



EJCT Austrian Cup 2017

RULES OF PLAY



ROUND ROBIN

1. 6 teams start in 2 groups (A & B) and will play a round robin format within the group.
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 round robin 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.

- The round robin winner will proceed to Game 9 (Sa 16:30)
- The 2nd placed team together with the 3rd placed team will proceed to **Game 7 (m: Sa 11:00) / Game 8 (w: Sa 13:30)**

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. The choice of last stone will be decided using the Last Stone Draws (LSD).

Before the 1st round each team will have a 4min practice, starting with the 1st named team (Fri, 08:50 | Fri, 11:20 = 10min prior to the scheduled starting time of the game). After 4min the team has to deliver the 1st LSD (clockwise rotation) within 1min. The 2nd LSD (counter-clockwise rotation) shall be delivered by another player within 1min after the LSDs on both sheets have been measured. **Those teams who have a bye in the 1st round (Group A: Seiwald-AUT & Moser-AUT; Group B: Kapp-GER & Höhne-GER) will have a 4min practice before they start their 1st game as soon as the ice is ready for play – so be prepared!**

After each game, 2 LSD will be delivered to determine the choice of last stone for the next game.

The number of LSD stones will be 3 and the number of clockwise and counter-clockwise deliveries for each player will be 1 in the round robin.

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 that

(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 Draw Shot Challenge (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 3 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) the 2nd named team will throw the light coloured handled stones (green & yellow).
7. As time clocks are not being used 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.
8. Each team may call one 60 seconds team time-out during the regular ends (1-8) and an additional one during extra end. The coach of the team that called the team time-out is allowed to meet the team by using the walkway between the two sheets.

“LUCKY 6”

9. The losers of Game 7/8 will play the "Lucky 6" (a speedy 6 End game on Su 11:00).

PLAY-OFF GAMES (Games 7-10, Semi Final & Final)

10. All play-off games will be a maximum of 8 ends and (unlimited) extra ends are played, if necessary to determine the winner.
11. The team with more points in the round robin receives the choice of last stone. In the event of teams finishing with the same number of points, the team with the lesser DSC receives the choice of last stone.
- 12. In all other matters the current [WCF Rules](#) will apply.**
13. In any adjudication the decision of the Chief Umpire is final.