



# 2015 MoPac Regional Men's Playdown

Rules and Format

Prepared by: MoPac Competitive Committee

December 8, 2014

# 2015 Men's Playdown (16 teams)

Coyotes Curling Club, Tempe, AZ

## Participating Teams

Team Hanson – Boise Curling Club	Team Mendoza – Hollywood Curling Club
Team Estabrooks – Coyotes Curling Club	Team McBride – Orange County CC
Team Gallagher – Coyotes Curling Club	Team Waddington – Orange County CC
Team Horsman – Coyotes Curling Club	Team Derby – Oval Curling Club
Team Huntress – Coyotes Curling Club	Team Patrick – San Francisco Bay Area CC
Team Johansson – Coyotes Curling Club	Team Seeger – San Francisco Bay Area CC
Team Endicott – Curl San Diego	Team Kuhl – Wine Country CC
Team Smoltz – Evergreen Curling Club	Team Markowski – Wine Country CC

## Event Format

**A. TOURNAMENT FORMAT:** A Divisional Double Round Robin (of 4 Groups) will be the prescribed method for 16 teams as specified in the USCA's '2014-2015 USCA Championships: Rules and Procedures'. Each team will play every other team in its Group two times. At the end of the Double Round Robin, the winner of each group will advance to the single elimination playoff. Teams will be seeded 1-4 according to USCA ranking procedures as defined in the '2014-2015 USCA Championships: Rules and Procedures', Section IV R15.

**B. DETERMINING GROUP WINNERS:** Group winners will be determined based on Win-Loss records at the end of Round Robin play. Should there be a tie between two teams, a one game tie-breaker will be employed to determine the group winner. Should there be a 3-way tie, teams shall be ranked 1-3 using the standard methods as defined in the USCA rules, Section IV R15.

**C. TWO LOSS PROVISION:** No team with two or more losses will advance to the single elimination playoff with the exception of a group winner having two losses. This means that if 3 teams are tied at 4-2, then when the teams are ranked, the third place team will be eliminated and the two remaining teams will play a single game tie-break.

**D. BERTHS TO USCA CLUB NATIONAL EVENT:** MoPac will be guaranteed to have 1 berth to the USCA Men's Club National Championship. It is possible a 2nd berth could be available which will become known to our Region after the 'late registration' deadline

## Seeding and Grouping

**A. PEER RANKING:** Peer ranking was used to determine the overall seeding for each team. Each team completed 1 ballot by assigning the other 15 teams ranks from 1-15 with each number to be used only once. (1 being the best ranked team overall) and assigned themselves a ranking of 16.

**B. RANKING ANALYSIS:** All 16 ballots were received by the deadline. We automatically discarded the highest ranking and the lowest two rankings for each team (this included the self-ranked 16). Each of the remaining ranking numbers was multiplied by the number of rankings received and divided by the total votes tallied. Teams were then seeded from the lowest to the highest averages:

1. Smoltz - Evergreen CC
2. Johansson - Coyotes CC
3. McBride - Orange County CC
4. Seeger - San Francisco Bay Area CC
5. Gallagher - Coyotes CC
6. Mendoza - Hollywood CC
7. Patrick - San Francisco Bay Area CC
8. Endicott - Curl San Diego
9. Horsman - Coyotes CC
10. Huntress - Coyotes CC
11. Markowski - Wine Country CC
12. Kuhl - Wine Country CC
13. Waddington - Orange County CC
14. Estabrooks - Coyotes CC
15. Hanson - Boise CC
16. Derby - Oval CC

**C. GROUPING:** 16 teams to be put into 4 Groups of 4 teams using a 'snake method' of placement. Seeds #1-4 will be assigned the top spot in each group. Seeds #5-8 will be placed in those Groups in reverse order (#5 into Pool D, #6 into Pool C, etc...). All 16 teams will be placed using this reversing method until the four Groups are filled. Below are the designated Groups for this event.

Pool A	Pool B	Pool C	Pool D
SMOLTZ	JOHANSSON	MCBRIDE	SEEGER
ENDICOTT	PATRICK	MENDOZA	GALLAGHER
HORSMAN	HUNTRESS	MARKOWSKI	KUHL
DERBY	HANSON	ESTABROOKS	WADDINGTON

## Event Procedures

**A. TEAM MEETINGS:** An 'All-teams' meeting will happen prior to the commencement of play (9:30 AM on Friday at Coyotes Curling Club). At least one team representative will be required to be in attendance. The purpose of a meeting is to discuss the format, schedule, local conditions, including, but not limited to, rules interpretations. In lieu of a meeting, this Rules and Format document will serve as notice for the event's procedures. All players are expected to know and understand the Rules of Curling and one person from each team should be familiar with this Rules and Format document. For teams in post round robin play, there may be a post round-robin meeting, for which at least one team representative must be present.

### **B. PRE-EVENT TEAM PRACTICE**

1. A Pre-Event all teams practice will begin at 7:30 AM on Friday.
2. Each team will have a designated start time assigned to them.
3. Four teams at a time will enter the ice house. Each team will have 7 minutes on each sheet starting with one team on each sheet and rotating to the next sheet. The team on Sheet A will move to B, B to C, etc. The team on Sheet D will move to Sheet A.

Practice Time	Teams
7:30 AM	HANSON, HUNTRESS, MARKOWSKI, WADDINGTON
8:00 AM	DERBY, ESTABROOKS, HORSMAN, KUHL
8:30 AM	ENDICOTT, GALLAGHER, SEEGER, SMOLTZ
9:00 AM	JOHANSSON, MCBRIDE, MENDOZA, PATRICK

**C. TEAM PRACTICE:** For round robin draws, first team listed on a sheet on the Draw Schedule will have first practice and 'red' rocks. There will be a 10 minute practice for each team prior to each draw. Practice will be eight minutes in length. A team's Last Stone Draw (LSD) shots to determine choice of last stone in the first end in the ensuing game will take place in the two minutes following the end of each team's pre-game practice. Each team's LSDs will be measured, added together (see rule D), and used to determine choice of last stone in the first end in the ensuing game. If a team is late to its assigned practice, the time will be subtracted from their allotted practice time. If a team misses its practice, a combined LSD of 12 ft. 2 in. will be recorded and the other team will be awarded choice of last stone.

- 30 minutes before the start of the game - start of first 10 min. practice
- 20 minutes – second practice
- 10 minutes – The ice will be cleaned after the warm-up period, but not re-pebbled.

**D. LAST STONE DRAW:** For 2015, the USCA has incorporated new Last Stone Draw (LSD) rules. A comprehensive description can be found in the USCA rules, Section IV R16, but here is the high level overview:

- At the end of practice, TWO stones will be delivered by two different players on the team – one clockwise, one counter-clockwise
- The two shots will be added together, and this will be your LSD
- Each player on the team will be required to throw two stones over the course of the round robin – one clockwise, one counter-clockwise
- If this minimum requirement is not filled, the LSD will be recorded as 6 ft. 1 in.

**E. LAST STONE DRAW MEASUREMENTS:**

1. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 6 ft. 1 in. Stones that finish so close to the center of the button that they cannot be measured are recorded as 0.0 in. The team with the lesser combined Last Stone Draw (LSD) has the choice of delivering first or second stone in the first end. If neither team has a stone that finishes in the house, or both teams record the same distance, a coin toss will decide which team has the choice of delivering the first or second stone in the first end.
2. All LSD's to be recorded for tabulations of DSC (Draw Shot Challenge) to be used later for seeding purposes. Every team is to have a neutral third party measure or verify measurements of their LSD (use a member of the ice crew or a player from the adjacent sheet if an official is not available). Failure to record LSD or have one verified will result in having the LSD recorded as 6'-1".

**F. GAME START:** Both teams should be at the assigned sheet and ready to start at the scheduled game time. A one minute clock will designate the "slide time", after which the game clock will start. Any team not ready to play 1-15 minutes after the scheduled time shall be penalized one end and one point, and an additional end and point if the delay is between 15 and 30 minutes. Last stone advantage will be in favor of the non-offending team. A delay of more than 30 minutes shall constitute a default. In the event that a game is declared a forfeit, no Last Stone Draw will be recorded for the Draw Shot Challenge for either team, even if the non-offending team delivered the LSD during the pre-game practice.

**G. GAME LENGTH:** All round robin games to be 8 ends. Should the score be tied at the conclusion of 8 ends, one (1) extra end will be employed as a continuation of the regulation game. Should the score remain tied at the conclusion of the extra end, each team will throw one (1) draw to the button with sweeping. Measurements are to follow LSD measurement guidelines. However, if neither team has a stone that finishes in the house, or both teams record the same distance, stones will be thrown again until a clear winner is determined.

## **H. GAME TIMING:**

1. Games will be timed during this Playdown. Each team will be required to have 3 representatives sign-up to time a draw during one of their scheduled byes. Schedule of Timers will be presented for the teams to sign-up prior to the event and/or at the event. Teams are responsible for finding replacements should they not be able to supply 3 timers.
2. Teams will not be allowed to time other teams within their own pool.
3. Timing software employed will be 'CurlTime', used by the World Curling Federation. One can choose to download the software and review its functions (PC only), prior to the event, by going to the following link: <http://www.worldcurling.org/curltime>
4. Below are Game Timing Rules as listed in the USCA Rules Booklet, with some modifications specific to this event. Please note that the USCA has switched to Thinking Time for all timed events in the 2014-2015 season. Please forward to all team members prior to the event for their review.

## **TIMING RULES (MoPac Modified):**

- (a) Each team receives 32 minutes of thinking time for an 8 end game. This time is recorded, and visible to the teams and coaches, throughout the game.
- (b) When a team delays the start of a game, the thinking time allotted to each team is reduced by 4 minutes for each end which was considered completed (Rules of Curling Section I, R11 apply).
- (c) When extra ends are required, the game clocks are reset and each team receives 4 minutes 30 seconds of thinking time for each extra end.
- (d) The game and each end starts when the allotted break time expires. The delivering team's game clock will not run during the start of the game/end unless that team is delaying the start, then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.
- (e) Once all of the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:
  - (i) all stones have come to rest or have crossed the back line and
  - (ii) stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their positions prior to the violation and
  - (iii) the playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line, and the deliverer and sweepers have moved to the sides of the sheet.
- (f) A team's game clock stops once the stone has reached the tee line at the delivery end.
- (g) A team delivers stones only when its game clock is running or scheduled to be running. Any violation results in the stone being redelivered after any displaced stone(s) have been returned, by the non-offending team, to their position(s) prior to the violation. The offending team's game clock runs during the replacement of the stones and the redelivery.
- (h) If stones need to be repositioned due to a violation caused by an external force, both game clocks are stopped.
- (i) Game clocks are stopped at any time an Umpire intervenes.

- (j) After the teams have agreed on the score for an end, a break occurs, when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is determined for each competition and explained at the Team Meeting. When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. Teams should not deliver the first stone of the next end until less 10 seconds of the break time remains. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery.
- (k) The length of the break will be:
  - (i) 1 minute at the completion of each end. Teams cannot meet, or communicate in any way, with a coach, the alternate player, or any other team official.
- (l) If a player is allowed to redeliver a stone, the Umpire decides if the time required is to be deducted from the game time for that team.
- (m) If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.
- (n) If an Umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in wheelchair curling) at the delivery end within 45 seconds, the stone is removed from play immediately.
- (o) Each team must complete its part of a game within the time given, or forfeit the game. If a stone reaches the tee line at the delivery end before time expires, the stone is considered delivered in time.

**I. RULES OF THE GAME:** Reference 'USCA Rules of Curling'. A copy should be on-hand at the event venue.

**J. MEASUREMENTS:** Measurements should be done by an on-site designated 'official'. If there is no official available, use a neutral third party to aid in measuring/decision making (timing personnel should be asked first). A biter bar and a measuring stick will be made available to this event and are located in the ice house.

## Post Round Robin Qualifying and Rules

### A. PLAYOFF FORMAT:

1. At the end of the Round Robin, group winners will be eligible for the Playoffs. 4 teams will qualify using our prescribed format.
2. The 4 Playoff Qualifiers will be seeded as listed below and placed into the Single Elimination Playoff Bracket.
3. 'Ranking Procedure' below will be used to rank the group winners into the playoff bracket.
4. Should the highest placed team in a Group have 2 losses (e.g. a group ends the Round Robin with three teams tied at 4-2), the teams will be ranked using the procedures below to find the 2 highest seeded teams for a tiebreak.
5. Winner of the Playoff Final will qualify as MoPac Representative #1 for the USCA Club Nationals Championship and will be deemed our Regional Champion. The losing team from the Final will be ranked as the #2 MoPac team and will be eligible to represent MoPac at the National Event should a 2nd berth become available.

**B. GROUP WINNERS:** Group winners will be determined based on Win-Loss records at the end of Round Robin play. Should there be a tie between two teams, a one game tie-breaker will be employed to determine the group winner. Should there be a 3-way tie, teams shall be ranked 1-3 using the standard methods as defined in the USCA rules, Section IV R15

**C. RANKING PROCEDURE:** The following criteria (in order) will be used to rank the teams at the completion of the round robin:

1. Teams will be ranked according to their win/loss record;
2. If two or more teams are tied, then the ranking is determined using the Draw Shot Challenge (DSC). The DSC is the average distance of the Last Stone Draws (LSD) which were played by a team during the round robin portion of a competition. The single least favorable LSD result is automatically eliminated before calculating this average distance. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal LSD receives the higher ranking. In case all LSDs are equal, the teams flip a coin.

**D. POST ROUND ROBIN ADVANTAGE:** First stone in the first end of post round robin games is determined as follows:

1. FOR TIEBREAK GAMES: In any Tiebreak game, the choice of first or second stone in the first end shall be determined by a last stone draw (LSD) at the completion of each team's practice. Choice of practice time or stone handle color will be awarded to the team ranked higher under Rule (C) above.
2. SPECIAL PLAYOFF RULE FOR SPLIT POOLS: When teams play a round robin in separate groups or pools, for the playoff game(s), the team with the higher rank, under Rule (C) above, has choice of practice time or stone handle color. The last stone draw



(LSD) will then determine which team has the choice of delivering the first or second stone in the first end.

**D. GAME LENGTH:** All post round robin games to be 8 ends and will be timed. Extra ends are not included in this time allotment. No skip's rocks will be employed in post round robin games. Teams will continue to play ends until there is a clear winner.

# Event Draw (Round Robin)

KEY:		POOL A	POOL B	POOL C	POOL D	
		WOMEN	PLAYOFFS			
<b>FRIDAY</b>						
TIME	DRAW	TIMERS	SHEET A	SHEET B	SHEET C	SHEET D
07:30 AM	Prac 1		HANSON, HUNTRESS, MARKOWSKI, WADDINGTON			
08:00 AM	Prac 2		DERBY, ESTABROOKS, HORSMAN, KUHL			
08:30 AM	Prac 3		ENDICOTT, GALLAGHER, SEEGER, SMOLTZ			
09:00 AM	Prac 4		JOHANSSON, MCBRIDE, MENDOZA, PATRICK			
<b>09:30 AM</b>		<b>Men's Skip Mtg</b>				
10:30 AM	1	Sheet A/B: Mendoza Sheet C/D: Patrick	SMOLTZ DERBY	SEEGER WADDINGTON	ENDICOTT HORSMAN	GALLAGHER KUHL
01:30 PM	2	Sheet A/B: Naso Sheet C/D: Horsman	JOHANSSON HANSON	MCBRIDE ESTABROOKS	PATRICK HUNTRESS	MENDOZA MARKOWSKI
05:30 PM	3	Sheet A/B: Huntress Sheet C/D: Hanson	ENDICOTT DERBY	GALLAGHER WADDINGTON	SEEGER KUHL	SMOLTZ HORSMAN
08:30 PM	4	Sheet A/B: Derby Sheet C/D: Kuhl	JOHANSSON HUNTRESS	MENDOZA ESTABROOKS	PATRICK HANSON	MCBRIDE MARKOWSKI
<b>SATURDAY</b>						
07:30 AM	5	Sheet A/B: McBride Sheet C/D: Estabrooks	SEEGER GALLAGHER	SMOLTZ ENDICOTT	KUHL WADDINGTON	HORSMAN DERBY
10:30 AM	6	Sheet A/B: Endicott Sheet C/D: Avery	MCBRIDE MENDOZA	JOHANSSON PATRICK	MARKOWSKI ESTABROOKS	HUNTRESS HANSON
<b>12:30 PM</b>		<b>Women's Skip Mtg</b>				
<b>01:00 PM</b>		<b>Women's Practice</b>	Women's Teams			
03:30 PM	7	Sheet A/B: Johansson Sheet C/D: Smoltz	HORSMAN ENDICOTT	KUHL GALLAGHER	SMITH NASO	NOWLAN AVERY
06:30 PM	8	Sheet A/B: Gallagher Sheet C/D: Garfinkel	HUNTRESS PATRICK	MARKOWSKI MENDOZA	DERBY SMOLTZ	WADDINGTON SEEGER
09:30 PM	9	Sheet A/B: Seeger Sheet C/D: Waddington	NOWLAN SMITH	HANSON JOHANSSON	GARFINKEL AVERY	ESTABROOKS MCBRIDE
<b>SUNDAY</b>						
07:30 AM	10	Sheet A/B: Nowlan Sheet C/D: Markowski	KUHL SEEGER	HORSMAN SMOLTZ	WADDINGTON GALLAGHER	DERBY ENDICOTT
10:30 AM	11	Sheet A/B: Smith/Mendoza Sheet C/D: Smith/Patrick	MARKOWSKI MCBRIDE	GARFINKEL NOWLAN	HUNTRESS JOHANSSON	AVERY NASO
01:30 PM	12	Sheet A/B: Huntress/McBride Sheet C/D: Gallagher/Seeger	WADDINGTON KUHL	DERBY HORSMAN	ESTABROOKS MENDOZA	HANSON PATRICK
05:30 PM	13	Sheet A/B: Waddington/Kuhl Sheet C/D: Nowlan/Markowski	NASO GARFINKEL	AVERY SMITH	ENDICOTT SMOLTZ	GALLAGHER SEEGER
08:30 PM	14	Sheet A/B: Sheet C/D:	ESTABROOKS MARKOWSKI	HANSON HUNTRESS	MENDOZA MCBRIDE	PATRICK JOHANSSON

Start  
Men's RR 2

← One More Women's RR Draw on Monday

## Event Draw (Playoffs)

MONDAY						
07:30 AM	15	Sheet A/B: Sheet C/D:	Men's Tie-Breakers (If needed)*			
10:30 AM	16	Sheet A/B: Sheet C/D:	M Semi 1	M Semi 2	NASO* NOWLAN	SMITH* GARFINKEL
01:30 PM	17	Sheet A/B: Sheet C/D:		W TB (If Needed)	Men's Final	
04:30 PM	18	Sheet A/B: Sheet C/D:		W TB (If Needed)		

\*If a women's TB is anticipated, and sheets are available at 7:30 AM, the final Women's Round Robin Games will be played then

## SINGLE ELIMINATION PLAYOFF BRACKET

The four group winners will be ranked and seeded into the bracket below.

