

RULES - JASS CURLING CLUB INTERNATIONAL TOURNAMENT

Tournament organisation

1. The first match will be played according to a draw, then according to the Schenkel scheme, where each team will play 4 matches, the first two matches will be played into groups.
2. After the first round a global ranking will be drawn up. The teams will take with them the results obtained in previous matches.
3. If the ranking involves the meeting of two teams that have already faced each other, the pairing will be changed following the ranking order.
4. Teams will get points based on match results:

Victory: 2 points

Draw: 1 point

Defeat: 0 points

5. Each game will consist of 6 hands, and will have a time limit of 1 hour and 20 minutes. After this time expires, you will be allowed to complete the current end. In case of a equal score, without the possibility of playing an extra-end, the match will end in a draw.
6. To determine the team that will start the match with the hammer a draw will be made for each match. Before the start of the match, the teams will agree on how they will make this choice.

Game organization

7. Teams must arrive on the sidelines 15 minutes before the start time of the match indicated in the calendar.
8. At the start of each first round match, a short 'skip meeting' will be held.
9. The matches of the same round will all start at the same time at the time
10. If a team is not present at the start time of the match, a maximum delay of five minutes is tolerated. After this delay, the first end will be awarded to the present team, with the awarding of two stones and the hammer in the following hand.
11. If the delay exceeds fifteen minutes, the late team will be considered defeated, and the game will be awarded to the opposing team with the awarding of four hands and six stones.
12. The organization of the tournament will guarantee compliance with the times indicated above.
13. All participating teams are recommended to respect the times and times indicated to ensure the correct running of the tournament.

General rules

14. All matches will take place according to the WCF regulations and therefore with the inclusion of the 'no-tick rule' and 'free guard zone'.
15. There will be no refereeing during the tournament and teams are invited to play according to the principles of the Spirit of curling. The intervention of a judge will be limited to measurements only, but we ask the teams to limit these requests to avoid unpleasant waste of time.
16. The tournament organizer will ensure compliance with the times and times indicated in the match calendar and in these regulations and the constant updating of results and rankings on the site

<https://www.softpeelr.com/en/tournaments/2305>