

# **2026 HUNGARIAN MEN AND WOMEN'S CURLING CHAMPIONSHIP „B” LEAGUE TECHNICAL INFORMATION**



## **Order of strength according to the HCF Competition Rules:**

- 1.: FTC-MVM Jaguars – 2025. *Team Championship 'A' league VI. place*
- 2.: Schei – 2025. *Team Championship 'B' league II. place*
- 3.: SSC Férfiak – 2025. *Team Championship 'B' league III. place*
- 4.: SSC Vulptices (SSC Ifik) – 2025. *Team Championship 'B' league IV. place*
- 5.: Losers (BOMBARCA) 2025. *Team Championship 'B' league VI. place*
- 6.: FTC-MVM Osuma II – 2025. *Team Championship 'B' league VII. place*
- 7.: FTC-MVM Osuma – 2025. *Team Championship 'B' league VIII. place*
- 8.: B Terv – 2025. *Team Championship 'B' league X. place*
- 9.: Rolling Stones – *0 points in the ranking list*
- 10.: Piatra – *new not Hungarian team, entry: 17.12.2025. 21:46*

## **Conduct of the event:**

**Round Robin: 6-8 February 2026, 13 February 2026.**

- 2 groups; five teams per group (Group A, Group B)

### **Groups:**

#### **Group A**

A1: FTC-MVM Jaguars  
A2: SSC Vulptices  
A3: Losers (ROU)  
A4: B Terv  
A5: Rolling Stones

#### **Group B**

B1: Schei (ROU)  
B2: SSC Férfiak  
B3: FTC-MVM Osuma II  
B4: FTC-MVM Osuma  
B5: Piatra (ROU)

**Play off: 14-15 February 2026.**

The teams finishing in the top four places of the groups advance to the playoffs.

## Rules of the competition:

- Teams will have 30-30 minutes thinking time. (38 minutes for wheelchair teams)
- 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!
- 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.
- There will be a five (5) minute practice followed by the LSDs for both teams before the round robin games with the first practice starting twenty (20) minutes before the game start time.
- After the 4th end, there will be a 5-minute break, where players may leave the playing area. During the break, the court will be "mopped".
- Communication with the coach or a substitute is allowed not only at half-time but during all breaks
- 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. For the opposite side of the court the travel time is 40 seconds.
- Eight (8) ends are scheduled with extra end to break tied games. A minimum of six (6) ends must be completed in the round robin games and all play-off games.
- 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 6th 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
- In other cases, the rules of WCF are valid.
- **The tournament is played with WCF approved broomsticks, all other types are prohibited.**

## Rules for the Play-Off matches:

Ranking the teams at the Play-Off:

- Team 1, Team 2 – Groups first-placed teams in ascending DSC order
- Team 3, Team 4 – Groups second-placed teams in ascending DSC order
- Team 5, Team 6 – Groups third-placed teams in ascending DSC order
- Team 7, Team 8 – Groups fourth-placed teams in ascending DSC order

## 8 TEAMS WITH QUARTER-FINALS



In the matches, the hammer and the right to choose the stone colour will be decided according to the following WCF rule:

- g) At World Curling competitions when teams play a round robin in separate groups, for the post round robin games, the team ranked higher in the merged group ranking has choice of either the first or second practice or the stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

### Matches for the V<sup>th</sup> and VII<sup>th</sup> place:

The teams that are eliminated in the quarter-finals will play for places V-VIII in a similar format to the semi-finals. *Match V-VIII (quarter-final 1-2 losers)* and *Match V-VIII (quarter-final 3-4)*

*losers*) will be played. The winning teams will compete for the Vth place and the losing teams for the VIIth place.

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#### **Further ranking of teams:**

The groups fifth-placed teams will play a Ranking match for the IXth place.

#### **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.

#### **Minimum for each player:** (at least three players must be on the ice during the throw)

2 stones, 1 clockwise + 1 counter-clockwise

#### **Other rules:**

- 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 LSD throws following the warm-up, the coach may remain on the field of play. Communication with team members is not permitted while the LSD stones are being released; however, it is allowed between the two LSD throws.**
- **In the event of a timeout, once the Travel Time has expired, the opposing team's coach may also enter the ice and communicate with their team.**
- **For unsportsmanlike behavior, the umpire may issue a warning, eject a player or team, and in cases of extremely unsportsmanlike behavior, may also exclude the team from further competition. Unsportsmanlike behavior will result in Ethical and Disciplinary proceedings.**