

## APPENDIX:

# Mixed Doubles

See below for competition specific details. The rules and details contained in the main body of the Competitor's Guide apply to this competition. In the event there is a perceived conflict between the Competitor's Guide and this Appendix, this Appendix is considered first.

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An **eligibility change**, effective 2018/2019, applies to competitors with a **potential date conflict**.

See the Curling Alberta Competitor's Guide for complete detail; the changes relevant to mixed doubles are summarized below.

- Teams competing in a Curling Alberta qualifying or provincial event do so with the knowledge that they must continue to play at all levels, up to and including provincials, until they are eliminated. Teams will not be given the opportunity to replace team members unless it is due to any of the circumstances listed previously in s. 13(a) of the Competitor's Guide.
- If a Mixed Doubles team member has a conflict because they are representing Alberta or Canada at a National or International level in another category, he/she may be replaced on the Mixed Doubles team in advance of any competition. A mixed doubles team cannot replace more than one player.
- Replacements must meet the criteria established in s. 13(d) of the Competitor's Guide.

In effect, this means a competitor may enter mixed doubles AND another category (eg. Juniors or Women's, Men's), and can subsequently be replaced for Mixed Doubles if they qualify for National or International competition in the other category.

## A. FOR ALL MIXED DOUBLES COMPETITIONS:

1. All games are 8 ends. A minimum of 4 ends must be played; 6 ends in playoff games.
2. Games may be timed; thinking time is 22 minutes; extra ends are 3 minutes.
3. Each team has two 90 second timeouts; and one timeout in each extra end.
4. The fourth (4th) end break is four (4) minutes.
5. Teams will conduct a coin toss to determine stone handle colour or practice session, with the exception of provincial playoffs (see Section C).
6. Pre-Game practice is 6 minutes per team.
  - a. Teams will draw for hammer (LSD) in pre-game practice, with no per player requirement (see exceptions at a provincial championship, Section C).
  - b. Teams can use all eight (8) stones in pre-game practice and then select the five (5) stones that they want to play with. They must keep those five (5) stones for the entire game.
7. No stone in play, including the positioned stones and those in the house, can be moved to an out of play position prior to the delivery of the fourth (4th) stone of the end. The fourth delivered stone is the first stone that can remove any stone from play.
8. At the start of every end, the team with `hammer` will decide on the placement of the positioned stone. The pre-determined positions will remain the same in each game.
9. Each team is allowed one Power Play per game determined by the team with hammer.
10. If the end was blanked, the team that delivered first in that end shall determine the placement of the positioned stones.
11. Teams are not required to have a broom holder.
12. Teams must have 1 male and 1 female. There is no mixed doubles spare pool. Mixed Doubles are not permitted a substitute and therefore a team would be disqualified if the original 2 players were unable to compete. However, a permanent replacement for one of the players may be granted by Curling Alberta, if the circumstances are deemed appropriate by policy. See the Curling Alberta Competitor's Guide for player replacement criteria and procedures.

## B. QUALIFIER PLAYDOWNS:

### \*\* OPTION 1: IF 33 OR MORE TEAMS (IN TOTAL) ARE ENTERED:

In advance of the provincial championship, three separate **qualifier playdowns** will be conducted under the following guidelines. There are no other means for teams to qualify for the provincial championship.

1. Each qualifier playdown will be separated geographically.
2. Each of these qualifiers will be open to any member of the ACF; anyone could play in whichever qualifier they choose, regardless of geography.
3. Participants must be members of the ACF and meet residency requirements. Non-resident "Free agents" are ineligible.
4. The dates for these three qualifiers may be different; however the entry deadlines and

entry fees will be identical. A participant may only enter one qualifier, and must choose which qualifier at initial entry.

5. The number of provincial berths available in each qualifier will be pro-rated based on overall entries, with a minimum of 4 berths available in each qualifier.
6. Qualifiers may use either a double or triple knockout format. Draws will be approved by the ACF in advance of competition.
7. Seeding will not occur; teams will be placed randomly within the draw.

**\*\* OPTION 2: IF 32 OR FEWER TEAMS (IN TOTAL) ARE ENTERED:**

There will be no qualifier playdown(s) and all teams will gain direct entry into the provincial championship.

## **C. PROVINCIAL CHAMPIONSHIP:**

**\*\* OPTION 1: IF 33 OR MORE TEAMS (IN TOTAL) ARE ENTERED:**

1. The provincial championship format is a 24 team round robin event with 4 pools of 6 teams. The top 2 in each pool will advance to a single elimination 8-team playoff to determine a Provincial champion.
2. The pools will be seeded, in advance of the championship, by averaging the results of submitted team ranking ballots from all participants.
3. In all round-robin games, teams deliver two (2) pre-game Last Shot Draws (LSD) to determine hammer in the first end; one by each player and one with each rotation. One LSD will be dropped in the determination of a team's final DSC score (the average of a team's 9 best LSD's will be their DSC score).
4. Playoffs will be seeded amongst the 8 qualifiers; (a) firstly by a team's placing in their respective pools; first place teams are ranked 1-4, and second place teams are ranked 5-8. A first place team will always play a second place team in the quarter-finals, and (b) secondly by overall Draw Shot Challenge (DSC) score.
5. DSC scores may be used as round-robin tiebreaker criteria, as well as to assist as necessary with playoff seeding. Consult the main guide for tiebreaking rules (teams tied after round robin play). No team will be eliminated from the competition on the sole basis of DSC score.
6. There are no playoff stone selections. Teams must use stones from the assigned sheets.
7. For playoffs, (a) if competing teams are from the same pool, the team that won their round robin game will have choice of hammer or stone colour and will practice first; and (b) if competing teams are not from the same pool, the team with the better DSC score will have choice of color or practice and teams will draw for hammer; in this case, only one (1) LSD is required to determine hammer.

**\*\* OPTION 2: IF 32 OR FEWER TEAMS (IN TOTAL) ARE ENTERED:**

1. The provincial championship format is a 32 team (or less) triple knockout event with eight playoff qualifiers. Playoffs are single elimination to determine a Provincial

champion. The draw will be approved by the ACF in advance.

2. In all non-playoff games, teams deliver one (1) pre-game Last Shot Draw (LSD) to determine hammer in the first end (no per player requirement).
3. Playoffs will be seeded whereby A & B qualifiers will play the C qualifiers in the quarter-finals.
4. For playoffs, the team with the fewest losses will have choice of hammer or stone colour, and will practice first. If competing teams have the same number of losses, the choice of color or practice will be determined by coin toss and teams will draw for hammer.
5. There are no playoff stone selections. Teams must use stones from the assigned sheets.