

BALTIC CUP 2007



GLIWICE

POLAND

31ST OCTOBER – 3RD NOVEMBER, 2007

TEAM MEETING

Introduction and Welcoming Comments

Head of Organizing Committee

Karlis Smilga

Chief Umpire

Łukasz Piworowicz

Deputy Chief Umpire

Paweł Frynia

Original Team Line-up Form

This form is received by mail or e-mail from each nation represented, if there is some incorrect players or teams changed their line-ups since first round, please inform Chief Umpire at the end of the Meeting.

Game Team Line-up Form

Copies shall be available 15 minutes before each game, provided by Umpires. The Game Team Line-up Form is to be completed and given to an Official 10 minutes before the start of the first pre-game practice. A Game Team Line-up Form **must be submitted** for **EVERY** game.

Team Line-up Change (Substitution) Form

Copies shall be available from either the Chief Umpire or the Deputy Chief Umpire. This form must be completed and given to an Official if a substitution is to be made either between the pre-game practice and the start of the game, or during a game in progress. The Team Line-up Change Form must be given to an Official before permission for the player to enter the game shall be given.

Rules

The tournament shall be played under the guidelines of the Baltic Cup Organising Committee using the World Curling Federation's 'The Rules of Curling and Rules of Competition' 2007 edition Handbook.

System of Play**LADIES**

6 teams, one group (Z).

The round-robin games, 5 games each team.

After round-robin the ranking determined on number of wins and losses. 1st and 2nd from the ranking play in the final, 3rd and 4th in the bronze medal game and the rest in 5th place battle.

4-end tie-breakers games to determine teams allowed to play in the final, bronze medal game and 5th place game – if 2 or more teams have the equal number of victories after round-robin (only one game should be played, using Baltic Cup Rules Clause 8.10 and 8.11).

MEN

10 teams, two groups (A and B).

1. The round-robin games in two groups (4 games each team).
2. 4-end tie-breaker games to determine teams on all positions in group.
3. Semifinal stage:
 - winner and runner-up qualifies for Semi-final (1-4) positions (1A* vs. 2B and 1B* vs. 2A; * - hammer in 1st end)
 - 3rd and 4th team for semi-final for 5-8 positions (3A* vs. 4B and 3B* vs. 4A)
 - 5th teams for 9th place battle (they play twice, in first game * goes to team from A, in second one to B's team).
4. Finals – games for 1st, 3rd, 5th, 7th position and the second match for 9th position (counts: wins/losses, ends gained, stones gained, ends lost, stones lost, DSC).

Ice Access Footwear

At all times the footwear worn within the playing area must be

clean (not worn outside). This applies to all players, coaches and officials. The players are also reminded not to put their hands or knees on the ice, and please protect the hacks.

Colour of Stones and Last Rock Advantage

Each team pairs 10 minutes before game make a coin toss. Winner of coin toss choose hammer or colour of stone, loser choose color of stone (if winner choose hammer) or receives hammer.

Playing Uniforms

Players should wear equal uniforms during game and pre-game practice

Games

All games shall be 8 ends. Games tied after 8 ends shall be decided by playing an extra end(s). A minimum of 6 ends shall be played during the round-robin, tie-break, semi-final and final games.

Game Timing

Time clocks will not be used. Note WCF **rule of PPlay 8-(5)** “(...) *Where the Chief Umpire considers that play is unnecessarily slow, he shall notify the skip of the team at fault that if their next stone is not delivered within 30 seconds from the time he gives a signal, he will order the stone to be removed from play immediately*”.

After 95 minutes of game there will be signal after what started end should be finished and one more end played. There shall be 1 minute of dead-time after the 4th and 5th end when the alternate player, the team coach and one other team official may meet in the ice area. Please be aware that other games may be in progress when entering and leaving the field of play.

If an extra end is required there shall be 1 minute of dead-time break after the 8th end which shall follow the same guidelines as the 4th end break.

Time-outs

Each team is allowed one 60-second time-outs per game, and one 60-second time-out in each extra end. Only the coach of the team that calls the time-out can talk to the team during the time-out. To call a time-out indicate this request clearly to the Umpires. Coaches may not call a time-out, stand on the ice surface, or touch any stones.

Measures

Umpires will do the measuring. Where a measure is required at the completion of an end players are asked to clear away all stones not involved in the measure and to move either to the hog line or behind the hack leaving the ice free for the Umpire.

Where a Free Guard Zone measure has to be made visually by an Umpire, and provided that stone, or stones, remain untouched for the remainder of the end, no further measure shall be made as the visual decision shall stand.

Practice Before Games

Each team pairs 11 minutes before game make a coin toss. Team which has a hammer starts 5 minutes pre-game practice first, and team which has no hammer has 5 minutes pre game practice second.

Delaying and number of players

Delaying - 5-15 minutes delay gives a 2 points handicap (as played 1st end) to not delayed team (0-2 stones, 0-1 ends) and game begins. More than 15 minutes 0-8 loss to delayed team

for whole game. Team should start with 4 players in 1st game and at minimum 3 player next games.

Results Information

This shall be supplied by the Results Team and placed with any other pertinent information in entry of Curling Arena.

Scoring

The players in charge of the house when an end is completed, and the score agreed, should put the correct numbers on the results board at the end of the sheet.

Hog Line Violations

The first, and ONLY, warning shall be the instruction given by the Chief Umpire at the Team Meeting. Any further infractions shall result in the stone being removed from play. Confirmation of hog line violation calls shall not be required.

Clothing / Kit Bags

Please place all items neatly behind the scoreboards. Clothing discarded during games should also be placed behind the scoreboards and not dropped directly behind, or to the side of the ice.

Coach and Alternate Players

The coach and alternate player may not stay on ice during the game, apart from planned breaks during the game. **Please note: coach-to-player signals shall not be tolerated.**

Smoking

Smoking is not allowed in the arena.