



# TORUŃ CURLING CUP — 2017 —

## TOURNAMENT RULES

### I - System of play

Tournament consist of two rounds. First is the elimination round played with triple knockout system (according to the scheme published separately). Rule of thumb is that third loss eliminates the team and third win gives qualification to finals. Second round is the finals played with plain elimination system.

Every team has at least four games guaranteed.

Eight teams advance to Sunday finals.

There is no swap if two teams meet for the second time in the tournament (possible in matches number 31 or higher)

To matches 47 and 48 two teams (losers from 31 and 32) will be assigned in a way that to match 47 goes team that is better by following criteria evaluated in order until resolution:

- 1) win in direct match, if there was one
- 2) more wins with teams that qualified to playoffs
- 3) more losses with teams that qualified to playoffs
- 4) more wins in quarter-finals by teams with whom the compared team played
- 5) toss of a coin

### II - Opening ceremony

Opening ceremony will take place on Friday after first draw (about 11:15). We kindly ask everyone to attend.

### III – Start of the game

Teams should be ready to play 10 minutes before the time specified in schedule. There are no warm-ups before the games.

In elimination round teams should perform a toss of a coin, winner choses either a hammer or stones color.

In final round the team that qualified with lower number has the choice.

The other choice is made by opponent team.

### IV - Length of games

Matches consist of 8 ends and are restricted by time (except for semifinals and matches for places 1-11). After 94 minutes of play there will be signal informing that the played end is last but one. There will be a wall clock measuring the time.

End is considered started if all the stones from the previous end have come to rest or left the playing area.

### V - Ties

All matches must be decided. If there is a tie after last end, one extra end is played. In case of blanked extra end a LSD is played. Team that should start another extra end plays first. If it's impossible to determine the LSD winner it is performed repeatedly until conclusion.

LSD procedure:

1. First team draws to the side of the scoreboards. If the stone stops in house and hasn't covered the pin it is not removed.
2. Second team draws to the side of the scoreboards. Both teams should do their best to prevent stones from collision, but the first stone should not affect the choice of line for the second team. If there is a risk of collision the first stone should be moved.
3. Teams decide on their own who won the LSD.



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### **VI – Final classification**

Except for places 5-8 the final place of the team is determined by the scheme.

Places 5-6 are taken by the teams that win matches 45 and 46, losers of these matches finish on places 7-8. Higher place goes to the team that is better by following criteria evaluated in order until resolution:

- 1) win in direct match, if there was one
- 2) better win-loss ratio in whole tournament
- 3) higher place in final classification of the team that eliminated the compared team in quarterfinals

### **VII – General statements**

Use of any synthetic pads is allowed.

Team can borrow ONE player (for whole tournament) from another team after reporting that to the organizers. Borrowed player has to play lead and can't be a skip or vice-skip.

In case there is a difference between english and polish version of rules, the polish version decides.

In all matters not described above, the tournament will follow the Rules of Curling, and most of all please remember about The Spirit of Curling.