

BALTIC CUP IN CURLING REGULATIONS

Season 2006/2007

Baltic Cup official language – the official language that should be used in all official documents, is **English**.

1. GOALS

- 1.1 Qualify the Champion of Baltic Cup (men and women) and placement of other participating teams from Belarus, Denmark, Estonia, Finland, Germany, Latvia, Lithuania, Poland, Russia and Sweden.
- 1.2 Popularize game among people, curlers, press, government institutions and expand curling in the Baltic region.
- 1.3 Develop the image of Baltic Cup and its participants.

2. MANAGEMENT

- 2.1. Baltic Cup is organized by Estonian and Latvian Curling Associations (further ECA and LCA)
- 2.2. Structure:
 - 2.2.1. Under the agreement between ECA and LCA organizational work during 2006/2007 season is being done by the Baltic Cup Board which consists of two ECA and two LCA members (Karlis Smilga (president@curling.lv), Janis Laizans (LCA) and Fred Randver (fred@curling.ee), Leo Jakobson (ECA)).
 - 2.2.2. ECA is responsible for the games that are held in Estonia, Tallinn and LCA is responsible for the games that are held in Latvia, Jelgava.
 - 2.2.3. ECA and LCA organization's staff works out the draft documentation for the competition (Regulations, game schedule etc.), which are approved by all partners (national associations, institutions, federations). The head of the Baltic Cup is President of Latvian Curling Association (Karlis Smilga).

3. OFFICIAL TEAMS' APPLICATIONS

- 3.1.. Regional organizations forward to the Board of Baltic Cup **by the August 15th** number of teams participating in Baltic Cup.
- 3.2. Regional organizations forward to the Board of Baltic Cup **by September 1st** the team applications and rosters (maximum 5 players) for first round and by **January 1st, 2007** for second round (maximum 5 players).
- 3.3. At least 4 players have to be registered and present for each tournament.
- 3.4. Maximum of players that may be registered and participate in a game, is 5.
- 3.5. The skip of the team has to hand in the roster of players with his/her signature to the tournament organizers 10 minutes prior to the game.
- 3.6. Player once played during the competition in one team could not participate in other team.

4. COMPETITION

- 4.1. Games are played according Baltic Cup Regulations and WCF Official Curling Rules, as well as WCF Official Rules' Changes, Interpretations and Additions and WCF Regulations 2006/2007.
- 4.2. Each situation that is not stated in Baltic Cup Regulations, should be followed by WCF Official Curling Rules.
- 4.3. On each occurrence, that is related to Baltic Cup and is not mentioned in Baltic Cup Regulations or WCF Official Curling Rules, the decision has to be made by the President of Baltic Cup.
- 4.4. On each occurrence, that is related to a certain game and to a certain moment of the game and is not mentioned in Baltic Cup Regulations or WCF Official Curling Rules, the decision has to be made by the umpire of the game.
- 4.5. The umpire of the game is the official representative of Baltic Cup in the game.

5. PARTICIPANTS

5.1. Baltic Cup is composed of:

5.1.1. 2 (two) **Belarusian, Danish, Estonian, German, Latvian, Lithuanian, Finnish, Polish, Russian and Swedish** men curling teams, that were the 2 (two) top teams at national championship in season 2005/2006 or other teams, decided by national curling authorities;

5.1.2. 1 (one) **Belarusian, Danish, Estonian, German, Latvian, Lithuanian, Finnish, Polish, Russian and Swedish** women curling teams, that were the winners at national championship in season 2005/2006 or other teams, decided by national curling authorities;;

5.2. If there is no necessary number of teams, organizers could invite additional necessary teams from Baltic Region. For teams invited is guaranteed participation in both rounds of Baltic Cup.

5.3. All teams participating in Baltic Cup represent their home country and names of the teams are country names with the remark first, second and in some cases third or fourth and skips Surname (examples: Latvia 1 (Smilga), Finland 2 (Kauste)).

5.4. 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

6. DATES

6.1. Second Baltic Cup will be played in 2 (two) Rounds:

- First round **22.09-24.09.2006 in Estonia, Tallinn**
- Second (final) round **19.01-21.01.2007 in Latvia, Jelgava.**

7. GAME SCHEDULE

Detailed game schedule and detailed system of play is given to the national associations no later than **August 20, 2006.**

8. SYSTEM OF PLAY

8.1. System of Play will be announced by the Board of Baltic Cup **at 20th August.**

8.2. 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.

8.3. The default criteria are:

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|-----------|-------|---|
| • Up to 8 | Teams | 1 Group, Round Robin |
| • 9-12 | Teams | 2 Groups, Round Robin, best 2 teams to semi final |
| • 13-14 | Teams | 2 Groups, Round Robin, best team to final |
| • 15 | Teams | 3 Groups, Round Robin, best team to final, 4 th decided by T-shots |
| • 16-20 | Teams | 4 Groups, Round Robin, best 2 teams to quarters |

8.4. 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.

8.5. Round robin group forming will be based on previous season Baltic Cup rankings.

8.6. 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.

8.7. Each game in the Baltic Cup will be eight ends in length. If the teams are tied at the completion of ten ends, a complete 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.

8.8. In round robin for a win 1 point will be awarded and lose 0 points.

8.9. After 95 minutes of play, there will be a signal after what started end should be finished and one more end played.

8.10. 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).

8.11. 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).

9. OVERALL STANDINGS AND BALTIC CUP WINNER

9.1. Winner of each round in men or women competition receives 20 points, 2nd place 16, 3rd 13, 4th 10, 5th 8, 6th 7, 7th 6, 8th 5, 9th 4, 10th 3, 11th 2 and 12th 1 point.

9.2. Team which will have the highest score in points after two rounds will be awarded with Baltic Cup. If there will be equal number of points, better position in final classification will receive team, placed in better place in last (final) round.

10. ENTRY FEE

10.1. Each Baltic Cup team has to pay an entry fee of **220 EUR** per one round, which will cover the following expenses:

- rent of curling arena;
- prizes;
- banquet which will be organized by the organizers;
- other organizing expenses.

10.2. Entry fee must be paid by the participants to organizers 2 weeks before each round.

11. PRIZES

11.1. Baltic Cup men and women:

11.1.1. Teams placed 1 – 3 after final standings will be presented with trophies and each member of the team, who is included in the roster, will be presented by medals and diploma.

11.1.2. Diplomas will be presented for each team after every round.

11.2. Awards ceremony should take place according to the scenario after final game.

APPENDIX A TIE BREAKER RULES

Three teams (qualifies 2) equal situation- best team from tee shots qualifies as 1st, remaining teams plays 4-end tie breaker (winner 2nd, loser 3rd).

Three teams (qualifies 1) – worst team from tee shots is out (3rd), 1st and 2nd team plays 4-end 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 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.

Four teams (qualifies 1) - best team from tee shots qualifies as 1st, worst team from tee shots is out (4th), remaining teams plays 4-end 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 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.

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.