



PLAYING FORMAT

First round (league system – 3 points awarded for win, 1 point for a draw, no points for defeat)

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
Team A1	Team B1	Team C1	Team D1
Team A2	Team B2	Team C2	Team D2
Team A3	Team B3	Team C3	Team D3
Team A4	Team B4	Team C4	Team D4
Team A5	Team B5	Team C5	Team D5
			Team D6

	<u>Group of 5 teams</u>	<u>Group of 6 teams</u>
<u>1st day</u>	1-4 ; 2-3 (free 5)	1-4 ; 2-3 ; 6-5
<u>2nd day</u>	5-3 ; 1-2 (free 4)	5-3 ; 1-2 ; 6-4
<u>3rd day</u>	3-1 ; 4-5 (free 2)	3-1 ; 4-5 ; 2-6
<u>4th day</u>	2-5 ; 3-4 (free 1)	2-5 ; 3-4 ; 1-6
<u>5th day</u>	4-2 ; 5-1 (free 3)	4-2 ; 5-1 ; 3-6

Technical regulation - (2.5) Ranking:

If, on completion of the pool matches, two or more teams are equal on points, their position within the pool will be established according to the following criteria:

- *number of points obtained in the matches among the teams in question;*
- *goal difference resulting from the matches among the teams in question;*
- *number of goals scored in the matches among the teams in question;*
- *if two teams still finish equal on points, with the same goal difference and having scored the same number of goals, the winners of the match between the two teams in question will be declared as the higher-ranked team.*

If this procedure does not lead to a decision, next three criteria will apply:

- *results of all pool matches;*
 - *better goal difference;*
 - *higher number of goals scored;*
- *fair play ranking of the teams in question;*
- *drawing lots.*

If two teams which have the same number of points, the same goal difference and the same number of goals scored and conceded play their last pool match against each other and if this match stands at a draw at the end of normal time, the ranking of the two teams in question will be determined by kicks from the penalty mark, and not by the criteria listed in text above (under 2.5), provided that other teams:

- *have more or fewer points, or*
- *have the same number of points but a superior or inferior goal difference, or*
- *have the same number of points and the same goal difference but have scored more or fewer goals.*



Final phase (knock out system – direct elimination)

6th day – semi final matches

Matches for places from 1 – 4

1st place group A – 1st place group B (match 1X)

1st place group C – 1st place group D (match 1Y)

Matches for places from 5 – 8

2nd place group A – 2nd place group B (match 2X)

2nd place group C – 2nd place group D (match 2Y)

Matches for places from 9 – 12

3rd place group A – 3rd place group B (match 3X)

3rd place group C – 3rd place group D (match 3Y)

Matches for places from 13 – 16

4th place group A – 4th place group B (match 4X)

4th place group C – 4th place group D (match 4Y)

Matches for places from 17 – 20

5th place group A – 5th place group B (match 5X)

5th place group C – 5th place group D (match 5Y)

7th day – final matches

Match for 1st place

winner of match 1X – winner of match 1Y

Match for 3rd place

loser of match 1X – loser of match 1Y

Match for 5th place

winner of match 2X – winner of match 2Y

Match for 7th place

loser of match 2X – loser of match 2Y

Match for 9th place

winner of match 3X – winner of match 3Y

Match for 11th place

loser of match 3X – loser of match 3Y



Match for 13th place

winner of match 4X – winner of match 4Y

Match for 15th place

loser of match 4X – loser of match 4Y

Match for 17th place

winner of match 5X – winner of match 5Y

Match for 19th place

loser of match 5X – loser of match 5Y

Technical regulation - (2.5) Ranking:

In the event of a tie in the Knock-out rounds:

- *If the scores are level at the end of normal playing time, no extra time will be played. Kicks from the penalty mark will determine the winning team.*
- *If the scores are level at the end of normal playing time in the final and the third-place match, extra time consisting of two five-minute periods of effective time will be played. If the teams are still equal after extra time, the winners will be determined by kicks from the penalty mark.*