

**Original 16 World Curling Tour
At The Calgary Curling Club
Fri., Nov. 8 to Sun., Nov. 10, 2013**

Rules & Format

General

There are 24 teams divided into 4 pools, each with 6 teams.

All teams will play a round robin within their own pool.

There will be a practice and a draw to the button for hammer prior to each round robin and play-off game. First practice will start 25 minutes prior to game time.

All round robin and play-off games are 8 ends. Tie-Breaker games are 6 ends. Ties will be broken by an extra end.

The 2 teams in each pool with the most wins at the completion of the round robin will advance to the play-offs. Tie-Breaking Methods are outlined later in the document.

Practice and Determining Last Rock

Prior to the practice teams will toss a coin. The winner of the toss will have choice of practice or choice of rock colour. Teams that are late for the coin toss will automatically lose the toss.

During the practice each player will be allowed to deliver 2 rocks in each direction (away and home). A team practice must be completed within 10 minutes.

Immediately following its practice, a team will designate 1 player to deliver 1 rock (towards the home end) for a draw to the button. Sweeping is allowed.

If the rock stops in the house, but not covering the pin, it will be measured and the distance will be recorded.

Rocks that cover the pin will be given a distance of "0". The maximum distance assigned to a rock is 72".

If a "0" is recorded a 2nd rock is to be delivered by a different player on the team. The 2nd distance will be used as a tie-breaker if the both teams record "0" on their first delivery.

The team with the lowest distance will get last rock in the first end. If there is a tie for distance, teams will flip a coin for last rock.

The draw to the button distances will be recorded. Accumulative Draw to the Button Distance (ADBBD) might be used as tie-breakers or for placing at the completion of the round robin. Any 2nd rock draws will not be recorded for ADBBD.

Round Robin Tie-Breakers

If Tie-Breaker games are to be played to break the ties, ADBD will be used to advance a team so that the least amount of tie-breaker rounds is needed.

There will be a maximum of 2 Tie-Breaker rounds played.

No team tied for 1st place in their pool can be eliminated on ADBD.

All Tie-Breaker games will be 6 ends. Ties will be broken by an extra-end.

The team that won the head-to-head match in the round robin will have choice of last rock or rock colour in the Tie-Breaker game.

All Tie-Breaker games are sudden death.

Teams will be allowed practice prior to their Tie-Breaker game where each player will be allowed to deliver 2 rocks in each direction. The team with last rock in the first end will warm up first. Both teams may be on the ice during the warm up.

If there are ties for 1st or 2nd place in a pool at the completion of a round robin, the following sequence of tie breakers will be used:

Ties for first place

Tie-Breaker Scenario I – 2 teams tied for first place:

The winner of the head-to-head match will be awarded first place, the other will be 2nd.

Tie-Breaker Scenario II – 3 teams tied for first place:

The team with the lowest ADBD will be awarded 1st place. The other 2 teams will play a Tie-Breaker game with the winner being awarded 2nd place.

Tie-Breaker Scenario III – 4 teams tied for first place:

The tied teams will be ranked 1 through 4 based on ADBD.

Team 1 will play team 4 while team 2 will play team 3.

The winner of the 1-4 game will be awarded 1st place while the winner of the 2-3 game will be awarded 2nd.

Tie-Breaker Scenario IV – 5 teams tied for first place:

Teams will be ranked 1 through 5 based on lowest draw to the button distances.

Team 2 will play against team 3 with the winner being awarded 2nd place. Team 4 will play team 5 with the winner playing team 1 and the winner of the second game being awarded 1st Place.

Ties for second place (where 1 place has been declared)

Tie Breaker Scenario V – 2 teams tied for second place:

The teams will play with the winner being awarded 2nd place.

Tie Breaker Scenario VI – 3 teams tied for second place:

The teams will be ranked using ADBD. Team 2 will play team 3 with the winner playing team 1 with the winner of the 2nd game being awarded 2nd place.

Tie Breaker Scenario VII – 4 teams tied for second place:

Teams will be ranked 1 to 4 based on ADBD. Team 1 will play 4 and Team 2 will play 3. The winners of the games will play each other with the winner of that game being awarded 2nd place.

Tie Breaker Scenario VIII – 5 teams tied for second place:

Teams will be ranked 1 through 5 based on ADBD. **The 5th place team will be eliminated.** Team 1 will play 4 and Team 2 will play 3. The winners of the games will play each other with the winner of that game being awarded 2nd place.

Play-Offs

Play-offs will be an 8-team single knock out.

The first round will have the following match-ups:

Game 1: A-1st vs. D-2nd

Game 2: B-1st vs. C-2nd

Game 3: C-1st vs. A-2nd

Game 4: D-1st vs. B-2nd

In the Semi-Finals, the winner of Game 1 will play the winner of Game 2 while the winner of Game 3 plays the winner of Game 4.

The winners of the semi-final games will play each other in the final.

Lateness

If a team is not present 25 minutes prior to game time they will forfeit their coin toss and the non-offending team will get choice of practice and rock colour.

If a team is not present at the start of their practice time will only have the 10-minute window of time to arrive a practice.

Teams failing to make their practice but arriving prior to the start of the game will be allowed to deliver a rock to the button for ADBD but not for hammer. The rock is to be pushed to the away end and delivered to the home end.

If a team is not ready to play at game time, the non-offending team will be awarded 1 point and 1 end after 5 minutes has passed. If the team arrives between 5 & 14 minutes after the start of the game, the game will start in the 2nd end with the non-offending team having hammer.

After 15 minutes a 2nd point and end will be awarded to the non-offending team. After 25 minutes, a 3rd point and end.

The game will be forfeited if a team fails to have 3 players by 30 minutes after game time.