

Ed Werenich Golden Wrench Classic -- General Rules

- General Rules of Curling Governed under CCA/OCA Rules of Curling.
- Please be aware of your time. Slow play has become an issue, both in getting started, draw to button and game play. A practice and shootout should take 3 minutes to execute per team and will be timed by officials. During the game, an official may put teams on a clock that exhibit slow play. Ends should take 15 minutes to play. Please be aware of your time and your opponent's time. Should games be playing slow, a warning will be issued and teams will be put on the clock per end for rest of the game, receiving 8 minutes each (time started when house relinquished by opponents and stopped when timed team's stone comes to rest). Teams will be allotted 2 one minute timeout for each game. Teams will each be allotted 8 minutes each for extra end play, no timeouts. Penalty for running out of time is team will be unable to throw any more rocks in that end after their time has elapsed.
- All games will be 8 ends.
- In the event of a tie after 8 ends, a full extra end will be played.
- Round Robin Hammer: Flip a coin for *choice of rocks and first practice* OR *choice of side of sheet for draw to button and second practice*. We are implementing this to ensure both sides of the sheet are played during the pregame draw.
- Hammer in Round Robin games is determined by draw to button shootout, with no opposition sweeping. Each team will be permitted two TOTAL practice rocks, with their third rock to be measured. Shootout scores will be recorded and verified by opposing team for tie-breaking purposes. These Draw Shot Challenge scores will be totaled throughout the round robin and can be used for playoff and tiebreaking seeding. NEW FOR 2019: PLEASE NOTE THAT YOUR TOTAL DRAW SHOT CHALLENGE CAN BE USED IN TIEBREAKERS TO EITHER DETERMINE A BYE (3 TEAMS TIED FOR TOP SPOT) OR ELIMINATE YOU (3 TEAMS TIMES FOR 2ND IN POOL). WE WILL PLAY ONLY ONE TIEBREAKER GAME.
- For Playoff and tiebreaker games, *choice of rocks and first practice* OR *side of sheet for draw to the button for hammer and second practice* is assigned to the team that has the higher seed.
- If a team requires a spare, they must bring their own. They cannot use a person who has played for another team in this year's event as a regular player (lead, second, third or skip).
- 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:
 - 1 point, 1 end and loss of hammer after 10 minutes
 - another point and 1 end for every 10 minutes after that.
 - After 50 minutes, they game shall be considered forfeited.
- **Determining of Playoff Seeding and Tiebreaking procedures**
- Teams will be seeded into the Playoff draw based on pool standings, records, and tie-breaking procedures below. The event is currently scheduled for 20 teams with 4 pools of 5. The top two teams from each pool will advance to the playoffs on Sunday. We reserve the right to change the format should the number of teams participating increase or decrease. Any ties will be broken by head to head record within the pools. There are possibilities that can arise with multiple teams tied and having all beat eachother. In that situation where a head to head record cannot break the tie, A tiebreaking game will be played. Total draw shot challenge scores (draw to the button during round robin) will determine seeding for the tiebreaking games in the event head to head records cannot determine seeding. *Choice of rocks and first practice* OR *side*

of sheet for draw to the button for hammer and second practice is assigned to the team who received the higher seed.

- Eight teams will qualify for the playoffs, the top two from each pool. Playoffs will be seeded with the top 4 seeds being awarded to the pool winners. Seeding within the top 4 will be awarded first by record, and if records are identical, by total draw shot challenge from the round robin. Seeds 4-8 will be awarded first by record, and if records are identical, by total draw shot challenge from the round robin. If teams meet with identical records, they will draw for hammer. The team with the higher seed will receive *choice of rocks and first practice* OR *side of sheet for draw to the button for hammer and second practice* is assigned to the team who received the higher seed. Any team with a better record than their opponent in the playoffs will receive hammer. Teams will still be permitted their three rock practice and the team with the worse record will receive choice of rocks and first practice or side of sheet and second practice.
- **Playoffs**
- Eight teams will qualify for the playoff round – see playoff seeding above. The 1 seed will play the 8 seed, the 2 seed will play the 7 seed, the 3 seed will play the 6 seed, and the 4 seed will play the 5 seed. The winner of the 1v8 game will play the winner of the 4v5 game and the winner of the 2v7 game will play the winner of 3v6 game. The winners of those two games will play for the championship. The losers of the semifinals will tie for 3rd place. The loser of the quarterfinal games will finish tied for 5th place (5th-8th).
- Payouts will be as follows:
 - Champion: 6,500
 - Runner Up: 4,000
 - 3rd Place: 2,000
 - 5th Place: 1,050
- **Entry determination**
- Coyotes Curling Club competitive committee will determine participating teams after registration deadline of December 1, 2018