur M1 Vs Winner - Vainqueur M4 Field of playing - Terrain de jeu at</p>	<p>M9 - 1st & 2nd Place</p> <p style="text-align: center;">Winner - Vainqueur M5 Vs Winner - Vainqueur M6 Field of playing - Terrain de jeu at</p>
<p>M2</p> <p style="text-align: center;">10)Lithuania – Lituanie Vs 15) Switzerland - Suisse Field of playing - Terrain de jeu at</p>	<p>M6</p> <p style="text-align: center;">Winner - Vainqueur M2 Vs Winner - Vainqueur M3 Field of playing - Terrain de jeu at</p>	<p>M10 - 3rd & 4th Place</p> <p style="text-align: center;">Loser - perdant M5 Vs Loser - perdant M6 Field of playing - Terrain de jeu at</p>
<p>M3</p> <p style="text-align: center;">11) Netherlands - Pays Bas Vs 14) Moldavia - Moldavie Field of playing - Terrain de jeu at</p>	<p>M7</p> <p style="text-align: center;">Loser - perdant M1 Vs Loser - perdant M4 Field of playing - Terrain de jeu at</p>	<p>M11 - 5th & 6th Place</p> <p style="text-align: center;">Winner - Vainqueur M7 Vs Winner - Vainqueur M8 Field of playing - Terrain de jeu at</p>
<p>M4</p> <p style="text-align: center;">12) Latvia - Lettonie Vs 13) Czech Rep – Rep Tchèque Field of playing - Terrain de jeu at</p>	<p>M8</p> <p style="text-align: center;">Loser - perdant M2 Vs Loser - perdant M3 Field of playing - Terrain de jeu at</p>	<p>M12 - 7th & 8th Place</p> <p style="text-align: center;">Loser - perdant M7 Vs Loser - perdant M8 Field of playing - Terrain de jeu at</p>

DRAW AFTER NO SIDE IN EACH MATCH

If after no side the teams have tied, then no extra time shall be played and the winner shall be determined by the following method:

- a) The team to score the most tries in that particular match, if no winner, can be declared then,
- b) The team to score the most converted tries in that particular match, if no winner can be declared then,
- c) Penalty shoot-out between the two teams, that penalty shoot-out shall take place as follows
 - The kicks at goal should be part of the match and be responsibility of the referee. The touch judges and match commissioner may help the referee. Before the kicks at goals, the two captains shall toss a coin to decide which goal posts and toss again who will kick first.
 - The first series will consist of 5 placed kicks taken on the 22 metres line in front of the posts.

The kicks at goal will be taken, for each Team, by each of the five players, nominated by the Captains, who were on the field of play at the end of the match. In the event of an injury, a player initially nominated to kick, may be replaced however his replacement shall be a player who was on the field of play at the end of the match.

The five players shall take it in turns to kick at goal. Teams will alternate: Team A, Team B, Team A, Team B, etc...

- In the event of tie after the first series of kicks at goal, additional kicks shall be taken, still from the 22 metres line in front of the posts alternatively by each team, until one team has an advantage for the same number of kicks taken.

Each of these additional kicks shall be taken by different players who did not participate in the first series of kicks.

MEDICAL PERSONNEL AND WATER CARRIERS

Two medical personnel and two water carriers may be positioned anywhere in the playing enclosure save for the playing area. The water carriers must not be a team manager or a coach. The medical personnel may enter the playing area at any time there is an injury to a player. The water carriers may enter the playing area when there is a stoppage in play and when a try has been scored but NOT when a penalty kick has been awarded.

All other team management and replacements MUST be outside the playing enclosure. The replacements may warm up during the match in the opposition's in-goal area. Any abuse of this protocol will be reported by match officials to the match commissioner who may initiate misconduct proceedings.

REPLACEMENTS AND SUBSTITUTIONS

When the team management

- Wish to make a substitution, or
- Is forced to make a temporary substitution by reason of a blood injury or the temporary suspension of a Front Row Player, or
- Is required to replace an injured player

that team management must complete the substitution document attached and give it to the Fourth Official.

The Fourth Official or Touch Judge will be in radio contact with the Referee. At the next stoppage in play save for the award of a penalty or free kick the Fourth Official will contact the Referee and inform him of the player leaving the playing area by number. The Fourth Official will complete the Summary Sheet and provide it to the Match Commissioner.