



2015 MoPac Regional Women's Playdown

Rules and Format

Prepared by: MoPac Competitive Committee

January 5, 2015

2015 Women's Playdown (5 teams)

Coyotes Curling Club, Tempe, AZ

Participating Teams

Team Avery – Boise Curling Club	Team Smith – Orange County CC
Team Naso – Coyotes Curling Club	Team Garfinkel – San Francisco Bay Area CC
Team Nowlan – Coyotes Curling Club	

Event Format

A. TOURNAMENT FORMAT: A single Round Robin will be the prescribed method for 5 teams as specified in the USCA's '2014-2015 USCA Championships: Rules and Procedures'. Each team will play every other team once. At the end of the Round Robin, if there is a clear winner (one team with fewer losses than anyone else), then that team will become the winner. If there is not a clear winner, then post-round robin tie-breakers will be employed.

B. TWO LOSS PROVISION: A two loss provision will be employed throughout this tournament. No team can be eliminated from play with less than two losses.

C. BERTHS TO USCA CLUB NATIONAL EVENT: MoPac will receive two berths to Club Nationals this year. We will need to play for both first and second place.

Event Procedures

A. TEAM MEETINGS: An 'All-teams' meeting will happen prior to the commencement of play (12:30 PM on Saturday at Coyotes Curling Club). At least one team representative will be required to be in attendance. The purpose of a meeting is to discuss the format, schedule, local conditions, including, but not limited to, rules interpretations. In lieu of a meeting, this Rules and Format document will serve as notice for the event's procedures. All players are expected to know and understand the Rules of Curling and one person from each team should be familiar with this Rules and Format document. For teams in post-round robin play, there may be a post-round robin meeting, for which at least one team representative must be present.

B. PRE-EVENT TEAM PRACTICE

1. A Pre-Event all teams practice will begin at 1:00 PM on Saturday.
2. Each team will have a designated start time assigned to them.
3. Teams will enter the ice house in 7 minute intervals. Each team will have 7 minutes on each sheet starting with Sheet A and ending with Sheet D.

C. TEAM PRACTICE: For round robin draws, first team listed on a sheet on the Draw Schedule will have first practice and 'red' rocks. There will be a 10 minute practice for each team prior to each draw. Practice will be eight minutes in length. A team's Last Stone Draw (LSD) shots to

determine choice of last stone in the first end in the ensuing game will take place in the two minutes following the end of each team's pre-game practice. Each team's LSDs will be measured, added together (see rule D), and used to determine choice of last stone in the first end in the ensuing game. If a team is late to its assigned practice, the time will be subtracted from their allotted practice time. If a team misses its practice, a combined LSD of 12 ft. 2 in. will be recorded and the other team will be awarded choice of last stone.

- 30 minutes before the start of the game - start of first 10 min. practice
- 20 minutes – second practice
- 10 minutes – The ice will be cleaned after the warm-up period, but not re-pebbled.

D. LAST STONE DRAW: For 2015, the USCA has incorporated new Last Stone Draw (LSD) rules. A comprehensive description can be found in the USCA rules, Section IV R16, but here is the high level overview:

- At the end of practice, TWO stones will be delivered by two different players on the team – one clockwise, one counter-clockwise
- The two shots will be added together, and this will be your LSD
- Each player on the team will be required to throw two stones over the course of the round robin – one clockwise, one counter-clockwise
- If this minimum requirement is not filled, the LSD will be recorded as 6 ft. 1 in.

E. LAST STONE DRAW MEASUREMENTS:

1. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 6 ft. 1 in. Stones that finish so close to the center of the button that they cannot be measured are recorded as 0.0 in. The team with the lesser combined Last Stone Draw (LSD) has the choice of delivering first or second stone in the first end. If neither team has a stone that finishes in the house, or both teams record the same distance, a coin toss will decide which team has the choice of delivering the first or second stone in the first end.
2. All LSD's to be recorded for tabulations of DSC (Draw Shot Challenge) to be used later for seeding purposes. Every team is to have a neutral third party measure or verify measurements of their LSD (use a member of the ice crew or a player from the adjacent sheet if an official is not available). Failure to record LSD or have one verified will result in having the LSD recorded as 6'-1".

F. GAME START: Both teams should be at the assigned sheet and ready to start at the scheduled game time. A one minute clock will designate the "slide time", after which the game clock will start. Any team not ready to play 1-15 minutes after the scheduled time shall be penalized one end and one point, and an additional end and point if the delay is between 15 and 30 minutes. Last stone advantage will be in favor of the non-offending team. A delay of more than 30 minutes shall constitute a default. In the event that a game is declared a forfeit, no Last Stone Draw will be recorded for the Draw Shot Challenge for either team, even if the non-offending team delivered the LSD during the pre-game practice.

G. GAME LENGTH: All round robin games to be 8 ends. Should the score be tied at the conclusion of 8 ends, one (1) extra end will be employed as a continuation of the regulation game. Should the score remain tied at the conclusion of the extra end, each team will throw one (1) draw to the button with sweeping. Measurements are to follow LSD measurement guidelines. However, if neither team has a stone that finishes in the house, or both teams record the same distance, stones will be thrown again until a clear winner is determined.

H. GAME TIMING:

1. Games will be timed during this Playdown. Each team will be required to have 3 representatives sign-up to time a draw during one of their scheduled byes. Schedule of Timers will be presented for the teams to sign-up prior to the event and/or at the event. Teams are responsible for finding replacements should they not be able to supply 3 timers.
2. Teams will not be allowed to time other teams within their own pool.
3. Timing software employed will be 'CurlTime', used by the World Curling Federation. One can choose to down-load the software and review its functions (PC only), prior to the event, by going to the following link: <http://www.worldcurling.org/curltime>
4. Below are Game Timing Rules as listed in the USCA Rules Booklet, with some modifications specific to this event. Please note that the USCA has switched to Thinking Time for all timed events in the 2014-2015 season. Please forward to all team members prior to the event for their review.

TIMING RULES (MoPac Modified):

- (a) Each team receives 32 minutes of thinking time for an 8 end game. This time is recorded, and visible to the teams and coaches, throughout the game.
- (b) When a team delays the start of a game, the thinking time allotted to each team is reduced by 4 minutes for each end which was considered completed (Rules of Curling Section I, R11 apply).
- (c) When extra ends are required, the game clocks are reset and each team receives 4 minutes 30 seconds of thinking time for each extra end.
- (d) The game and each end starts when the allotted break time expires. The delivering team's game clock will not run during the start of the game/end unless that team is delaying the start, then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.
- (e) Once all of the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:
 - (i) all stones have come to rest or have crossed the back line and
 - (ii) stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their positions prior to the violation and
 - (iii) the playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line, and the deliverer and sweepers have moved to the sides of the sheet.
- (f) A team's game clock stops once the stone has reached the tee line at the delivery end.
- (g) A team delivers stones only when its game clock is running or scheduled to be running. Any violation results in the stone being redelivered after any displaced stone(s) have been returned, by the non-offending team, to their position(s) prior to the violation. The

offending team's game clock runs during the replacement of the stones and the redelivery.

- (h) If stones need to be repositioned due to a violation caused by an external force, both game clocks are stopped.
- (i) Game clocks are stopped at any time an Umpire intervenes.
- (j) After the teams have agreed on the score for an end, a break occurs, when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is determined for each competition and explained at the Team Meeting. When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. Teams should not deliver the first stone of the next end until less 10 seconds of the break time remains. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery.
- (k) The length of the break will be:
 - (i) 1 minute at the completion of each end. Teams cannot meet, or communicate in any way, with a coach, the alternate player, or any other team official.
- (l) If a player is allowed to redeliver a stone, the Umpire decides if the time required is to be deducted from the game time for that team.
- (m) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.
- (n) If an Umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in wheelchair curling) at the delivery end within 45 seconds, the stone is removed from play immediately.
- (o) Each team must complete its part of a game within the time given, or forfeit the game. If a stone reaches the tee line at the delivery end before time expires, the stone is considered delivered in time.

I. RULES OF THE GAME: Reference 'USCA Rules of Curling'. A copy should be on-hand at the event venue.

J. MEASUREMENTS: Measurements should be done by an on-site designated 'official'. If there is no official available, use a neutral third party to aid in measuring/decision making (timing personnel should be asked first). A biter bar and a measuring stick will be made available to this event and are located in the ice house.

Post Round Robin Rules and Qualifying Procedures

Under the rules of the Two-Loss Provision, any team with two or more losses will be eliminated from tie-breakers and/or qualifying (with exceptions listed in 'Qualifying Scenarios' below)

A. TEAM RANKING PROCEDURE: The following criteria (in order) will be used to rank the teams at the completion of the round robin:

1. Teams will be ranked according to their win/loss record;
2. If two teams are tied, the team that won their round robin game will be ranked higher;
3. Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then a subsequent comparison of the record of the games between only the remaining teams that are still tied shall determine their ranking);
4. For all remaining teams whose ranking cannot be determined by (1) or (2) or (3), ranking is determined using the Draw Shot Challenge (DSC). The DSC procedures are outlined in another section. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal LSD receives the higher ranking. In case all LSDs are equal, the teams flip a coin

B. POST ROUND ROBIN ADVANTAGE: First stone in the first end of post round robin games is determined as follows:

1. In any game(s) required by a double loss requirement, the choice of first or second stone in the first end shall be determined by a last stone draw (LSD) at the completion of each team's practice. In the first knockout game, the team that is higher ranked under Rule (A) above shall have choice of practice time or stone handle color. If a second double loss game is required, the team with the lesser DSC from the round robin has choice of practice time or stone handle color.

D. GAME LENGTH: All post round robin games to be 8 ends and will be timed. Extra ends are not included in this time allotment. No skip's rocks will be employed in post round robin games. Teams will continue to play ends until there is a winner.

Qualifying Scenarios

The Event will be using tie-breaks to establish an event Winner and an event Runner-up.

There will be 6 possible scenarios for tie-breaks after the round robin. Below is a chart of the scenarios, followed by the methods used in each case for determining the seeding and qualifications of teams into the tie-break games. Using the Two-Loss Provision, the scenarios will be used to determine MoPac's Representatives to USCA Club Nationals.

All teams with two or more losses will be eliminated from post-round robin qualifying (with exceptions below)

Final Round Robin Standings Scenarios

	W	L	W	L	W	L	W	L	W	L
1	4	0	3	1	2	2	1	3	0	4
-	4	0	3	1	1	3	1	3	1	3
2	4	0	2	2	2	2	1	3	0	4
-	4	0	2	2	2	2	1	3	1	3
3	3	1	3	1	3	1	1	3	0	4
4	3	1	3	1	2	2	2	2	0	4
-	3	1	3	1	2	2	1	3	1	3
5	3	1	2	2	2	2	2	2	1	3
6	2	2	2	2	2	2	2	2	2	2

With a 5-team Round Robin and the two-loss provision, there is no scenario that does not require two draws to determine winner and runner up.

- A. Scenario 1 and 4
 - i. The two teams will play each other until one team has two losses
 - ii. Winner will be MoPac qualifier, runner-up will be qualifier #2
- B. Scenario 2
 - i. The lone undefeated team will be the MoPac qualifier, and the remaining two teams will play to determine the runner-up.
- C. Scenario 3
 - i. The three teams will be seeded #1-#3
 - ii. Seed #1 will have a bye into the second tie-break game; Seeds #2 & #3 will play one game with the winner to play Seed #1
 - iii. Winner of the second tie-break game will be MoPac qualifier #1, runner-up to be MoPac qualifier #2
- D. Scenario 5
 - i. The lone team with less than two losses will be MoPac qualifier #1
 - ii. The remaining three teams will be seeded #1-#3
 - iii. Seed #1 will have a bye into the second tie-break game. Seeds #2 & #3 will play one game with the winner to play Seed #1
 - iv. Winner of the second tie-break game will be MoPac qualifier #2
- E. Scenario 6
 - i. All teams will be ranked according to the ranking procedures, with the lowest ranked team being dropped
 - ii. Seed #1 will play Seed #4 and Seed #2 will play Seed #3 in the first tie-break
 - iii. Winners of the first tie-break will play each other with the winner being MoPac qualifier #1 and the runner-up being qualifier #2

Event Draw (Round Robin)

KEY:			POOL A	POOL B	POOL C	POOL D
			WOMEN	PLAYOFFS		
FRIDAY						
TIME	DRAW	TIMERS	SHEET A	SHEET B	SHEET C	SHEET D
07:30 AM	Prac 1		HANSON, HUNTRESS, MARKOWSKI, WADDINGTON			
08:00 AM	Prac 2		DERBY, ESTABROOKS, HORSMAN, KUHL			
08:30 AM	Prac 3		ENDICOTT, GALLAGHER, SEEGER, SMOLTZ			
09:00 AM	Prac 4		JOHANSSON, MCBRIDE, MENDOZA, PATRICK			
09:30 AM M Skip Mtg						
10:30 AM	1	TBD	SMOLTZ DERBY	SEEGER WADDINGTON	ENDICOTT HORSMAN	GALLAGHER KUHL
01:30 PM	2	TBD	JOHANSSON HANSON	MCBRIDE ESTABROOKS	PATRICK HUNTRESS	MENDOZA MARKOWSKI
05:30 PM	3	TBD	ENDICOTT DERBY	GALLAGHER WADDINGTON	SEEGER KUHL	SMOLTZ HORSMAN
08:30 PM	4	TBD	JOHANSSON HUNTRESS	MENDOZA ESTABROOKS	PATRICK HANSON	MCBRIDE MARKOWSKI
SATURDAY						
07:30 AM	5	TBD	SEEGER GALLAGHER	SMOLTZ ENDICOTT	KUHL WADDINGTON	HORSMAN DERBY
10:30 AM	6	TBD	MCBRIDE MENDOZA	JOHANSSON PATRICK	MARKOWSKI ESTABROOKS	HUNTRESS HANSON
12:30 PM W Skip Mtg						
01:00 PM W Prac			Women's Teams			
03:30 PM	7	TBD	HORSMAN ENDICOTT	KUHL GALLAGHER	SMITH NASO	NOWLAN AVERY
06:30 PM	8	TBD	HUNTRESS PATRICK	MARKOWSKI MENDOZA	DERBY SMOLTZ	WADDINGTON SEEGER
09:30 PM	9	TBD	NOWLAN SMITH	HANSON JOHANSSON	GARFINKEL AVERY	ESTABROOKS MCBRIDE
SUNDAY						
07:30 AM	10	TBD	KUHL SEEGER	HORSMAN SMOLTZ	WADDINGTON GALLAGHER	DERBY ENDICOTT
10:30 AM	11	TBD	MARKOWSKI MCBRIDE	GARFINKEL NOWLAN	HUNTRESS JOHANSSON	AVERY NASO
01:30 PM	12	TBD	WADDINGTON KUHL	DERBY HORSMAN	ESTABROOKS MENDOZA	HANSON PATRICK
05:30 PM	13	TBD	NASO GARFINKEL	AVERY SMITH	ENDICOTT SMOLTZ	GALLAGHER SEEGER
08:30 PM	14	TBD	ESTABROOKS MARKOWSKI	HANSON HUNTRESS	MENDOZA MCBRIDE	PATRICK JOHANSSON

Start
Men's RR 2

↙-- One More Women's RR Draw on Monday

Event Draw (Playoffs)

MONDAY						
07:30 AM	15	TBD	Men's Tie-Breakers (If needed)*			
10:30 AM	16	TBD	M Semi 1	M Semi 2	NOWLAN* NASO	SMITH* GARFINKEL
01:30 PM	17	TBD		W TB (If Needed)	Men's Final	
04:30 PM	18	TBD		W TB (If Needed)		

*If a women's TB is anticipated, and sheets are available at 7:30 AM, the final Women's Round Robin Games will be played then