



SYSTEM OF PLAY

General

The **Mixed Double Prague Trophy 2025** is a 12-team competition and will be played in two groups of 6 teams. All teams will play 5 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 the last stone advantage in the extra end will be awarded the win.

Teams will be divided into two groups based on the World Curling Team Ranking as defined by the World Curling Federation using rankings published on March 17, 2025.

Teams within the group will be ranked first by win/loss record, then by head-to-head with the other tied teams, followed by the DSC average measurements collected within the competition.

Three teams will qualify for the championship games from each group. For seeding purposes, the first-place teams in each group will advance to the semifinal game of the playoff stage. The second and third place teams will play in the quarter final stage with the second-place team in one group playing the third-place team in the opposite group. The winning teams will advance to the semifinal stage of the playoffs.

The first games of the MD Prague Trophy will begin on Friday April 4 at 08:30. The finals are scheduled to begin at 12:30 on Sunday, April 6.

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 for posting 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.

Unless stated otherwise, WCF rules apply. No communication between coaches and teams on the ice is allowed, except during pre-game practice and the time-out.

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

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

Stone color for each team will be preassigned during round robin games.

Prior to each round robin game, 15 minutes prior to the scheduled start of the draw, the team listed first, assigned red rocks for the upcoming game will practice for 5 minutes. At the conclusion of the practice the team will play one clockwise last stone draw (LSD) towards the home end, followed by one counterclockwise LSD to decide the last stone first end (LSFE). Once **all** teams with first practice have left the ice the teams assigned yellow stones will practice for 5 minutes. At the conclusion of the practice the team will play one





counterclockwise LSD towards the home end, followed by one counterclockwise LSD to decide the LSFE. Each player will throw one LSD per game. If the results of the LSD are equal, a coin toss will determine LSFE. The games will commence upon the conclusion of both practices. Each team will be asked to assist in the measurement and recording of the LSD results.

The LSD measurements will also be used in relation to the overall competition DSC results. The 8 best measurements will be used for the calculation of the team DSC.

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 a player of the delivery team, it will be recorded as 185.4 cm.

The winning team will be asked to complete the linescore and return it to the LOC office.

Positioning Stones

The following rotation will be used for the competition:

Friday		Positioning Stones	
0830	Draw 1	1	2
1130	Draw 2	3	4
1430	Draw 3	5	6
1730	Draw 4	7	8
2030	Draw 5	1	2
Saturday			
0900	Draw 6	3	4
1200	Draw 7	5	6
1500	Draw 8	7	8
1900	QF	Any	Any
Sunday			
0900	SF	Any	Any
1230	F	Any	Any

Pace of Play in round robin games

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 100 minutes including "turn and go" between each end. Teams who are behind time at any point may be given a reminder or warning regarding pace of play. The organizing committee will have the discretion to stopwatch time the game after the warning. The organizing committee will then have the authority to take fair and reasonable action based on evidence of the offending team with respect to continued pace of play problems.





Determination of placing

Within each group, the teams will be ranked 1-6. using the following order:

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

Teams will be placed in the championship draw based on the ranking from within their group. The team with the better ranking from the round robin will have LSFE and will have first practice. The other team will have a choice of stone color and will have second practice. LSFE and first practice for teams who have equal ranking will be given to the team with a better DSC score.

Play-off games are set to have a 5-minute pre-game practice per team scheduled to begin 15 minutes before the official game time.

All Play-off games will be timed and consist of 8 ends without a 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. Six end minimum will be required to be played for all championship games.

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

