

2024 Stick Curling Men, Women and Mixed



MEN and WOMEN (COMBINED EVENT)

Date: February 16 to 19, 2024 (Thursday evening to Sunday)

Location: Bluenose Curling Club

Registration Deadline: January 18, 2024

Entry Fee: \$200.00

MIXED

January 19 to 21, 2024 (Friday to Sunday)

Host Club: Amherst Curling Club

Registration Deadline: December 11, 2023

Entry Fee: \$200.00

Notice: NS Stick Curling Association (NSSCA) Championship Rules may be changed, in whole or in part, prior to the playdown process. The rules for one year's championship will not be construed to give or imply any right for future championships. NSSCA policy is to publicize its rules in advance of the competition affected by those rules. Any mistakes, omissions or ambiguity may be subject to clarification by the NSSCA. This document can be deemed final 14 days prior to the start of the championship.

Date Approved: July 31, 2024

Date Modified:

See below for competition specific details. The rules and details contained in the main body of the Competitor Guide apply to these competitions. In the event there is a perceived conflict between the Competitor Guide and this document, this document is considered to take priority.

The objective of these events is to host provincial championships for stick curling across Nova Scotia. Winners of these events qualify for the Maritime Stick Curling Championship and are reserved a provincial spot at the Canadian Stick Curling Championship. These events were founded for competitive stick curling curlers. We keep this objective in mind when we set our eligibility requirements and rules, including the Curling Canada Rules for General Play.

All Stick Curling inquiries regarding a stick curling competition or this document should be directed to: Bruce Densmore bruce.densmore@ns.sympatico.ca (902) 483-7996

A. ELIGIBILITY

- 1) The Stick Curling provincial championships are intended for competitive stick curling club curlers. Therefore, an athlete is eligible if they curl with a stick delivery device, are a registered member with a Nova Scotia curling club in good standing with NSCA and meet the residency directive:
- 2) Limited Entry:
 - a) The Mixed Stick Curling Championship is an open championship with no set team limits.
 - b) The Men's & Women's Stick Curling Championship is an open championship with no set team limits.

- c) If a team limit is placed on a championship and full capacity is reached, then teams will be registered based on first serve to register for the event on Curling IO. Teams may register to be placed on the waiting list.
- 3) The Men's and Women's Championship teams will consist of a maximum of two (2) players of the same gender. A spare pool will be maintained by the host club.
- 4) The Mixed Championship teams will consist of two (2) players – one (1) male and one (1) female. A spare pool will be maintained by the host club.
- 5) All players must be residents of Nova Scotia and nineteen (19) years of age or older on December 31, 2023.
- 6) Each player must be a member in good standing of a NS Curling affiliated curling club.
- 7) All original players must be registered in Curling IO. For more information regarding team registration or team rosters consult [Competitor Guide, Sections B\(3\) and B\(4\)](#).
- 8) A delivery stick must be used.

B. HOSTING INFORMATION

- 1) A minimum of four (4) sheets of ice is required to host a Stick Curling championship.
- 2) Each Stick Curling championship is scheduled for a maximum of four (4) days (normally Thursday evening to Sunday).
- 3) Club stones will be used.
- 4) Games will not be timed.
- 5) There will be a pre-competition practice scheduled.
- 6) There will be a pre-game practice scheduled.
- 7) There will be no mid-game break or extra end break.
- 8) The championships will be officiated.
- 9) Games will have live scoring on the NS Curling website.
- 10) A spare pool must be provided in the Stick Curling championships.

C. UMPIRES

Once the competition starts the Chief Umpire has the general supervision and governance of the rules and procedures. The Chief Umpire shall have full authority to enforce the rules of the game as adopted by NS Curling. The decision of the Chief Umpire is final in all aspects involving judgment calls. In emergency situations, the Chief Umpire may have to act immediately in areas outside of rules, policy or precedent. In these situations, the Chief Umpire is the final authority.

The Chief Umpire may intervene at any time and give directions to any player or coach. They may suspend or expel a player or coach for abusive or unacceptable behaviour, including bad language. All conduct matters will be fully documented and filed with NS Curling for subsequent review and follow-up. For more information regarding officiating consult [Competitor Guide, Section C\(2\)](#).

D. COACHES

- 1) Club coaches are permitted as per [Competitor Guide, Section B\(7\)](#).
- 2) Coaches may not join the team on the ice during a time out.

E. CHAMPIONSHIP HISTORY

The Stick Curling Mixed Championship was introduced in 2023. The NSSCA was incorporated in 2020, below is information since incorporation.

Year to Year Participation Information (MEN and WOMEN)

	2023	2022	2021
Men	21	20	13
Women	9	14	7
Date	Feb 16-20	Mar 17-20	Feb 14-17
Host	Bluenose	Wolfville	Yarmouth

Champions – Men

Year	Club	Skip	Third
2023	Yarmouth	Paul Doucet	Pierre Doucet
2022	Yarmouth	Paul Doucet	Dave MacDougal
2021	Yarmouth	Paul Doucet	Dave MacDougal

Champions – Women

Year	Club	Skip	Skip
2023	Yarmouth	Pauline Bullerwell	Diane Mallinson
2022	Yarmouth	Pauline Bullerwell	Diane Mallinson
2021	Lakeshore	Caroline Belliveau	Doreen Densmore

Year to Year Participation Information (MIXED)

	2023
Mixed	15
Date	Jan 20-22
Host	Amherst

Champions – Mixed

Year	Club	Skip	Skip
2023	Lakeshore	Joan MacKinnon	Peter Boudreau

F. PROVINCIAL CHAMPIONSHIPS

GENERAL

- 1) 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.
- 2) Canadian Stick Curling Association (CSCA) rules will apply to these events. See Rules of Play at www.canadianstickcurling.ca
- 3) The current moratorium on brush heads is NOT in effect. Hair or corn brooms are not permitted.
- 4) Umpires will conduct all measurements.
- 5) Players cannot be in the ice shed at any time during the event without an Umpire present who has been assigned to and is working the event.

ON-ICE ASSISTANTS

- 1) 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.
- 2) It is not the responsibility of NSSCA or the host club to provide an on-ice assistant.
- 3) The on-ice assistant may:
 - a. provide assistance in cleaning and positioning rocks prior to delivery,

- b. provide an “anchor” for the wheelchair during the athlete’s delivery process, help to clean up post end and hang the score.
 - c. Sweep delivered rocks from the hog line to the back line, including opponent’s stones behind the tee line.
- 4) The on-ice assistant may not provide strategic or shot calling advice.

RANKING & DRAW PLACEMENT PROCESS

- 1) Teams will be ranked into the provincial championship draw based upon the below SSCA determined process.
 - a. Points will be awarded for each person on the team.
 - b. Points are based on the prior season’s NSSCA Championship results.
 - c. 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.
 - i. Winner 65
 - ii. Finalist 50
 - iii. Semi Finalist 40
 - iv. Quarter Finalist 30
 - v. Non-Playoff teams per win 07
 - vi. Teams with no wins 05
 - vii. New Entries this year 00
- 2) For more information on ranking and draw placement procedures consult [Competitor Guide, Section D\(5\)](#).

COMPETITION FORMAT FOR PRELIMINARY PLAY

- 1) The anticipated format for this championship is round-robin pool play.
- 2) Teams may play a maximum of three (3) games per day unless time constraints require teams to play tiebreaker or playoff games.
- 3) 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 tiebreaker or playoff games.
- 4) All games are six (6) ends duration. A minimum of three (3) ends must be played.
- 5) If a game is tied after the allotted six (6) ends, the teams shall play extra ends until a winner is declared.

GAME TIMING

- 1) Games will not be timed. Pace of Play may be managed by the Chief Umpire. For more information regarding Pace of Play Rules consult [Competitor Guide, Section D\(6\)](#).
- 2) 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. Whenever a time out is called, the team calling the time out may consult anywhere on the ice surface, including in the playing area inside the hog line of the receiving end. Whenever a time out is called, the opposing team may consult outside the hog line of the receiving end or on the boards but not in the playing area inside the hog line of the receiving end.

PRE-COMPETITION PRACTICE

- 1) A schedule will be created to allow the teams a ten (10) minute practice session on each sheet of ice to be used. Please let the Competitions Director know if you are not going to attend your session.
- 2) For more information consult [Competitor Guide, Section D\(7\)](#).

PRE-GAME CALL

- 1) Fifteen (15) minutes prior to the scheduled game time, when announced, teams will report to the designated coin-toss area to confirm their line-up, readiness to play, and to receive any instructions. If a team is late, they will be deemed to have lost the toss.
- 2) Teams will conduct a coin toss and will select either stone handle colour or practice order 1st or 2nd.
- 3) Teams will declare which player is delivering LSD at the coin toss.
- 4) An LSD draw to the button will determine last stone advantage in the first end.

PRE-GAME PRACTICE

- 1) Each player will have four practice shots before the game commences.
- 2) One player on each team will deliver a LSD stone on their fourth practice shot.
- 3) The referee will record all LSD measurements for use in tie-breaker determinations.
- 4) The referee 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.
- 5) Players on a team must alternate game to game delivering the LSD stone.
- 6) 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.
- 7) For more information on LSD procedures consult [Competitor Guide, Section D\(11\)](#).

PLAYOFF GAMES AND FINALS

- 1) The playoff format will be determined in advance by the NSSCA and the host committee.
- 2) The Chief Umpire will administer the playoff process.
- 3) The ranking of teams and determination of last stone advantage in the first end, stone colour selection and practice order will be determined based on [Competitor Guide, Section D\(14\)](#).

TEAM RANKING PROCESS FOR PLAYOFFS

- 1) The Chief Umpire will administer the team ranking process.
- 2) Playoff team rankings will be determined first by best win/loss record.
- 3) **No tie-breaker games will be played.** Teams tied with the same win/loss record will be ranked as follows:
 - a) Team who won the head-to-head game will be ranked higher.
 - b) If an unsolvable tie exists, the 'Accumulated Draw Shot Distance'(ADSD) will be used to rank the teams.
 - i. The team with the lowest 'ADSD' will always be ranked higher.
 - ii. If tied teams have the same 'ADSD', then the next highest individual recorded distance will be eliminated from each team, until the tie is broken.
 - iii. If teams remain tied, a flip of the coin will be used to break the tie.
- 4) Teams from different pools, with the same win/loss record, will use their 'ADSD' to determine ranking.