

2025 Stick Curling Championships Mixed, Men and Women



MIXED

January 17 to 19, 2025 (Friday to Sunday)

Host Club: Bridgewater Curling Club

Registration Deadline: December 3, 2024

Entry Fee: \$200.00

MEN and WOMEN (COMBINED EVENT)

Date: February 13 to 16, 2025 (Thursday evening to Sunday)

Location: Lakeshore Curling Club

Registration Deadline: December 30, 2024

Entry Fee: \$200.00

The objective of these events is to host provincial championships for stick curlers across Nova Scotia. Winners of the events qualify for the Maritime Stick Curling Championship and are reserved a provincial spot at the Canadian Stick Curling Championship

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. See below for competition specific details that are in effect for the Mixed, Men's and Women's competitions. In the event there is a perceived conflict between the Canadian Stick Curling Association (CSCA) Rules and Interpretation Guide, Curling Canada Rules for General Play, and this document, this document is considered to take priority.

A. ELIGIBILITY

- 1) The Mixed Stick Curling Championship is an open championship with no limit on the number of registered teams.
- 2) The Men's & Women's Stick Curling Championship is an open championship with no limit on the number of registered teams.
- 3) An athlete is eligible if they deliver the stone with a stick delivery device.
- 4) All players must be residents of Nova Scotia and nineteen (19) years of age or older on December 31, 2024.
- 5) All players must be a member in good standing of a NS Curling affiliated curling club but not necessarily the same club. The curling club must be in good standing with the NS Curling.
- 6) Teams MUST register in Curling IO and MUST register two (2) players.
- 7) Teams are NOT permitted to have a designated alternate. A spare pool will be maintained by the host club.
- 8) Teams may register an eligible coach. The coach must be registered in Curling IO.

B. HOSTING INFORMATION

- 1) A minimum of four (4) sheets of ice is required to host a Stick Curling championship.
- 2) Club stones will be used.
- 3) The event will be officiated.
- 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 not be a mid-game break or extra end break.
- 8) Games will have live scoring on the NS Curling website.
- 9) The host committee must provide a spare pool with a minimum of four (4) male and four (4) female experienced stick curlers.
- 10) The host club must provide at a minimum the following ice maintenance:
 - a) The ice must be scraped, pebbled and nipped prior to play each day,
 - b) The ice must be pebbled and nipped after two (2) games have been played.
 - c) The ice must be scraped, pebble and nipped after six (6) games have been played.

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 NSSCA. 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 NSSCA for subsequent review and follow-up.

D. COACHES

- 1) Coaches are permitted and must be current with their competition specific NCCP credentials (Competition Coach Certified) to be permitted access to the ice shed area.
- 2) Coaches may NOT join the team on the ice during a time out. However, if the IPA is the registered coach of the team they may participate in strategy, only during a timeout.

E. CHAMPIONSHIP HISTORY

The first provincial Open Championship was held in 2007. The Stick Curling Mixed Championship was introduced in 2023. The NSSCA was incorporated in 2020, below is participation information since incorporation.

Year to Year Participation Information (MEN and WOMEN)

	2025	2024	2023	2022	2021
Men		21	21	20	13
Women		12	9	14	7
Date	Feb 13-16	Feb 16-19	Feb 16-20	Mar 17-20	Feb 14-17
Host	Lakeshore	Bluenose	Bluenose	Wolfville	Yarmouth

Year to Year Participation Information (MIXED)

	2025	2024	2023
Mixed		21	15
Date	Jan 17-19	Jan 19-21	Jan 20-22
Host	Bridgewater	Amherst	Amherst

F. PROVINCIAL CHAMPIONSHIPS

GENERAL

- 1) Canadian Stick Curling Association (CSCA) rules will apply to these events. See Rules of Play at www.canadianstickcurling.ca
- 2) Each player must use, for the entire game, the delivery stick which is used for the delivery of their first stone of the game.
- 3) Any commercially available non-hair brush may be used. The same brush and brush head must be used for the entire game. WCF approved brush heads are not required. Sweeping/brushing is not allowed between the hog lines.
- 4) One member of each team stays at each end of the rink and must not cross centre ice – except for an extra end or a timeout.
- 5) The two opposing curlers alternate delivering six stones each per end, while their teammates skip that end. Then the roles are reversed.
- 6) When a player delivers the stone from an area between the hack and the outermost edge of the top of the house at the delivery end, a portion of the stone must be touching the centre line prior to starting the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom.
- 7) A stone must be delivered with the same hand for the duration of the game, and from the same hack.
- 8) The first three (3) stones delivered in any end may not be removed from play before delivery of the fourth stone of that end. When any stone is removed from play prior to the fourth stone of the end, directly or indirectly and without exception, the delivered stone is removed from play and any displaced stones replaced as close as possible to their original position(s).
- 9) There is no application of the centre-line no-tick rule. Stones touching the centre line may be moved off the centre-line by the second or third shot played in each end, but may not be removed from play.
- 10) Umpires will conduct all measurements.
- 11) 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.
- 12) 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.
- 13) In addition, we are "suggesting" that all Provinces and Territories consider an addition to the rules when conducting their championship. That addition would be a safety measure asking participants to limit takeout weight in games to an "eight second" split time between hog lines with a buffer of 7 seconds maximum. This has been passed for use in our National Championship this season and will be brought forward for consideration to add to the official rules at the end of this season. The objective is to get participants used to the additional rule in advance of its full implementation.

ICE-PLAYER ASSISTANT (IPA)

- 2) An IPA will be permitted for a wheelchair athlete participating in the Championship. The host club, if requested, will provide an IPA assistant.
- 3) The IPA 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,
 - c) help to clean up post end and hang the score,
 - d) sweep the teams delivered rocks from the hog line to the back line, and opponent’s stones behind the tee line.
 - e) catch wayward stones
- 4) The IPA may not provide strategic or shot calling advice, unless they are registered as the team coach.

COMPETITION FORMAT IN THE PRELIMINARY ROUND

- 1) The anticipated format for this championship is round-robin pool play.
- 2) A team cannot play more than three (3) games in one day or more than two (2) games in a four (4) hour period during preliminary play. There are no scheduling restrictions during playoff play.
- 3) The number of participating teams in the event will determine:
 - a) The number of pools and the number of teams in each pool.
 - b) The number of teams qualifying for the playoffs.
- 4) All games are scheduled for 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 an extra end(s) until a winner is declared.
 - a) In an extra end three (3) stones will be delivered by the first player of each team. The players will then switch positions. The final three (3) stones will be delivered by the second player.
 - b) All extra ends shall be played towards the home end.

RANKING & DRAW PLACEMENT PROCESS

- 1) At each championship there will be a ranking of the participating teams. The ranking will be used to determine every team’s initial position in the Championship draw.
- 2) Team Points are based on the prior season’s NSSCA Championship results.
 - a) The total team points are divided in half and individual points are awarded to each person on the team.
 - b) Each player will carry forward only their own points.
- 3) Team points will be awarded as follows:
 - a) Winner (first place) 70
 - b) Finalist (second place) 50
 - c) Semi Finalist (Playoff ranking will be used to rank teams 3-4)
 - i. Third place 40
 - ii. Fourth place 40
 - d) Quarter Finalist (Playoff ranking will be used to rank teams 5-8)
 - i. Fifth place 30
 - ii. Sixth Place 30
 - iii. Seventh Place 30

- iv. Eighth Place 30
 - e) Non-Playoff teams receive 6 points per win
 - f) Teams with no wins receive 4 points
 - g) New Entries this year 0 points
- 4) In the case of a tie in points, the teams will be placed in the draw in random order.

Standard Pool Ranking Placement in a 24-team Round Robin Pool Format.

Pool A		Pool B		Pool C		Pool D	
Team	Seed	Team	Seed	Team	Seed	Team	Seed
A1	1	B1	2	C1	3	D1	4
A2	8	B2	7	C2	6	D2	5
A3	9	B3	10	C3	11	D3	12
A4	16	B4	15	C4	14	D4	13
A5	17	B5	18	C5	19	D5	20
A6	24	B6	23	C6	22	D6	21

OFFICIAL DRAW PREPARATION

- 1) The official draw will be emailed to the registered team contact no later than two (2) weeks prior to the first draw of the competition. The host committee and Chief Umpire will receive the official draw and team rosters at this time.
- 2) The official draw, including draw times, could be subject to change after being published. If any changes are made the teams, host committee will be notified by email.
- 3) Once the championship has started, if changes to the draw schedule are required, the Chief Umpire may make any necessary changes. This information will be posted publicly at the host club. Any issues or concerns during the competition should be brought to the attention of the Chief Umpire, whose decision will be final and unappealable.
- 4) A single elimination playoff format will be used in the playoffs.

GAME TIMING

- 1) Games will NOT be timed. Pace of Play may be managed by the Chief Umpire.
- 2) Each team may call two (2) ninety (90) second time outs per 6-end game. Each team will receive one time out during any extra end of play.
 - a. 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.
 - b. 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.

PACE OF PLAY RULE

- 1) Where time clocks are not used the ‘Pace of Play Rule’ will be in effect. Players are expected to keep up a reasonable pace of play during competition (approximately 10 minutes per end). Should any game fall behind, the Chief Umpire shall inform both skips that they are behind the pace of play.

PRE-COMPETITION PRACTICE

- 1) If time allows, prior to the start of a competition NSSCA may schedule practice ice time for teams. Each team will be allowed the same amount of time.

- 2) As a matter of courtesy please let the host club know if you are not going to attend your practice session.
- 3) The following guidelines have been developed for a pre-competition practice:
 - a) Pre-competition team practice sessions will NOT begin prior to 8:30 a.m.
 - b) A maximum of four (4) hours will be allocated to complete the pre-competition team practices.
 - c) The number of ices available and the number of teams requiring practice, will determine the amount of time and the number of sheets of ice teams will receive a practice session on.
 - d) Teams will receive a practice session on a minimum of one sheet of ice, to a maximum of four sheets of ice.
 - e) Team practice sessions will be scheduled for a minimum of 10 minutes on a sheet of ice, to a maximum of 30 minutes.
 - f) Teams that play on the first draw will normally practice earliest.

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.
- 2) Teams will participate in a coin toss. The winner of the coin toss will select either stone handle colour or practice order (1st or 2nd).
- 3) If a team is late for the coin toss, they will be deemed to have lost the toss.
- 4) A draw to the button competition will be used to determine last stone advantage in the first end. Each team will declare their player who will deliver the Last Stone Draw.

PRE-GAME PRACTICE

- 1) Opponents will practice together. Each player will have four practice shots before the game commences. One player on each team will deliver their LSD on their fourth practice shot.
- 2) Coaches are NOT allowed access on the ice surface during practices.

LAST STONE DRAW (LSD) IN THE PRELIMINARY ROUND

- 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) LSDs shall be delivered toward the home end only.
- 3) One player on each team will deliver the teams LSD on their fourth practice shot. Teams may throw any stone rotation.
- 4) Teammates MUST alternate delivering the LSD from game to game.
- 5) It is assumed that the team winning the LSD will want the last stone in the first end. If a team does not want the last stone if they win the LSD, they must inform the Umpire BEFORE the start of the first practice.
- 6) All stones finishing in the rings will be measured. Stones that do not finish in the rings are recorded as 199.6 cm.
- 7) Where a stone covers the pin stones will be measured using triangulation.
- 8) If triangulation is not being used to measure stones, stones that finish so close to the pin that they cannot be measured will be recorded as 0.0 cm.
- 9) If both teams fail to have a measurable stone, then the team that won the coin toss will have the choice of holding or relinquishing last stone advantage in the first end.

- 10) If a team arrives too late to participate in the LSD, they will be given the maximum distance of 199.6 cm. Upon arrival, the team will name the player who the maximum distance will be assigned to.
- 11) A stone that is moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
 - On or touching the large button = 29.4 cm (when a one-foot button)
 - On or touching the small button = 15.24 cm
 - In or touching the four foot = 75.1 cm
 - In or touching the eight foot = 136.1 cm
 - In or touching the twelve foot = 197.1 cm
- 12) If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
- 13) The Chief Umpire will record and maintain all LSD measurements. LSD measurements may be used in the determination of playoff rankings.

TIE-BREAKER GAMES

- 1) No tie-breaker games will be played

PLAYOFF TEAM DETERMINATION and PLAYOFF TEAM RANKING

- 1) Teams ranked 1st and 2nd in each pool at the conclusion of preliminary play, will advance to the playoffs.
- 2) Teams will be ranked twice. First, with their own pool; and second, the top two teams in each pool will be ranked into the playoff draw.
- 3) The following criteria (in order) will be used to rank teams, in both final pool ranking and playoff ranking:
 - a) Teams will be ranked on their win/loss record.
 - b) If teams are tied, the team with the best head-to-head record will be ranked higher
 - c) Any unsolvable ties will be determined through ADSD.
 - i. Head-to-head cannot be considered across pools, ADSD only must be used.
 - ii. Once ADSD ranking is used, it is the only ranking factor and head-to-head results are not used.

ACCUMULATED DRAW SHOT DISTANCE

- 1) The Accumulated Draw Shot Distance (ADSD) is used to rank teams for playoffs in unresolvable ties (when head-to-head records result in a tie or ties).
- 2) At the conclusion of preliminary play, depending on the overall number of LSDs delivered, some of the individual recorded LSD distances may be discarded to establish the ADSD.

If 1 to 4 LSDs are thrown	Do not discard any LSD measurements
If 5 to 8 LSDs are thrown	Discard one (1) LSD measurements
If 9 to 11 LSDs are thrown	Discard two (2) LSD measurements
If 12+ LSDs are thrown	Discard three (3) LSD measurements

- 3) The team with the overall lowest ADSD will always be ranked higher.
- 4) If teams have the same ADSD total, then the next highest individual recorded LSD distance will be eliminated from each team until the tie is broken.

The following is under review and will be finalized prior to the Mixed Provincials.

PLAYOFF TEAM ADVANTAGES and CHOICES

- 1) The Chief Umpire will administer the playoff process.
- 2) In all playoff games, teams will use the stones on the assigned sheet.
- 3) The determination of last stone advantage in the first end, stone handle colour and practice order shall be as follows:
 - a) When teams are from the same pool:
 - i. The team with the better W/L record will have last stone advantage in the first end AND choice of stone handle colour AND will practice first. No LSD required.
 - ii. If the teams have the same W/L record and head-to-head results were used to rank teams, the team that won the round robin game will have choice of last stone advantage in the first end OR stone handle colour. The team with last stone advantage in the first end will practice first. No LSD required.
 - iii. If the teams have the same W/L record and the ADSD was used to rank teams, the higher ranked team will have choice of last stone advantage in the first end OR stone handle colour. The team with last stone advantage in the first end will practice first. No LSD required.
 - b) When teams are NOT from the same pool:
 - i. The team with the better W/L record will have last stone advantage in the first end AND choice of stone handle colour AND will practice first. No LSD required.
 - ii. If the teams have the same W/L record and the ADSD was used to rank teams, the higher ranked team will have choice of last stone advantage in the first end OR stone handle colour. The team with last stone advantage in the first end will practice first. No LSD required.