

Welcome to the new curling season! Special Olympics Ontario offers athletes various competition opportunities across 18 official sports. Within our own advancement cycle, communities are grouped into conferences and compete in Provincial Qualifiers every four years. For curling clubs across Southern Ontario, there is an additional competition stream through SOO's partnership with CurlON: Ontario Curling Association.

SOO Curling clubs are grouped together into "Regions," closely based on their respective Curl ON zones. Teams attend Playdowns in their Region in a bid to advance to the Southeast or Southwest Qualifier and then on to the annual CurlON Men's Tankard competition. The Tankard will see the top A and B team from each Qualifier play each other.

For 2019-2020, the Tankard Region Structure will be as follows:

### Southeast Tankard Playdowns

<b>Region 1 (East)</b>	<b>Region 2 (South East)</b>
Haliburton Kawartha Lakes (Lindsay) Kingston Lennox & Addington Ottawa	Burlington Dufferin Hamilton Milton Mississauga Oakville Welland Weston York South
<b>Host: Richmond (Ottawa), November 30</b>	<b>Host: York South (Richmond Hill), December 7</b>
<b>Southeast Tankard Qualifier: Kawartha Lakes (Lindsay), January 4th</b>	

### Southwest Tankard Playdowns

<b>Region 3 (West)</b>	<b>Region 4 (South West)</b>
Barrie Central Bruce Collingwood Huron Kincardine Muskoka Orillia Owen Sound South Saugeen	Brantford Kitchener London St. Thomas Stratford Windsor Woodstock
<b>Host: Barrie, November 30</b>	<b>Host: Woodstock, December 1st</b>
<b>Southwest Tankard Qualifier: TBD</b>	

**Curl ON Tankard: Cornwall, February 1<sup>st</sup>, 2020**

## 2019-2020 Tankard Region Playdowns

Each of the four Tankard Regions will host a Region Playdown in which all A and B level teams may compete. Regions 1 and 2 will advance to the Southeast (S-E) Tankard Qualifier, and Regions 3 and 4 will advance to the Southwest (S-W) Tankard Qualifier.

Each Region Playdown will advance two A level teams and two B level teams to their respective Tankard Qualifier. As such, each of the S-W and S-E Tankard Qualifiers will host a maximum of eight teams.

Region Playdowns are hosted by community clubs in late November to mid- December of each year. The Competition Host is responsible for all costs associated with hosting the Region Playdown. The Competition Host will charge up to \$25 per athlete and (a maximum of) \$15 per coach as a registration fee. This registration fee is intended to cover all costs associated with hosting the event.

Competition Hosts encountering a deficit for hosting the competition may apply for a Provincial Grant to offset the deficit in the budget. All budgets must be pre-approved by Sport Developer Hellaina Rothenburg prior to submitting grant application. Click here to access the Provincial Grant Application: <https://www1.specialolympicsontario.com/support/provincial-grant/>

Community clubs attending a Regional Playdown are responsible for their own travel and accommodations. Communities in need of financial assistance may submit a Travel Subsidy Grant application: <https://www1.specialolympicsontario.com/support/provincial-grant/>

Note: If the Competition Host is coaching in that competition, alternative arrangements must be made with SOO's Sport Developer to assign a qualified individual to oversee the event.

Please see attached Sample Invitation – this document is to be edited for your competition. Also included: Team Entry Form, Tournament Format and Competition Rules to be distributed to the teams participating.

## 2020 Tankard Qualifier Guidelines (Southeast and Southwest)

The Tankard Qualifiers will be hosted in the southeastern and southwestern areas of the province and must be completed by second Sunday of January of each year.

The winners of the A and B divisions from each Tankard Qualifier will advance to The Men's Tankard OCA Men's Provincial Curling Championship.

### Participating Team Responsibilities:

Community clubs attending a Tankard Qualifier are responsible for their own travel and accommodations. Communities in need of financial assistance may submit a Travel Subsidy Grant application: <https://www1.specialolympicsontario.com/support/provincial-grant/>.



# Curl ON - SOO Tankard 2019-2020



## The Tankard 2020 Guidelines

The Men's Tankard Provincial Curling Championship is a Curl ON competition. The Men's Tankard 2020 will be hosted in Cornwall, Ontario from January 28- February 2, 2020. Special Olympics Ontario will have the opportunity to showcase our talented curlers in 'A' and 'B' division Championship games.

A and B division winners from the Southeast and Southwest Tankard Qualifiers will attend the event on February 1, 2020. SOO will have a representative on-site at the event as the point person for the teams.

### **Participating Team Responsibilities:**

Community clubs attending a Regional Playdown are responsible for their own travel and accommodations. Communities in need of financial assistance may submit a Travel Subsidy Grant application; click here to access the online form:

<https://www1.specialolympicsontario.com/support/provincial-grant/>.

### **Further Information:**

Any questions regarding The Tankard 2019-20 should be directed to:

Hellaina Rothenburg  
SOO Sport & Competition Developer  
1-888-333-5515 Ext. 276  
[hellainar@specialolympicsontario.com](mailto:hellainar@specialolympicsontario.com)

## Special Olympics Ontario Curling The Men's Tankard 2019-2020 Tournament Format for Qualifying Competitions

### Region Playdowns:

1. The registration deadline for all Region Playdowns will be 10 days in advance of the date of the competition. This will be a firm deadline. The Competition Host has the right to refuse registrations received after the stated deadline.
2. Teams entering a Region Playdown must do so with the intent to proceed to the Tankard Qualifier and the Tankard event. Teams not intending to proceed to the Tankard Qualifier and Tankard event must declare that on their Team Entry Form. Teams not intending to proceed will have the option to enter the Region Playdown as an invitational team only. The Competition Host has the right to refuse Invitational teams based on facility size, overall tournament structure, etc.
3. Competition hosts have the option to offer lower ability invitational divisions within their competition. This option will be based on facility size and time allotment.
4. The divisioning committee and the Tankard Technical Team for that Region Playdown have the right to deem teams' ineligible due to their ability level (e.g. C, D level teams). Any team deemed ineligible for reason of ability level will be given the option to participate as an invitational team where their game results do not affect the final team standings.
5. Competition format: Two-team divisions will play a best-of three series. Three, four and five-team divisions will play a full round robin. Six-team divisions will be divided by skill as equitably as possible (by the Divisioning Committee) into two pools of three teams each. Each team in one pool will play all three teams in the opposite pool. Teams will then be rank ordered (from 1<sup>st</sup> to 6<sup>th</sup>) based on points. For all round robin formats, ties in the standings will be broken as per section #10 of the Rules Supplement (attached).
6. If all participating teams are divisioned into the same level (i.e., either A or B), the top four teams (in the standings) following round robin play will advance to their respective Qualifier.
7. If one team is divisioned into one level and the remaining teams are divisioned into the other level, a full round robin tournament will take place. The entry in the one-team division will advance to their respective Qualifier as will the top two teams (in the standings) from among the remaining teams (based on the tie-breaking rules as outlined in the SOO Curling Rules Supplement).

### Tankard Qualifiers:

The registration deadline for the Tankard Qualifiers will be 10 days in advance of the date of the competition. This will be a firm deadline. Special Olympics Ontario has the right to refuse any registrations received after the stated deadline.

## Special Olympics Ontario Curling Rules Supplement 2019-2020

Canadian Curling Association (CCA) Rules of Curling and Special Olympics Canada (SOC) Official Curling Sport Rules will govern Special Olympics Ontario curling competitions, with the following clarifications:

1. Teams must have a minimum of four (4) players to start the game/competition (as per their pre-registered team roster) if a player becomes injured and cannot continue, teams will play with three (3) players. Each player listed on the roster must be physically capable of performing the delivery and sweeping responsibilities of his/her assigned position.
2. Divisioning games will be two (2) ends. Each team will be required to play all players whose names appear on the final team roster. The position played (i.e., skip through lead) during the divisioning round must be as outlined on the Team Entry Form.

The Divisioning Committee will comprise individuals who are familiar with the game of curling and who are not considered to be in a "conflict of interest" with any of the competing teams. During the divisioning round, each member of the Divisioning Committee will observe each team. The Committee may request that a team play an additional end should there not be a consensus on that team's ability level. The Divisioning Committee and official-in-charge have the authority to stop a divisioning game after one end. After the completion of the divisioning round, the Divisioning Committee will meet to finalize the divisions and post the competition schedules. Decisions of the Divisioning Committee are considered final and are not open to protest.

3. The number of ends constituting a "regulation" game, minimum of four (4) to a maximum of six (6) ends, will be determined by the event format such that athletes are not required to play more than 18 ends in a single day. Ends played during divisioning and tie-breaking are not included in the 18-end maximum.
4. Time limit and mid-game break:
  - For four (4) end games, no new end will begin after 55 minutes of playing time; there will be a three (3) minute mid-game break.
  - For six (6) end games, no new end will begin after 1 hour and 20 minutes of playing time; there will be a three (3) minute mid-game break.
  - Team time outs, Fair Play time outs and officials time outs will not be counted towards playing time.
5. Championship (and Consolation) final games may be included providing their inclusion does not exceed the maximum number of ends/day of 18. In situations in which Championship (and Consolation) final games are not included, the first-place team in each pool following the completion of pool play will be declared the winner of that pool.
6. A coin toss will be conducted between the opposing vices prior to each game. The winner of the coin toss will have the choice of throwing the first or last rock in the first end. The team throwing first rock will have the choice of handle (rock) colour. The vices will inform the official-in-charge as to the outcome of the coin toss (i.e., hammer/rock colour). If possible, team names will be posted in the lounge once rock colours are determined.

7. Games tied at the end of regulation ends/time limit will be decided by a "draw to the button". A one-minute break is permitted between regulation ends and extra ends/draw to the button.
8. "Draw to the button": The rock may be thrown by any one of the team members. The team with hammer has choice of throwing first or second. The delivering team may hold a target broom and sweep the delivered rock. The non-delivering team may not sweep the delivered rock. In order to score, a delivered rock must come to rest in contact with the house. In the case where the first thrown rock comes to rest covering the pin, that team will immediately re-deliver, in case extra rocks are required. The second rock will only be utilized in the event that the opposing team's rock also covers the pin. Team's should immediately re-throw for each successive rock that also covers the pin.
9. All games will be played to a win (see point #7). In a round robin format, points will be awarded as follows:
  - o Three (3) points for a win in regulation ends or at time limit
  - o Two (2) points for a win in a draw to the button decision
  - o One (1) point for a loss in a draw to the button decision
  - o Zero (0) points for a loss in regulation ends or at time limit

Game scores will be recorded for the purpose of tie-breaking. Vices are requested to post the final end score before leaving the ice. Points scored in the tie-breaking procedures described in points #7 & #8 (i.e "draw to the button") will not be used in the tie-breaking process.

#### Notes:

- i) The minimum number of curlers required to start a game is four (4), if a player becomes injured and cannot play the team may continue with three (3) players in that game. Beginning a new game with only three players is only permitted in extenuating circumstances and must be approved by the head official.
  - ii) In the case in which a team is unable to complete a game as a result of dropping below three athletes, the non-offending team will be awarded the win and one "point for" per uncompleted end.
  - iii) Teams unable to field the minimum number of curlers to begin any game of the competition will be disqualified. In the case in which this situation arises after the competition has begun, the records of all games involving that team shall be deleted from the standings.
  - iv) In Best of Three and three team division formats, three games must be played in qualifying competitions where applicable.
10. Ties in the standings will be broken based on the following in games between the tied teams: head to head win/loss; points against (averaged across the number of ends played); points for (averaged across the number of ends played); "draw to the button". Once a team is eliminated from the tie, the process starts at the beginning and is applied to the remaining tied teams. If a tie still exists, the process is applied to all games played by the tied team(s). In the case in which one or more of the tied teams has/have not played each other, the tie-breaking process moves directly to all games played by the teams involved in the tie.

11. With the exception of the “Curling FUNDamentals” and “Adaptive” divisions, coaches will be permitted to access the playing area only during timeouts and Fair Play timeouts (see points #12 & #13). In “Curling FUNDamentals and “Adaptive” play, the Host Committee will provide on-ice monitoring of the athletes.
12. Timeouts: Two timeouts per team per game, of a maximum duration of one minute each, will be permitted during regulation ends. In the case in which a game is tied at the completion of regulation ends, an additional one-minute timeout per team may be taken during the extra half-end. Timeouts may be called by either a coach (from behind the glass) or by an athlete (from the playing surface). The team requesting the timeout must advise the official-in-charge prior to entering the playing area. Only the team in control of the house may call a timeout during an end. Only the team delivering the first rock of the next end is permitted to call a timeout between ends. The official-in-charge will begin timing the timeout once both coaches have reached the playing area. Coaches must enter the playing area together. Coaches may not step onto the ice surface during timeouts.
13. Fair Play timeouts: Fair Play timeouts may only be called by the official-in-charge. Only the coach of the team for which the timeout has been called may go to the home (i.e., glass) end of the playing area to speak to the athlete(s). Discussion between the coaches and the athlete(s) is to be limited to the issue for which the Fair Play timeout was called.
14. Substitutions: Alternate (5<sup>th</sup>) players must play a minimum of two (2) regulation ends/game.
  - For other than extenuating circumstances (e.g., injury, sickness), substitution is permitted only between ends. If substitution is required during an end of play, the substitute enters the delivery position of the player being substituted for. Players may then “re-order” themselves to start the next end, if they choose.
  - One re-entry per player will be permitted to accommodate the requirement to utilize the alternate. Should one of the starting players be injured or become ill, the alternate may re-enter the game to play in the position vacated. In such cases, the player replaced may not re-enter the game.