

Stick Championship

I – GENERAL

The Stick Championship is open to any curler in NS who meets the eligibility criteria for the Provincial Championship and the Residency Directive.

While a single winner will be declared, the top four (4) Open and top four (4) Women's finishing teams earn the right to represent Nova Scotia at the Maritime Stick Curling Championship.

If a team qualifying for the Maritime Stick Curling Championship cannot fulfill that obligation, then the next highest finishing team will be offered that opportunity. Provincial championship standings and tie breaker rules will form the basis upon which alternate teams are offered an opportunity to represent Nova Scotia.

The Local Rules of Play governing this Championship can be found in Section 6.

II - ELIGIBILITY

- Teams may be composed of players from any NSCA Member Club
- Players must be nineteen (19) years of age, or older, as of December 31 of the year prior to the Championship
- Teams may consist of a maximum of two (2) players plus one (1) coach.

III – COACHES

- Each team may be accompanied by a coach in accordance with the Coach Eligibility Chart
 - The minimum standard for this event is shown in Table Z (Section 5).
 - A coach may not join the team on the ice surface during a time out.

IV – FORMAT OF PLAY

The format of play for the Provincial shall be determined by the NSCA Competitions Committee in collaboration with the NS Stick Committee. The format shall guarantee a minimum of three (3) games for each team.

All games in the Championship shall be:

- Six (6) ends duration. If a game is tied after the allotted six (6) ends, the teams shall play extra ends until a winner is declared.

- Officiated - Last stone draw to the button (LSDB), time outs, pace of play and rules violations shall be monitored by an NSCA official. The host club organizer will assign volunteers to assist the NSCA official.
- Untimed but at the discretion of the NSCA official, slow players may be put on a “shot clock.”

V – PRE-GAME BRIEFING

A pre-game briefing and coin toss will be held by the NSCA official approximately fifteen (15) minutes before each draw.

At all stages of this championship a “coin toss” will be used to determine:

- Stone handle colour: The team choosing the dark coloured handle (blue/red) will throw a clockwise draw for their last stone draw. The team throwing yellow handle will throw the draw counter-clockwise.
- Pre-game practice order.

A draw to the button competition will be used to determine last stone advantage in the first end.

VI – DRAW TO THE BUTTON

- (1) Following the completion of the Pre-game Practice, the Last Stone Draw Button (LSDB) will take place.**
- (2) Team members will alternate taking the LSDB.**
- (3) All LSDB shots will be thrown towards the home end unless decided otherwise by the championship organizing committee.**
- (4) The Coin-toss winner delivers their LSDB first. If the two stones are tied in distance, or if neither team finds the House, then Hammer goes to the coin-toss winner.**
- (5) A team cannot sweep the opposing team’s rock on a LSDB to determine hammer.**
- (6) Both stones will be measured and used for tie breakers.**

VII– LAST STONE ADVANTAGE

- In the first end the team that had the lowest pre-game LSDB distance is awarded Hammer and will have the last shot.
- Following the first end, the team that did not score shall have Hammer.

If neither team scores in an end (Blank End), the team that delivered the last stone in that end shall have Hammer in the next end.

VIII – TIE BREAKERS

- Teams tied for a Playoff position cannot be excluded from the playoffs without having played a tie-breaker game(s).
- The tie-breaking process shall consist of (in order):
 - Most wins.
 - Results of head-to-head play.
 - Draw to the button (LSDB) accumulated distances.
 - Closest draw to the button.

IX – TEAM RANKING / SEEDING

- The following seeding system has been adopted for seeding teams at the NSSCA Provincial Championship.
- Points will be awarded for each person on the team.
- Points are based on the prior season's NSSCA Championship results.
- If only one person from a team returns the next year they will carry only their own points forward to the new team. Team points will consist of first team member's points plus the points associated with their new partner.
 - Winner 65
 - Finalist 50
 - Semi Finalist 40
 - Quarter Finalist 30
 - Non-Playoff teams per win 07
 - Teams with no wins 05
 - New Entries this year 00

X– TEAM DRAW ASSIGNMENTS

- The championship format will be determined by the NSSCA in consultation with the host club organizing committee
- Teams will be seeded based on total team points determined using section IX above.
- If there is a pool play format, then teams will be placed in pools in a manner that ensures the best possible balance between pools.
- The championship format and related seedings must be approved by NSCA

XI – OTHER

Timing -

- The NSSCA Championship would normally be held on Friday, Saturday and Sunday. If there are large registrations, or other issues that need to be adapted for, then play could commence on Thursday evening and extend to Monday evening.
- A team shall not be scheduled to play more than three (3) games each day, unless time constraints require teams to play tie-breaker or playoff games.
- A team will not be scheduled for more than two (2) games within a four (4) hour period, unless time constraints require teams to play tie-breaker or playoff games.
- A spare pool must be maintained by the host club for the Championship draws.

On-ice Assistants –

An on-ice assistant will be permitted for a wheelchair athlete participating in the Championship.

An on-ice assistant is not mandatory and must be provided by the wheelchair athlete if they wish to use one.

It is not the responsibility of NSSCA or the host club to provide an on-ice assistant.

The on-ice assistant may:

- provide assistance in cleaning and positioning rocks prior to delivery,
- provide an “anchor” for the wheelchair during the athlete’s delivery process, and
- help to clean up post end and hang the score.

The on-ice assistant may not provide strategic advice.

The NSCA reserves the right to hold an Open, Women’s and Mixed Division championship if the number of teams allows.

Stick

1. Rules of Play

- (1) The NSSCA applies the Rules of Curling for General Play, as approved by Curling Canada, except where modified by Canadian Stick Curling Association Rules, or as modified below.

2. Teams

- (1) Each team is comprised of two curlers.
- (2) One member of each team stays at each end of the rink and must not cross center ice (except as provided for in Rule 6.2 related to timeouts).

3. Delivery

- (1) The two delivering curlers alternately deliver six stones each per end, while their teammates skip that end. The next end roles are reversed.
- (2) All games are scheduled for six ends.
- (3) Each stone must be delivered with a curling or delivery stick, from a standing or, in the case of a wheelchair, sitting position.
- (4) Some part of the stone must touch the center line at the start of delivery. Delivery progress must be forward towards the broom being held at the other end of the rink. Initial delivery progress cannot be a lateral motion.
- (5) All stones must be released before reaching the near hog line.
- (6) A stone is in play when it reaches the hog line at the delivering end. A stone that has not reached the hog line at the delivering end may be returned to the player and be redelivered. The player can only attempt the previously called shot using the previously called ice.

4. Sweeping

- (1) Sweeping / brushing is not allowed between the hog lines.
- (2) Sweeping/brushing is allowed by the delivering team only from the hog line to the back line at the skip end. Sweeping / brushing is allowed by the opposition team from the tee line to the back line at the skip end.

5. Displaced Stationary Stone – Four Rock Rule

- (1) The first three stones delivered in an end may not be removed from play before delivery of the fourth stone of that end. No stone in play, including those in the house, can be removed from play 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).
- (2) If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced, as close as possible, to their original position by the non-offending team.

6. Timeouts

- (1) Each team may call a maximum of two (2) ninety (90) second time-outs during a game. During an extra end, one time out per team is allowed.
- (2) During timeouts the team calling the time out may cross the center ice and meet by the house at the skip end. The team not calling the time out cannot cross the center ice.

7. Extra-Ends

- (1) All games are **six** ends.
- (2) In case of a tie after six (6) ends, an extra end is played, with each player delivering 3 stones. Curlers exchange roles at the midpoint of an extra end to complete the end.
- (3) An extra end shall be played from far end (skip end) to the near end (closest to the glass)

- (4) In the event that the extra end is a blank, another end is played using the extra end format.
Each player will deliver their stones from the end of the rink where they finished the previous extra end.