

## **Men's Stick Championship**

### **I – GENERAL**

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

A single winner will be declared. Eligibility to represent Nova Scotia at the Maritime Stick Curling Championship is determined based on rules enacted by the Maritime Stick Curling Championship provincial representatives.

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 must consist of a maximum of two (2) male players.

### **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 Championship shall be round robin seeded pool play and playoffs.

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 (LSD), time outs, pace of play and rules violations shall be monitored by an NSCA Umpire. The host club organizer will assign volunteers to assist the NSCA Umpire, if required.

### **v - RANKING / SEEDING**

- Teams will be seeded based on Section IX criteria.

### **VI - PRE-GAME BRIEFING**

- At all preliminary stages of this championship a “coin toss” will be used to

determine, stone handle colour, or practice order 1st or 2nd.

- Teams will declare which player is delivering LSD at time of coin toss
- A draw to the button competition will be used to determine last stone advantage in the first end

#### **VII - DRAW TO THE BUTTON**

- Each player will have four practice shots before the game commences.
- The named player on each team will deliver a LSD stone on their fourth practice shot.
- The Umpire will record all LSD measurements for use in tie-breaker determinations.
- The Umpire and event organizers will determine if LSD shots must be delivered from only one end of the sheet or can be delivered from either end of the sheet.
- Players on a team must alternate game to game delivering the LSD.
- Each player delivers an equal number of LSD stones. If there are an odd number of games a variation of one rotation per player must occur.

#### **VIII - PLAY-OFFS**

- The Team with the better win/loss record during the preliminary round is awarded last stone advantage, first pre-game practice AND choice of handle colour

• If the Team win/loss records are identical, the LSD total measurement will be used to determine choice of handle colour or practice order (1st or 2nd).

A draw to the button for last stone advantage will be used. Any player may deliver the Last Stone Draw.

- In the case of a tie after pool play, a team cannot be eliminated from the playoffs on a LSD measurement. The tie-breaker format to decide which team proceeds to the playoffs will be determined in advance by the NSSCA and the host committee.

#### **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 - **OTHER**

- Teams cannot play with less than two (2) players at all games.

### 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.

## **XI - 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.