

APPENDIX

2024 Mixed Doubles

Date: February 1 to February 4, 2024 (Thursday to Sunday)

Location: Liverpool Curling Club

Registration Deadline: December 18, 2023

Entry Fee: \$200.00



Notice: NS Curling's 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. NS Curling 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 Competitions Director. This document can be deemed final 14 days prior to the start of the championship.

Date Approved: July 31, 2023

Date Modified:

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

A. ELIGIBILITY

- 1) The provincial championship is an open entry with no qualification event.
- 2) Limited Entry:
 - a) The Mixed Doubles championship is limited to 16 teams which will be based on a first come, first serve to register for the event in Curling IO.
 - b) If a full compliment of 16 teams is registered on Curling IO, teams may register to be placed on the waiting list.
- 3) Teams **MUST** consist of one (1) male and one (1) female player. An eligible coach may accompany the team.
- 4) Both players must be Canadian citizens and residents of Nova Scotia. No age restriction. Because the national championship is played the following season, players must be residents in the year of the provincial championship.
- 5) Both players must be a member in good standing of a NS Curling affiliated curling club but not necessarily the same club.
- 6) Free agents are NOT allowed.
- 7) For more information regarding eligibility rules consult [Competitor Guide, Section D\(2\)](#).
- 8) The original two (2) players and coach must be registered in Curling IO. The host club or umpires shall not accept any personnel changes to the original roster. For more information regarding team registration or team rosters consult [Competitor Guide, Sections B\(3\) and B\(4\)](#).
- 9) A delivery stick is NOT allowed.

B. HOSTING INFORMATION

- 1) A minimum of three (3) sheets of ice is required to host this championship.
- 2) The championship is scheduled for a maximum five (5) days.
- 3) NSCA stones have been assigned for this event.
- 4) Games will be timed.

- 5) There will be a pre-competition practice scheduled.
- 6) There will be a pre-game practice scheduled prior to each draw.
- 7) The event will be officiated.
- 8) Games will have live scoring on the NS Curling website.

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) Coaches must be current with their competition specific NCCP qualifications and NS Curling requirements.
- 2) Coaches are considered a team member and must abide by all relevant policies and team expectations.
- 3) Coaches will have access to the ice area for pre-competition practice, pre-game practices, time outs, mid-game breaks, and extra end breaks.
- 4) For more information regarding coach qualifications and requirements consult [Competitor Guide, Section B\(7\)](#).

E. CHAMPIONSHIP HISTORY

Year to Year Participation Information

	2023	2022	2021	2020	2019	2018	2017	2016	2015
# Teams	11	Covid	Covid	15	12	13	7	14	11
Date	Dec 15-18	Dec 16-19	Jan 8-10	Jan 31-Feb 3	Feb 7-10	Mar 1-4	?	?	?
Host	Liverpool	Liverpool	Liverpool	Lakeshore	Berwick	Lakeshore	Bridgetown	Bridgetown	Bridgetown

F. PROVINCIAL CHAMPIONSHIPS

GENERAL

- 1) The event is a designated Tier 1 NS Curling event, implying it leads to a World Championship. Refer to [Competitor Guide, Section D\(1\)](#) for a summary of competition format directives for each Tier Category.
- 2) The current moratorium on brush heads is in effect and the exchanging of brooms and changing brush heads during play will not be allowed. For more information on sweeping equipment consult [Competitor Guide, Section C\(3\)](#).
- 3) The WCF 'No Tick Zone Rule' is NOT in effect.
- 4) Umpires will conduct all measurements.
- 5) Players and coaches 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.

- 6) Teams are not permitted to practice at the host club within 24-hours of the start of competition, unless they are a regular member of the club with a regularly scheduled game during that 24-hour period.

RULES FOR ALL MIXED DOUBLES COMPETITIONS

- 1) Consult the Curling Canada Rules of Curling Supplemental Rules Pages 56 to 59.
- 2) There is no Mixed Doubles spare pool. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.
- 3) At the start of every end, the team with 'hammer' will decide on the horizontal placement of the positioned stones (center or which side).
- 4) Vertical stone placement (depth of guard in front of the rings) is decided by the Chief Umpire with consultation with the players after the pre-competition practice and remains the same throughout the event. In the case where sheets may be different in curl stone placement may vary sheet to sheet.
- 5) Each team is allowed one (1) powerplay per game, determined by the team with hammer.
- 6) In mixed doubles, no stone, including the two (2) positioned stationary stones, can be removed from play prior to the delivery of the fourth (4th) stone of the end.
- 7) Teams are not required to have a broom holder.

RANKING & DRAW PLACEMENT PROCEDURE

- 1) Teams will be ranked into the draw by self-seeding. The team ranking ballots received will be averaged to determine team placement into the draw.
- 2) Teams are encouraged to consult the Canadian Mixed Doubles Ranking (CMDR) when ranking the teams, which takes into account performances in Mixed Doubles events.
- 3) 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 Triple Knockout qualifying for a 4-team Page Playoff.
- 2) Teams can expect to play up to four (4) games per day, to avoid an extra event day.
- 3) All games are eight (8) ends duration. A minimum of four (4) ends must be played.
- 4) If a game is tied after the allotted 8-ends, the teams shall play extra ends until a winner is declared.

GAME TIMING

- 1) Time clocks will be used for all games. However, certain compromises could be made depending upon club space, available equipment, number of volunteers, etc.
- 2) Each team will receive 22 minutes of thinking time to complete the game.
- 4) Extra ends will be three (3) minutes of thinking time for each team.
- 5) The mid-game break is five (5) minutes.
- 6) There will be a three (3) minute break before starting the extra end. Between all other ends, breaks will be "turn and go".
- 7) Each team will receive two (2) sixty (60) second time outs per 8 end game. Each team will receive one (1) sixty (60) second time out during any extra end of play.
- 8) For more information on Time-Outs consult [Competitor Guide, Section D\(6\)](#).

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) Thirty (30) 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) When the stone handle colour has not been pre-assigned, teams will conduct a coin toss and will select either practice order or stone handle colour.
- 3) A draw to the button competition will be used to determine last stone advantage in the first end. Each team will name their player(s) who will deliver the last stone draw(s) (LSDs) for that game.

PRE-GAME PRACTICE

- 1) Twenty-five (25) minutes prior to scheduled game time, first practice will be announced.
- 2) It will consist of one-minute of slider cool-down with sliding, seven (7) minutes of practice time with a one (1) minute remaining warning, then, a one (1) minute time period for the Last Stone Draw(s). Second practice will follow the same format. Please follow the umpire's announcements.
- 3) Teams can throw all eight (8) stones in pre-game practice and then select only five (5) stones to throw for game play. Teams must keep those five (5) stones for the entire game. The non-delivered stones or pre-positioned stones should be identified. Identifiers will be provided by the Chief Umpire.
- 4) Coaches are allowed access on the ice surface during practices with appropriate curling footwear.

LAST STONE DRAW (LSD) FOR PRELIMINARY PLAY

- 1) Last stone advantage in the first end will be decided by a draw to the button contest immediately following the pre-game practice.
- 2) In Knockout format competitions one (1) LSD will be thrown
- 3) In Round Robin format competitions two (2) LSDs will be thrown.
 - a) Teams practising first will throw the clockwise rotation and teams practising last will throw the counter-clockwise rotation. Both players will throw the same turn.
- 4) For more information on LSD procedures consult [Competitor Guide, Section D\(11\)](#).

TIE-BREAKING PROCESS

- 1) No tie-breaker games will be played. Consult [Competitor Guide, Section D\(13\)](#).

PLAYOFF GAMES AND FINALS

- 1) The Chief Umpire will administer the process.
- 2) Playoff games and Finals will follow the procedures described in the [Competitor Guide, Section D\(14\)](#).

PLAYOFF MEETING

- 1) Immediately following the last draw, a meeting will occur between the Chief Umpire and the skips from the playoff teams.

- 2) The Chief Umpire will identify each team's responsibilities with respect to hammer or handle colour selection(s), and any adjustments to scheduling or ice allocation if necessary.