

## **DJO 2010 Competition and Rules of Play**

Welcome to the 5<sup>th</sup> Dutch Junior Open International Curling Tournament.

The following is the system of competition and rules of play for the event. The WCF rules will be in effect for the DJO unless otherwise stated by the DJO committee.

Round One of competition, teams are divided into three groups of 6 teams. Each team will play three games in their group. The first game is pre-determined by random draw prior to start of the event.

In all games except the 1 vs 2 finals, the choice of stone colour &/or hammer will be determined by toss of a coin, 15 minutes prior to going to the ice. Teams are asked to send one player from their team to the media table to do the toss, before each game. For the 1 vs 2 finals, the hammer or choice of stones will be determined by draw shot.

Following the first game, ranking is done within the group. Round 2 is then determined by group ranking. AR (ranking) 1 vs AR2, AR3 vs AR4 and so on. This process is repeated on round 3. No team will play against the same team twice within group play. If ranking determines this to occur, then the committee will adjust the draw as required.

Ranking will be determined by wins, ends and stones for/against (average).

All group games & first round of Cup/Trophy games will be played on a time limit. After 1 hour and 20 minutes the bell will ring, you will complete the end you are on and one additional end will be played. An end is completed and next end started only when:

(a) the points have been agreed upon, (b) stones cleared from play and (c) lead is in the hack ready to begin.

The 3vs4 and 1vs2 finals will be 8 ends, with an extra end if required. You must play a minimum of 6 ends.

Each team is permitted one 1 minute time out per game. This request will be indicated by the players on the ice. The coach can not call the T/O from the bench. An umpire or committee official will supervise the time-out. Only the team calling the T/O will be permitted to communicate with bench/coach (only one team representative will be permitted to the playing field during the time out).

Slow play will be monitored by committee & officials. If play is slow, you maybe given a 45 second warning to make your shot. (if you do not delivery your stone within the 45 seconds after the warning, your stone is removed from play). IF the infraction occurs in a game more than twice (per team)... on the third infraction the offending team will immediate loose an additional end and two points on the score card.

If a stone measurement is required, an umpire of committee official will perform the measurements. Only the player responsible for the house, in each team may observe the measurement. All other players are (as in the rules) requested to remain outside the hogline or behind the backline.

CBZ (Curlingbaan Zoetermeer) has courtesy lines, therefore players are asked to honour them during play.

Score sheets will be provided at the end of your sheet, please fill them in and both teams, confirm & sign at end of game. Please turn the sheets into the media table at completion of the game.

Sportsmanship player of the game vote sheets. At the end of each game, each team is asked to nominate a player from the opposition team who demonstrated the best sportsmanship during the game. Each team will be given one vote per game. Please fill these in and deliver to the media table at the end of the game (or following your team debrief &/or social time).

Please be considerate to the ice during the event. Our ice makers work hard to maintain the best quality ice possible. They need your help this happen. Please keep your knees, hands and other body parts off the ice as much as possible.

During the event, the DJO committee and umpires have the authority to impose or adapt a rule or decision to ensure the fair play of the game, safety of players and/or security of the event, if required.

The DJO committee wishes all players and coaches great games, great spirit and curling experience. Success and Let the games begin!!

DJO committee