

General and Detailed Rules for the Oak Island Junior Cashspiel – 2011

Tie Breakers

- If necessary we will play 8 end tie breakers at 8am on Sunday morning.
- If only two teams are tied, their head to head record will determine seeding.
- Where three teams are tied there are two possible scenarios:
 - 3 teams at 2 & 1, tied for first place. Shoot out results will seed the teams 1st, 2nd and 3rd. The first place team goes through while 2nd and 3rd will play a tiebreaker game with the winner going to the championship round.
 - 3 teams at 1 & 2, tied for second place. Shoot out results seed the teams 2nd, 3rd and 4th. The 4th place team will be eliminated. The 2nd and 3rd place teams will play a tiebreaker game, the winner goes to the championship round.

Shootout Format

- Each team member will throw one shot, with full sweeping, in the shootout, the closest three rocks will count. In the case of a tie in the shootout, the fourth stone will be used as a further tiebreaker.
- Each stone will be measured to the nearest ½ inch and any stones outside the rings will count as 100 inches.
- Teams should ensure there is an official at their sheet prior to starting the shootout. Coaches may be asked to help out with measurement if the official is needed on another sheet.
- Teams will conduct their shootout following their second win. Time is very tight throughout the weekend so teams are asked to complete the shootout ASAP. Coaches may take 30 seconds to talk with their team prior to the shootout, but should not be involved once it begins.

Seeding

- The top two teams in each group will advance to the playoffs, based on their record in round robin play and using the above tie breaking procedures if required.
- The first place team from one pool will play the second place team in the other pool in semi finals on Sunday morning.

Time outs and breaks

- Each team will be permitted two one-minute (1) time outs.
- Time outs must be signaled from the ice, but the coach may indicate to their team that they wish a timeout.
- A two-minute (2) break will be provided after the 5th end.
- If the game is tied after 10 ends a one-minute (1) break will be provided before the start of the eleventh end.
- In the case of an extra end all unused time-outs will be lost, instead each team will be allocated one additional time-out per extra end.
- Coaches are NOT permitted on the ice surface during time-outs and breaks.
- Coaches must receive approval from the Head Official, and should inform their opposing coach prior to accessing the ice shed.
- Coaches must wear proper curling footwear in order to enter the ice shed.
- Coaches should be aware of other games happening on the ice and ensure no one is throwing prior to walking behind another sheet.

General Rules

- The 4 Rock rule will apply.
- Games will be 10 ends plus extra end(s) as required.
- The coin toss will be 30 minutes prior to the scheduled game time.
- Each team will have a 7-minute practice before each game, first practice will start as soon as the ice is available after the coin toss.
- Good sportsmanship is expected both on and off the ice.
- There will be a designated head official for each draw. If there are any disputes, please inform the official. Players are expected to handle their own measurements during the game, but can ask for assistance if required.
- We encourage all teams to play quickly.
- Where not covered here, play shall adhere to the CCA rulebook.

Prize Structure:

1st - \$900 + \$100 The Curling Store Gift Certificate

2nd - \$ 600

3rd/4th - \$ 350