

Organizer's instructions

Entrance to the sports hall is allowed only in indoor sports shoes.

Bringing glass inside the sports hall is not allowed, smoking inside is strictly prohibited.

Tournament system

Stage 1: Group stage (9:30-12:00)

Teams are drawn into **four groups of six** (A, B, C and D). In the group stage, each team will play 5 matches **head-to-head system**, matches are played in **two sets** (2:0; 1:1).

In the individual sets of the **group stage** matches, each of the teams has **15 throws** available, after which the team with the **higher number of scored points** wins the set. In the event of a tie, each team scores 0.5 sets won.

Teams that are positioned in **first four places** of the group after playing all the matches advance to **Playoff-1**, teams placed **fifth and sixth** advance to **Playoff-2**.

The **final placement** in the group is determined by the following criteria:

1. higher number of sets won
2. higher number of score points achieved
3. mutual match of the tied teams
4. higher score difference, then it is decided by a luck of the draw.

Stage 2: Playoffs (13:30-17:00)

In **Playoff-1**, each team plays **four matches** according to the schedule (see below), the matches are played as **best-of-three** (2:0; 2:1), except of semi-finals and medal matches, which are played as **best-of-five** (3:0; 3:1; 3:2).

In **Playoff-2**, each team plays **three matches** (see schedule), all matches are played as **best-of-three** (2:0; 2:1).

The first set of all Playoff matches starts the higher-seeded team according to the results in the groups.

An eventual deciding set starts a team with a higher score total of all previous sets of that match.

In all* sets in the **Playoffs**, each team has **15 throws**, after which the team with the higher score for that set wins that set. If the points are equal, each team has 1 extra throw, until decided; the limit of 50 does not apply here.

*There is **no limit** to the number of throws in the eventual **deciding set** of a match played as **best-of five**.

Special Rules

- Pitches are equipped with official Tactic® sets, **playing with other** than the provided **equipment is not allowed**.
- A skittle that ends outside the playing field area is returned to the edge, this area is marked by:
 - from the **outside** and the **back** by a **marked line**
 - from the **inside** (shared side) by an imaginary line at a distance of **2 skittles** from the marked centre line.
 - from the **front** by the **starting position** of the pins (3.5m)Skittles returned to the **back** line after touching the net or other hall equipment are placed on the line 1 skittle away from other skittles. This rule also applies to the back corners, with or without touching net or equipment.
- Skittles knocked down by other skittles or a throwing pin that bounced off or touched the net or other hall equipment do not count as knocked down and are returned to their original location.
- **Trespassing (step-over)** – if the team in violation has **over 37 points** in the set before the throw, its score is reduced to **25 points**, if it has **37 points or less**, the throw is considered a **missed throw** and records 0 points. Three consecutive *recorded (announced)* trespasses result in a loss of the set with a score of 0:50.
- **Missing team member** – if one or more team members are not present without a game-relevant reason **5 minutes** after the scheduled start of the match, a **missed throw** is recorded instead of their individual turn/s.
- Three misses – after three consecutive misses recorded by a team the opponent wins the set with a score of 50:0.
- **Throwing time** – teams have a **max of 30 seconds to discuss and throw** the pin starting from the handing-over of the pin. Violation of the rule, after a previous warning, is considered a **missing player**. Each team can **extend** the limit **once per set** and gain an additional 30s. Extensions are announced verbally at the end of the throwing time.
- Knocked down skittles are re-positioned by each team after playing their turn, unless the opponents agree otherwise. After the end of the set skittles are re-set by the team that started with the first throw in that set.

Drawing lots placement

Lot	Team	CMR Ranking
1	Lobe Star	1
	SEMTAMŤUK	2
	Bílovec HK	4
	MaMaJa	5
2	Dynamo	6
	Trináctá mölkka	8
	SKM Zruč	10
	Optimisti	11
3	My to Vypijem	16
	Buráci	28
	Parta	69
	Černá mamba	22+
4	Mimoni	22+
	Mölkky Bystrc I	25+
	Kouzelníci Bystrc	31+
	Mölkky Bystrc II	36+
5	Fighters	NOT PRESENT
	JEN-TAK	NOT PRESENT
	Leszno Molcky Team	POLSKO
	Lazy Bears	SLOVENSKO
6	PROMÖLKKY 1	SLOVENSKO
	PROMÖLKKY 2	SLOVENSKO
	Metalurg	SLOVENSKO
	sLOVE-K-I-A	SLOVENSKO

Rozlosování skupin:

Group A	
1	Lobe Star
2	Optimisti
3	My to Vypijem
4	Mölkky Bystrc II
5	Fighters
6	sLOVE-K-I-A

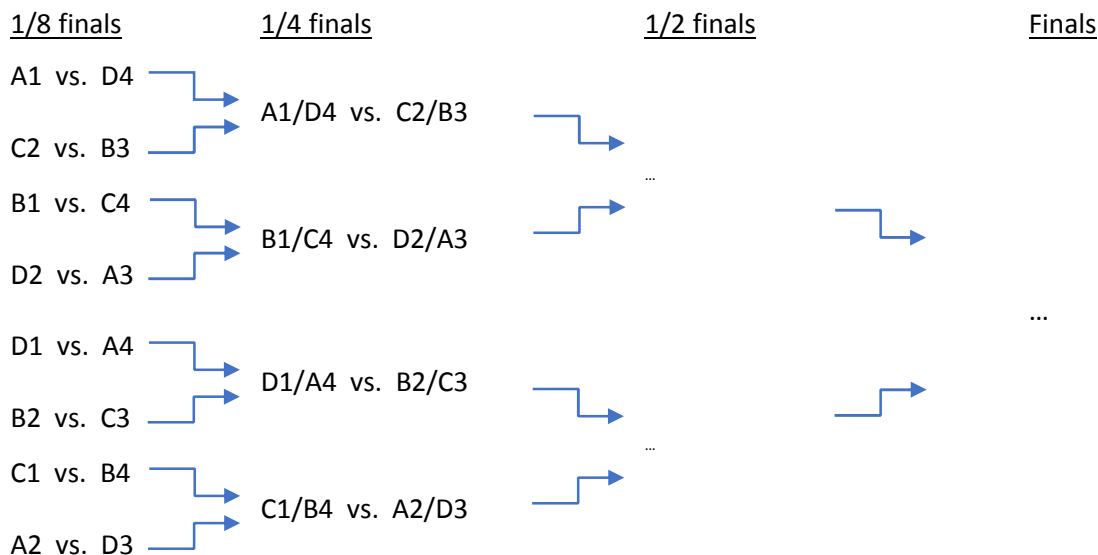
Group B	
7	SEMTAMŤUK
8	SKM Zruč
9	Buráci
10	Kouzelníci Bystrc
11	JEN-TAK
12	PROMÖLKKY 1

Group C	
13	Bílovec HK
14	Trináctá mölkka
15	Parta
16	Mölkky Bystrc I
17	Leszno Molcky Team
18	PROMÖLKKY 2

Group D	
19	MaMaJa
20	Dynamo
21	Černá mamba
22	Mimoni
23	Lazy Bears
24	Metalurg

Groups draw 16.3.2024

Playoff-1 schedule:



Playoff-2 schedule:

