

Rules and mode of the tournament



1. Rules

The rules of the ITF apply for this tournament. The following exceptions apply to the tournament.

Fourth throw

Is not being counted.

Time

2 x 5 minutes without time stop. One half time break of one minute without change of sides.

Time stop

Time is only being stopped during team timeout and official timeout.

Team timeout

Each team has one team timeout of 30 seconds per halftime.

Substitutions

Each team has 3 substitutions per game, whereas substitutions during half time break are not being counted. Substitutions during the last minute aren't allowed. This applies also to medical timeouts.

2.1. Mode Challenge-Cup

Each team plays twice against each team. The first two teams after tis double-round contest in the final game. The other teams finish the tournament according to their positions after the double-round.

2.2. Mode male tournament

First, each team plays once against each team. The first four teams qualify for the semi-finals, where the team in first place plays against the team in fourth place and the team in second place plays against the team in third place. The winning teams of the semi-finals contest in the final game. The losing teams of the semi-finals finish the tournament, whereas the better placed team after the round robin is placed in third place and the other in fourth. The other teams finish the tournament in place five to nine according to their positions after the round robin.

A draw in the finale games leads directly to a penalty shootout.

3. Classification

In case of level score, the following criteria are valid to determine the classification:

- a) Goal difference (scored goals minus received goals)
- b) More scored goals
- c) Higher score of the direct encounters
- d) Sortition