

COMPETITOR GUIDE

2022

MEN'S QUALIFIERS



November 9, 2021

Competitor Guide 2022 Men's Qualifiers

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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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MEN'S QUALIFIER PLAYDOWNS:

This event is open to all male competitors – no age restriction.

Your team has decided to participate in one (1) of the two (2) Qualifiers being held December 16 – 19, 2021 at the Longlac Curling Club (West Qualifier) in Longlac, and the Community First Curling Club (East Qualifier) in Sault Ste Marie. Six teams will advance from the two qualifiers to the provincial championship. The final two teams competing at the provincial championship will be filled based on the CTRS standings as of midnight on Tuesday, November 30, 2021.

Qualifying Criteria:

- If the total number of teams entering the two qualifiers is six (6) teams or less (not including the 2 teams off the CTRS list) then ALL teams will advance to the provincial. (The provincial may then consist of less than 8 teams).
- If the total number of teams entering the two qualifiers is seven (7) or more (not including the 2 teams off the CTRS list) then the number of teams advancing from each qualifier will be determined by the following formula:

$$\text{\# of teams advancing} = \frac{\text{\# of entries in qualifier}}{\text{Total \# of entries}} \times 6 \text{ (rounded off)}$$

MEN'S PROVINCIAL CHAMPIONSHIP:

The Qualifiers will advance to the combined Men's/Women's Provincial Championship January 4 – 9, 2022 at the Kenora Recreation Centre, in Kenora, hosted by Curl Kenora.

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

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COMPETITION FORMAT:

The 2020 Northern Ontario Men's Qualifier (both East and West) format will be:

- Two teams – Best three out of five
- Three teams – Double Round Robin
- Four teams – Double Round Robin
- Five to Eight teams – Single Round Robin
- Nine or more teams – Triple knockout with qualifiers

In round robin draws no playoff is required as the top three (3) teams will advance, with tie-breakers being utilized to break any ties to declare Qualifiers.

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

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 & 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.

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.

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

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, one player must hold the target broom) 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 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

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delivering stones. Failure to do so will result in a distance of 370.80 cm being assigned to the team(s) (399.2 if 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. 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.

Only the four 'game' players are allowed on the ice surface during the determination of hammer

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 (29.94 cm if a laser measure is used)
(subject to change if the bottom diameter is more than one (1) foot)
- In or touching the four foot = 60.96 cm (75.16 cm)
- In or touching the eight foot = 121.92 cm (136.12 cm)
- In or touching the twelve foot = 182.88 cm (197.08 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.

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STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – Round Robin Tiebreakers

No playoff is required. If there are teams tied with a qualifying record after the round robin, then tiebreakers will be used to determine the last qualifying position. 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 tiebreakers. Additional information relative to tiebreakers and sheet assignments will be discussed by the Chief Umpire with the teams involved after the last game of the round robin. (see NOCA Tiebreaker Review Document available on the NOCA website)

Tiebreaking Process

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 draw shot will NOT be counted unless there are only two teams in the event). The least accumulated distance shall receive the highest ranking until the ranking has been completed (this will apply to any teams that split their round robin games, after a double round robin).

In any tiebreaker game, 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. Those results shall provide **choice of color AND second practice**, and teams will draw to the button for 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. A team is allowed to throw its own stones during practice and not those of the opposition.

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.

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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