
GREAT LAKES CURLING ASSOCIATION

REGIONAL PLAYDOWN GUIDELINES

Revised December 2009

I. ORGANIZATION

The Great Lakes Curling Association (GLCA) is allocated one representative to the Men's, Women's, Mixed, Junior Men's, and Junior Women's National Championships. The representative teams are determined by Playdowns under the direction of the GLCA.

These guidelines are designed to assist the host clubs and regional playdowns chairpersons in organizing and running the regional Playdowns. All Playdowns are to be conducted under the United States Curling Association (USCA) Championship Eligibility, Rules, and Procedures.

The President of the GLCA, or his/her designee, shall serve as the GLCA Playdown Administrator. The GLCA Playdown Administrator shall have the responsibility to oversee the regional Playdowns and to ensure that the Playdowns are held in accordance with USCA rules and GLCA guidelines.

II. DETERMINING HOST CLUBS

Sites and dates for the regional playdowns are determined by the GLCA on a rotating basis in accordance with GLCA guidelines. The objective shall be to balance the playdown locations so as, to the extent possible, to achieve the following (items are listed in order of priority):

- 1) Men's or Women's playdowns shall not occur at the same time as Junior or Mixed playdowns;
- 2) No more than one playdown per year at any one club (except in the case when Men's and Women's Playdowns are held concurrently at the same site);
- 3) No GLCA club hosts the same playdown again until all other eligible member clubs in the GLCA have had the opportunity to host that playdown.

An additional responsibility in determining host clubs is to ensure that reasonable playing conditions can be anticipated at each host club. Each host club shall be required to certify, at the spring GLCA meeting prior to the year in which that host club is expected to host a regional Playdown, that the following minimum playing conditions can be expected:

- a) Ice speed shall be 20 seconds or greater (hog to tee), shall exhibit consistent characteristics from shot to shot, and shall have a minimum of “negative” curl.
- b) Standard rubber hacks shall be used, and these hacks shall be firmly affixed to the ice surface.
- c) Stones shall be more or less identical in size, shape, and running characteristics and shall conform to USCA requirements for weight, circumference, and height.

Note: These minimum playing conditions are to be used for host club certification only. The absence of such conditions during any regional Playdown may not be construed as grounds for the challenge of the results of that Playdown.

The GLCA Board of Directors shall approve and maintain a Playdown Rotation List that shows the projected host clubs for a minimum 5-year going forward period.

III. RESPONSIBILITIES OF THE HOST CLUB

By agreeing to host a regional Playdown, the hosting club accepts certain responsibilities as follows:

- 1) To certify at the GLCA meeting held in the spring prior to the Playdown in question that the host club anticipates being able to meet the playing condition criteria outlined in Section II;
- 2) To present at the GLCA meeting held in the fall immediately prior to the Playdown in question a plan for the contingency that the total number of teams

entered in that particular Playdown will be greater than that which can be accommodated by the host club.

- 3) To organize and administer the Playdowns in accordance with USCA and GLCA rules;
- 4) To designate a Playdown Chairperson for that event and communicate the name of that Playdown Chairperson to the GLCA Secretary no later than June 1 of the year preceding the Playdown. The Playdown Chairperson shall serve as the liaison to the USCA in accordance with the USCA rules, Section 6.
- 5) To arrange for qualified personnel for preparing ice, timing games, etc., as necessary.
- 6) To make arrangements in advance to ensure ice time is available beginning with practice times (generally 15-20 minutes per team on each sheet to be used in the competition) until the last potential game is to be completed.
- 7) To provide information to each GLCA club about local hotels and travel directions, including maps.
- 8) It is the sole discretion of each club as to whether or not to provide any meals, snacks, or refreshments to the teams. However, this is encouraged.

IV. GUIDELINES FOR THE COMPETITION

Unless otherwise noted below, all playdowns shall be conducted in accordance with the USCA CHAMPIONSHIPS Rules and Procedures in effect for that given year.

A. Declaring Playdown Teams

For all Playdowns, all teams that meet the appropriate USCA general eligibility requirements for that particular playdown, and also meet the USCA residency requirements for playing down in the GLCA, shall be eligible to compete directly at the

regional GLCA playdown (i.e., no club playdowns shall be necessary). The deadline for teams to enter any GLCA competition is governed and controlled by USCA guidelines. The USCA, in turn, will forward information regarding teams registered for a particular event to the GLCA playdown chair for that event. Teams that are registered to compete on the appropriate deadline shall be considered to be committed to participating in the regional competition and must pay all appropriate fees (see below), even if that team elects to later drop out prior to the regional competition. Sanctions may be imposed by the GLCA Board of Directors against teams that drop out after the appropriate deadline in the absence of reasonable extenuating circumstances.

B. Playdown Fees

At the time that a team declares its intention to enter a regional playdown competition, that team must pay the appropriate USCA entry fee for that competition, along with a GLCA entry fee of \$60 per team for men's, women's, or mixed playdowns, or \$20 per team for junior men's or junior women's playdowns. All necessary entry fees will be paid directly to the USCA. The full amount of the GLCA playdown fees for a given event will be paid to the host club to help defray local expenses.

C. Draws

The winning teams shall be determined by a modified double knockout playdown. Approved brackets for modified double knockout playdowns for up to ten (10) teams are attached to this guideline. If more than ten (10) teams are entered in a playdown, the GLCA Playdown Administrator for that year shall create the appropriate bracket, which shall be approved by the GLCA President and Vice President. The Playdowns shall determine a winner and an alternate team to represent the GLCA in each National Championship.

The Playdown Chairperson for a particular event shall be responsible for developing the final draw to be used, based on the attached approved draws. A copy of the final draw, along with the seeding calculations (see below) shall be provided to the GLCA Playdown Administrator for approval prior to the event.

When setting times for the draws, the following minimum times must be used, except when shorter times are mutually agreed upon by all affected teams:

1. If there is any chance that a team could be required to play in two consecutive draws on a given day, the start times of those two draws must be at least five (5) hours apart.
2. If there is any chance that a team could be required to play in two consecutive draws on two separate days (i.e., the last draw of the first day and the first draw of the second day), the start times of those two draws must be at least thirteen (13) hours apart.

D. Assigning Teams In The Playdown Bracket

Immediately following the entry deadline for a particular playdown in which three or more teams are entered, the Playdown Chairperson for that particular event shall provide a listing of all of the players of all of the teams entered in that particular playdown to each of the teams. Each team shall seed all of the teams entered in that competition, excluding their own team, numerically from "1" down to the number of teams entered minus one, with "1" being the highest seed (i.e., the best team), and shall return these seedings to the Playdown Chairperson for that event within three (3) days of the receipt of the team listings. The Playdown Chairperson for that event shall add all of the seedings for each team together, and the team with the lowest cumulative seeding shall be seeded "1" for the competition, second lowest seeded "2", etc. Ties will be broken in favor of the team receiving the highest individual seeds, or, if still tied following that procedure, by random draw.

Team assignments to the playdown bracket should be made and distributed to all competing team skips as soon as possible prior to the start of the competition. Should a team withdraw after the first game assignments have been distributed, then the first game team assignments shall be completely redone using the existing seedings of the remaining teams (i.e., the remaining teams shall NOT be asked to provide new seedings; the existing seedings, with those from the withdrawn team removed, will be

used to recalculate to playdown bracket positions).

E. Pre-Event Practice

Each team shall be designated at least fifteen (15) minutes of practice time on each sheet to be used in the competition with all such practice sessions to end no less than two (2) hours before the first game of the competition is to begin. The practice sessions shall be scheduled such that the teams which must travel the farthest should be scheduled for the latest practice times.

F. Last Rock And Handle Colors

The assignment of last rock (“the hammer”) in the first end shall be determined by a single draw shot executed at the end of the pre-game practice session (see below) immediately prior to the game in question, in accordance with USCA CHAMPIONSHIPS Rules and Procedures.

Handle colors shall be determined by coin toss, with the team winning the coin toss having their choice of either handle color or pre-game practice time (first or second; see below). If a team fails to be present prior to the beginning of the pre-game practice for a coin toss, then that team shall forfeit the opportunity for pre-game practice and the opposing team shall have choice of handle colors.

G. Pre-Game Practice

Each team shall be given opportunity to practice immediately before each game on the sheet scheduled for their game, with the order of practice determined by coin toss (see paragraph IV.F above). The first practice time will commence thirty (30) minutes before the game is to commence, with the second practice time to commence twenty (20) minutes prior to game time. Practices shall be conducted in accordance with the USCA CHAMPIONSHIPS Rules and Procedures. Note that the draw to determine last rock for the first end of the game (see paragraph IV.F above) is performed at the end of each team’s respective practice.

H. Pebbling And Cleaning The Ice

Preparation and care of the ice shall be at the discretion of the host club, except that each sheet shall be swept and pebbled immediately prior to the first practice session preceding each game. After both practice sessions have been completed, the sheet shall be swept, but not pebbled.

At the end of five (5) ends, the sheet will again be swept, but not pebbled, during the mid-game break.

Other maintenance of the ice due to unusual circumstances, such as scraping ice buildups from drips or repairing chipped ice, may be done at the mutual request of both teams or if deemed necessary by the Chief Umpire to ensure fair play.

I. Referees And Rules

A Chief Umpire shall be designated by the host club for the event, and that Chief Umpire must have successfully completed a USCA Level 1 (or higher) officiating class. The Playdown Chairperson may serve as the Chief Umpire, so long as that individual meets the above training requirement. The Chief Umpire shall review both the current GLCA Playdown Guidelines and the current USCA CHAMPIONSHIPS Rules and Procedures document prior to the beginning of the playdown event for which that individual will be Chief Umpire. The Chief Umpire is responsible for settling all disputes during the event. The Chief Umpire may, at their sole discretion, consult with the GLCA Playdown Administrator and/or other USCA Certified Officials regarding rules interpretations.

J. Game Duration & Timing

Whenever possible, clocks will be used to monitor the game duration. If no suitable timing devices are available, the Playdown Chairperson shall take whatever action is necessary to ensure that no team is disadvantaged by the slow play of another team.

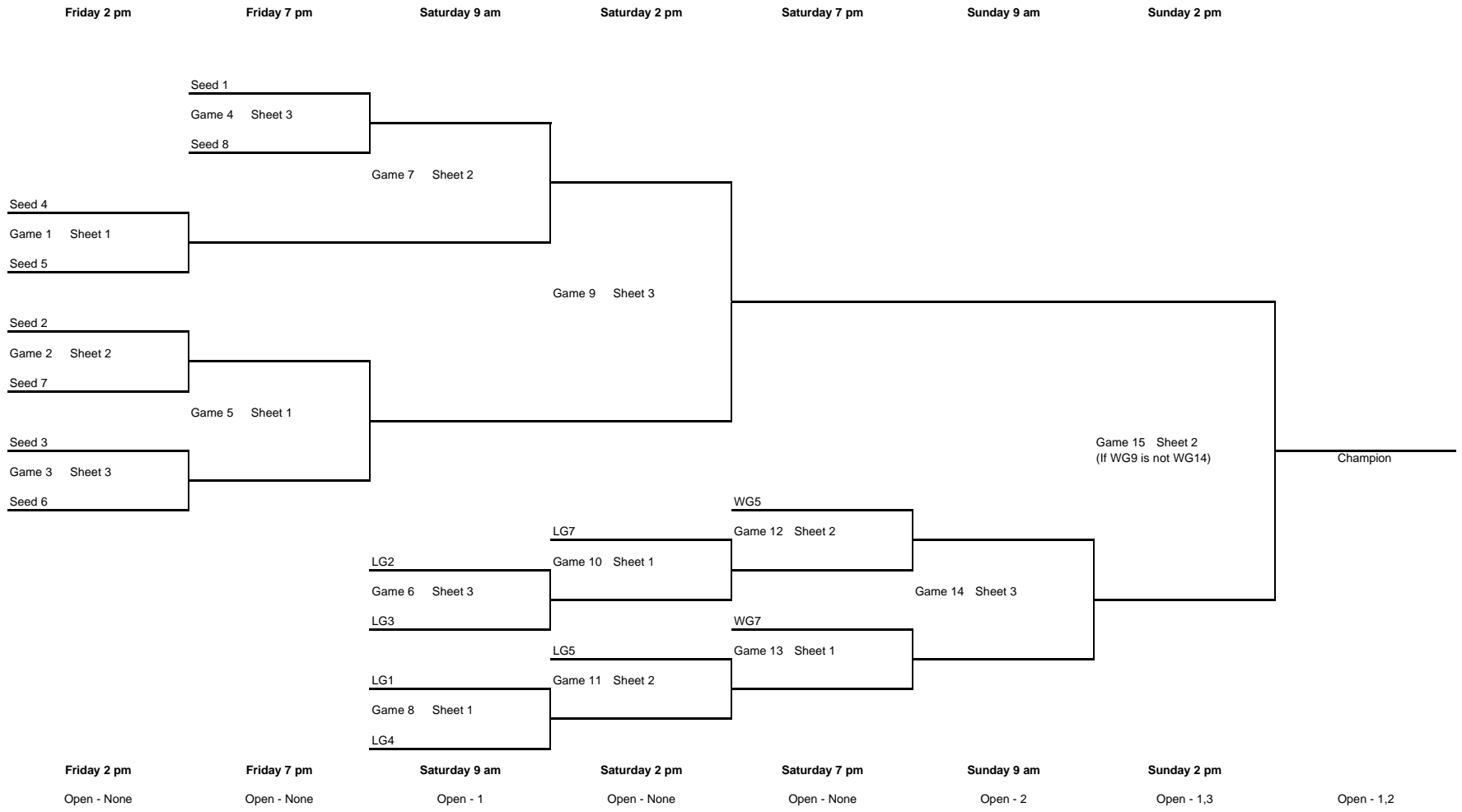
When time clocks are in use, each team is allotted seventy-three (73) minutes to

complete the game. If extra ends are required, each team shall be allotted ten (10) minutes for each extra end played. Neither team shall be charged time during any of the following:

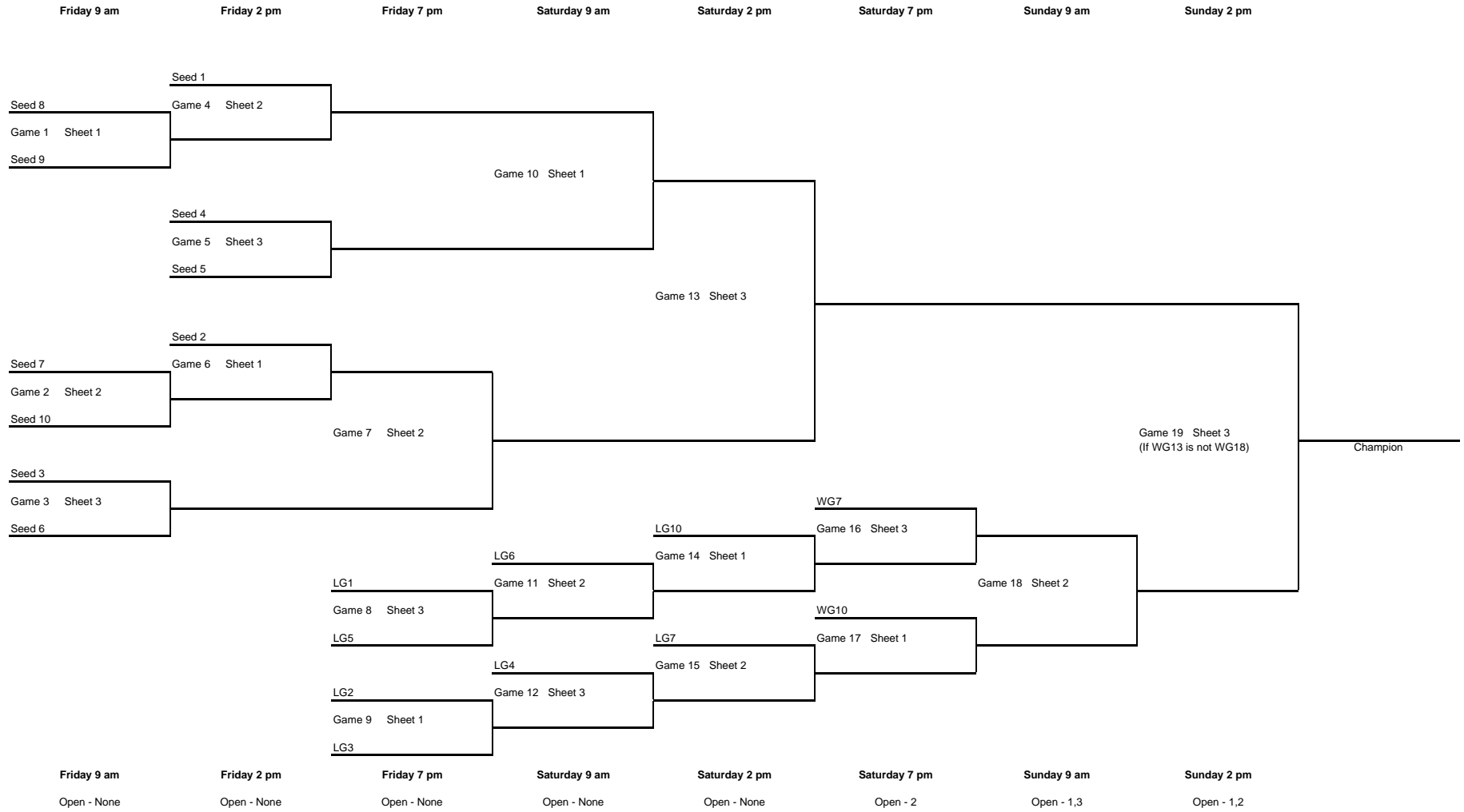
- One (1) minute break after each end.
- Five (5) minute break between the 5th and 6th ends.
- If one or more extra ends are required, three (3) minute break prior to each extra end.
- Measurements during (free guard zone) or after the completion of an end.
- Anytime an official ruling is required or for an injury (the Chief Umpire's discretion shall be used to ensure that these exceptions are not abused).

Teams shall be allotted two (2) sixty (60) second timeouts during the game and one (1) sixty (60) second timeout during each extra end played, except in the case where clocks are not being used, in which case there shall be no timeouts.

GLCA Championship Draw
 8 Teams
 3 Sheets



GLCA Championship Draw
 10 Teams
 3 Sheets



GLCA Championship Draw
3 Teams
4 Sheets

Seed 2			
Game 1	Sheet 1	Saturday	9:00 AM
Seed 3			

Seed 1			
Game 2	Sheet 2	Saturday	2:00 PM
LG1			

Seed 1			
Game 3	Sheet 3	Saturday	7:00 PM
WG1			

If all teams are 1-1 after Game 3, use tiebreaker to place teams into bracket below:

Tie#2					
Game 4	Sheet 4	Sunday	9:00 AM		
Tie#3					
				Game 5	Sheet 3
				Sunday	2:00 PM
				Champion	
				Tie#1	

If only 2 teams remain after Game 3, use the bracket below:

T2-0					
Game 4	Sheet 4	Sunday	9:00 AM		
T1-1					
				Game 5	Sheet 3
				(IF NECESSARY)	Sunday
				Sunday	2:00 PM
				Champion	
				T2-0	

TIEBREAKER

1. After first game, each team will throw draws on the sheet game was played on.
2. For Game 1, Winner of Game 1 will go first.
3. Draws will be thrown in game playing order.
4. After each player throws, they may either accept result or throw a 2nd stone.
5. If a 2nd stone is thrown, first result is thrown out.
6. Distance is measured in inches from pin to edge of stone.
7. Stones not on circles count as 72 inches.
8. Rank for team is based on cumulative distance of 4 stones.
9. Sweeping is permitted. Other team may NOT sweep after tee line.

GLCA Championship Draw
 4 Teams
 4 Sheets

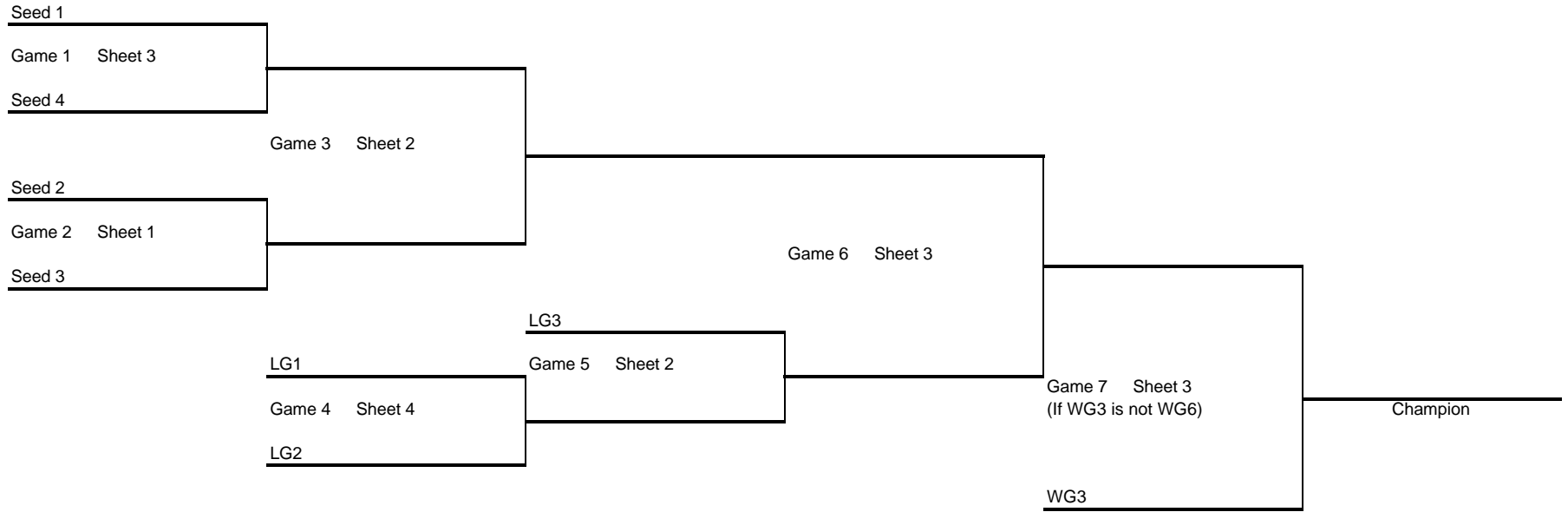
Saturday 9 am

Saturday 2 pm

Saturday 7 pm

Sunday 9 am

Sunday 2 pm



Saturday 9 am

Saturday 2 pm

Saturday 7 pm

Sunday 9 am

Sunday 2 pm

Open - 2,4

Open - 1,3

Open - 1,3,4

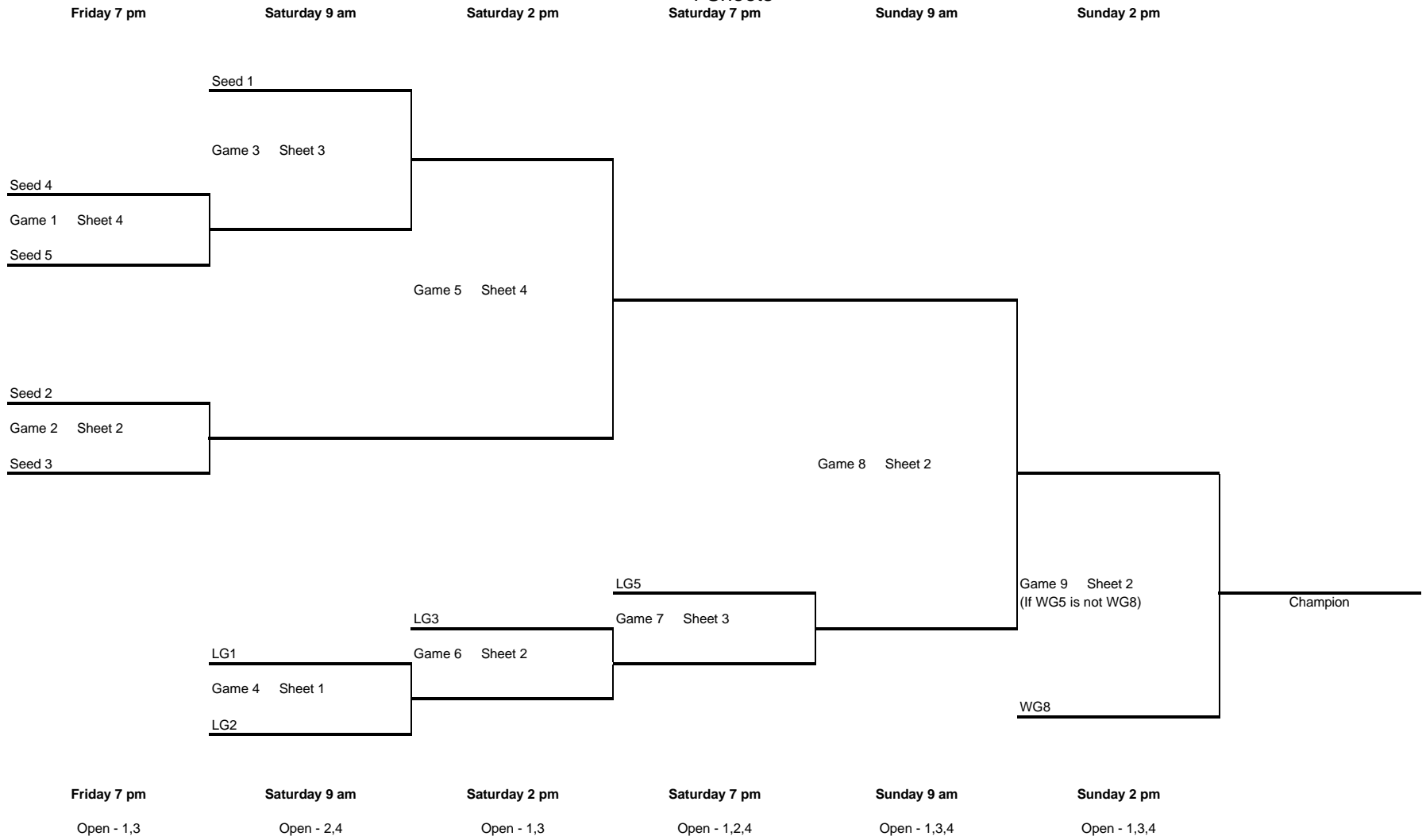
Open - 1,2,4

Open - 1,2,4

GLCA Championship Draw

5 Teams

4 Sheets



GLCA Championship Draw
 6 Teams
 4 Sheets

Friday 7 pm

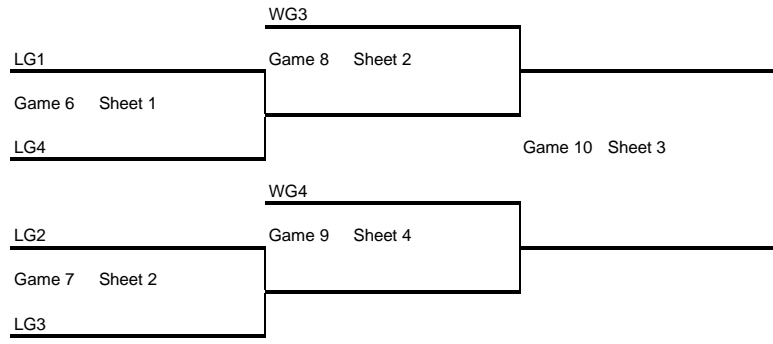
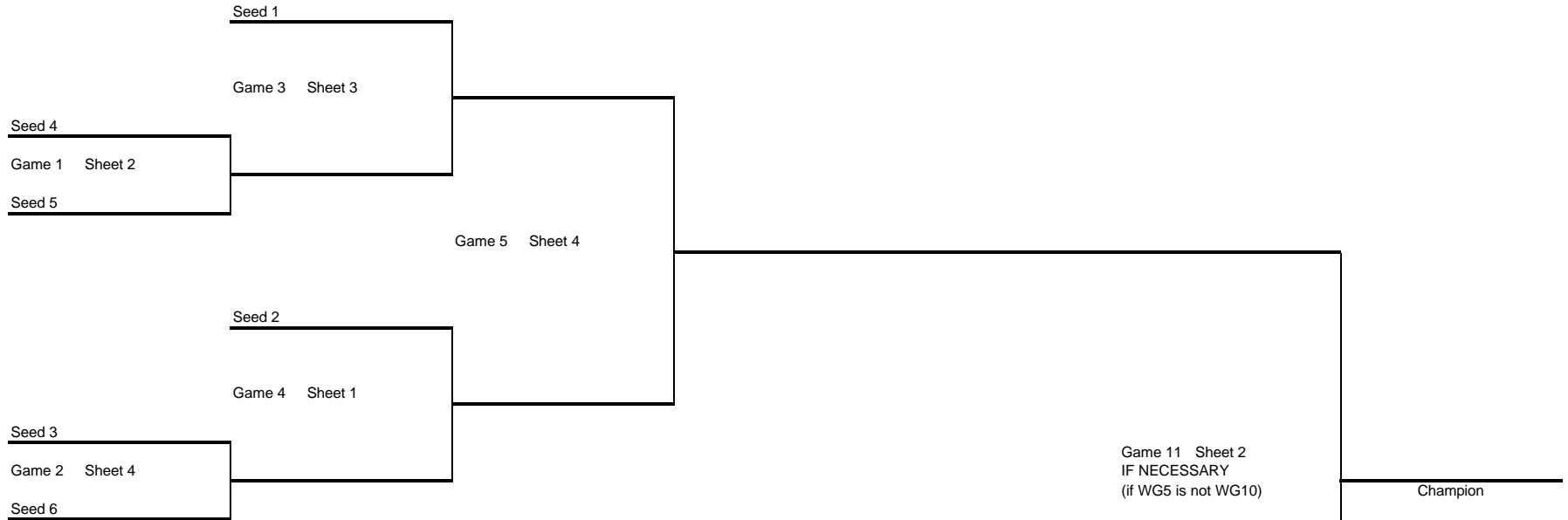
Saturday 9 am

Saturday 2 pm

Saturday 7 pm

Sunday 9 am

Sunday 2 pm



Friday 7 pm

Saturday 9 am

Saturday 2 pm

Saturday 7 pm

Sunday 9 am

Sunday 2 pm

Open - 1,3

Open - 2,4

Open - 3

Open - 1,3

Open - 1,2,4

Open - 1,3,4

GLCA Championship Draw
 7 Teams
 4 Sheets

Friday 7 pm

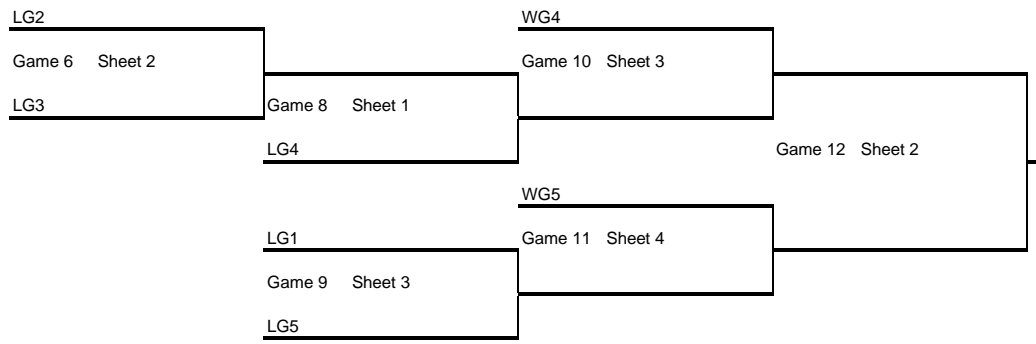
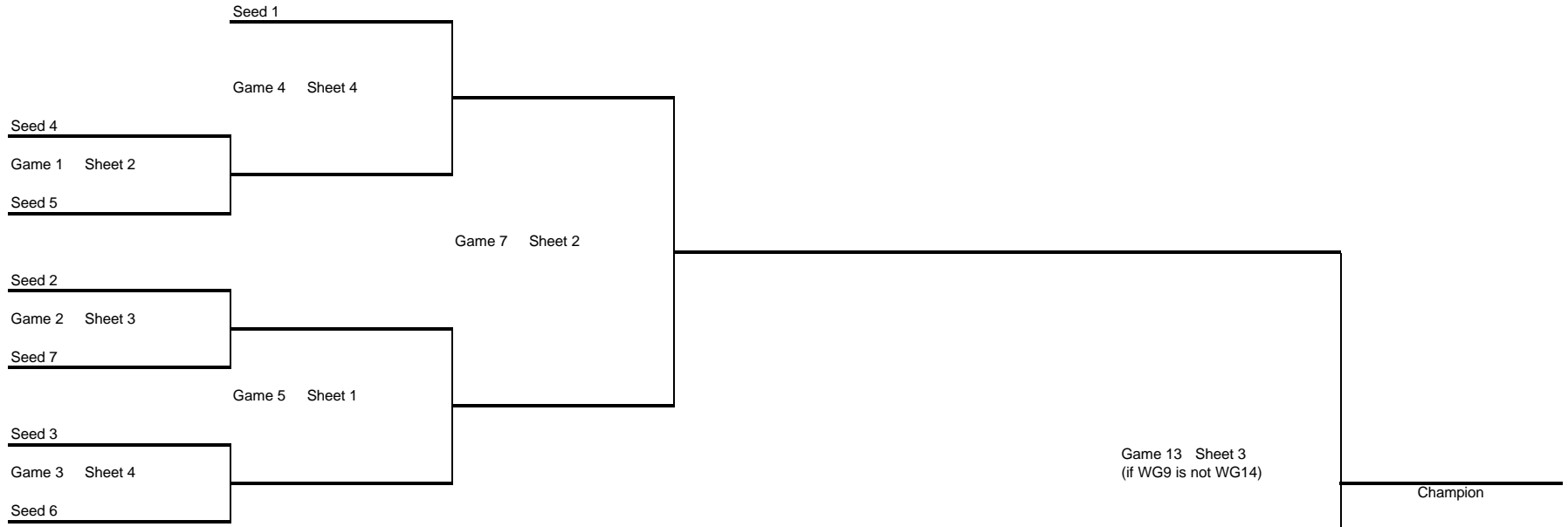
Saturday 9 am

Saturday 2 pm

Saturday 7 pm

Sunday 9 am

Sunday 2 pm



Friday 7 pm

Saturday 9 am

Saturday 2 pm

Saturday 7 pm

Sunday 9 am

Sunday 2 pm

Open - 1

Open - 3

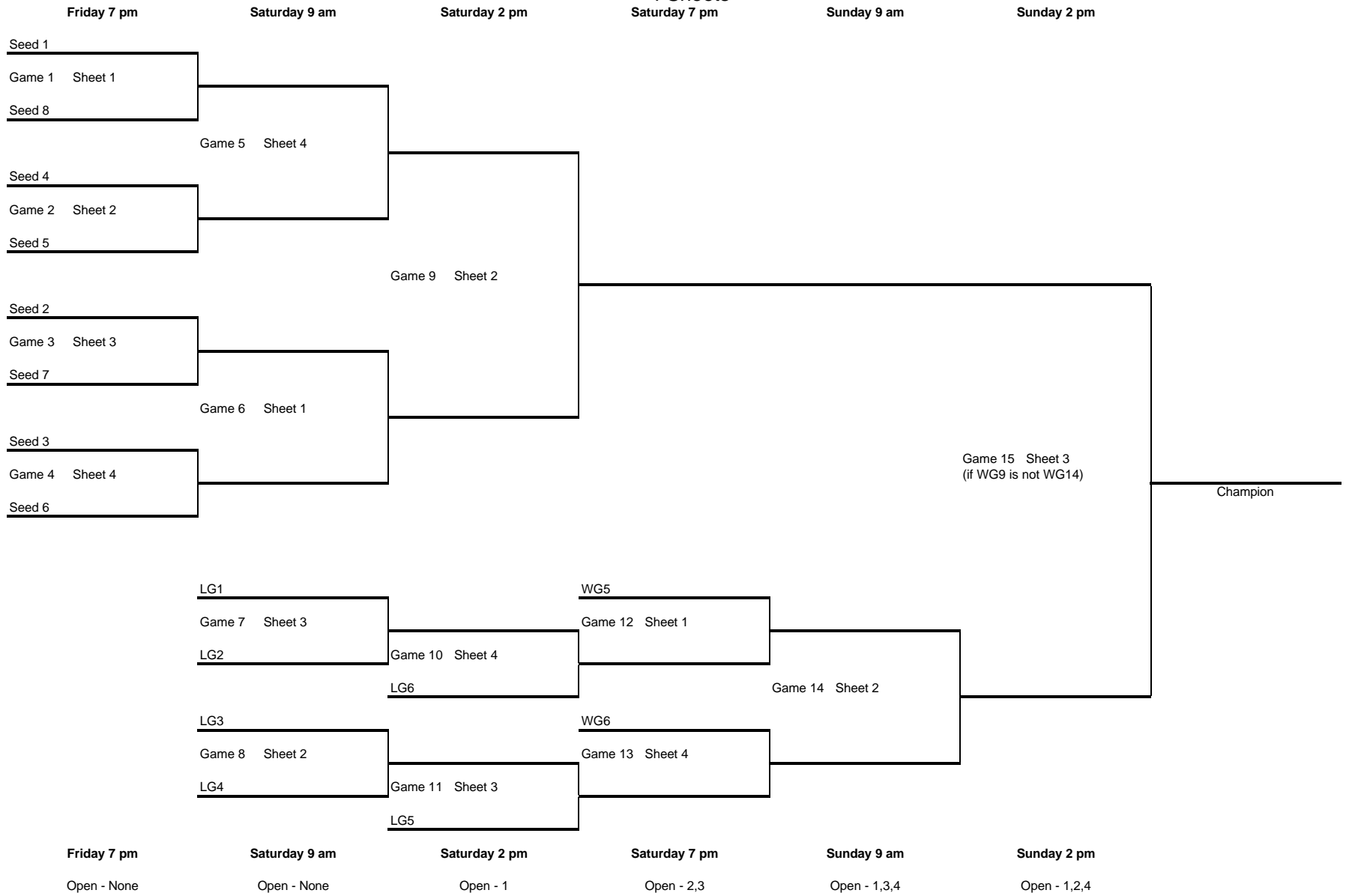
Open - 4

Open - 2,3

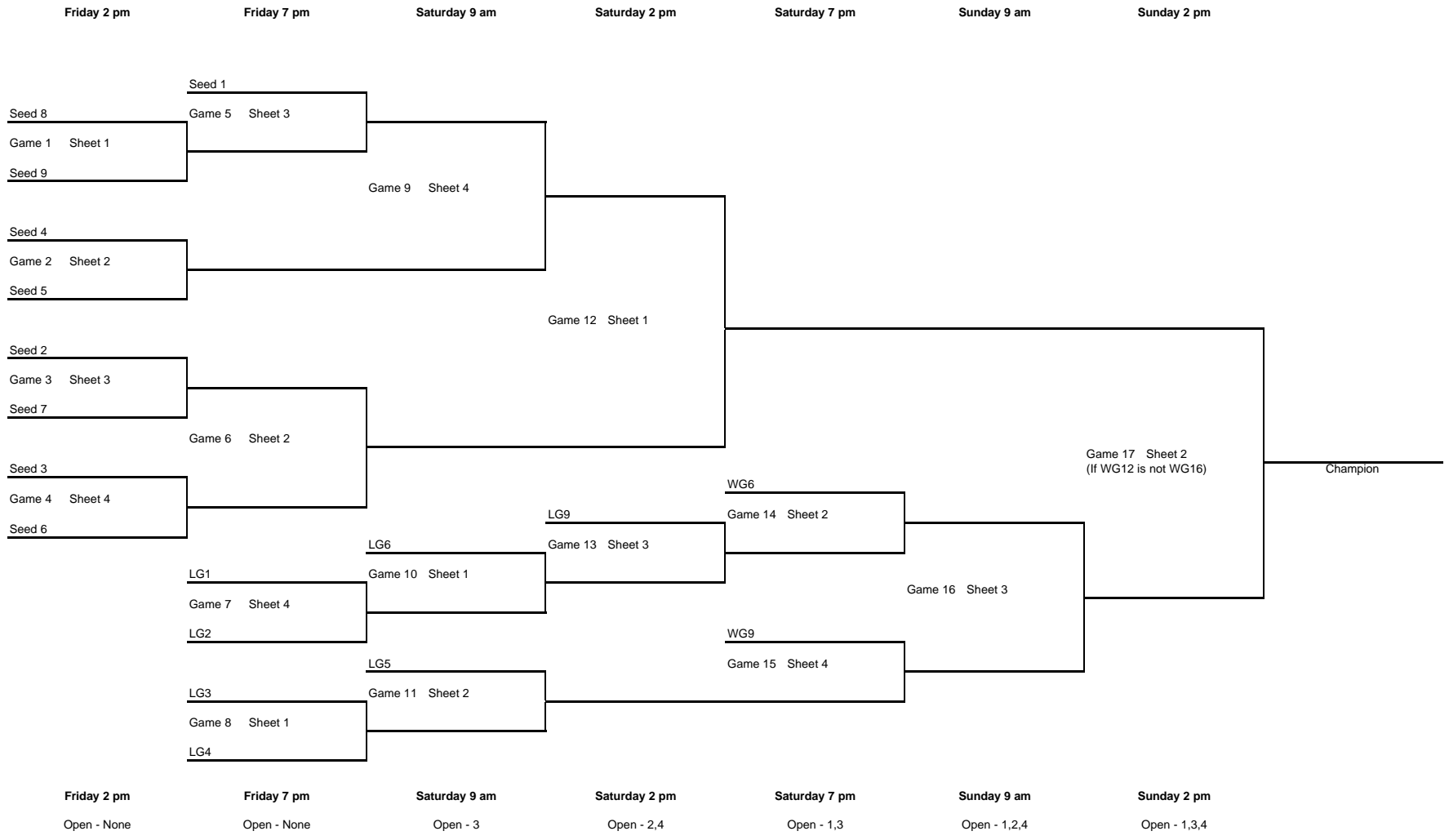
Open - 1,3,4

Open - 1,2,4

GLCA Championship Draw
 8 Teams
 4 Sheets



GLCA Championship Draw
 9 Teams
 4 Sheets



GLCA Championship Draw
 10 Teams
 4 Sheets

