


U-17 GAME SHEET

Match : ROMANIA v.RUSSIA		stade: Arcul de Triumf-Bucuresti			Date: 22 Juin 2011			KO time: 19.30						
Arbitre - Referee	Nom JAROWICZ TOMASZ PreNom POLISH RUGBY UNION	Juge de touche 1	FRASINEANU DANUT ROMANIA	Touch Judge	ANOROCIOAEI RAZVAN ROMANIA			Commissaire de match	BARGAUNAS G. FIRA-AER					
ROMANIA		RUSSIA		Final Score A	19	B	7	HT	12	7				
Equipe A		Team B		Evolution du Score / Rolling of the game										
				PREMIERE MI-TEMPS					SECOND HALF					
<i>Nom,</i>	<i>Prénom</i>	<i>Last name</i>	<i>frist name</i>	No.	Equipe	Minute	Event	Score	No.	Team	Minute	Event	Score	
1.	ROSU	COSMIN	POMAZKIN	PETR	10	A	3	P	3-0	14/23	B	36	S	
2.	SCOLOBIUC	OCTAVIAN	TOVMASYAN	GRANT	2/17	B	4	S		3/17	A	39	S	
3.	DUMITRESCU	DRAGOS	TROYANOV	ALEXANDER	10	A	6	P	6-0	4	B	44	Y	
4.	SARACILA	MIRCEA	PETROV	EVGENY	17/2	B	10	S		10/21	B	47	S	
5.	ARVINTE	MARIO	MOROZOV	VALERIY	15	B	10	T	6-5	12/22	A	50	S	
6.	OLESCU	RAZVAN	SYCHEV	ANTON	11	B	11	C	6-7	9/20	B	54	S	
7.	TOMA	VLAD	SAVIN	MAXIM	10	A	19	P	9-7	7	A	57	Y	
8.	NISTOR	VLAD	SAVIKHIN	FILIPP	10	A	28	P	12-7	4/19	A	58	S	
9.	CUBAS	DANIEL	POPKOV	NIKITA						11/21	A	62	S	
10.	MANDACHE	DAVID	RESHETNIKOV	RUSTAM						8	A	65	T	17-7
11.	GHIUR	ALEXANDRU	POTANIN	SERGEY						10	A	66	C	19-7
12.	IORDAN	FLORIAN	SHAKIROV	OLEG						1/18	A	68	S	
13.	BUCUR	ALEXANDRU	RUSIAEV	ROMAN						7/20	A	68	S	
14.	DRAGNA	MARIO	SHAYDULLIN	BULAT										
15.	POROJAN	ALEXANDRU	DAVYDOV	GERMAN										
16.	BUTNARIU	TUDOR	VERCHENEV	VICTOR										
17.	GORDAS	ALEXANDRU	KHARITONOV	ALEXEY										
18.	RAICEA	ANDREI	TIKHONOV	ANATOLY										
19.	LUNGU	BOGDAN	ROMANOV	NIKITA										
20.	DUMITRACHE	ALIN	UZUNOV	KONSTANTIN										
21.	NEACSU	CATALIN	BYAKOV	ROMAN										
22.	OROS	CRISTIAN	ANDRONOV	ALEXEY										
23.	STIOPEI	ALBERT	VLADYCHANSKIY	TIMUR										
24.	CISMAS	DANIEL	MEZHOV	IGOR										
Manager : MITREA STEFAN	Manager : Korochkin Victor	Weather conditions: hot												
Coach : ACSINTE STEFAN	Coach : Sorokin Vitally	État du terrain good												
A	Divers / Misc. :	B	Commentaires											
			good game											
														
			Codes des Evénements T = Essai / Try C = Transformation DG = Drop Goal P = Pénalité S = Substitution Y = Carton jaune / Yellow R = Carton rouge / Red											