



SYSTEM OF PLAY EJCT Prague Junior Cup 2024

General

The **PRAGUE JUNIOR CUP 2024** will be played in two categories, one female and one male of 12 teams each. The categories will be divided into three groups of four teams. All teams will play 3 games in the preliminary section of the competition. All games will consist of 8 ends, with a full extra end in the event of a tie after 8 ends. If the score remains tied after the extra end, the team without last stone advantage in the extra end will be awarded the win.

The first games of the Prague Junior Cup will begin on Thursday October 3 at 1700. The finals are scheduled for 1430 on Sunday, October 6.

Pace of play will be monitored by the organizing committee. Teams are expected have a pace of play which would allow for an 8 end game to be completed in 120 minutes including "turn and go" between each end. Teams which are behind time at any point in the game may be given a reminder or warning regarding pace of play. The organizing committee will have the discretion to stopwatch time the game. The organizing committee will then have the authority to take fair and reasonable action based on evidence on the offending team with respect to continued pace of play problems.

There is no 4th end break and there is one 60 second time-out per team per game (plus one 60 second Time-out in Extra End if played). Only the team who calls Time-out can meet their coach. Travel time for home end is 75 sec. and 105 sec. for the away end. Coaches must wear suitable and clean footwear and remain on the rubber walkways.

Teams will be responsible to post scores and perform measurements during the game. An organizing committee member or designate may be consulted in the event of any disagreements between teams regarding measurements or rules of play. For issues such as determining whether a stone is touching the centreline when the no-tick rule is active, feel free to consult a player from an adjoining sheet to come to an agreement.

Unless stated otherwise, WCF rules apply including the 5-rock rule and no tick rule. No communication between coaches and teams on the ice is allowed, except during pre-game practice and Time-out.

Consider this document the final warning associated with hog line violations. Any stone seen not being clearly released before the hogline will be removed from play by any of the organizing committee.



Stone Colour, Pre-Game Practice, Hammer, DSC Round Robin Games

Rock color for each team will be pre assigned during round robin games.

Prior to the first round robin game only, 5 minutes prior to the scheduled game time, the team throwing red stones, listed first in the official draw will be allowed to throw one stone from the home end to the away end, and one stone from the away end to the home end. Following these two practice throws, the team will play one last stone draw (LSD) towards the home end to decide last stone first end (LSFE). The team with first practice will throw the clockwise rotation and any player may throw.

Once the team with the first practice has left the ice the second teams will practice. This team will throw yellow stones, listed second in the official draw will be allowed to throw one stone from the home end to the away end, and one stone from the away end to the home end. Following these two practice throws, the team will play one last stone draw (LSD) towards the home end to decide last stone first end (LSFE). The team with second practice will throw the counter clockwise rotation and any player may throw.

If the results of the LSD are equal, one additional throw per team will take place with the red team throwing first and yellow team throwing second. If the LSD remains tied after two throws, LSFE will be determined by a coin toss. The game will commence at the conclusion of determining the LSFE.

Immediately upon the the conclusion of all three round robin games, both teams will be required to throw one LSD from the away end to the home end. The winning team will throw the first LSD and the second place team will follow. Any rotation and any player may throw the LSD. This will be used to determine LSFE in the following game. After the final (3rd of 3) round game, a LSD throw will also take place. This measurement will only be used to collect a total of 4 LSD results. If the LSD measurement is 0 or 185.4, a second LSD may be requested to be delivered by a different player. The second LSD will only be used for the determination of LSFE in the following game.

The LSD measurements will also be used in relation to the overall competition DSC results. 3 of the 4 LSD measurements will be used for the calculation of the DSC results (highest measurement excluded).

The second and third round robin game will begin with no pre game practice as LSFE will have been determined earlier in the tournament.

The distance between the stone and the button (center of the house) is measured to the nearest part of the stone in centimeters with an accuracy of 0.1 cm. If the stone ends up outside of the house or it has been touched/ moved by the player of the delivering team, it will be recorded as 185.4 cm. At least 3 players must be present on the ice, when the LSD is being delivered. If not, the team's LSD will be recorded as 185.4 cm.



Determination of placing

Within each group, the teams will be ranked 1-4. using the following order:

- Overall Win/Loss record, then
- Head to head record, then
- DSC amongst teams with the same win/loss record

Championship Games

All teams will then be positioned in the single elimination championship draw based on their ranking from within their group and DSC score in comparison to the other equally ranked teams.

The team with the better ranking from the round robin will have LSFE or choice of 1st/2nd practice or Stone colour. LSFE for teams who have equal ranking will be given to the team with the better DSC score.

Play-off games are set to have a 5 minutes pre-game practice for every team scheduled to begin 10 minutes before the official game time.

All Play-off games will consist of 8 ends without 4th end break. Each team will be allowed one 60 second Time-out per game (plus one 60 second Time-out in Extra End if played). Only the team who calls Time-out can meet their coach. Travel Time for Home end is 75 seconds. For Away end, it is 105 seconds. Coaches must wear suitable and clean footwear and remain on the rubber walkways.

All Play-off games must be completed for prize money to be awarded.

PLEASE NOTE - THE ORGANISERS RESERVE THE RIGHT TO MAKE CHANGES IN THE SYSTEM OF PLAY OR IN THE SCHEDULE IF REQUIRED, AND TO MAKE RULING DECISIONS.