

NORTHERN ONTARIO

2026

MIXED DOUBLES

PROVINCIAL



COMPETITOR GUIDE

Oct. 1, 2025

Competitor Guide
2026 NOCA MIXED DOUBLES 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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2026 NOCA MIXED DOUBLES CHAMPIONSHIP

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MIXED DOUBLES NOCA PROVINCIAL CHAMPIONSHIP:

Your team has decided to participate in the NOCA Mixed Doubles Championship being held February 5 – 8, 2026 at the YNCU Community Centre, in Sault Ste Marie.

This Championship will declare one Northern Ontario Champion to advance to the 2026 Canadian Mixed Doubles Championship to be held March 23 – 28, 2026 in Surrey, BC.

This event is open to all male and female competitors, regardless of age, who are members of a NOCA club. (Please note that players under the legal age of majority MUST be accompanied by a parent/chaperone at all times during the event.)

The entry fee is \$280.00 per team plus HST. (no competitor fee required)

Teams at the Mixed Doubles Championship are not funded by Curling Canada for travel or accommodation at the championship.

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COMPETITION FORMAT:

The 2026 Northern Ontario Mixed Doubles Provincial format will be:

- Two teams - Best Three out of Five

- Three or Four teams – Double Round Robin with a Final

- Five or Six - 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.

GAME LOGISTICS

A team is composed of two players, one (1) male, and one (1) female. Alternate or spare players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game. One coach will be allowed for each team.

The scoring shall be the same as in a regular game of curling. The “positioned” stones that are placed before the beginning of each end are eligible to be counted in the scoring.

Each game will be scheduled for eight (8) ends.

Each team shall receive twenty-two (22) minutes of thinking time, and one 60 second timeout (timeouts will be 90 seconds including 30 seconds travel time if there are teams with coaches). There will be a four (4) minute break after the completion of the fourth end.

When extra ends are required, the clocks will be reset, and each team shall receive three (3) minutes of thinking time for each extra end.

Each team shall deliver five (5) stones per end. The player delivering the team’s first stone of the end must also deliver the team’s last stone of that end. The other team member shall deliver the team’s second, third and fourth stones for that end. The player delivering the first stone can change from end to end. After the pre-game practice, using all eight (8) stones, teams will choose the six (6) stones they want to play with (including the positioned stone) and shall keep those six (6) stones for the entire game. The positioned stone may be changed from end to end.

Modified FGZ - No stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation and without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

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Before the start of every end, one team shall instruct the game umpire to place their team's "positioned" stone at the playing end of the sheet in one of two positions, designated A and B. The opponent's "positioned" stone shall then be placed by the game umpire in whichever position (A or B) remains vacant. Based on the ice conditions, **the Chief Umpire along with the Ice Technician** shall determine the specific placement for Position A to be used before the start of the pre-game practice and that same placement must be used for the entire game. The location of these positions shall be as follows:

- 1) **Position A:** Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of 3 points in the ice. The points are placed on the centre line:
 - i) at the mid-point between the hog line and the outermost edge of the top of the house 2.286 m (7 feet 6 inches), or
 - ii) 0.915 m (3 feet) from the mid-point closer to the house, or
 - iii) 0.915 m (3 feet) from the mid-point closer to the hog line.
- 2) **Position B:** The Position B stone is placed so that the stone is bisected by the centre line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle.

See Page 11 for Figure No. 1 – Centre Guard

Power Play Option

Once per game, each team, when they have the decision on placement of the "positioned" stones, can use the "Power Play" option to position the stones.

- a) The in-house stone, which belongs to the team with the last stone in the end, is placed with the back edge of the stone abutting the front edge of the tee line, with half the stone in the 8-foot and half in the 12-foot circle.
- b) The guard stone is positioned to the side of the sheet, so it would be bisected by a direct line between the middle of the in-house stone to the middle of the hack where the hack intersects the middle line. The distance of this corner guard from the house will be the same distance that was determined for the centre guards and is either immediately in front of or immediately behind one of three (3) points in the ice. The team with the stone positioned in the house (stone B), shall position the guard (Stone A).
 - I. At the mid-point between the hog line and the outermost edge of the house 2.286 m (7 feet 6 inches); then 1.07 m (3 feet 6 inches) to the left of the right side of the centre line and the same side of the house as the in-house stone; or
 - II. 0.915 m (3 feet) from the mid-point (i) closer to the house; then 1.09 m (3 feet 7 inches) to the left or right of the centre line and the same side as the in-house stone, or
 - III. 0.915 m (3 feet) from the mid-point (i) closer to the hog line, then 1.04 (3 feet 5 inches) to the left or right of the centre line and the same side as the in-house stone, or
 - IV. The corner guard can be placed on either side of the 'spot' (closer to the house or closer to the hog line) determined prior to the game.
- c) The "Power Play" option cannot be used in extra ends.

See Page 11 for Figure No. 2 - POWER PLAY OPTION

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STONE SELECTION, PRACTICE & PLACEMENT of POSITIONED STONES - 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 seven (7) minutes, beginning twenty-five (25) 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 decision on placement of positioned stone.

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 twenty-five (25) minutes prior to the scheduled draw time, and shall inform the Chief Umpire of the choices made.

Decision on Placement of Positioned Stones:

Decision on placement of positioned stones at the start of the game will be decided by a draw to the button following each team's seven (7) minute pre-game practice. Following each team's practice each player will deliver a stone to the button to the home end (full sweeping allowed), and the team with the better total distance of the two draws between the two teams will make the decision on placement of positioned stones in the first end. The team practicing first will throw both stones with the clockwise rotation, and the team practicing last will throw both stones with the counter clockwise rotation. A stone delivered after the practice time has elapsed and prior to the announcement, or thrown with the incorrect turn, or not delivered within the time allotted by the Umpire (the stone must reach the nearer tee line before time expires) will be assigned 199.6 cm.

Should the team with first practice record a cumulative distance of 0.0 or 399.2 cm, one of the players, will deliver a draw to the button with a clockwise rotation. If that player records 0.0 or 199.6 cm, the other player will deliver a draw also with the clockwise rotation, and so on, until a number other than 0.0 or 199.6 cm is registered.

The team shall then 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 (other than 0.0 or 399.2 cm) the individual LSD distances are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones.

Should the team with second practice record a cumulative distance of 0.0 or 399.2 cm, one of the players will deliver a draw to the button with a counter clockwise rotation. The team will continue to alternate throwers until a different comparable distance is achieved with the first team's distance thrown in the same order.

For Mixed Doubles, each player will deliver an equal number of clockwise and counter clockwise LSD stones. If there are an odd number of games a variation of one rotation per player must occur.

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Umpires will assume that every team that wins the last stone draw will want the choice of positioned stones in the first end. If there is any time that a team does not want the choice of positioned stones, 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 = 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

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 choice of positioned stones, in each game, for each team (excluding tie-breaker and playoff games). Only the combined distance of the first two draw attempts 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.

Following the first end, the team that did not score shall have the decision on the placement.

If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end.

The team whose "positioned" stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose "positioned" stone is placed in Position B (in the house) shall deliver the second stone in that end.

While the team is in the process of delivery, the non-delivering player must be positioned inside the hogline, with at least one foot/wheel on the ice surface at the playing end of the sheet, or in a position to sweep at the delivery end of the team's sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team's delivered stones, including the draw to the button for choice of positioned stones.

If a player delivers a stone out of proper rotation, the delivered stone is removed from play and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred.

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PLAYOFF RANKING 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 what teams advance to the playoffs.

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 the playoffs 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 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).

STONE SELECTION, PRACTICE & PLACEMENT of POSITIONED STONES – ROUND ROBIN PLAYOFF

THREE or FOUR teams – Following the conclusion of the double 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.

The Chief Umpire will make all decisions with regard to the administration of playoff games.

Additional information relative to the sheet assignments and rock selection will be discussed by the Chief Umpire with the teams involved after the last game of the round robin.

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 (hammer with first pre-game practice) AND choice of stone color.

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When the round robin win/loss record of the two teams involved in a playoff game is the same, the team that won the game between the two during the round robin shall have choice of either last stone advantage (hammer with first pre-game practice) OR stone color UNLESS their ranking has been determined by Total Draw Distance, then those results shall provide the higher ranked team with choice of color AND second practice and teams will draw to the button for last stone advantage.

When choice of placement of positioned stones has not been determined by a draw to the button, the team with the choice of placement of positioned stone 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.

STONE SELECTION, PRACTICE & PLACEMENT of POSITIONED STONES – 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 the semi-final game, the teams 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. Immediately after the semi-final, the same process shall be implemented again.

In the semi-final game, the 'B' qualifier will have choice of decision on placement of positioned stone OR choice of color. In the final game, the 'A' qualifier will have decision on placement of positioned stone AND choice of stones from all stones used in the event. A full set of stones must be chosen.

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 NOCA determines 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.

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

Figure No. 1 - Centre Guard

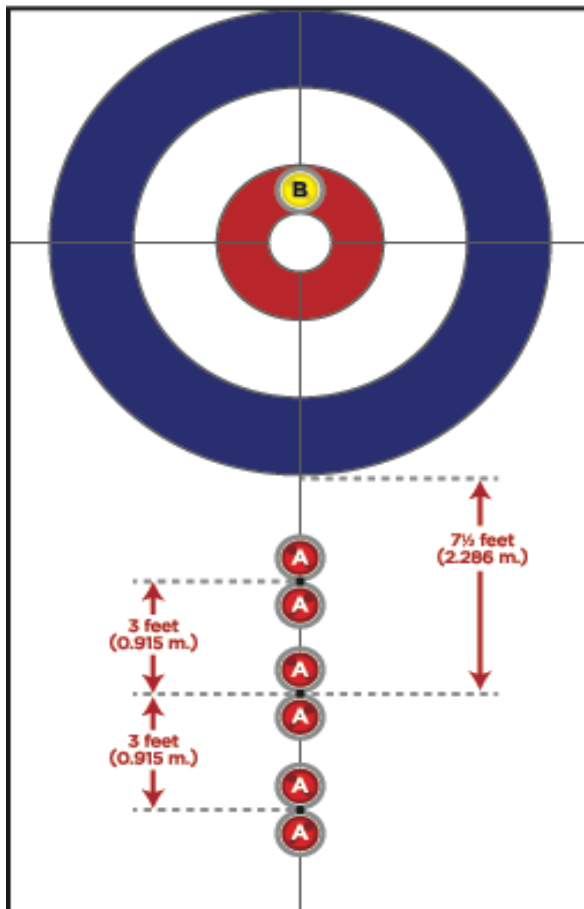


Figure No. 2 - Power Play Option

