

# COMPETITOR'S GUIDE

## 2021



## MIXED

## NOCA

# CHAMPIONSHIP

**September 1 2021**



Competitor's Guide – 2021 BrokerLink Insurance  
MIXED NOCA CHAMPIONSHIP

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**Please review the Rules Supplement for additional rules and information. The Rules Supplement is common to all competitions.**

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## **CHAMPIONSHIP COMMITTEE**

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## **STAFF**

### **Executive Director:**

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### **BROKERLINK INSURANCE MIXED NOCA PROVINCIAL CHAMPIONSHIP:**

This event is open to all male and female competitors with no age restriction. Any players under the age of 19 must be accompanied by a coach or adult chaperone.

Your team has decided to participate in the BrokerLink Insurance Mixed NOCA Championship being held October 13 – 17, 2021 at the Port Arthur Curling Club in Thunder Bay.

### **Canadian Mixed Curling Championship:**

The winning team will advance to the 2021 Canadian Mixed Curling Championship to be held November 7 – 14, 2021 at the Canmore Golf and Curling Club in Canmore, Alberta.

The total entry fee is \$529.40 per team which includes a competitor fee of \$25 for each of four players.

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## **COMPETITION FORMAT:**

The 2021 BrokerLink Insurance Mixed NOCA Provincial format will be:

Two teams – Best Three out of Five

Three or Four teams – Double Round Robin with a Final

Five or Six teams – Single Round Robin with a Final

Seven or Eight teams – Single Round Robin, Semi-final and Final

Nine or more teams – Triple knockout, 3 qualifiers, Semi-final and Final

In all triple knockout draws, teams will be required to peer rank each team involved in the draw except their own. Final rankings will be prepared by the Executive Director and/or Competitions Chair.

## **STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – Round Robin and Triple Knockout**

### ***Round Robin Draws:***

In each draw the team listed first shall have top of the scoreboard color and practice first for nine (9) minutes, beginning thirty (30) minutes prior to the posted draw time. The team listed second, shall have bottom of the scoreboard color and practice immediately following the first team's draw to the button for last stone advantage.

A team is allowed to throw its own stones during practice and not those of the opposition.

### ***Triple Knockout Draws:***

In each draw the teams shall flip a coin, for choice of rock color or first/second practice, a minimum of forty (40) minutes prior to the scheduled draw time.

### ***Last Stone Advantage:***

Last stone advantage in the first end (hammer) will be decided by a draw to the button following each team's nine (9) minute pre-game practice. Two different players from each team will each deliver a stone (full sweeping allowed) and the better total distance of the two draws between the two teams will receive last stone advantage in the first end. Each player has a maximum of one minute to throw the draw shot after the pre-game practice and the Umpire's announcement. Stones not delivered within the time allotted by the umpire will be assigned a distance of 185.40 cm - the stone must reach the nearer tee line before time expires (199.6 cm if a laser measure is used). The sweeping line-up should be as it would be during the actual game; i.e. if the skip is throwing, then the lead and second must sweep etc.

The team practicing first will deliver the clockwise turn. The team practicing second will deliver the counter clockwise turn. Failure to throw the correct turn on any draw will result in a distance of 185.4 cm being assigned. Teams must notify the Umpire prior to the first practice of the names of the players delivering stones. Failure to do so will result in a distance of 370.80 cm being assigned to the team(s). (399.2 is a laser measure is used)

Once the first team has thrown its' two stones, the team shall leave the ice and the second team will practice. If the second team registers the same two-stone distance as the team with first practice, the teams will alternate players delivering one (1) stone with the same rotation as in practice until the tie is broken.

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Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones, until the hammer is decided.

**NOTE:** Total Draw Distance is the cumulative total of all draw distances for last stone advantage (hammer) in each game, for each team (excluding tie-breakers and playoff games). Only the combined distance of the first two draw attempts for last stone advantage will be recorded for the Total Draw Distance required at the end of round robins to break unsolvable ties. The highest two draws will NOT be counted in the Total Draw Distance.

Each lead, second, third and skip on each team will deliver a minimum of two (2) draw shots for last stone advantage during the event (unless there are only two teams then a minimum of one draw shot). 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) team members throw the draw for hammer during the event.

Umpires will assume that every team that wins the last stone draw will want the last stone in the first end. If there is any time that a team does not want the last stone if they win the last stone draw, then they must inform the Umpire before the start of their practice.

Opposing teams must remain behind the glass during their opponent's pre-game practice. If that is not feasible, then the opposition must stand as far behind the sheet as possible, so as not to distract or intimidate the other team.

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.

- In or touching the button = 15.24 cm (subject to change if the bottom diameter is more than one (1) foot )
- In or touching the four foot = 60.96 cm
- In or touching the eight foot = 121.91 cm
- In or touching the twelve foot = 182.88 cm

If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to as close to its original position by the delivering team.

## **STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – Round Robin TIE-BREAKERS and PLAYOFFS**

THREE or FOUR teams - Following the conclusion of the round robin competition the top two (2) teams will play in a FINAL championship game.

FIVE or SIX teams – Following the conclusion of the single round robin competition the top two (2) teams will play in a FINAL championship game.

SEVEN or EIGHT teams – Following the conclusion of the single round robin competition the top three (3) teams will advance to the playoff round. The teams that finished second and third will participate in a SEMI-FINAL with the winner of the semi-final then playing the first place team in the FINAL championship game.

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Teams that complete the round robin with identical win/loss records are considered to be tied. Teams tied for a qualifying position shall only be eliminated by playing a tie-breaker game(s).

**The Chief Umpire will make all decisions with regard to the administration of tie-breakers.** Additional information relative to tie-breakers and sheet assignments will be discussed by the Chief Umpire with the teams involved after the last game of the round robin. (see NOCA Tie Breaker Review Document)

Immediately after the two or three playoff positions have been determined and prior to each playoff game, each team involved in the next scheduled playoff game shall be asked by the Chief Umpire to select their choice of stone handle color. Each team shall be allowed a maximum of 15 minutes to make its selection. Failure to comply shall result in a set of stones being assigned. Upon the conclusion of each playoff draw, the same process shall be implemented again. In all playoff games a complete set of rocks from any sheet must be chosen.

In all playoff games, a team finishing ahead of another team (according to win/loss record) will gain last stone advantage **AND** choice of stone colour.

When the round robin win/loss record of the two teams involved in a playoff or tiebreaker game(s) is the same, the team that won the game between the two during the round robin shall have choice of either last stone **OR** stone colour **UNLESS** their ranking has been determined by the Total Draw Distance, then those results shall provide **choice of color OR second practice**, and the teams will draw to the button to determine last stone advantage.

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.

When a semi-final and final are scheduled, the first place team's access to practice ice will be at the discretion of the Chief Umpire. All practice sessions will be supervised and the length of the practice will be at the discretion of the Chief Umpire.

### ***Tie-Breaking Process – Round Robin***

When teams are tied for a qualifying position, the win/loss record of those teams against each other shall be used to determine their ranking and therefore how the teams are positioned in any tie-breaker game(s).

If a complete ranking of the tied teams cannot be established by a single comparison of the win/loss record of all tied teams, and ties still remain, a second comparison for ranking shall be made utilizing the win/loss records of only the remaining tied teams.

When ranking of tied teams eligible for tie-breaker(s) cannot be established by successive comparisons of win/loss records, i.e. unsolvable ties, only those teams that remain tied after such comparisons shall be ranked by implementing the ranking based on the Total Draw Distance of pre-game draw shots to the button for last stone advantage (the highest two draw shots will NOT be counted). The least accumulated distance shall receive the highest ranking until the ranking has been completed (this will also apply to any teams that split their round robin games, after a double round robin).

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All tiebreakers shall be played with the stones from the sheet assigned. Stone handles shall not be changed from one set of stones to another.

### **STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – TRIPLE KNOCKOUT PLAYOFF**

In the triple knockout draw, three (3) qualifiers will be declared with one (1) 'A', one (1) 'B', and one (1) 'C' qualifiers.

Following the conclusion of the triple knockout qualifier competition, the 'B' and 'C' qualifiers will play in a semi-final game with the winner then playing the 'A' qualifier in the final game.

Immediately after the final three playoff positions have been determined and prior to each playoff game, each team involved in the next scheduled playoff game shall be asked by the Chief Umpire to select their choice of stone handle color. Each team shall be allowed a maximum of 15 minutes to make its selection. Failure to comply shall result in a set of stones being assigned. Upon the conclusion of each playoff draw, the same process shall be implemented again. In all playoff games a complete set of rocks from any sheet must be chose.

In the semi-final game, the 'B' qualifier will have last stone advantage (hammer) **or** choice of color. In the final game, the 'A' qualifier will have last stone advantage **and** choice of stones from all stones used in the event.

The 'A' qualifier's access to practice ice will be at the discretion of the Chief Umpire. All practice sessions will be supervised and the length of the practice will be at the discretion of the Chief Umpire.

### **SCHEDULE & LOCATION FOR EVENT:**

The schedule and location of this event will be posted on the NOCA website.

NOTE: If the NOCA deems that due to circumstances that have developed that it is in the best interest of the competition to change the hosting venue, then the venue may be changed.

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