

We discovered a few inconsistencies/issues with our constitution that affect our curling competitions. Here is what is currently in place along with proposed changes:

Current Constitution:

12. "...The district with the most registrations for that category will receive the first wildcard berth, unless they are hosting zones and the district with the second most registrations for that category will receive the second wildcard berth, unless they are hosting zones. If a district does not have a curling team for one or any categories, then the third district with the most registrations for that category will receive the next wildcard berth, unless they are hosting zones and so forth."

Issues: Currently, we have so few registrations from each district for ALL categories, that allocating wildcard berths is difficult. Every category ended up having more than two wildcards given out. Not allowing the zone host to have access to wildcards does not work with our current demographic...for example, this year the host zone had 4 teams registered in one category, more than any other zone. Yet, the constitution does not allow for the host to be given wildcard berths. In addition, there is nothing in the constitution to break ties if zones have an equal number of registrations (which happened this year).

Motion to change constitution to:

12. "...The district with the most registrations for that category, in excess of the zone berths they have received, will receive the first wildcard berth, **unless they are hosting zones**. The district with the second most registrations for that category in excess of the zone berths they have received, will receive the second wildcard berth. If a district does not have a curling team for one or any categories, then the third district with the most registrations in excess of the zone berths they have received will receive the next wildcard berth. The host zone is eligible for the third and subsequent wildcard berths. If districts are equally eligible for a wildcard berth, a random draw will be made to determine which district will receive the berth."

Rational – the host already has a host spot and possibly earned spot, therefore they should not be allowed to get the first wildcard even if they have the most registrations. They should be allowed to get the second, or third wildcard wildcard.

Current constitution:

18. iv. 4. "...1 vs 2 crossover playoff game - The team which finished first in their pool will be rewarded with hammer in this game, thus the extra delivered stone is not required as part of the practice. Teams will still flip a coin to determine order of practice and colour of stones. The team with hammer receives first practice, the other team selects rock color."

Issue: No coin flip is needed. This rule contradicts itself. Motion to strike sentence reading: "Teams will still flip a coin to determine order of practice and colour of stones."

Current Constitution

18. Hammer * NEASAA and ASAA Policy but not in our updated Constitution September 2018.

Practice and Draw to the button procedures for Round Robin, Tie Breakers and Medal Games:

- i. 30 minutes prior to the scheduled start time, the thirds will flip a coin. The winner of the coin toss will choose second practice or colour of rocks. At the end of the practice, an extra stone will be delivered as a draw to the button.
- ii. This stone can be delivered by any player on the team with sweeping allowed.
- iii. This stone must be measurable in the house.
 1. If the stone is in the free-guard Zone or not in play, the stone must be delivered again, by different team member, and a score of 72" or 189 cm will be recorded. This process is repeated until a stone is measurable in the house. If the second team's rock does not stop in the house and the first team had a measurable stone, the second team does not throw again.
 2. If the stone covers the pin, the stone must be delivered again, by a different team member, and a score of 0" or 0 cm will be added to measurement. This process is repeated until a stone is measurable in the house. If the first team does not cover the pin and the second team covers the pin, the second team does not throw again. A score of 0" will be recorded for any team covering the pin during their first attempt for tie breaker purposes (see section 19. Tie Breakers).
- iv. The same player may deliver the 1st draw to the button attempt in all games. Rotation of players is only required if the 1st attempt is not measurable.
 1. The team with the lower measure at the end of each team's practice will be awarded hammer in the first end of play.
 2. The measurements of the three round robin games will be recorded and totaled for tie breaking placing and determining the hammer in medal games
 3. All measurements will be done by the thirds and agreed upon by both teams. Measurements are recorded on paper and are collected by the Host to be tallied, only the first delivered rock is recorded, the distances of additional rocks is only used should the opposing team's first rock not reach the house, or covers the pin, they determine hammer in the first end.
 4. 1 vs. 2 crossover playoff game - The team which finished first in their pool will be rewarded with hammer in this game, thus the extra delivered stone is not required as part of the practice. Teams will still flip a coin to determine order of practice and colour of stones. The team with hammer receives first practice, the other team selects rock colour.
 5. For the medal games, the team with the lower combined total from the draws to the button from the round robin games will be awarded hammer and first practice. The other team will select rock colour and have second practice.

Motion to change constitution to:

18. Hammer Determining which team gets last rock advantage ("hammer") to start the game will be done as follows:

- a) round robin and tiebreaker games - coin toss between thirds to determine**
- b) 1 vs 2 crossover playoff game - the team which finished first in their pool will be rewarded with hammer in this game.**
- c) medal round games - the better draw to the button measurement, which was done after the first game, will determine hammer.**

Rational – We have some new curlers (bambies on Ice) which are curling for the first time, as a result they have a hard time making the house on their first try. Thus, the process of drawing to the button before each game takes up time that we do not have! We are starting to video stream games and parents and people trying to view the game did not like that we were not on schedule, nor is it fair to the student curlers. After the first game students have a better feel for the ice and are better able to draw to the button which determine the tie breakers. Since we are only sending 3 teams to Provincial they can easily adapt to drawing to the button for hammer, because they are the best 3 teams in the zone and not the (bambies on Ice). Thus, we do not have to make 24 teams suffer drawing to the button before each game during Zones. I know I spoke to all of my curlers and they said they are really played out after so much curling, and said that they would rather not have to throw extra rocks and draw to the button, they said they preferred the toss of a coin to determine hammer. It is not in the normal rules of curling; it is not done in normal Men's, Women's, and Mixed League curling, so why are we making our students do it?

Current Constitution

19. Tiebreaks

- a) If two teams are tied for first, the game between the two teams will determine first and second place.
- b) The tie-breaking procedure will include a draw to the button to take place after the conclusion of the first game, by all teams involved in the competition. Teams may select any player to deliver the draw to the button. One practice rock will be thrown and sweeping will be allowed.
 - i. If three teams are tied for first, the team with the rock closest to the button will be awarded 1st place in the pool. The other two teams will play a four-end game to determine the 2nd place team. Extra ends will be played if necessary.
 - i. If three teams are tied for second place, the team with the rock closest to the button will be awarded bye. The other two teams will play a four-end game with the winner then playing the team with the bye in another four-end game to determine 2nd place in the pool. Extra ends will be played if necessary.

Motion to change constitution to:

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1. If the stone is in the free-guard Zone or not in play, the stone must be delivered again, by different team member, and a score of 72" or 189 cm will be recorded. This process is repeated until a stone is measurable in the house.

2. **If the stone covers the pin, the stone must be delivered again, by a different team member, and a score of 0" or 0 cm will be added to measurement. This process is repeated until a stone is measurable in the house.**
 - i. **If three teams are tied for first, the team with the rock closest to the button will be awarded 1st place in the pool. The other two teams will play a four-end game to determine the 2nd place team. Extra ends will be played if necessary.**
 - ii. **If three teams are tied for second place, the team with the rock closest to the button will be awarded a bye. The other two teams will play a four-end game with the winner then playing the team with the bye in another four-end game to determine 2nd place in the pool. Extra ends will be played if necessary.**

Rational – Just needed clarification