



CCT Austrian Mixed Doubles Cup 2015



RULES OF PLAY

ROUND ROBIN

1. 3 groups of 4 teams will play a round robin format.
2. All round robin games will be a maximum of 8 ends and 1 extra end, if necessary to determine the winner. In the event of a blanked extra end, the team without last stone advantage will be determined as winner. 1 point will be awarded for a win and 0 points for a loss. In each group the team with the highest number of points will be ranked as group winner. The team with the 2nd best result will be ranked on the 2nd place. The team with the 3rd best result will be ranked on the 3rd place.
 - All group winners and the best 2nd placed team will proceed in the Qualifier I (Sat 18:00)
 - The other 2nd best teams together with the 2 best 3rd placed teams will proceed in the Qualifier II (Sat 20:15)
3. In the event of teams finishing with the same number of points the following criteria (in order) will be used to determine ranking for the direct qualification to the play-off games.
 - (a) The record of the game between the tied teams.
 - (b) The team with the lesser Draw Shot Challenge (DSC) (see paragraph 5 below).
4. In the 1st round the 2 teams flip a coin for the last stone.

In the following round robin games choice of last stone will be decided using the Last Stone Draws (LSD) as effective 1 Jan 2015 (new WCF Rules):

After each game 2 stones will be delivered to the tee at the home end, by different players (starting with the winning team first) - one stone with a clockwise and the other with a counter-clockwise rotation. Sweeping is allowed.

The distance between the stone and the tee, if it finishes in the house, will be measured in centimeters. A stone not finishing in the house will be recorded as 185.4 cm. Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm.

The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for the next game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that (next) game. If the LSD totals for both teams are the same then a coin toss will decide which team has the choice of delivering first or second stone in the first end.

5. The DSC will be used where ranking cannot be determined as in paragraph 3(b) above:

The DSC is the average distance of the LSDs played by a team during its round robin games. Contrary to WCF Rules no single least favourable LSD result is automatically eliminated before calculating this average distance. All LSD results will therefore count.

The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal Draws receives the higher ranking.

6. The 1st named team in the draw will throw the dark coloured handled stones (red & blue) the 2nd named team will throw the light coloured handled stones (green & yellow).
7. As time clocks are not being used time outs will not be allowed and the teams are asked to play fast to avoid any unwanted delays in the following draw. If the umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line at the delivering end within 45 seconds, the stone is removed from play immediately.

PLAY-OFF GAMES

8. All play-off games will be a maximum of 8 ends and (unlimited) extra ends are played, if necessary to determine the winner.
9. At the end of all play-off games the LSD will be played according to paragraph 4 to decide who has the choice of last stone in the next play-off game.
- 10. In all other matters the current [WCF Rules](#) will apply.**
11. In any adjudication the decision of the Chief Umpire is final.