



SYSTEM OF PLAY – Prague Classic 2024

General

The **PRAGUE CLASSIC 2024** 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 October 22, 2024.

Three teams will qualify for the championship games from each group of 6 teams. The first-place team in each group will advance to the semi final games while the second and third place teams in each group will advance to the quarter final games.

The first games of the Prague Classic will begin on Friday November 8 at 0800. The finals are scheduled for 1430 on Sunday, November 10.

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 to post 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. For issues such as determining whether a stone is touching the centreline when the no-tick rule is active, feel free to consult a player from an adjoining sheet to come to an agreement in order to maintain a favorable pace of play.

Unless stated otherwise, WCF rules apply including the 5-rock rule and no tick rule. No communication between coaches and teams on the ice is allowed, except during pre-game practice and 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 by any of the organizing committee.





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

Rock 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 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 to decide the LSFE. Any player will be permitted to throw the LSD. The games will commence upon the conclusion of both practices.

If the results of the LSD are equal, one additional throw per team will take place with the red team throwing first and yellow team throwing second. The second throwers will be different players than the players who threw the first LSD. If the LSD remains tied after two throws, LSFE will be determined by a coin toss. The game will commence at the conclusion of determining the LSFE.

The LSD measurements will also be used in relation to the overall competition DSC results. 5 of the 6 LSD measurements will be used for the calculation of the DSC results (highest measurement excluded).

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 the player of the delivering team, it will be recorded as 185.4 cm. At least 3 players must be present on the ice, when the LSD is being delivered. If not, the team's LSD will be recorded as 185.4 cm.

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 120 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 on 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

Championship Games

It is anticipated that the Championship games will be televised and timed as referenced in WCF rules.

Teams will be positioned in the championship draw based on their ranking from within their group.

The team with the better ranking from the round robin will have LSFE and first practice. The other team will have choice of stone color and second practice. LSFE and first practice for teams who have equal ranking will be given to the team with the 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.

