

## Tournament Appendix

The tournament will be held over three days with matches on December 28<sup>th</sup> from 8:00 am, December 29<sup>th</sup> from 8:00 am and December 30<sup>th</sup> from 8:00 am.

All teams get a minimum of 5 matches, and all teams will have matches on all 3 match days. Pre-seeding (assessed based on the team's position in the regular tournament) will determine whether it is divided into one overall group, or into A/B groups, respectively. In the case of one group for all, we aim to divide into A/B groups after the preliminary matches.

Teams can register in the listed age groups:

U9 girls and boys born 2016

U11 girls and boys born 2014/15

U13 girls and boys born 2012/13

U15 girls and boys born 2010/11

Specials (one-day event, which will be held on December 28th)

The U9 and U11 age groups play on short court (with the exception of Grønnemose Skolehal, which is 5 meters longer).

Playtime:

U9 - 2 x 12 min

U11 - 2 x 15 min

U13 & U15 - 2 x 15 min

Specials - 2 x 12 (single day event played on the 28th of December)

There is a 1-minute break between halves. The clock does not stop during the break.

(NOTE! There may be changes to playing time depending on the number of teams registered in each age groups)

Write to [abjulecup@gmail.com](mailto:abjulecup@gmail.com) if there are questions about registration in the ranks.

## Competition rules

### 1. Game Rules

The tournament is held in accordance with the Danish Handball East tournament regulations and propositions, however, with the following special provisions:

1. A player can only participate one 1 team, *in their own age group*, during the tournament, unless an exemption has been granted for otherwise.
2. It is allowed to register up to 14 players per match.
3. It is allowed to register a team composed of players from several clubs, if you have been granted an exemption to do so.
4. Age dispensation, etc., follows the DanskhåndboldØst regulations. Documentation of approved dispensation must be presented if requested by the event management.

### 2. Team/player registration

Team/player registration must be correctly filled out before the start of the tournament. Registration are done in Procup under MyTeam. No new players can be added to the team roster after the preliminary group stage has been completed.

### 3. Match deadlines

For the sake of the match plan, teams must be ready to play 10 minutes before each match. If a team is late for the start of the match, the match is considered lost. The match is lost 0-5, and the losing team can't advance as number 1 in the respective group.

### 4. Start of the match

The team first mentioned in the match plan starts with the ball and lines up under the arena scoreboard. Lots are drawn for the ball for each match. Teams are encouraged to agree on the match ball before the start of the match.

### 5. Overalls/change of tire

The second team mentioned in the match plan have to change shirts in case of similar jerseys.

### 6. Protest

Protests must be reported immediately after a match is played to the timekeeper's table, which takes note of this. A written protest must subsequently be submitted to the competition office with a deposit of DKK 300,-, which will be refunded in the event of a successful claim. Sent to **abjulecup@gmail.com**.

## 7. Quarantine

A red card or disqualification generally results in a minimum 1-match ban. However, this does not apply to 3x2 min penalty. The referee submits the disqualification to the referee coordinator (Tom) after the match, so it can be processed immediately.

## 8. Tiebreaks

In the event of a tie in a group, the rankings are determined as follows:

1. Most points in head-to-head matches
2. Goal difference in head-to-head matches
3. Goal difference in all matches in the group
4. Most goals scored in all matches in the group
5. Draw

In semi-finals/finals, and placement matches that are important for the prizes, a rematch of 1x5 minutes is played, followed by 3 penalty throws per team (three different shooters). In the event of a continued tie, 1 penalty throw per team is played until the winner is determined. A new shooter must be used each time until everyone has taken a shot. After that, the same shooter may shoot again.

## 9. Use of glue

The use of water-based glue is permitted in all rows, with the exception of U9, U11 and U13 age groups, otherwise in accordance with the specific rules of the respective arena.

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