

The System of Play

The **Swiss Cup Basel** 2018 will be played in the “Triple-Knock-Out” system. All games run for 8 ends.

The 2 winners of all their games in the A-road qualify directly for the playoffs.

2 teams from the B-road as well as 4 unbeaten teams in the C-road also qualify for the playoffs.
The 4 final losers of the C-road are all ranked in 9th place of the tournament.

The losers of the quarter finals are ranked jointly in 5th place.

Special rules concerning extra ends

Thursday, Friday and Saturday

In case of a tie after 8 ends **one extra end** will be played. If no team scores in the extra end, the team which had to begin the extra-end wins the game.

Sunday

Starting with the quarter finals, in case of a tie after 8 ends, extra ends are played until the game is decided.

Stone colour, hammer and practice time

The team whose name appears in the top panel of the result board plays with the red stones. The other team plays with the yellow stones.

Only before the first games of the A-road, each team is granted a practice time of 5 minutes. Afterwards the hammer for this first game is decided by a LSD.

Games in the A-, B- and C-roads

Immediately following the conclusion of a game a LSD will be played. The result of this LSD will decide the hammer in the next game for each team.

LSD

Each time only one LSD is being played (free rotation).

Playoffs

Before each game, a practice time of 5 minutes is granted to each team.

In all playoff games the higher ranked team out of the roads will have the advantage of hammer. A “Last Stone Draw” will take place in case of equal road qualification for determining the hammer.

For all Playoff-Games a maximum of 30 minutes “Thinking Time” is allowed.

A minimum of 6 ends must be played in all playoff games.

The teams are fined for not playing a final game (finals: CHF 9000.--, semi final CHF 3000.--).

The tournament is played according to the rules of the World Curling Federation (WCF). If necessary, the supervisor of the games will take ruling decisions.