

BALTIC CUP 2007

GLIWICE, POLAND

30 October- 3 November 2007

RULES OF COMPETITION

1. The rules of play for the Baltic Cup are the rules of the World Curling Federation currently in use.
2. Baltic Cup is organized by Latvian, Estonian Curling associations and Host Committee. Head of Organizing Committee is President of Latvian Curling association.
3. The official language that should be used in official documents is English.
4. The Organizing Committee shall appoint a Chief Umpire annually for the Baltic Cup, not later than the **15th day of September** of the year in which the Baltic Cup are to take place. Two Assistant Umpires shall also be appointed by the Host Committee, subject to the approval of the Organizing Committee. As far as possible, these umpires should be from the Baltic Sea area.
5. All matters pertaining to the Rules of Play during the Baltic Cup are adjudicated by umpires. In the event that there is an appeal against an umpire's decision, then the decision of the Chief Umpire or his/her deputy is final.
6. Competing teams in the Baltic Cup are those, selected in the appropriate men's or ladies' events of the participating countries or by decision of National Association. *Participating countries are all countries which has sea border with Baltic Sea (Russia, Estonia, Latvia, Lithuania, Poland, Germany, Denmark, Sweden and Finland).* In the event that a team is unable or unwilling to attend a Baltic Cup the National Curling Association of the country involved may nominate another team to represent that country in the Baltic Cup.
7. Each country could be represented by 2 (two) Men's teams and 1 (one) Women's teams. Organizing Committee has rights to invite one more woman team from participating Nation to improve competitive level of Baltic Cup. Invited teams should be from Baltic Sea region.
8. Each player in a team in the Baltic Cup must be a bona fide member in good standing of his or her national Curling Association
9. Entry fee of **300 Euros per team** entered is charged to any team participating in the Baltic Cup.
10. The dates of the Baltic Cup shall be established by the Organizing Committee.
11. Each game in the Baltic Cup shall be eight ends in length. If the teams are tied at the completion of ten ends, an extra end must be played in order to break the tie. If both teams are still tied after an extra end, play must continue for as many ends as may be required to break the tie.
12. In the Baltic Cup, games shall be not less than 6 ends.
13. All members of a team shall wear identical uniforms in each game
14. No electronic devices shall be used for communication between team members and a coach during the playing of a game

SYSTEM OF PLAY

1. System of Play and Schedule will be announced by the Organizing Committee of Baltic Cup at 20th September
2. The number of groups and system of play in Baltic Cup will depend upon the number of teams entered, the ice available at the venue and the time available to play the competition. Where more than one group is played the number of teams in each group will be as equal as possible.
3. The default criteria are:
 - a. Up to 8 Teams 1 Group, Round Robin
 - b. 9-12 Teams 2 Groups, Round Robin, best 2 teams to semi final
 - c. 13-14 Teams 2 Groups, Round Robin, best team to final
 - d. 15 Teams 3 Groups, Round Robin, best team to final, 4th decided by T-shots
 - e. 16-20 Teams 4 Groups, Round Robin, best 2 teams to quarters
4. The Board of Baltic Cup reserves the right to vary these criteria in order to facilitate the running and completion of the Baltic Cup. Minimum of 6 (six) games are guaranteed for each team.
5. Round robin group forming will be based on previous season Baltic Cup rankings
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8. Quarter, semi finals, finals and T-shots will be played for teams ranked at 3.th-4.th and 3.-6.th places in round robin groups to determine final order of teams.
9. After 95 minutes of play, there will be a signal after what started end should be finished and one more end played.
10. If there are two or more teams with equal number of points, to decide final rank after Round robin stage, 4 end (with extra ends) tie breaker game should be played (see Appendix A).
11. To determine classification before tie breaker games, first criteria are points in mutual games, second criteria T-shots competition (sum of best 3 players, measured in cm).

APPENDIX A

TIE BREAKER RULES

- *Three teams (qualifies 2)* equal situation- best team from tee shots qualifies as 1st, remaining teams plays tie breaker (winner 2nd, loser 3rd).
- *Three teams (qualifies 1)* – worst team from tee shots is out (3rd), 1st and 2nd team plays tie breaker (winner 1st, loser 2nd).
- *Four teams (qualifies 2)* - pairs of classified 1st and 4th team and 2nd and 3rd after tee shots play tie breaker game. Winning team with better tee shot result classifies as 1st, losing team with better tee shot result classifies as 3rd.
- *Four teams (qualifies 1)* - best team from tee shots qualifies as 1st, worst team from tee shots is out (4th), remaining teams plays tie breaker (winner 2nd, loser 3rd).
- *Five teams (qualifies 2)* - worst team from tee shots is out (5th), pairs of classified 1st and 4th team and 2nd and 3rd after tee shots play tie breaker game. Winning team with better tee shot result classifies as 1st, losing team with better tee shot result classifies as 3rd.
- *Six team (qualifies 2)* - worst 2 teams from tee shots is out (5th and 6th), pairs of classified 1st and 4th team and 2nd and 3rd after tee shots play 4-end tie breaker game. Winning team with better tee shot result classifies as 1st, losing team with better tee shot result classifies as 3rd.

ORGANIZING COMMITTEE-2007

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