

NCAA BOYS' AND GIRLS'**CURLING 2016-2017****1. SEASON OFPLAY**

Winter Season

2. LEVELS OFCOMPETITION

VarsityBoys

VarsityGirls

3. ELIGIBILITY

A school may enter 1 boys' team and 1 girls' team. No A, AA, AAA classifications.

Any athlete participating in an OFSAA Championship or an OFSAA qualifying event must have participated as a member of a bona fide high school program during the current season under the supervision of a teacher-coach as certified by the school principal.

A bona fide school curling program consists of eight (8) weekly practice/games minimum, under the supervision of a teacher-coach.

Any number of students may be on each team. (As long as a student's name is on the eligibility sheet, he or she may play).

The individual's birth certificate indicates that he has not reached his 19th birthday by January 1st. prior to the start of the school year in which the competition is held.

4. ELIGIBILITIESHEETS

The eligibility sheets must be received by the Convener, 3 DAYS BEFORE the first league game OR ANY TOURNAMENT that determines a Zone Champion.

5. GAMETIME

If there is a league, games will start at 3:00, or will be contingent on ice time availability.

If there is a one day tournament starting times will be determined after the organization meeting held by the Convener.

6. REPORTINGSCORES

The WINNING team will report the scores to the Athletic Convener in charge.

7. DEFAULTING AGAME

If a team does not show up 30 minutes after the designated time for the start of the game, they default the game to the team that is there.

8. GAME FORFEITURES

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than 48 hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regard to tie breaking procedures. (ie if the team is tied for 3rd, the team will be relegated to 4th place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (ie when two teams qualify for SOSSA).

9. LEAGUE AND CHAMPIONSHIP FORMAT

The format for league play, play-offs and championships will be discussed at the Convener's Individual Sport Body Meeting. All schools participating are to send a representative to the Convener's Individual Sport Body Meeting otherwise forfeit all **rights for input** in the League and Championship format.

If a point system is used, the following format will be used:

- 10 points for a win;
- 1 point for each end won;
- 1/4 point for each point scored (maximum 4); 1/2 point for a blank end;
- 16 points for a default;
- NO points for an extra end (ie. tie breaker);
- A penalty of 5 points is given to the defaulting team.

Any game / match not played will be recorded by the convener as a win for the school who did not forfeit.

In team sports where standings are used to determine play-offs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

10. GENERAL POLICIES for NCAA LEAGUE PLAY

- a) The coach or designated person must be present during the entire game.
- b) The teams can have 2 1-minute time outs and must be called from the ice surface as well as a 2-minute break at the conclusion of the 3rd end. (if we were to stop at the conclusion of each end, we might manage to get 4 ends in. Also, we have had some issues in the past at keeping some coaches from running their time outs into the 3-4 minutes long)
- c) Each regular season game is 6 ends.
- d) Tie games are to be broken by playing a half-end (each player throws one rock only). (**Only if time allows** – otherwise the result remains a tie).
- e) Only four players may begin the game. There are no limits on the number of substitutions allowed, but a player who has been removed from the game may not be substituted back in. (Because league play is all about learning and have fun, most of us will swap out 2-3 players at the half so that as many players as possible get on the ice.)

- f) Vicesaretomeasurerocks,fillinthecorecardsandsignthecards.One substitution is allowed during the game.
- g) Proper dress is required at all clubs. It is up to the school coach to ensure that this policy is upheld. Proper curling attire is that accepted by Club and International competition, or school uniforms. In the case of curling, this shall consist of curling pants / kilts with matching tops / jackets in their school colors. Tops should not be low cut and jeans are not permitted.
- h) The convener has the right to remove any player who is exhibiting poor behavior or sportsmanship or wearing inappropriate clothing.
- i) Curling clubs will usually charge a fee for icetime.

11. GENERAL POLICIES for NCAAPLAY-OFFS

- a) Before the warm-up begins, the 2 vice skips flip a coin; the winner has the choice of hammer or rock color.
- b) The loser of the flip gets the opposite.
- c) The “hammer” warms-up first and the “rock color” second on the sheet of ice that they will be playing on.
- d) There will be a 7 minute warm-up for each team.
- e) If a team receives a bye before the 1st. game; they will have a 7 minute warm-up on a “non-playing” sheet of ice before their 1st game.

Note: The other team does not get the warm-up privilege.
- f) 4 players must start the first game. After that, they may continue with 3 players if they do not have an available 5th player.
- g) If during a game, a player (and only 1 player) cannot continue, then the lead and/or second and/or the third throws 3 rocks each and the skip throws 2 per end.
- h) After the 4th end there will be a 5 minute break. Coaches can be part of the break.
- i) There can be 2-1 minute timeouts/team/8 ends; PLAYERS MUST STAY ON THE ICE SURFACE.
- j) If the game goes to EXTRA ENDS, there will be a 3 MINUTE break before the extra ends begin. There can be a 1 minute time out/team in the extra end.

12. PLAY-OFF FORMAT FOR ZONE 3 AND 4 BOYS' AND GIRLS' CURLING (NRHSAA/NCAA)

If one association has one team only then the NCAA champion plays the NRHSAA champion for zone championship. Winner goes to SOSSA. If a second entry to SOSSA exists, then the second place finisher in the zone champions association may challenge the runner up in the zone final for the second entry into SOSSA. If a challenge game takes place then the runner up in the zone final will host the challenge game.

When both associations (NRHSAA and NCAA) each have two or more teams in a classification, then the

zone play downs would feature the top two teams on each side qualify for the playoffs. There would be a crossover 1st from one association playing 2nd from the other association and vice versa in the semi-finals, and the two winners would then play in the zone finals. If the zone has two entries to SOSSA, both the winner and runner up in the zone final would qualify for SOSSA (there would not be a challenge game). In the semi- finals, the 1st place team from each association will host the game. In the finals, the result of the “flip” and “rotation” will host the game. One caveat to this is if both finalists are from the same association, and the rotation has the finals being hosted by the other association. In that case, the final will be hosted by the association to which both finalists belong.

13. ZONE ADVANCEMENT TO THE SOSSA COMPETITION

One boys' team and 1 girls' team will advance to SOSSA from Zone play.