

2026 Hungarian International Deaf Curling Cup

TECHNICAL INFORMATION



Participating Teams:

1. SSC Women - HU
2. SSC Men - HU
3. CCD Zurich - CH
4. CK Silent Zagreb - HR
- 5.: SKN Brno - CZ
- 6.: Altınay BSSK Women's Team - TR
- 7.: I PSKN Praha - CZ
- 8.: Mixed Team Austria - AT

Tournament Format:

Round Robin: 11-13 September 2026.

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

Groups:

Group A

- A1: SSC Men - HU
- A2: Mixed Team Austria - AT
- A3: CCD Zurich - CH
- A4: SKN Brno - CZ

Group B

- B1: SSC Women - HU
- B2: CK Silent Zagreb - HR
- B3: Altınay BSSK Women's Team - TR
- B4: I PSKN Praha - CZ

Play-offs: 13 September 2026.

The teams that finish in the top two places of each group advance to the **Semi-finals**.

The teams that finish in third place in each group advance to the **5th–6th Place Match**.

The teams that finish in fourth place in each group advance to the **7th–8th Place Match**.

Rules of the competition:

- **Stone Selection and Hammer (First End):**
 - **Stone Color:** The team listed first shall have the choice of stone color for the match.
 - **Hammer:** The team listed second shall deliver the last stone of the first end.
- **Practise Timing:** The time listed in the official tournament schedule represents the official game start time. The 5-minute pre-game practise period shall take place immediately prior to this scheduled start time.
 - **Warm-up Activity:** During this 5-minute window, players are permitted to perform warm-up slides without releasing a stone – both teams simultaneously.
- **Game Duration and Time Limit:**
 - All games are scheduled for a maximum of **8 ends or a 120-minute time limit**.
 - There are no breaks between ends or at half-time.
 - A buzzer will sound and a signal will be given at the **120-minute** mark.
 - If an end is in progress when the buzzer sounds and the signal is given, that end shall be completed.
 - No further ends can be started after the buzzer and signal.
- **Start of an End:** An end is considered officially started when the first stone of that end is delivered from the hack with the intent of play (stone reaches the tee line at the delivery end)
- **Timeout:** Each team is permitted exactly one 1-minute timeout per game. The 120-minute game clock shall be stopped during a timeout.
 - **Travel Time:** Due to the accessibility of the two ends of the sheet, the travel time is 20 seconds for the house closer to the coach's bench, and 40 seconds for the house at the far end.
 - **Other Team Access:** Once the applicable travel time has expired, the coach of the other team is also permitted to enter the ice and communicate with their team for the duration of the timeout.
- **No Extra Ends:** In the round-robin stage, there are **no extra ends**. If the score is tied after the completion of the final end (or after the time limit expires), the game shall be declared a **tie**.
- **Minimum Ends and Concession:** Teams are required to play a minimum of 6 ends, even if the losing team has no mathematical chance of winning. If a team has no mathematical chance of winning after the completion of the 6th end, the losing team must concede the game.

- **Delay of Game:** If the Chief Umpire determines that a team is unnecessarily delaying the game, a first official warning shall be issued to that team. Upon a second warning for the same offense during the same match, the offending team shall immediately forfeit the game.
- **Forfeits and No-Shows:** In the event of a no-show or forfeit, the team present shall be awarded the win with a score of 2 points, 5 ends, and 7 stones. The defaulting team will receive 0 points, 0 ends, and 0 stones for the match.
- **Scoring System:** Points in the standings will be awarded as follows:
Win = 2 points, Tie = 1 point, Loss = 0 points.
- The **ranking** is in the round robin system:
 - **Points.**
 - **Head-to-Head Record:** The team that won the round-robin game between the tied teams shall be ranked higher. (Note: If more than two teams are tied, a mini-table will be created based on games played only among the tied teams)
 - **Most Ends Won:** The team with the highest total number of ends won across all round-robin games shall be ranked higher.
 - **End Differential:** The team with the highest net end differential (total ends won minus total ends lost) across all round-robin games shall be ranked higher.
 - **Total Stones Scored:** The team with the highest total number of stones scored across all round-robin games shall be ranked higher.
 - **Stone Differential:** The team with the highest net stone differential (total stones scored minus total stones conceded) across all round-robin games shall be ranked higher. If still tied, the team with the highest number of total stones scored shall take priority.
 - **Coin Toss:** If teams remain completely tied after applying all previous criteria, a coin toss conducted by the Chief Umpire shall determine the final ranking.
- **Stone Selection and Hammer (Play-offs):**
 - **Play-offs:** The higher-seeded team from the round-robin has the automatic choice of either stone color or the Hammer.
 - For games between equally ranked teams a coin toss determines the choice of color or Hammer.
- **Play-off Tie-breaker:** If a game is tied after the scheduled 8 ends in the play-offs, an extra end shall be played with the game clock turned off.
 - If the extra end results in no score, the team delivering the first stone in that end shall be declared the winner of the game.
- **Team Jerseys:** All competitors are strictly required to wear uniform team jerseys during the tournament.

- Only **World Curling approved broom heads** are permitted for use during the tournament. The use of any other type of broom head is strictly prohibited
- In all other cases, the rules of World Curling shall apply.