



## 2020 QUALICO MIXED DOUBLES CLASSIC RULES

*THIS IS A CURLING CANADA SANCTIONED MIXED DOUBLES EVENT*

The highest finishing Canadian Team, within the playoffs, will receive a spot into the 2019 Canadian Mixed Doubles Championship. In the event there is a tie for the top Canadian team, it will be broken with a playoff(s) game.

### *Draw Times*

Thursday	January 2 <sup>nd</sup>			2:00 pm	4:30pm	7:00pm
Friday	January 3 <sup>rd</sup>	9:00 am	11:30 am	2:00 pm	4:30 pm	7:00 pm
Saturday	January 4 <sup>th</sup>	9:00 am	11:30 am	2:00 pm	4:30 pm	7:30 pm
						1 <sup>st</sup> Round Playoffs
Sunday	January 5 <sup>th</sup>	9:00 am	11:30 pm	2:00 pm		
		Quarter Finals	Semi Finals	Final		

### *Pre Event Practice*

- ✓ For those players wishing to get in some practice time before the event, there will be complimentary practice ice available at both the Banff and Canmore Curling Clubs as follows:
  - Wednesday, January 1<sup>st</sup> 4:00-6:00pm, and
  - Thursday, January 2<sup>nd</sup> 9:00am-12:00pm



- ✓ Teams may book 30 minutes at both rinks by emailing [chipolver@gmail.com](mailto:chipolver@gmail.com) indicating your team name, the time you would like to practice and at which club(s). We will email a confirmation back. You can also select available times at registration.
- ✓ If practice ice times have not been booked, teams can access extra practice time day of on a first come first serve basis but no more than 30 minutes per Club can be booked ahead.
- ✓ If a team is not present for their practice spot it will be available to others after 5 minutes has passed. Please ensure to identify to the Club personnel in the lounge that you are there if running late and/or communicate to organizers ahead of time so they can be prepared accordingly. The volunteers will do their best to reschedule in these cases based on availability.

## Event Information

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### Draw

36 Teams will play in a round robin format. There will be 6 pools of 6 teams with the top 2 teams in each pool qualifying for the playoffs.

The top 4 overall records will receive a bye into the quarter-finals while the remaining 8 qualifying teams will play in a sudden-death round.

### Rules

All matches will be contested under the World Curling Federation “**Rules of Curling for Officiated Play**” with the following exceptions:

### Timing

Please be respectful of your pace of play. For all games, a volunteer official will be monitoring pace of play at both clubs. If a game falls out of pace, the official will address both teams in between ends to request their assistance in improving their pace. If pace continues to worsen or not improve the official may address both teams again in the same manner noted above. Continued pace of play issues by teams throughout the event may affect future participation in this event.

Each game is expected to be played in 96 minutes (12 minutes per end) and is the basis for the timing system used above.

No time outs are permitted

A game going into an extra end is expected to start immediately following the completion of the 8<sup>th</sup> end and will be given an additional 12 minutes of time to be played.

### Tied Games

Each game is 8 ends.

For round robin games, if a game is tied after regulation play, teams will play one extra end to determine a winner. If a winner is not determined in the extra end, a draw to the button will be used to determine the winner. Each team will select one person to throw their teams draw to the button. Any turn may be used for



the throw and sweepers are allowed. If teams are tied after the throws (ie, get an 'unmeasurable rock' (both not in the rings or covering the pin or same distance)) then a second rock will be thrown by the other player on each team. If this does not determine a winner, the alternating will continue until a winning throw is achieved.

For all play-off games, teams will play extra ends until a winner is declared.

## Warm-Up/Draw to the Button (LSD)

### Round Robin

- Teams will start this process no **later than 25 minutes prior** to game time.
- The winner of a coin flip will have the choice of either **rock color or practice time**.
- Once a team has declared their choice to the official this decision is final and cannot be altered.
- **Warm-up begins 20 minutes prior** to game time. Prior to the commencement of warm-up, teams are permitted to cool their slider and stretch on ice, but cannot slide. Teams will be allowed five (5) minutes to throw a maximum of 2 rocks each to the away end and 2 rocks each to the home end for a pre-game practice before all games. (Including playoffs). Teams do not have to wait until the five (5) minutes are up to begin their LSD and are encouraged to completed the LSD immediately following their warm-up throws.
- The choice of position in the first end of all pre playoff games will be determined by a draw to the button. Each player will deliver a stone to the button. The team that practices first will throw One (1) rock clockwise and one (1) counter-clockwise to the home end. Both will be measured to determine the teams LSD value. Full sweeping is allowed. The team that practices second will throw One (1) rock counter-clockwise and one (1) clockwise to the home end.
- The total pregame LSD is to be measured and agreed upon by both teams and then written by the players on the score sheet provided for each sheet. It is vital that these are maintained accurate as they could have playoff implications.
- Scores for LSD value will be by measurement in CM's, with any rock touching the pin being zero and any rock finishing outside the rings being 180cm. Any rocks burned during the LSD or moved before measuring count as 180cm's.

### Playoffs

- For all playoff games - the team that qualified with a better outright record will have choice of hammer OR color of stones (The team with the hammer will practice first). If both teams qualified with the same record, a draw to the button will determine hammer. The process to follow the same procedures as described above. All playoff games are sudden-death.
- The top 2 teams in each pool will make the playoff round. If there is a tie for a playoff position, the tie breaker will be head to head record. If there is still a tie (eg. 3 teams tied and they have all beaten each other), then it will be determined by best total LSD from round robin games.
- The top 4 overall records will receive a bye to the quarter-finals. In the event that there is a tie for one of these positions, then the team with the better total LSD will receive the bye.

### Rock Selection



- During the round-robin stage, 1<sup>st</sup> play-off games and quarter finals, rocks from the specified sheets will be used.
- For the semi-final and final games, teams will be able to choose rocks from designated sheets.
- Rock handles will not be changed.
- Actual rock numbers must be selected and given to the head official prior to warm-ups.

### Attendance

If a team is not prepared to warm-up 20 minutes prior to match start time, that team will forfeit their warm-up and choice of rock color. The late team will also throw last in the draw to the button for hammer, following the other team's warm-up and draw to button (no warm-up throws permitted). If they are not present at start of draw to button they will also forfeit the hammer. If not present for the start of the game, they will forfeit 1 point, 1 end and the hammer. If after a 10 minute period the team is still not present they will forfeit 1 more point and 1 end. If a team is still not present 20 minutes after scheduled start time, that team will forfeit the match.

### Rock Measurements and LSD

All rock measurements, whether for LSD, scoring or free guard zone purposes, are to be completed by the players. If it is determined by the players that the head official is required, the head official will be called in to measure, and the head official ruling will be final.

### Live Streaming on CBC

We are excited to be live streaming from Sheet 3 in the Banff Curling Club during the entire event.

Teams playing on this sheet will be provided wireless microphones to wear during the game so we ask that they meet in the lounge with organizers 30 minutes prior to the game to get their microphones put on and to answer any questions.

Teams should make themselves available for an interview following the games. The interviews will be held in the lounge at the broadcast area.

Teams playing on sheet 3 will play a minimum of 6 ends.

We will be showing updates and potentially following games on the adjacent sheets during the draw.