

2024 Dynasty U20 Mixed Doubles Provincial Championship

LOCATION

Charleswood Curling Club
March 7-10, 2024

EVENT CONTACT INFORMATION

CurlManitoba:
Erika Radosevic – eradosevic@curlmanitoba.org

REGISTRATION & EQUIPMENT CHECK Prior to first pre-game practice

FORMAT

Mixed Doubles is open entry. The competition shall consist of four groups of four teams with each group competing against a different group to guarantee four games.

Pre-game practice will be 5 minutes.

Bell will be 1 hour and 20 minutes.

Two stones will be designated for placement.

Teams may choose five stones from the six remaining stones for each end.

TIE BREAKERS

No tie breakers after the round robin.

Placement will be determined by head to head. If teams cannot be determined by head to head, cumulative LSD will be used to determine placement.

TIME OUTS

No time outs allowed.

PLAYOFF

The top 2 from each pool will advance to an eight team playoff.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

GAME CARDS

30 minutes prior to the first game of the competition, both teams MUST submit a line-up card. The card MUST be signed by each player. The card must be given to the umpire prior to your first game.

PRACTICE ICE / COIN TOSS

Teams must complete their coin toss to determined first or second practice 20 minutes prior to game time.

A bell will ring 15 minutes prior to the games start time. Practice is a maximum of 5 minutes OR 5 stones there and back. 20 minutes prior to game time the team should have completed the coin toss to determine first or second practice.

GAME BELL

A bell will ring to start the game.

A bell will ring at 1 hour and 20 minutes, at that time finish the end you are on and play one more. The end is considered complete when the last thrown stone crosses the near tee-line.

STONE PLACEMENT

Two stones are designated for placement. The players will set up their own stones at the designated spots. The teams may choose from the six remaining stones which stones they will deliver in each end.

LAST STONE DRAW

1. After each team's pre-game practice, one player will deliver a stone to the button: clockwise rotation for first practice and counter-clockwise rotation for second practice
2. If the second team registers the same stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first stone.

TEAM MEETING

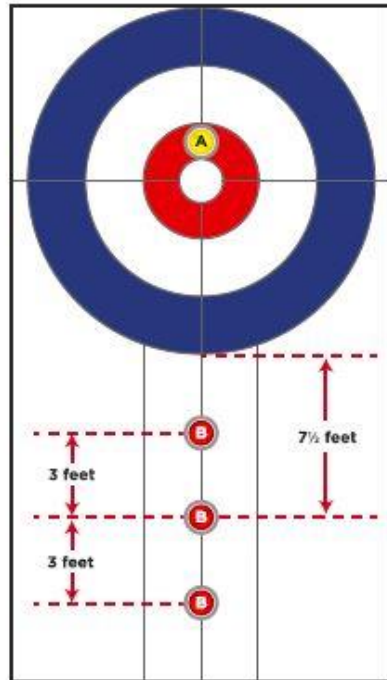
A team meeting will be held at 10:30 Saturday and anytime over the event questions can be directed to the umpires.

RULES

1. A team is composed of two players, one male, and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.
2. The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed before the beginning of each end are eligible to be counted in the scoring.
3. Each team shall deliver five stones per end. The player delivering his/her team's first stone of the end must also deliver his/her team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.
4. Modified Free Guard Zone: no stone in play, including the "positioned" stones and those in the house, can be removed to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove stone from play). If there is a violation without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.
5. Before the start of every end (except when the Power Play option is chosen), one team shall place their team's "positioned" stone at the playing end of the sheet in one of two position, designated A or B. The opponent's "positioned" stone shall then be placed in whichever position (A or B) remains vacant.

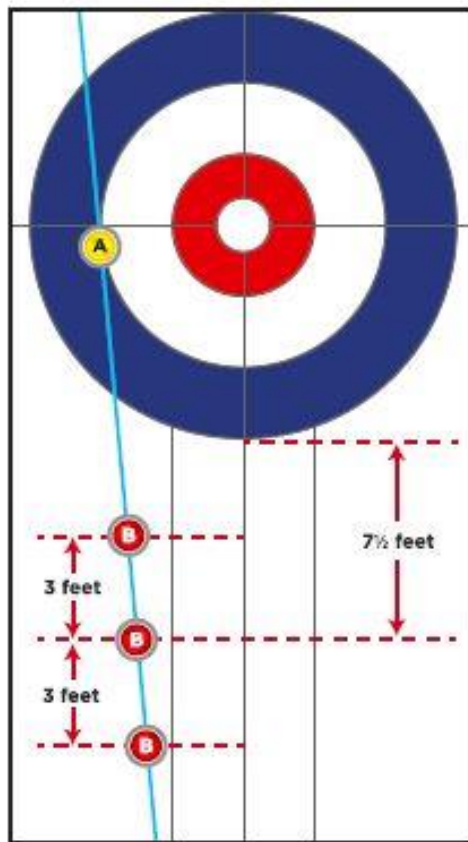
A— Placement of the stone is placed so that the stone is bisecting the centre line and the back edge of the stone is aligned with the back edge of the 4-foot circle.

B -- Placement so that the stone is bisecting the centre line and is immediately in front or immediately behind one of the three points in the ice. Teams which mutually agree on the location. Rock placement points are placed on the centre line.



THE POWER PLAY

- Once per game, each team with last stone, has the option to place the stones in a "power play" position. The in-house stone of the team with last stone in that end is placed with the back edge of the stone on the tee line, splitting the 8 foot and the 12 foot circle. The guard is positioned from the centre-line to a direct line between the middle of the in-house stone and the middle of the delivering hack. The in-house stone will be directly behind the guard. The team calling the power play can decide which side of the house they would like the stones placed. A "power play" cannot be called in an extra end.



7. The team having the decision on the placement of the “positioned” stone shall be:
 - Team with the best LSD from the pre-game practice will have the choice in the first end.
 - Following the first end, the team that did not score shall have the decision on the placement.
8. If neither team scores in an end, the team that delivered the first stone in that end shall have the decision of placement in the next end.
The team whose “positioned” stone is placed in Position B in both diagrams shall deliver the first stone in that end.
9. If a player delivers a stone out of proper rotation, the delivered stone is removed and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of the subsequent stone, play continues as if the infraction had not occurred.
10. Each game will consist of eight ends. If at the completion of the eight ends the score is tied, play shall continue for the extra ends required to determine the winning team.
11. Prior to the start of every game in the competition, each team shall be allowed a 5 minute pre-game practice on the sheet on which they will be playing.
12. There will be a coin toss for practice and a one stone last stone draw at the end of the 5 minute pre-game practice to determine choice of placement or last stone.

STONE SELECTION

A coin toss will occur for all round robin games. A LSD will occur.

The team finishing first in each pool will have a choice of Last Stone Advantage OR choice of colour in the first round of the playoffs.

For the finals and semi-finals, the team with the better win/loss record will have choice of first or second practice or Colour. If the W/L records are the same a coin toss will occur.