

RULES OF PLAY AND QUALIFICATION
JSI-OVCA JUNIOR SUPERSPIEL QUALIFIER
Almonte Curling Club - October 14-16, 2011

1. **QUALIFICATION:** Each team that applies for entry into the JSI-OVCA Junior Superspiel Qualifier must meet the following criteria:
 - a. Each team will consist of four (4) players of the same gender for either the men's or women's qualifying event; and,
 - b. Each team member must not exceed the CCA Junior maximum age limit of 20 years of age as of 31 December 2011.

2. **TEAM RESIDENCY RULE:** An Ontario junior team is eligible to play in this event if the following residency criteria are met:
 - a. A minimum of two team member's permanent residence is within 80 kilometers of the 'OVCA Territory'; or,
 - b. A minimum of two team members previously resided within 80 kilometers of the 'OVCA Territory', but are temporarily residing outside the territory because of school or work commitments.
 - c. Information regarding the territory can be found on the OVCA website.
 - d. The other two team members may reside anywhere else in the province.
 - e. All four team members must be registered with an OVCA affiliated curling club.

Teams that do not meet these criteria may be considered for play in the JSI-OVCA Junior Superspiel Qualifier. However, they may not be eligible for play in the Junior Superspiel.

3. **DURATION:** All games will be 8 ends. If the game is tied after 8 ends a complete extra end will be played towards the home end.

4. **BONSPIEL FORMAT:** The JSI-OVCA Junior Superspiel Qualifier will be using a pooled format for 2011. There will be 3 qualifiers from each event and these qualifiers will represent the three men's teams and three women's teams that will become eligible to play in the JSI Junior Superspiel.

5. **GAME TIME OPERATION:** Each team will have 60 minutes and two 60 second time-outs for the 8 ends. If an extra end is required each team will have 8 minutes and one 60 second time-out for the extra end.

6. **TIME OUTS & BREAKS:** Time-outs may only be called by the team in control of their game clock. Coaches are not allowed on the ice surface during a time-out or break. However the Coach of the team calling a timeout with play at the away end may proceed down the walkway or if one does not exist down the side of their sheet to the backboards to access their team during the time-out.
 - a. Time outs must be called from the ice surface.
 - b. A Coach may signal to their players that they wish a time out, using the standard "T" hand signal.
 - c. During a time out, both Coaches may consult with their teams. The team calling the time out will have priority of position at the playing end during the time out. Coaches are reminded to enter the ice area together and if necessary wait at the entrance to the ice area to allow both Coaches to arrive at their teams at the same time.
 - d. Only the Coach of the team calling the time-out may proceed to the away end during a time-out.
 - e. There will be a maximum 5 minute break after the 4th end. If an extra end is required there will be a maximum 3 minute break

7. **EXTRA END:** Each team will have 8 minutes and 1 time-out for the extra end. The end will be played towards the home end.

8. **PRACTICE AND DETERMINATION OF HAMMER:**

- a. There will be a one minute cool down to cool sliders and have a practice slide(s).
- b. Practices will be 7 seven minutes with the team drawing for hammer during the last minute of their practice.
- c. The Official in Charge will announce "1 minute remaining in practice" at the 5 minute mark. After the practice has ended, each team will have 1 minute to deliver a draw to determine hammer.
- d. Teams will toss for choice of rock colour, or first practice, 15 minutes prior to the team's practice time and advise the Official in Charge of the team's choice.
- e. The draw distance will be measured by an Official with the aid of the Coach or a team member.
- f. A different team member must be used for each "draw for hammer" during the pool portion of the Qualifier.
- g. If the team practicing 1st has their draw cover the pin, or has the rock stop outside the circles, a different team member will immediately throw a second rock.

9. **MEASUREMENTS:** Teams are to do their own measuring. An official will assist if necessary.

10. **TIE GAMES:** Will be decided by a full extra end played towards the glass.

11. **ALCOHOL CONSUMPTION:** No alcohol may be consumed by competitors or their Coach on the host club's premises for the duration of the bonspiel.

12. **SMOKING:** is prohibited in all public buildings (including Curling Clubs) in Ontario.

13. **SUBSTITUTION DUE TO ILLNESS OR INJURY:** If a player is unable to continue the delivery rotation due to illness or injury, a team may elect to continue with three players (they throw 3-3-2 from lead to skip), or use a spare who meets the eligibility requirements. Where the team decides to use three players, the sidelined player may come back in to play at the beginning of an end, and he/she must return to their original designated position.

Alternatively, the team may elect to use a player from the pool of substitute players that are registered with the Qualifier Committee (see use of spares, below). In this situation:

- a. The substitute player may only enter the game during the end in play if he/she must deliver a stone for the replaced player in that end; or,
- b. The substitute player must wait for the beginning of the next end if the player they are replacing has already delivered their stones. In this situation, the substitute player may deliver stones in any position. The other players may move up or down in the delivery rotation to position the substitute, and the team re-declares their delivery rotation at this time.
- c. The replaced player can not rejoin the team until the next game unless the team loses a subsequent player and is in a default position.

14. **USE OF SPARES:** For each and every game played, a team must include a minimum of two players from the original team that is registered for the event. There will be no five (5) player teams allowed to participate in the event.

- a. Men may only spare on men's teams.
- b. Women may only spare on women's teams.
- c. Spares must meet the CCA Junior age requirements for the 2011/12 curling season.
- d. Spares must comply with all other JSI-OVCA Junior Superspiel Qualifier rules and regulations.
- e. Spares must be registered with the JSI-OVCA Junior Superspiel Qualifier.
- f. Spares may spare for any team (subject to a and b above).

15. SUPERSPIEL QUALIFICATION:

- a. The first place winners from each of the men's and women's pools will automatically qualify for the Superspiel.
- b. First place seeding for the Superspiel will be decided on a Skills Based Team Ranking Process – see SBTRP rule below.
- c. The first place team in each pool (i.e., 4 teams) will be awarded \$320.00 towards the \$380.00 cost to enter the Superspiel. The \$20.00 OJCT fee will be assessed and collected from each of these teams. Amount owing from each team is \$80.00 per team.
- d. The second place winners from each pool will play against each other for the number three seeding position and the winner of this game also gains entry into the Superspiel. The winner will be awarded \$180.00 towards the \$380.00 entry cost for the Superspiel. The \$20.00 OJCT fee will be assessed and collected from each team. Amount owing from each team is \$220.00 per team.
- e. The team placing fourth may be called upon if one of the top three teams is unable to attend or is unable to fulfill the requirements of entry into the Superspiel – see winning team commitments below.
- f. Teams that qualify to advance to the JSI Junior Superspiel must have at least 3 of the original 4 players that entered the JSI-OVCA Junior Superspiel Qualifier on the team.

16. TIE BREAKERS: In the event that teams are tied for first or second place after completing round robin play within each pool, all ties will be decided by the following criteria:

- a. If there is a three-way tie for first or second in any of the pools, the results of the skill based shoot-out will determine the result – see below.
- b. In the case of a two-way tie for first or second, head-to-head play will determine who advances.

17. SKILLS BASED TEAM RANKING PROCESS: The following will be the Skills Based Team Ranking Process (SBTRP) used to rank teams that are tied for first or second place after round robin play in each pool, and to determine the seeding of the first place teams, between pools.

- a. The draw for hammer during each team's pool games will be added to provide a team total. One distance for each team member will be counted towards the total.
- b. *If all members of a team have not thrown a rock to determine hammer during pool play, that player will throw a rock after the practice of the team's last pool game. A player throwing the second attempt to determine hammer will not have the result count towards the team total, they must have thrown the rock as the 1st attempt for their team to determine which team gets hammer at the start of the game.*
- c. If a player throws more than once for their team's draw for hammer their 1st attempt will count towards the team's total.
- d. The **SBTRP process** will be conducted under the supervision of the Game Official.
- e. The team distances will be kept concealed by the head official until all games are completed.
- f. All decisions by the head official are considered final.

18. WINNING TEAM COMMITMENTS: In regards to the JSI-OVCA Junior SuperSpiel, in order for a bonspiel of this magnitude to be a success, there is a requirement for many volunteers. Therefore, we must depend heavily on the families of the competing teams to help the organizing committee. Therefore, the Junior Men's and Junior Women's teams that are successful in qualifying for entry into the JSI OVCA SuperSpiel from November 4-6 2011 must agree to the following conditions:

- a. A team may be asked to billet an out of town team in Ottawa for the duration of the bonspiel if a team that has been invited to the event chooses not to use the hotel accommodations that are being offered. The likelihood of this happening is low. Billeting a team does not normally include driving, although breakfast should be provided. If you are unable to billet a team due to your residence being outside Ottawa or other reason; your team is responsible for securing a suitable alternative as determined by the SuperSpiel Board.
- b. Each team must arrange to have at least two (2) family members work as a volunteer at the SuperSpiel on either Saturday, November 5, or Sunday, November 6, 2011. Of this, at least one (1) family member must be prepared to work the duration of the Saturday banquet at the Granite C.C. starting mid-afternoon and help prepare and serve the meal and assist in clean up duties (duties are normally over by 9 pm); and,
- c. Each Team must deliver at least twenty (20) dessert servings to the Granite C.C. for the banquet on Saturday night.

19. **OCA RULES FOR OFFICATED PLAY:** Will apply except as shown above.