

AVONAIR CASH SPIEL RULES SHEET

General Rules:

WCF BROOM RULE WILL BE ENFORCED:

WORLD CURLING FEDERATION – Sweeping Rules

- Sweeping Rules R7 (a): The sweeping motion can be in any direction (it need not cover the entire width of the stone), deposits no debris in front of a moving stone, and finishes to either side of the stone.
- Uniform / Equipment C3 (e): Each player must declare his or her approved sweeping device at the start of a game, and only that player can use that sweeping device for sweeping during the game.
- Uniform / Equipment C3 (f): A player may not change their brush head during a game, unless the Chief Umpire grants special permission.
- Uniform / Equipment C3 (g): If an alternate player comes into a game, they must use the brush head of the player they are replacing.
- Rule C3(h): All Field of Play equipment used at WCF competitions must meet WCF Equipment Standards as defined and published on the WCF Website. Reasons for equipment being considered non-approved include, but not restricted to: damage to the ice surface, non-conformance with existing rules or standards (i.e. – electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the WCF office by the deadline date.
- Rule C3 (i): The penalty for using equipment in WCF competitions which does not conform to standards for Competition Equipment established by the WCF:
 - (i) First team offence during a competition – the player is disqualified from the competition and the team forfeits the game.
 - (ii) Second team offence during a competition – the team is disqualified from the competition and all players are not permitted to play in WCF competitions for a 12-month period.

******All Preliminary Round Robin and Playoff games will be 8 ends. Teams will play 3 round robin games. There will be NO tiebreaker games.

In the event of a tie after 8 ends, a full extra end will be played towards the glass.

Round Robin Hammer: Flip a coin for second practice or rock color. Hammer in Round Robin games is determined by draw to button shootout, with no opposition sweeping. Each player will be permitted 2 practice rocks, **starting 15 minutes before the scheduled time**, (1 to scoreboard and 1 to glass in any order), with their skips third rock to be measured and recorded by the opposition on the score sheet (LSD), and also used for tiebreaker purposes. If first (LSD) covers the pin. Any player on team can throw a second. If tied after 2nd, then coin flip will determine hammer. Any draw shot not recorded and handed in to bonspiel officials will receive maximum distance of 72 inches. **Please ensure marked in inches.**

Hammer AND choice of rocks is assigned in the Playoffs games to the team with the better Preliminary round record. Teams with the same Round-Robin win/loss record are considered tied. If tied, follow tiebreaker rules to determine hammer/rocks from Round Robin.

If a team requires a spare, they must bring their own. They cannot use a person who is registered for another team in this year's event as a regular player (Fourth, Third, Second, Lead). Spare/Alternate players may play with multiple teams.

Teams that are late for their game's start time (start time is considered to be the later of the scheduled start time and the time when their ice becomes available for play) will be penalized as follows:

Loss of Hammer to begin game and choice of rock color. 1 point, 1 end and loss of hammer for every 10 minutes late. After 30 minutes, they game shall be considered forfeited.

Pool Determination and Schedule

Pools were determined by the WCT.

Men's Pools – 6 pools of 4 teams. Women's Pools – 5 pools of 4 teams.

Determining Playoff Seeding

Men's

The top team from each Pool will qualify for the Playoffs, with ties broken using the Tiebreaking Procedures. The six pool winners will be seeded 1-6 in the Playoffs draw.

The next best 4 records, using Tiebreaking Procedures will qualify for the Second Chance event, where these teams will play 1 game for the last 2 playoff berths. Teams will be seeded into the 2nd Chance event and then winners seeded 7-8 based on Preliminary Round record and shootout.

If only 3 teams are 2-1 then only 3 teams qualify for second chance event. No teams with a losing record will qualify (unless see below in Green). If 3 teams (2-1 record) then top team based on tiebreaking procedures will be seeded 6th and 2 second chance games will playoff. These games will take place at 9:30 PM on Saturday.

If by chance the pools ALL fall with the following records:

3-0

1-2

1-2

1-2

The 6, 3-0 teams automatically advance to the playoffs and the top 4, 1-2 teams will be placed into a tiebreaker using the below rules.

Women's

The top team from each Pool will qualify for the Playoffs, with ties broken using the Tiebreaking Procedures. The five pool winners will be seeded 1-5 in the Playoffs draw.

The next best 6 records, using Tiebreaking Procedures will qualify for the Second Chance event, where these teams will play 1 game for the last 3 playoff berths. Teams will be seeded into the 2nd Chance event and then winners seeded 5-8 based on Preliminary Round record and shootout.

If 5 teams are 2-1 then only 5 teams qualify for second chance event. No teams with a losing record will qualify (unless see below in Green). If 3 teams (2-1 record) then top team based on tiebreaking

procedures will be seeded 6th and 2 second chance games will playoff. These games will take place at 9:30 PM on Saturday.

If by chance the pools ALL fall with the following records:

3-0

1-2

1-2

1-2

The 5, 3-0 teams automatically advance to the playoffs and the top 6, 1-2 teams will be placed into a tiebreaker using the below rules.

Tiebreaking Procedure Order

Win-Loss Record

Head to Head Record, if still tied use:

Shootout (Best 2 of 3 draw to button shots), if still tied use:

Shootout (Third stone, not counted best 2 of 3), if still tied use:

Head to Head record between tied teams, if still tied use:

Coin Flip

Details of tie-breaking shootout

The team shootout score will consist of the 2 best scores during the draw to the button shootout.

Teams will oversee their opposition's shootout and work together to record the distances from their games using the tape measure provided behind the sheet. Please contact bonspiel official in case of any discrepancies.

PLEASE RECORD ALL DISTANCES IN inches, TO THE NEAREST ½ CM, ROUNDING DOWN.

Record distance in a straight line from the bottom of the striking band on the rock to the pin hole. Any rock covering the pin from above will be counted as 0 inches.

Please record all shots and turn them into a bonspiel official at the end of the game, with the final score of your game. Please record all shootout scores in inches.

Any Team who forgets to measure, record and/or submit their shootout to bonspiel officials will receive the maximum distance on their shootout, a total of 72 inches

Any rock that does not come to rest in the house, will receive the maximum distance, a total of 72 inches.

If teams are still tied after the shootout, the final third stone will be used to break the tie. If teams remain tied, we will go back to head to head between the teams tied in the shootout, then coin flip will be used