

Canada Games Curling Pre-Trials Tie-Breaking Process for Round Robin Play November 20-23, 2009

Ties

1. Teams that complete the round-robin with identical win/loss records are considered to be tied.
2. Teams tied for a qualifier position shall only be eliminated from qualifying by playing a tie-breaker game(s).
3. The only playoff position that shall involve tie-breaker games is the fourth and final playoff position.
4. The Canada Games Curling Committee shall make all final decisions with regard to the administration of tie-breakers.
5. Coin toss will determine last rock for all tie-breaker games.

Tie-Breaking Process

1. When teams are tied for a qualifying position, the round-robin win/loss record of those teams against each other shall be used to determine their ranking and therefore how the teams are positioned in the round robin or tie-breaker game(s).

Example: 2 teams tied for 2nd place at 3-2 record. If Team A defeated Team B in the round robin, Team A would be awarded 2nd place.

If a complete ranking of the tied teams cannot be established by a single comparison of the win/loss record of all tied teams, and ties still remain, a second comparison for ranking shall be made utilizing the win/loss records of only the remaining tied teams.

Example: 3 teams tied for 2nd place at 3-2 record. If Team A was 2-0 versus Team B and Team C in the round robin, Team A would be awarded 2nd place. Since Team B defeated Team C in the round robin, Team B would be awarded 3rd place and Team C awarded 4th place.

2. When the ranking of tied teams eligible for qualifying positions cannot be established by successive comparisons of win/loss records as defined above, only those teams that remain tied after such comparisons shall be ranked by implementing the Draw to the Button Process.

Example: 3 teams tied for 2nd place at 3-2 record. If all three teams were 1-1 versus each other in round robin play, those teams would be ranked using the Draw-to-the Button results.

3. If two (2) teams are tied with the same record for the fourth qualifying position, one tie-breaker game will be played. The game will be played on Sunday, November 22 at 2pm
4. If three (3) teams are tied with the same record for the 3rd and 4th qualifying positions, one tie -breaker game will be played. Teams will be ranked by win/loss records against other teams tied. If teams cannot be ranked by the comparison of win/loss records, teams will be ranked by the DTB results. The 1st placed team will be awarded the third qualifying position and 2nd vs 3rd placed teams will play a tie-breaker game on Sunday, November 22nd at 2pm for the fourth qualifying position.
5. If three (3) teams are tied with the same record for the 4th qualifying position, two tie-breaker games will be played. Teams will be ranked by win/loss records against other teams tied. If teams cannot be ranked by the comparison of win/loss records, teams will be ranked by the DTB results. The first ranked team will play the winner of the 2nd vs 3rd tie-breaker game. 2nd vs 3rd tie-breaker game will be played on Sunday, November 22nd at 2pm. The winner of the 2nd vs 3rd tie-breaker game will play the 1st ranked team on Monday, November 23rd at 2pm.

Draw to the Button (DTB) Process

During the pre-competition practice, each of the four team members shall deliver one draw shot to the tee with sweeping allowed. Each individual's rock that can be measured shall be measured to determine its distance from the tee up to a distance of 6 feet (1.829 m) and then shall be removed from play. Stones that cannot be measured due to their close proximity to the tee shall be assigned a distance of 0. Stones that are located outside the 6 foot perimeter shall be assigned a distance of 6 feet 1 inch (1.854 m). The team's accumulated total distance from the tee shall determine their ranking. The least accumulated distance shall receive the highest ranking and so on until ranking is completed. In the case of a three player team, the first player to deliver a stone for his/her team shall also deliver the final stone for his/her team.