Canadian Two-Person Stick Curling Championship Logistics

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***I*....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 liaison before proceeding.

II....Divisions:. For 2026 and beyond there will be two simultaneous championships conducted. One will be a full National Championship Grouping containing three divisions, (Women's, Men's & Mixed. The second will be a National "Challenge" Championship Grouping also containing three divisions, (Women's, Men's, Mixed),The process to populate those Groupings will be a coordinated effort based on registration completion, provincial and territorial championship submissions and a backfill process. This coordination will take place with the CSCA Championship Committee liaison, the CSCA provincial / territorial board representatives and the host committee.

For the 2026 (and beyond) event, changes to the championship format will be as follows:

- Implement a National Championship Grouping that has Provincial and Territorial Champions and previous two year national champions (both players must remain together) competing in a Mixed, Women's and Men's division breakdown. Teams qualify by winning their Provincial / Territorial Championships based on criteria aligned with CSCA Championship or by winning the National Championship in their respective division in the two years prior to the Championship of the year being conducted.
- In the event that a province or territory conducts an "Open" Championship containing both Men's and Mixed teams their respective CSCA Provincial / Territorial Representative is asked to determine a process to identify the top Men's and Mixed teams so they may represent in the National Championship Grouping.
- In the event that a previous national champion also wins their current Provincial / Territorial Championship that Province or Territory may send their runner up as their Provincial / Territorial representative.
- Target 12 teams per division in the National Championship Grouping and apply a backfill process if registrations and cancellations do not provide the target number. Allowing for expansion to 14 teams if and when additional provinces or territories conduct qualifying championships.
- Beyond the 2026 National Championship, the previous year's National "Challenge" Champions per division will also be guaranteed an entry in the National Championship Grouping in the next year's championship. Both players must remain together to complete the guaranteed entry.
- Implement a National "Challenge" Championship (Direct entry) Grouping that plays at the same time as the National Championships competing in a Women's, Men's and Mixed division breakdown
- Initially set maximum entries at 36 teams in the National "Challenge" Championship Grouping across all gender divisions and allow for expansion and contraction based on both registration details and size of divisions in the National Championship and the number of ice sheets available.
- Overall maximum of 72 to 90 teams remains in place to maintain the need for 8 to 12 sheets of ice to conduct the championships.
- In the event that paid registrations exceeds the 72 to 90 team limit establish "waiting list" protocol for Club Championship Grouping in direct entry system.
- Individuals are not allowed to play in two or more divisions at the championship event
- Provide banners and medals for all

III....Play:

1. A pool format will be used for all divisions in both Groupings playing in the national event unless a specific exemption is obtained after discussion with the CSCA Championship Committee and approval by the CSCA Executive. It is highly desirable to minimize the number of teams from a single province / territory in a pool. Creation of the pools will be a combined effort between the host committee scheduler and the CSCA Championship Committee liaison.

2. 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.

3. All attempts possible are to be made to ensure teams are guaranteed a minimum of five (5) games during the championship round robin portion. 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.

4. Target of minimum 25% of teams per division to advance to playoffs. A maximum of eight (8) teams can emerge from pool play in a division containing 24 teams. There is a minimum of three (3) teams required to advance from any division 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 and approval by the CSCA Executive.

- In 2026 and beyond in divisions that house 12 to 14 teams target of 6-7 teams per National Championship and National "Challenge" Championship divisions to advance to playoffs (1st in both pools advancing to semi-finals / 2nd and 3rd in both pools cross over to quarter-finals)

- A bronze medal game where applicable between the semi-final game losers will be scheduled in each championship division. The bronze medal games will be played at the same time as the gold medal games in their respective divisions.

- Hammer and rock colour in playoffs will be determined first by record comparison in identical sized pools. The team with a better record will be awarded both hammer and rock colour. In the case of different sized pools creating a 1 game difference in round robin play then a two-game win difference is necessary. Ie: (5wins-1 loss vs 3wins-2 loss the 5-1 team is awarded hammer and colour. In a similar scenario 5wins-1loss vs 4 wins-1 loss the difference is unsolvable. If records are identical or a comparison cannot be made due to different size pools the Last Stone Draw score will determine which team is awarded both hammer and colour. If that is unsolvable a coin flip will determine choice of hammer or colour, not both. Team awarded hammer will always take first practice in playoffs).

5. Advancement to playoffs:

- If 2 teams tied in a pool that sends 2 teams to the playoffs 1st will be declared using head to head (H2H) Round Robin (RR) amongst.
- If 3 teams tied in a pool that sends 2 teams to the playoffs, 1st will be declared using head to head (H2H) Round Robin (RR) amongst, if unsolvable then cumulative of Last Stone Draw (LSD) process will declare 1st. 2nd will be declared by H2H result in RR between the remaining 2 teams.
- If 4 teams tied in a pool that sends 2 teams to the playoffs, 1st will be declared using head to head (H2H) Round Robin (RR) amongst, if unsolvable then cumulative of LSD process will declare 1st. 2nd will be declared by H2H result in RR between the remaining teams, if unsolvable the cumulative of LSD process will declare 2nd.
- This process to be applied similarly to situations whereby first place in a pool is clear in RR record and 2 or more teams remain tied in RR for 2nd place.
- This process to be applied similarly to situations involving multiple teams tied for more than 2 teams sent to the playoffs from a pool.
- In the unlikely but possible event that LSD numbers are also unsolvable in a three way tie (all three have exactly the same LSD) a series of coin flips shall determine the outcome. If two out of the three have the lowest LSD the third team is eliminated and we revert to the H2H of the two teams remaining to determine advancement.

IV....Scoring:

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

V....Hammer and Stone Colour in Round Robin play:

1. 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 during their practice.

Pre-game practice should be comprised of 5 minutes per team each followed by 1 minute to deliver their last stone draw for tiebreaking purposes. Alarm at the 4 minute point. Alarm at 5 minute point. Alarm denoting end of last stone draw opportunity.

- Last stone draw to be delivered in the same direction every game (towards the home end) Both players to have equal number of last stone draws during round robin play. If an odd number of round robin games One player to have one more than the other.
- Remove the need for a second draw if a player misses the house or covers the pin. Missing the house receives the max score. If both teams miss the house or both teams cover the pin and triangulation measuring is not available then flip a coin to determine hammer.
- Set colour of rocks and first or second practice ahead of time in the schedule
- Ask host committee to provide ample volunteers to assist official with measuring to keep things moving
- Ask host committee to take the following into consideration when setting schedule. 1.Practice time total of 15 minutes 2. Game time 60 minutes 3. Ice prep 15 minutes for 4 sheets / 30 minutes for 8 sheets after each game and 60 minutes for resurfacing after 2nd or 3rd draw

Ask host committee to ask Ice Maintenance team to prepare the home end houses for triangulation measuring.

2. Teammates must have an equal number of draws (maximum 1 time difference if odd number of round robin games) to the button and the delivering player's name will be recorded 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.

3. All extra ends shall be played toward the home end (glass). Play will be in accordance with the CSCA rules as set out on the CSCA website. 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(s) play.

4. In playoffs:

- Hammer and rock colour in playoffs will be determined first by record comparison in identical sized pools. The team with a better record will be awarded hammer and rock colour. In the case of different sized pools creating a 1 game difference in round robin play then a two game win difference is necessary. Ie: (5wins-1 loss vs 3wins-2 loss the 5-1 team will be awarded hammer and colour. In the same scenario 5wins-1loss vs 4 wins-1 loss the difference is unsolvable. If records are identical or a comparison cannot be made due to different size pools the Last Stone Draw score will determine which team is awarded hammer and colour. If that is unsolvable a coin flip will determine choice of hammer or colour, not both. Team awarded hammer will always take first practice in playoffs).

VI....Game Duration, Postponement and Game Delays:

1. A game shall be of such length or duration as is stated in the rules governing the competition.

2. If for any reason a game in progress is postponed to another time, the game shall continue from the last completed end.

3. 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.

4. 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):

a. 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;
b. 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;

c. 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)

5. 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.

6. If the team member onsite decides to wait the arrival of their team member, that player may participate in pre-game practice, and may throw the allowed number of practice stones in both directions. If it is the turn of the absent team member to do the LSD, then the offending team will receive the maximum LSD measurement.

7. 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.

8. The non-offending team may complete their practice and their LSD.

VII....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.

VIII....Spares and Replacements:

1. 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.

2. Teams are not permitted to have a designated alternate.

3. 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 replacement player to play for the duration of the bonspiel.

4. When a spare is required, spares will be assigned from the top of the host club spares list, based upon their availability for that game. Spares cannot be drawn from a team registered for the championship. Spares must be of the same identified gender.

5. Spares can compete on a team up to, and including, the championship game.

6. A team must include at least one member of the registered team. If a team is unable to field one member of the original team during a game; then they must forfeit the game.

7. 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 (VIII-6) above remains in force in this situation.

8. A replaced team member may not return to the game.

9. If a member of a registered team becomes unable to participate in the Championship event after the team has played at least one game, then the other team member will be assigned a spare from the spare pool list (as above at Spares-4) based on availability. That assigned spare will become a 'replacement player' to the conclusion of the event.

IX....Wheelchair Ice Player Assistants:

1. The host committee must have available a minimum of two (2) Ice Player Assistants per Wheelchair team, if wheelchair curlers registered request assistance.

2. Teams may identify their own Ice Player Assistants. These team-named Ice Player Assistants are welcome to participate fully, as team members, in ceremonies and social aspects of the championship event, at their expense

X....Ice Maintenance:

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

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

b. Additionally, the ice must be swept, pebbled and nipped after two (2) games have been played.
c. Amount of curl / stone conditions: Ideal amount of curl for draw weight to be 3-5ft. If stones are conditioned prior to the championship they should have a break-in period of use by the host club to achieve the desired amount of curl. Break-in period timing should be left to the discretion of the ice maker.

XI....Logos:

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

2. 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.

3. Sponsor logos will be a minimum size of 4' X 1.2'

4. CSCA logos will be a minimum of 3' X 2'

5. 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.

XII....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.

CHAMPIONSHIP LOGISTICS Revision History:

6. Revision recommended by Championship Committee – approved by CSCA Board 20260825

5. Revision recommended by Championship Committee – approved by CSCA Board June 4 2025
4. Revision recommended by Championship Committee – approved by CSCA Executive September 24, 2024
3. Aug.-Sept., 2023 – Revision recommended by Championship Committee - approved by Executive & Provincial Representatives.

2. 2022 – Revision
1. 2021 – Original document