

Rules for 2019-20 Nationals Playdowns

1. This year we have three teams competing for two spots in the 2020 Canadian Gay Curling Championships. As a result, playdowns will consist of a round robin. A team with two wins will qualify as Toronto 1, a team with two losses will be eliminated, and the remaining team (with one win and one loss) will qualify as Toronto 2. Should all three teams finish with one win and one loss, the tie breaking procedure (rule 7) will be followed.
2. Each team, including alternates, must be composed entirely of current full members of Riverdale or Rotators (or any combination thereof). Riverdale fifth players are not considered full members. Non-members must pay \$345 per person (\$300 if a fifth player) to become a member. Only players listed can play, but the alternate player may remain unnamed until required. Teams qualifying through the playdowns have the right to change the alternate player for the Canadian Gay Curling Championships.
3. Games will be scheduled for Wednesdays, from 6:15-9:00 p.m. The schedule will be: October 23 - Martin vs. Dodd, October 30 - Newell vs. Martin, November 6 - Dodd vs. Newell.
4. Ice time will be scheduled from 6:15-9:00 p.m. This should be sufficient time to complete practice time, an 8 end game, and possibly an extra end to break any ties. To protect the start time of the following league, no end will begin after 8:45 p.m., and any required tiebreaker will be decided by a fresh draw to the button thrown by each member of each team, the team with the lowest cumulative total being considered the winner. Draws to the button will be measured from the pin to the closest part of the rock.
5. Each team will have five minutes of practice time before each game, considered to have started upon the first slide by a player of the given team. The team listed first on the schedule above will have first practice, and choice of colour for the game.
6. Hammer will be determined by draws to the button thrown by each team immediately after they have completed their practice time. The lowest total distance of two draws, one in-turn and one out-turn, will determine which team has the last rock in the first end of each game. Over the course of the round robin, each player on the team is required to throw one draw to the button. That is, a player that has thrown a draw to the button before their team's first game will not be eligible to do so again before their team's second game.
7. The combined total draw to the button distance (of the four pre-game draws) will also be used as a tiebreaker in the event that each team wins only one of their two games. The lowest combined draw to the button score will be used to seed the teams, with the first place team qualifying as Toronto 1 for the CGCC. The other two teams will play another game to determine who will qualify as Toronto 2. The team seeded second will have the hammer in this elimination game. The tiebreaker will be scheduled at a mutually convenient time for the implicated teams, subject to ice availability.