

# **2024. Hungarian National Youth Team**

## **Championship**

### **Technical Information**



#### **Order of strength:**

By the entry deadline (March 8th 2024, 16:00), 5 girls and 4 boy teams have confirmed their intention to start.

Order of strength according to the competition rules of the Hungarian Curling Federation:

#### **Girl teams:**

- A1: Vasas Team Joó
- A2: Vasas Team Apple
- A3: Curling Girls
- A4: Kiwibrizz (CZE)
- A5: Bunnies on ice (SLO)

#### **Boy Teams:**

- B1. Team Tatár
- B2. SSC Vulptices
- B3 TREFORT
- B4 Ljubljanski lisjaki (SLO)

#### **Conduct of the event:**

##### ***Round Robin:***

##### **Girl teams:**

**April 19-21. 2024.**

##### **Boy teams:**

**April 19-20. 2024.**

***Play off: April 21<sup>st</sup> 2024. (Final and Bronze match)***

**Girl teams:**

Based on the standings in the round robin, the first and second placed teams will compete in the final match; the third and fourth placed teams will compete in the bronze medal match. The team that finishes fifth in the round robin will be awarded 5th place in the Girl's Hungarian National Youth Team Championship.

**Boy teams:**

Based on the standings in the round robin, the first and second placed teams will compete in the final match; the third and fourth placed teams will compete in the bronze medal match.

**Rules of the competition:**

- The times in the schedule are the start times of the matches. During the round robin, the warm-up will start 20 minutes before the time shown in the schedule, while in the play-off it will start 15 minutes before the time shown in the schedule!
- The time available for the teams is 80 minutes + the already started end can be finished (running clock).
- The end is considered to have started if the first stone of the next end crossed the thrower side's tee line.
- Six (6) ends are scheduled with extra end to decide tied matches. A minimum of four (4) ends must be completed in the round robin matches and all play-off matches.
- First named teams in each draw play the stones with the dark-coloured handles. Second named teams in each draw play the stones with the light-coloured handles.
- Before the warm up the teams take one (1) minute cooling. After that, there will be a five (5) minute warm up, followed by the LSDs for both teams before the round robin games (1+1 minutes for each throw). The first practice starts twenty (20) minutes before the game's start time.
- There is no break between ends during the match, nor is there a half-time break. The coaches may enter the field of play between ends and communicate with the teams without prolonging the game.
- In games, both teams may request time-outs 2-2 times. A time-out may be called at any stage of the match.
- The referees will also make the travel time visible to the teams. Due to the accessibility of the two ends of the court, the travel time to the side closest to the coach is 20 seconds, depending on accessibility. For the opposite side of the court the travel time is 40 seconds.
- During the time out both coaches can communicate with the teams.
- Before the „Extra end” the teams have 1 minute break.

- If a team has no mathematical chance for winning it has to abandon the match after the 4th end. In this case the written sign of the non-played ends are „X”.
- The ranking is in the round robin system:
  - points
  - In case of equality of points: result against the team which has the same points
  - Average Draw Shot Challenge result
- The skips have to sign the report about the match after they have finished it.
- **During the competition, the WCF rules will apply**
- The players who have no special curling shoes can rent sliders from the curling Club for free. For them necessary to wear clear training shoes.

### **Rules for the play off matches:**

#### **During the play-off matches the following WCF rules apply:**

When round robin play (one group) is used at WCF competitions, with each competing team playing all other teams, stone colour and last stone in the first end of post round robin games is determined as follows:

- i. The team with the better win/loss record has the choice of stone colour and playing last stone in the first end.
- ii. If the teams have the same win/loss record, the higher ranked team has the choice of stone colour or last stone in the first end.

### **The rules of the button throws:**

The number of LSD stones, and the number of clockwise and counter-clockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players (2 in Mixed Doubles) have to fulfil the minimum number of LSD deliveries. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 1.996 m.

- i. LSD stones delivered by the alternate can be combined at the end of the games that are considered in the calculation of the DSC with only one other player, so that this player fulfils the minimum required number of LSD stones.
- ii. Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
- iii. Where a team starts a competition with a complete team but then, for any reason, a player cannot fulfil their minimum LSD requirements, the maximum of 1.996 m will be recorded for each of their missed LSD stones.

**Girl teams:**

**Minimum for each player:** (at least three players must be on the ice during the throw)  
2 stones, 1 clockwise + 1 counter-clockwise

**Boy teams:**

**Minimum for each player:** (at least three players must be on the ice during the throw)  
1 stone of the 4 required stones per team 2 must be clockwise and 2 counter-clockwise

**Other rules:**

- **The No-Tick Rule is not applied during the tournament.**
- **Only brushes validated by the WCF may be used during the tournament.**
- In case of match cancellation, the defaulting team will be entitled to 75 minutes of practice time. Please inform the Organising Committee whether or not the defaulting team will take this opportunity. The practice time will start at the time the match starts
- It is not allowed to throw away the first stone of an end before the expiry of the time that marks the pause between ends. In the next 10 seconds the teams have time to throw the first stone of the next end, after that the judges start the team's thinking time. The same applies to the half-time break.
- **During the round robin the coach must leave the rink before the LSD throw!**
- **Between Ends in the case of communication between teams and coaches, the coach may be on the field of play for a maximum of 1 minute. If the 1 minute is exceeded, the referees may warn the teams; in the case of multiple warnings, the offending team may lose a time-out or even the right to throw the finishing stone in the next end.**