

**NORTHWESTERN ONTARIO SECONDARY SCHOOLS
ATHLETIC ASSOCIATIONS
CURLING PLAYING REGULATIONS
(February 2019)**

1. FORMAT

- a) Each local association may enter two teams in each NWOSSAA championship. These shall be the first and second place finishers in the local association competition.
- b) In the event that, prior to the start of the championship, the local association determines that two or more players of a representing team are unable to play, then the next runner-up from the association may take its place.
- c) The host school association may enter either its boys' or its girls' team, if neither of its teams were first or second qualifiers coming out of its association competition.
- d) The competition shall consist of a single round-robin.
- e) All round-robin games will be eight ends in duration and played to a win-loss decision with extra ends played as necessary.
- f) In order to host the NWOSSAA championship, a club must have 4 sheets of ice.

2. SCHEDULING

- a) No more than three round-robin games shall be scheduled for each team per day. This may not hold true when tie-breakers are involved.
- b) In making the draw, the first and second qualifiers from each association shall play each other in the first scheduled game. The first qualifier will be given last rock (and 1st practice) in this game. The 2nd qualifier shall have choice of colour of rocks.
- c) In all other draws, the team listed first shall have top of the scoreboard colour and practice first, beginning thirty (30) minutes prior to the posted draw time. (*Note: in making the schedule, teams will be given an equal number of first and second practice times, as near as possible*).
- d) The first draw on Sunday cannot begin before 4pm.

3. LAST STONE ADVANTAGE

- a) Last stone advantage in the first end (hammer), will be decided by a draw to the button following each team's ten (10) minute practice. Within one (1) minute following the pre-game practice, a player from the team will throw a stone (full sweeping allowed) and the closest draw to the button between the two (2) teams will receive last stone advantage in the first end. For this competition, each player on a team must deliver a minimum of one (1) draw shot for last stone advantage during the event. The draw to the button shall be played towards the home end. A team utilizing a fifth player must have a minimum of four (4) different team members throw the draw for hammer during the event.
- b) Ties in draw shot distance will be decided as follows:
 - i. If the first team records a distance of 0.00 cm or 185.40 cm, a second player from that team will deliver a draw to the button. If the second player records a distance of 0.00 cm or 185.40, a third player from that team will deliver a draw to the button.
 - ii. If the second team records the same first throw distance as their opposition, another player from that team will draw to the button. If the second stone distance is the same, a

third player will deliver a stone.

- iii. If following the second team practice, an identical distance is recorded for both teams (excluding a distance of 0.00 or 185.40 cm) a second (or more) player(s) from each team will deliver a stone to break the tie.
- c) Stones not delivered within the one minute will be assigned a distance of 185.40 cm (the stone must reach the nearer tee line before time expires).
- d) A draw to the button for last stone advantage that is moved by a team member prior to the measure will be assigned the distance to the next defined circle away from the button.
- e) Each team shall be allowed a practice period on the sheet of ice on which its game is to be played, prior to that game. This practice time shall not exceed 10 minutes.

4. RULES OF PLAY

- a) Official rules of competition as set out by OFSAA will govern play.
- b) Each team shall be composed of four (4) players, but may also include a fifth player designated as the team's alternate.
- c) Prior to the championships, each team shall submit a completed entry form, indicating its four players, supervisory adult, any alternate player and any coach.
- d) A team that has an alternate player must activate that player should one of its regular players become unable to play due to injury or illness.
- e) To be eligible for NWOSSAA Competition, a team must meet the OFSAA criteria for team composition eligibility.
- f) Only one adult may act in the capacity of coach of a team. That individual must be listed on the entry form as such.
- g) During timeouts, coaches are not to access the playing area, but must remain on the back of the sheet, or the sidelines.
- h) All games will begin with the intent to play eight ends.
- i) The host association may provide a pool of substitute players which may be accessed by teams.
- j) Each of these players must have been a member of a non-qualifying team from the host's local association competition.
- k) Each player shall dress in a manner which maintains the integrity of the school name and which is commensurate with the philosophical policies and practices of the school, the association, and the local boards of education.
- l) Competition insignia or badges shall be prohibited from appearing on a player's uniform and/or equipment (eg. soft drink flashes, crests).
- m) Advertisements/commercial logos which are contrary to a school's philosophical principles shall be prohibited from appearing on a player's uniform and/or equipment.
- n) Game starting time shall be as officially scheduled unless teams receive notification contrary to that time, from the convenor.
- o) In order to begin a game, each of the teams must have at least three of its members ready to play, and its supervisory adult present. The absence of either condition would result in

that team starting the game late.

- p) If a team is unable to play at the official starting time, then for every 10-minute delay in that start of the game, that team shall be assessed a penalty of 1 point/score which will be surrendered to the waiting team, and one end will be considered to have been played. When the game does start, the offending team shall deliver the first stone of the starting end, and the waiting team shall have the penalty points/scores posted in its favour, by its third.
- q) Athletes, coaches, and teachers/faculty alternates shall abstain from the use of tobacco products and alcoholic beverages for the duration of the competition.
- r) The head official shall rule on any disputes upon request by the skips involved.

5. ADMINISTRATION

Medals will be awarded to the top three teams for both boys and girls. The school represented by the championship team shall be presented with NWOSSAA trophy.

6. TIE BREAKING PROCEDURES

a) One qualifier to OFSAA

i. Ties for first place:

The process to break ties/rank teams is as follows:

- Total team record vs field (Final Standing after round robin)
- Head to Head record among teams tied (HH)
- Ranking using Total Draw Distance (TDD) among remaining teams tied

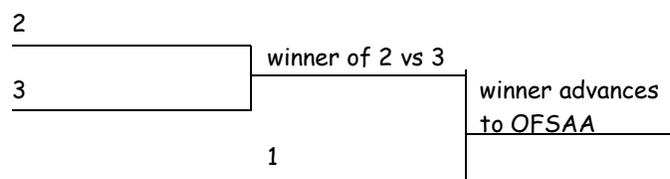
If teams can be ranked based on the outcome of round robin games between the teams involved, then in any tiebreaker or playoff games, the team that won the round robin game shall have choice of hammer **OR** color **but not both**. If the situation is unsolvable, the ranking will be based on the least Total Draw Distance (TDD) of pre-game shots with the higher ranked team getting **choice of color AND second practice** and the draw to the button for hammer shall be used. When last stone has not been determined by a draw to the button, the team delivering the last stone in the first end will practice first.

Two-way tie – One extra 8-end game, the winner of that game being declared the first place finisher, and the defeated team being declared the second place finisher.

Three-way tie – Two games of 4 ends each, two teams will play in the first game with the winning team advancing to play the bye team. The winner of the second game will be declared the first place finisher, the defeated team in the second game will be declared the second place finisher, the loser of the first game will be declared the third place finisher.

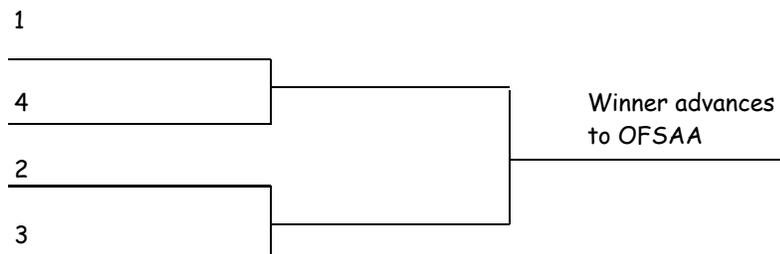
Situation One: If one team has defeated the other two, they shall be awarded the bye.

Situation Two: If the situation is unsolvable, then the teams shall be ranked using TDD.



Four-way tie – 4-end games. Winners of the first two games shall advance to play each other in the final 4-end game. The winner of the final 4-end game shall be declared the first place finisher, the loser of the final game shall be declared the second place finisher, the winner of the round robin game between the losers of the first two games shall be declared the third place finisher, with games played as a single knockout.

1 will be assigned to team with best HH record among the four teams. If all teams are tied after HH record then first is assigned to team with best TDD. Once 1 is decided then 2 is team with best HH among the three remaining teams and so on using HH and TDD until all teams are ranked. In any game, if teams are ranked based on HH record, then higher ranked team shall receive hammer OR choice of color but not both. In any game, if teams are ranked based on TDD, the higher ranked team shall receive choice of color AND second practice and draw to button shall be used.



ii. Ties for second place:

Two-way tie – The winner of the round robin game between the teams shall be declared the second place finisher, with the loser being declared the third place finisher.

Three-way tie or Four-way tie – A shootout shall be used. Highest score will be second place, next highest third place etc.

iii. Ties for third place:

Two-way tie – The winner of the round robin game between the teams shall be declared the third place finisher.

Three-way tie or Four-way tie – A shootout shall be used. Highest score will be third place, next highest fourth place etc.

b) Two qualifiers to OFSAA

i. Ties for first place:

Use same tie-breaking procedure as in A) One Qualifier to OFSAA.

ii. Ties for second place:

Two-way tie – One extra 8 end game, the winner of that game being declared the second place finisher, and the defeated team being declared the third place finisher.

Three way tie – Two games of 4 ends each. Two teams will play in the first game with the winning team advancing to play the bye team. The winner of the second game will be declared the second place finisher, the defeated team in the second game will be declared the third place finisher.

Situation One: If one team has defeated the other two, they shall be awarded the bye.

rock, if there is still a tie, a second member will deliver one rock etc. until the tie is broken.