



2021 - 2022 Season

## Tournament Draft

### A. Competition Layout:

- We will play in clubs with 3, 4, 5, and 6 sheets of ice. For some events, we will need 2 clubs on Friday and 1 club only on Saturday and Sunday. For dates, please visit the "Calendar" tab on the web site. Here's the list of events:

October	Laval sur le lac (3)	TMR (6)
November	Glenmore (4)	Rosemère (3)
December	Lachine (3)	Pointe-Claire (3)
January	Boucherville (5)	

- There will be 4 sections: **A, B, C** and **D**.
  - In the Preliminary Rounds, the **A** section will lead to the **C** section.
  - In the Qualifying Rounds, the **A** section will lead to the **B** section, while the **C** section leads to the **D** section.
- At the beginning of a draw, the teams will be divided into 5 units of 4 teams each in section **A**, according on their general rating in the **DMMC** league. For the first tournament, last year's rating will be used.
- The distribution of the teams will be done according to a controlled random approach to maintain a certain priority for the top teams. For example, teams from groups 1 to 5 will meet one of the teams from group 16 to 20. Those from group 6 to 10 will meet one of the teams from group 11 to 15. We will also keep the current block structure for level 2 games.

Example of a preliminary round							
Section A	Level 1	Level 2	Qualified	Section C	Level 1	Level 2	Qualified
A01	T.01 - T.20	<b>A11</b>	QA*	C01	L.A01 - L.A02	<b>C06</b>	QC*
A02	T.07 - T.11	W.A01 - W.A02				W.C01 - L.A14	
A03	T.02 - T.17	<b>A12</b>	QA*	C02	L.A03 - L.A04	<b>C07</b>	QC*
A04	T.10 - T.13	W.A03 - W.A04				W.C02 - L.A15	
A05	T.03 - T.19	<b>A13</b>	QA*	C03	L.A05 - L.A06	<b>C08</b>	QC*
A06	T.06 - T.15	W.A05 - W.A06				W.C03 - L.A11	
A07	T.04 - T.16	<b>A14</b>	QA*	C04	L.A07 - L.A08	<b>C09</b>	QC*
A08	T.08 - T.14	W.A07 - W.A08				W.C04 - L.A12	
A09	T.05 - T.18	<b>A15</b>	QA*	C05	L.A09 - L.A10	<b>C10</b>	QC*
A10	T.09 - T.12	W.A09 - W.A10				W.C05 - L.A13	



- After the first game in the **A** section, all the teams will **draw to the button** to determine a general rating which will be used to sort out the teams in the Qualifying Rounds. You will find in the next section the general rules and the allocation of points for the **draw to the button**.
- After the first game has been played in the **A** section, the 10 winning teams will continue to level 2 in their respective block. Meanwhile, the 10 losing teams will be placed at level 1 in **C** section and in their assigned block.
- Once the second game has been played in the **A** section, the 5 winning teams will be ranked for the Qualifying Round of the **A** section depending on the results of the **draw to the button**, while the 5 losing teams will move to Level 2 in the **C** section, in their assigned block.
- After the first game has been played in the **C** section, the 5 winning teams will move to Level 2 of the **C** section and play against the losing teams of the **A** section. The 5 losing teams will be ranked for the Qualifying Round of the **D** section, depending on the results of the **draw to the button**.
- Once the second game of the **C** section has been played, the 5 winning teams will be ranked for the Qualifying Round of the **C** section, depending on the results of the **draw to the button**. The 5 losing teams will be out.

Qualifying Rounds				
Section A	<b>A16</b> QA4 - QA5	<b>A17</b> QA1 – W.A16	<b>A19</b> W.A17 - W.A18	Winner A
	---	<b>A18</b> QA2 - QA3		
Section B	---	---	<b>B02</b> L.A17 - W.B01	Winner B
	---	<b>B01</b> L.A16 - L.A18		
Section C	<b>C11</b> QC4 - QC5	<b>C12</b> QC1 – W.C11	<b>C14</b> W.C12 - W.C13	Winner C
	---	<b>C13</b> QC2 – QC3		
Section D	<b>D01</b> QD4 - QD5	<b>D02</b> QD1 – W.D01	<b>D04</b> W.D02 - W.D03	Winner D
	---	<b>D03</b> QD2 - QD3		

- In the Qualifying Round of the **A** section, the losing teams from **A16**, **A17** and **A18** positions will be ranked for the Qualifying Round of the **B** section in the above pre-set positions to prevent the teams from **A16** to meet too quickly, in the case of a defeat for both teams.
- The losing teams of the Qualifying Rounds of sections **B**, **C** and **D** will be out.

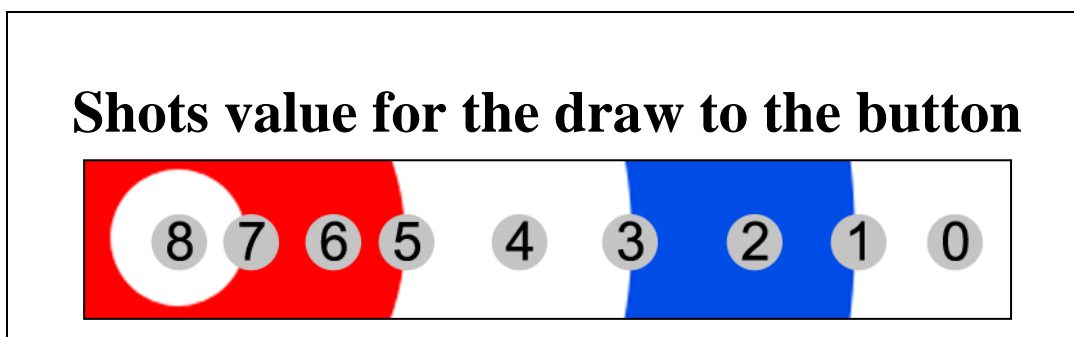


## B. Regulations for the draw to the button:

The results of the **draw to the button** will be used to rank the teams who make it to the playoffs of class **A, C** and **D**.

All the data collected during the **draw to the button** shall be submitted to the organizers of the two clubs to create a ranking based on the results. This ranking will be displayed in both clubs for the duration of the tournament.

The team with the best performance will get **6.0 PTB points** while the twentieth team will get **0.3 PTB points**, therefore there will be an upgrade of **0.3 points** per rank. These points will be added to the team card at the end of the tournament to enhance the process and they will break the ties in the general standings.



1. The **draw to the button** will take place at the end of the first game, on the same sheet of ice the two teams just played.
2. The color of the stones will be the same as those used during the game by both teams.
3. The team that will have won the game will throw first stone and alternate with the other team.
4. All the players of each team must participate in the draw to the button. If one player is missing, the Lead will throw 2 stones (the first and fourth). Each player will play alternately, and the other team members will keep their respective position according to the curling rules (one player in the house, two players brushing, and all stones being thrown in the same direction).
5. When the thrown stone as stopped, it will be awarded a value according to the diagram above (see **note 6**). The captains of the two teams reach agreement on the value to give to the shot.
6. **Note:** To award 8 points to a stone, the latter must completely cover the button screw. Therefore, the screw must not be visible on any side under the stone. Otherwise, 7 points will be given to this stone. This rule should apply because the circles of curling centers have different diameters.
7. When all shots have been completed, the organizer records all results and total points for each team. The minimum number of points is 0. The maximum number of points is 32.
8. All results must be forwarded to the Tournament Official. The order of priority of the shots is decreasing: Captain, Third, Second, First.
9. At the end of the process, the official ranks the teams according to the results obtained. The results range from 0.3 points for the twentieth team to 6.0 points for the first team with an upgrade of 0.3 points per rank.