

RULES OF PLAY
OVCA JUNIOR SUPERSPIEL QUALIFIER
Almonte Curling Club October 19-21, 2018

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

2. **GAME TIME OPERATION:** Each team will have 30 minutes “THINKING TIME” and 2 time outs of 60 seconds to complete an 8 end game. Should an extra end be required each team will have 5 minutes “THINKING TIME” and 1 time out. “THINKING TIME” will be conducted as follows:
 - a. Both clocks will be stopped at the start of the game and when the last rock of an end reaches the nearer tee line;
 - b. Once the 1st rock delivered comes to rest, the sweepers have moved to the side of the sheet and the Skip has relinquished control of the house the opposing team’s clock will start;
 - c. Their clock will continue to run until their rock reaches the nearer tee line at which time their clock will be stopped; and
 - d. Once all rocks have come to rest, the sweepers have moved to the side of the sheet and the Skip has relinquished control of the house the opposing teams clock will be started and continue to run until their rock reaches the nearer tee line.

3. **TIME OUTS & BREAKS:** Time-outs may only be called by the team in control of their game clock. Coaches are not permitted on the ice surface during a time out. However, the Coach of the team calling the time out with play at the away end may proceed down the walkway or if none available down the side of their sheet to the backboards to access their team.
 - a. Time outs must be called from the ice surface.
 - b. A Coach may signal their players they wish a time out, using the standard “T” hand signal.
 - c. During a time out both Coaches may consult with their team. The team calling the time out will have priority of position at the playing end and control the length of the time out. The opposing Coach cannot delay resumption of play.
 - d. Only the Coach of the team calling the time out may proceed to the away end. In this instance, the other Coach should wait at the entrance to the ice surface so both Coaches arrive at their teams at the same time.
 - e. There will be a mandatory 5 minute break at the completion of the 4th end. If an extra end is required, a maximum of a 3 minute break will be permitted.

4. **PRE GAME PRACTICE AND DETERMINATION OF HAMMER:**
 - a. Opposing teams will conduct a coin toss 15 minutes prior to the 1st practice time to determine rock colour OR 1st practice. They will immediately inform the Official-In-Charge of the teams’ choice.
 - b. Practice will be called and once all teams are ready the Official-in-Charge will announce “you have 1 minute cool down period”. At the completion of the 1 minute the Official will announce “you may begin your 7 minute practice”.
 - c. At the 6 minute mark the Official will announce “1 minute remaining in the practice”.
 - d. The Official will announce “practice has ended”, “you now have 1 minute to throw your draw for hammer”. Coaches will proceed to the backboards and are not permitted any input during the draw for hammer. The draw will be measured by an Official with the help of the Coach or a team member. Should the team practising first cover the pin or their rock comes to rest outside the circles a different member will immediately throw a second rock. (All draws for hammer will include sweeping). The closest rock gets hammer. If tied after 2 draws – coin-flip for hammer.

e. The team practicing first will deliver their draw(s) for hammer with a clockwise rotation. The team practicing second will deliver their draw(s) for hammer with a counter-clockwise rotation.

5. MEASUREMENTS: Teams will do their own measuring during a game. An Official will assist if necessary.

6. SUBSTITUTION DUE TO INJURY OR ILLNESS and USE OF SPARES:

- a. A team may continue with the three remaining players,
- b. The team may use a player from the spare pool. In this instance the player must meet the CCA age requirements for the 2018/2019 season,
- c. Spares must comply with the OVCA Junior SuperSpiel Qualifier rules and regulations,
- d. Players on teams that have already qualified for the BrokerLink-OVCA Junior SuperSpiel are not eligible to spare in the OVCA SuperSpiel Qualifier,
- e. Spares must be registered with the OVCA SuperSpiel Qualifier Committee.

7. The 2018/2022 CCA Rules for Officiated play and the 2018/2019 OCA Rules Supplement will apply except as noted above.

8. POOL PLAY:

If sufficient teams apply for the Qualifier, then pool play will be used to determine the teams advancing to the JSI-OVCA SuperSpiel and the following additional rules applied:

- a. A team may continue with the three remaining players,
 - i. Ties in pool standing will be decided first by head to head.
 - ii. Three way ties, if equal head to head in games between the tied teams, will be decided by Skill Based Team Ranking Process (SBTRP) using the combined measure from all four rocks. If a team has only 3 curlers, the lead will throw twice, at the beginning and end of the SBTRP. Any team that could be potentially tied at the end of pool play in either first or second place within their pool will carry out their draws for the SBTRP immediately following their last game. In the event that two teams, that potentially need use the SBTRP, played against each other in their last game, the teams will alternate their throws in the SBTRP, with the winning team throwing first.
- b. A different member of the team must throw at least one counting rock to determine hammer for games within their pool.