



**Canadian Two-Person  
Stick Curling  
Championship  
Logistics**

## **Document Purpose**

This document sets out the processes to be used when hosting the Canadian Two-Person Stick Curling Championship. Any deviations from these processes by the host committee must be discussed with the CSCA Championship Committee before proceeding.

## **Championship Logistics**

### *Divisions:*

The championship will include, as a minimum, an open and a women's division. Other divisions may be added as a full national championship division, or as a demonstration division, after discussion with the CSCA Championship Committee.

### *Play:*

A pool format will be used for all divisions playing in the national championship unless a specific exemption is obtained after discussion with the CSCA Championship Committee. Provincial champions, and runners up if applicable, should be allocated throughout the various pools. It is highly desirable to minimize the number of teams from a single province / territory in a pool.

All divisions must be treated equally in terms of ice time and ice location allocations. Equal registration spots will initially be available for all divisions. If there are excess available registration spots in one division then they may be added to another division, after the stated cut-off date, to increase that division's pool size.

Teams are guaranteed a minimum of five (5) games during the championship. A team cannot play more than three (3) games in one day or more than two (2) games in four (4) hours during round robin / pool play. There are no scheduling restrictions during playoff play.

A maximum of sixteen (16) teams can emerge from pool play. There is a minimum of four (4) teams required after pool play. A single elimination playoff format will be used after pool play unless an alternate format is approved after discussion with the CSCA Championship Committee.

When two teams are tied for a playoff position, the head-to-head winner in round-robin play prevails. When more than two teams are tied and the position cannot be determined, then the position(s) will be decided by the final rankings of the cumulative draw-to-the-button distances recorded during round robin play. Teams tied for the last playoff position shall not be eliminated from a playoff position without at least participating in a tie breaker single playoff game or a cumulative distance four rock draw to the button. The

tie-breaker format used is at the discretion of the host committee but must be specified before the championship and published in the championship rules.

### *Scoring*

All draws and scores of each game shall be posted on the Curling Canada Curling I/O system.

### *Hammer and Stone Colour:*

Opponents will practice together in all games and will throw four (4) stones up and back. The teams will toss a coin with the winner of the toss having choice of colour. Choice of holding or relinquishing hammer in the first end will be determined by a draw to the centre pin with the last stone delivered by each team. Should both stones stop touching the centre pin or miss the rings then the winner of the coin toss will have the choice of holding or relinquishing the hammer.

Teammates must alternate drawing to the button and the delivering player's name will be recorded at Coin Toss by the Official in Charge. The cumulative distance from the button will be recorded by the Official in Charge and maintained for potential tie-breaking and/or post-event team ranking purposes.

All extra ends shall be played toward the home end (glass). Play will be in accordance with the established rules of Stick Curling Canada Playing Rules. Three stones will be delivered by the first player of each team. The players will then alternate position. The final three rocks will be delivered by the second player. Each team will have an additional time out during extra end play.

For semi-finals and finals play, the team with the highest ranking will have choice of hammer or choice of colour. If they select hammer the other team has choice of colour, if they select colour the other team has hammer.

### **Game Duration, Postponement and Game Delays:**

- (a) A game shall be of such length or duration as is stated in the rules governing the competition
- (b) If for any reason a game in progress is postponed to another time, the game shall continue from the last completed end.
- (c) If only one member of a team is present at the time of the scheduled draw, that person may choose to play with a spare, however, the spare must play the entire game. If it is the turn of the absent team member to do the Last Stone Draw (LSD) then the spare must throw the LSD in their place.
- (d) If a team does not commence play at the scheduled time (either both players are not available at the scheduled game time or a spare has not been arranged in advance of the game): (1) If the delay of the start of play is 1-10 minutes, then the non-offending team receives one (1) point and will have last stone in the first end of actual play. One (1) end is considered completed; (2) If the delay of the start of play is 11-20 minutes, then the non-offending team receives one (1) additional point and will have last stone in the first end of actual play. Two (2) ends are considered completed; (3) If play has not started after 20 minutes, then the non-offending team is declared the winner by forfeit. The final score shall be recorded as 'W' and 'L' (win – loss).
- (e) If it is the turn of the team member onsite to throw the LSD they may do so for purposes of calculating total cumulative distance to the button.

- (f) If the team member onsite decides to wait the arrival of their team member, and it is the turn of the absent team member to do the LSD, then the offending team will receive the maximum LSD measurement.
- (g) If both members of a team are not present at the scheduled practice time prior to the game then they will be awarded maximum points for the purpose of calculating the distance of the LSD to the button.
- (h) The non-offending team may complete their practice and their LSD.

#### *Practice Ice:*

The host site must provide half hour practice slots the day before the tournament for teams traveling to the championship and wishing to practice.

#### *Spares:*

- (a) The host committee must provide a minimum of four (4) male and four (4) female spares available to play in case registered curlers are unable to play.
- (b) Spares must be drawn from the host club pool of spares. Spares cannot be drawn from a team registered for the championship.
- (c) Teams are not permitted to have a designated alternate.
- (d) Spares can compete on a team up to, and including, the championship game.
- (e) A team may include one member of the registered team and a spare. If a team is unable to field one member of the original team during a game; then they must forfeit the game.
- (f) If a team member is injured or becomes ill during a game, they may be replaced by a spare at the point in the game at which the injury or illness occurs, either delivering the stones or calling the game. Clause (e) above remains in force in this situation.
- (g) A replaced team member may not return to the game.
- (h) If a member of a registered team becomes unable to participate in the Championship event prior to its commencement, then the other team member may select their own spare to play for the duration of the bonspiel.

#### *Wheelchair Curlers:*

The host committee must have available a minimum of two (2) on-ice assistants if wheelchair curlers registered request assistance.

#### *Ice Maintenance:*

The host club, and any other clubs, used for championship play must provide at a minimum the following ice maintenance:

The ice must be scraped, pebbled and nipped prior to play each day and after six (6) games have been played on the surface. Additionally, the ice must be pebbled and nipped after two (2) games have been played.

Ice maintenance is considered critical to hosting a successful championship.

*Logos:*

Logos and lines must be installed when the host club installs ice at the beginning of the season.

Logos must be removed and returned to the CSCA for use at the next year's national championship after removing the ice at the end of the season.

Sponsor logos will be a minimum size of 4' \* 1.2'

CSCA logos will be a minimum of 3' \* 2'

The host, and ancillary, club must install wheelchair delivery lines eighteen (18) inches on both sides of the centre line extending from the top of the rings to the hog line

*Umpires:*

The host club must appoint a head umpire familiar with the CSCA two-person stick curling rules. An umpire must be in attendance during all games played. Umpire decisions are final and not subject to an appeal.