

Baltic CUP 2014 RULES OF PLAY

1. Team which is mentioned first in the schedule plays with the dark coloured stones.
2. The team with the asterisk symbol (*) by its name warms up first.
3. For final games higher ranked team picks stone colour and warm up order.
4. Last stone advantage is determined by the Draw Shot Challenge shot in all five games.
5. Pre-game warm up – 4 minutes per team, 1 minute per team to carry out DSC.
6. After round – robin games teams will be ranked in an overall group to determine their ranking after the group stage
7. Teams are ranked by –
 - (i) Teams will be ranked on their win / loss record.
 - (ii) If two teams are tied, the team that won their round robin game will be ranked higher.
 - (iii) Where three or more teams are tied and the record of the games between the tied teams provides a ranking for some of the teams, but not all, then those remaining teams whose ranking has not been decided will use the record of games between them to determine ranking.
 - (iv) For all remaining teams whose ranking cannot be determined by (i) or (ii) or (iii), ranking is determined using the Draw Shot Challenge (DSC).
8. Average DSC will be taken from the first three round robin games to determine final standing. DSC during final games to be used to determine the last stone advantage only.
9. Game length will be 1 hour and 35 minutes after which the chief umpire will signal to the teams to **finish the end in progress and play one more end.**
10. Delay of game time is not acceptable. If a team is deemed by the chief umpire to delay the game he/she has the right to ask the offending team to complete their shot within 45 seconds.
11. No draws between teams are allowed in the system of play – if the game is tied after eight ends or after the end of the time limit, teams play an extra end to determine the winner.