



European Under-19 Championship

Qualifying round

Group 8: SCO / BEL / SMR / TUR

Match: San Marino - Belgium the 08/10/2004 at 19:00 (19:00 CET)
Venue: Charleroi **Stadium:** Stade du Pays de Charleroi
Attendance: 450
Capacity: 16903
Result: 0:1 (45') - 0:4 (90'+2') - 0:4 (final)

Goals scored: 0:1 (10) ASUBONTENG Prince - Belgium - (36')
 0:2 (3) DERIJCK Timothy - Belgium - (55' (Pen))
 0:3 (16) DEMBELE Mousa - Belgium - (60')
 0:4 (6) COLPAERT Steve - Belgium - (90'+2')

Nr.	Name	+	-	Nr.	Name	+	-
1	MACALUSO Fabio (G)	*		12	RUTTENS Jonathan (G)	*	
2	BIANCHI Mattia	*		3	DERIJCK Timothy	*	
4	BONINI Giovanni	*	(-68')	7	GALLUCCI Damien	*	
5	ZANOTTI Omar	*		8	SANCHEZ D'AVOLIO Francisco (C)	*	(-80')
6	RANOCCHINI Davide	*		10	ASUBONTENG Prince	*	
7	GUIDI Alessandro	*		11	LAMAH Roland Conde	*	
8	ROSSI Matteo	*		13	TRIANAFILLIDIS David	*	
9	PALAZZI Mirko	*		14	BLONDELLE Siebe	*	
11	VALLI Matteo (C)	*		15	POCOGNOLI Sébastien	*	
13	RINALDI Mattia	*	(-46')	16	DEMBELE Mousa	*	(-67')
14	CIBELLI Enrico	*	(-83')	18	BENGUI-DOMBAXE Patricio	*	
12	STEFANELLI Umberto Maria (G)			1	BOECKX Frank (G)		
3	CHIARUZZI Nicola	(+83')		6	COLPAERT Steve	(+80')	
15	DE ANGELIS Cristian	(+68')		9	YULU MATONDO Jeanvion	(+67')	
16	SIMONCINI Michael	(+46')		2	VANDELANNOITE Jason Lee		
10	CAVALLI Nicola			4	BUYSSE Bart		
17	SIMONCINI Davide			5	MULEMO Landry		
18	GABRIELLI Mirco			17	LEGEAR Jonathan		
Canini Giuseppe				Coach			
				Van Geersom Marc			
				Coach			

Yellow cards: (3) DERIJCK Timothy - Belgium - (38') - Foul play (Inactive)
 (8) ROSSI Matteo - San Marino - (54') - Pushing an opponent (Inactive)
 (16) SIMONCINI Michael - San Marino - (59') - Foul play (Inactive)
 (5) ZANOTTI Omar - San Marino - (85') - Ungentlemanly conduct (Inactive)
 (11) VALLI Matteo - San Marino - (90') - Foul play (Inactive)

Referee: Jareci Sokol (ALB) **Delegate:** Carrel Bernard (SUI)
Assistant Referee 1: Mali Arjan (ALB) **Referee Observer:** Gifford Rodger (WAL)
Assistant Referee 2: Voytyuk Oleksandr (UKR)
4th Official: Berezka Sergiy (UKR)

C = Captain / G = Goalkeeper