

NORTHERN ONTARIO

2026

TWO-PERSON STICK

PROVINCIAL



NORTHERN
ONTARIO

COMPETITOR GUIDE

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

Competitor's Guide – 2026 NOCA TWO-PERSON STICK CHAMPIONSHIP

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NOCA PROVINCIAL TWO PERSON STICK :

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

Each team may also include one or two wheelchair athletes.

Your team has decided to participate in the NOCA Provincial Two Person Stick Championship being held February 25 – March 1, 2026 at the Terrace Bay Curling Club in Terrace Bay.

Canadian Stick Curling Championship:

The winning team will advance to the 2026 Canadian Stick Curling Championship (Championship Section – either men's/women's/mixed) to be held March 25 – 29, 2026 in Wolfville and Windsor, NS.

The entry fee is \$180.00 plus HST.

COMPETITION FORMAT:

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 to Sixteen teams – Triple knockout, 3 qualifiers, Semi-final and Final

More than Sixteen teams – pools then playoffs – details TBD

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.

TEAMS

One team member stays at each end of the ice for the duration of the game (except for any extra end(s)).

Players must not cross centre ice (except during timeouts and extra ends), even as a result of follow through.

The two delivering curlers alternate delivering six (6) stones each per end, while their teammates skip that end. Then the roles are reversed.

No spares are allowed.

GAME DURATION & TIMEOUTS

All games are six (6) ends.

No time clocks will be used. Between end breaks will be 30 seconds. Games should be completed in 1 hour.

All extra ends will be played towards the home end.

Each team may call a maximum of two (2) ninety second (90) timeouts during a game.

During an extra end, one timeout per team is allowed.

When a timeout is called, the team calling the timeout may consult anywhere on the ice surface including the playing area inside the hog line of the receiving end. The opposing team may consult outside of the hog line of the receiving end or on the boards, but not in the playing area inside the hog line at the receiving end.

DELIVERY STICK & DELIVERING

Each stone must be delivered with a delivery stick, from a standing or sitting (in a wheelchair) position.

Players have the option of holding the delivery stick with one or both hands during play. If using both hands, it is permissible to drop one hand before releasing the stone.

Once a player's first stone has been delivered, the delivering player must use that delivery position for the duration of the game i.e. If the stone is delivered from the left hack it must continue to be delivered from the left hack. If the stone is delivered from a point on the ice surface other than the hack, including behind the hack, it must be delivered from that position for the duration of the game. The stone must be delivered with the same hand for the duration of the game.

Prior to the delivery of a stone, a player may not cross the delivering end hog line in an attempt to better visualize rock position unless utilizing a timeout.

Post delivery and once the stone comes to rest, the delivering player must move directly to the side and make their way back to the delivering end to keep play moving. They may not linger at centre ice to visualize or discuss what is happening at the other end.

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PLAY OF GAME

A stone is in play when it reaches the hog line at the delivering end.

A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered. The player will redeliver the same called shot and line.

The first three (3) stones delivered in any end may not be removed from play before delivery of the fourth stone of that end. When any stone is removed from play prior to the fourth stone of the end, directly or indirectly and without exception, the delivered stone is removed from play and any other displaced stones replaced as close as possible to their original position(s).

There is no application of the no-tick rule in 2 person stick play – stones touching the centre line may be moved off the centre line by the second or third shot played in each end (but may not be removed from play).

A stone delivered with a delivery stick must be released before it reaches the hog line at the delivering end. In case of a tie, an extra end is played, with Player A delivering the first three (3) stones and Player B delivering the final three (3) stones. The curlers exchange roles at the midpoint of an extra end to complete the end. If consultation takes place anywhere on the ice surface before the play starts, that team will have forfeited their extra end timeout.

SWEEPING

Sweeping/brushing is NOT allowed between the hog lines (sweeping of the stone may not begin until the rock has reached the hog line).

Sweeping of the opponent's stone may begin once the running edge has touched the t-line.

The non-delivering team member may cross the hogline to follow the delivered stone to the house.

POINT OF DELIVERY

In the case of a wheelchair player, or a player throwing with a delivery stick from a standing position between the top of the house and the nearer hog line, the stone must begin from a point within 18 inches of the centre line.

When the player delivers the stone from an area between the hack and the outermost edge of the top of the house at the delivery end, a portion of the stone must be touching the centre line prior to starting the delivery.

When a player delivers from the proper hack position (right foot in left hack for right handers, and left foot in right hack for left handers) the rock does not need to be touching the centre line at the starting pint but the player must still be moving on a direct line to the target broom.

ICE PLAYER ASSISTANTS (IPA)

A wheelchair curler, or competitors with declared and confirmed mobility issues, if they so choose, may have a designated IPA during play, for each impacted curler.

The IPA may hold/brace the wheelchair and position/clean rocks for delivery.

The IPA may sweep only at the direction of the team members with line direction provided by the delivery team member and weight direction provided by the non-delivering team member, who must be positioned off to the side of the sheet. The IPA would also catch wayward stones when needed.

IPAs may not be involved in the shot calling or strategy discussions during a game. In the event that an IPA is the declared coach of the team they could participate in strategy only during the approved timeouts during the game.

For safety reasons the IPA must wear proper footwear to actively participate on the ice.

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EQUIPMENT

Delivery Stick – each player must use, for the entire game, the delivery stick which is used for delivery of the first stone of the game.

Brush – Any commercially available non-hair curling brush may be used in 2 person stick competition. The same brush and brush head must be used for the entire game. WCF approved brush heads are NOT required.

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

Round Robin:

In each draw the team listed first shall have top of the scoreboard color and practice first for five (5) minutes, beginning fifteen (15) minutes prior to the posted draw time. The team listed second, shall have the bottom of 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 thirty (30) minutes prior to the scheduled draw time.

Last Stone Advantage:

Last stone advantage (hammer) in the first end will be decided by a draw to the button, towards the HOME end, following each team's five (5) minute pre-game practice, with the better distance receiving last stone advantage (hammer) in the first end. Teams must name the player delivering the last stone draw, before the start of the pre-game practice. The team practicing first will deliver the clockwise rotation and the team practicing second will deliver the counter clockwise rotation.

Should both teams record a last stone draw distance of 0.0 cm or 199.6 cm, then a coin will be flipped to determine who has last stone advantage in the first end.

Each player will deliver an equal number of stones for the last stone draw, unless there an odd number of round robin games, then a variation of one stone per player must occur.

Umpires will assume that every team that wins the last stone draw will want the last stone (hammer) 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.

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 = 29.4 (subject to change if the bottom diameter is more than one (1) foot)
- In or touching the four foot = 75.1 cm
- In or touching the eight foot = 136.1 cm
- In or touching the twelve foot = 197.1 cm

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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.

NOTE: Total Draw Distance is the cumulative total of all draw distances for last stone advantage (hammer), in each game, for each team (excluding playoff games). The highest draw will NOT be counted in the Total Draw Distance.

GAME DELAYS

If both members of a team are not present at the scheduled draw time then they will receive 199.6 cm for their last stone draw. The non-offending team may complete their practice and their last stone draw.

If only one player from a team is present at the scheduled draw time then only that player may participate in pre-game practice, and may throw the allowed number of stones in both directions. If it is the turn of the absent team member to do the last stone draw, then the offending team will receive a measurement of 199.6 cm.

If both members of a team are not present to commence the game after the last stone draw then

- a) If the delay of the start of play is 1-10 minutes, the non-offending team receives one (1) point and will have last stone in the first end of actual play. One end (1) is considered completed.
- b) If the delay of the start of play is 11-20 minutes, the none-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.

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

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.

There will be NO tiebreakers scheduled when there are teams tied with a qualifying record after the double round or single round robin. Teams will be ranked using the procedures in the Tiebreaker Review Document. Teams tied for a qualifying position may be eliminated by their win/loss record against tied teams or by Total Draw Distance.

For all semi-final and final games, the team with the highest ranking will have choice of hammer OR color. All playoff games shall be played with the stones from the sheet assigned.

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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.

For all semi-final and final games, the team with the highest ranking will have choice of hammer OR color. All playoff games shall be played with the stones from the sheet assigned.

STONE SELECTION, PRACTICE & LAST STONE ADVANTAGE – Pool Play (Round Robin) and Playoffs

When there are 17 or more teams entered, a pool format will be used. A minimum of eight (8) teams and a maximum of sixteen (16) teams will emerge from pool play. A single elimination playoff format will be used.

Teams will be ranked in each pool after pool play using the procedures in the Tiebreaker Review Document (i.e. win/loss record, followed by head to head record, and Total Draw Distance if there are unsolvable ties). Tiebreaker games will NOT be played. Teams tied for a qualifying position may be eliminated by their win/loss record against tied teams or by Total Draw Distance.

Once the qualifiers from each pool have been determined, those teams will be ranked for seeding purposes in the playoff round using the following:

- a) Teams will be ranked by their respective win/loss record.
- b) If two teams are tied in wins/losses the team that won the round robin game between them will be ranked higher.
- c) If more than two teams are tied, the win/loss records in games between those teams only will determine ranking.
- d) When the ranking cannot be decided in b) or c) (i.e. the teams did not play each other in the round robin), the ranking will be determined the Total Draw Distance.
- d) If teams remain tied using the TDD, then the next largest distance of the tied teams will be dropped until the tie is broken.

24 teams – 3 pools of 8 – 8 teams to playoff – top 2 in each pool advance plus two teams with next best records

32 teams – 4 pools of 8 – 8 teams to playoff – top 2 in each pool advance

40 teams – 5 pools of 8 – 12 teams to playoff – top 2 in each pool advance plus two teams with next best records

48 teams – 6 pools of 8 – 16 teams to playoff – top 2 in each pool advance

56 teams – 7 pools of 8 – 16 teams to playoff – top 2 in each pool advance plus two teams with next best records

64 teams – 8 pools of 8 – 16 teams to playoff – top 2 in each pool advance

Playoff rounds of 8 or 16 games will be played in similar manner to pool play round robin games (toss coin for choice of color and draw for hammer etc.).

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For semi-final and final games, the team with the highest ranking will have choice of hammer OR color.

All playoff games shall be played with the stones from the sheet assigned.

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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