



2017 USA Curling College Championship Guidelines August 2016

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August 25, 2016

Significant changes from 2016 Guidelines are highlighted in red.

2017 USA Curling College Championship Guidelines

TABLE OF CONTENTS

Section		Page
I	Guidelines Disclaimer	2
II	College Curling Mission and Goals	2
III	Qualifying and Championship Event Summary	3

USA Curling College Championship Rules

IV	Qualifying Events	
1	Individual Participant Eligibility	4
2	USCA Alcohol Consumption Policy	5
3	Uniforms/Advertising/Cresting	6
4	Qualifying Events	7
5	Regions	9
6	Qualifying Event Formats	10
7	Merit Points	11

V	Championship Event	
8	Invitations to USA Curling College Championship	14
9	Acceptance of Championship Invitation	15
10	Eligibility	16
11	Championship Event Check-In	18
12	Championship Rules and Procedures	19
13	Championship Format	20

Appendices

A	Event Definition Summary Matrix	21
B	Bonspiel Event Normalization Multiplier	22
C	Host School Point Table	23
D	Event Formats and Draw Brackets	24

I. USA Curling College Championship Guidelines Disclaimer

These Guidelines are intended to provide specifics for Qualifying Events and the Championship Event related to the USA Curling College Championship. All rules of play related to the sport of curling not specifically mentioned in this document, are considered to be covered by those rules found in the [2016-2017 USCA RULES of CURLING & Competition](#). This includes but is not limited to length of games and method of play. If you have any questions in this regard, please contact info@collegecurlingusa.org to request clarification.

II. Mission and Goals

The Mission of the USA Curling College Championship is to promote the growth of college curling through the establishment of a national championship, that encourages and rewards curlers attending a college or university, who compete against their peers at other academic institutions throughout the school year.

Trying to juggle class work and curling can make it very difficult for students to dedicate an entire weekend to a traditional bonspiel. By keeping the time commitment to a minimum, permitting event format flexibility, and not locking the on ice rinks to specific individual curlers, more students are able to participate in more competitive events over the course of a season.

There is great potential for alternative formats such as a “head to head” format, triangular or quad meets to make frequent and regular competitions between college curling clubs possible. Maintaining a smaller event size also makes it easier for the college clubs to organize and host events and minimizes ice time requirements if rental costs are involved.

The Goal of the USA Curling College Championship is the promotion and development of on campus curling clubs and curling activities. While many college/university campuses have curlers who participate in curling activities at nearby community curling clubs, few have formally organized into campus clubs. There are many advantages to being a recognized campus club, including increased student body exposure to curling activities and access to student organization funds that may help defray the costs of curling activities.

Notice:

USCA policy is to promulgate its rules in advance of the competition affected by those rules, through its due process of committee and board meetings. The USCA's College Championship Rules may be changed, in whole or in part, prior to the playdown process. This includes championship berth allotments for regions and specific teams, as granted in these rules. Any mistakes, omissions or ambiguity may be subject to clarification by the College Curling Committee. The regions and teams are not guaranteed a berth beyond the current USCA College Championship. The rules for one year's championship will not be construed to give or imply any right for future championships.

III. Qualifying and Championship Event Summary

The USA Curling College Championship is designed to recognize through competition the best college curling school in the United States. Sixteen schools will be invited to participate in this event. The event will feature a Split Round Robin format, with the sixteen schools seeded into four groups of four. The groups will be realigned based on their round robin record and vie for National Champion through Fifth Place recognition.

Schools earn a berth to the Championship by accumulating enough merit points to earn an invitation. Merit points can be earned through hosting, participating, and winning college only Qualifying Events. These events can be head-to-head against one other school, triangular, quad, and larger format events. Schools in the developmental region can also earn points through participation in the community curling club leagues and in non-college bonspiels. There will be regional consideration in the berth selection.

In all cases, it will be the SCHOOL that earns an invitation to compete at the USA Curling College Championship. At Qualifying Events, schools will be permitted to accumulate Merit Points for up to two teams per event in which they participate. At the USA Curling College Championship schools will be invited to bring as many curlers as they wish, and will be encouraged to substitute freely between draws, but will participate as a single team.

IV. Qualifying Events

1. Individual Participant Eligibility

- a. "General Rules and Guidelines" Reference- Except as stated otherwise below, all participants must abide by the USCA General Rules and Guidelines in the USCA Rules of Curling & Competition. Download at <http://www.teamusa.org/USA-Curling/Events/Championships-microsite/Inside-the-Championships/Rules> , see Section 2, Rule 2, page 19.
- b. Individual Participant Eligibility Standard for the USA Curling College Championship and its Qualifying Events-
 - i. For the purpose of participation in the USA Curling College Championship and its Qualifying Events, a participant must be enrolled as an undergraduate or graduate student (minimum of 6 credits) at a college or university in the United States, during all terms in which that individual participates in any USA college curling merit point event, and/or in which the championship event takes place, should that individual qualify for participation.
 - ii. **All individual participants MUST register at <https://usca.sportssignup.com> by 11:59pm Central Time, January 31, 2017. There is no cost associated with this registration. Individuals who do not register by the deadline date and time will not be eligible for the USA Curling College Championship, nor will they be eligible to earn points after February 14, 2017 until the registration list reopens.**
 - iii. All individuals **MUST** be members of the US Curling Association no later than January 31, 2017.
 - iv. All individuals must have been born on or after January 1, 1989 and on or before December 31, 1999.
 - v. All individuals must have and be able to present on request a current, valid, student ID and a photo ID card with birth date (can be student ID card).
 - vi. Participants are not required to be citizens of or reside in the United States.
 - vii. No individual may play for more than one school in any given school year.

*NOTE (1): USCA MEMBERSHIP AND PLAYER REGISTRATION ARE TWO SEPERATE ACTIONS. PLAYER REGISTRATION **DOES NOT** IMPLY USCA MEMBERSHIP. USCA MEMBERSHIP SHOULD BE ADDRESSED THROUGH YOUR LOCAL CURLING CLUB, USUALLY THROUGH MEMBERSHIP DUES WITH THAT CLUB.*

2. The USCA Alcohol Consumption Policy will be in effect for ALL College Curling Qualifying Events. Players who are under the age of 21 are subject to the same rule as for Junior Championships, which is as follows: Consumption of alcohol by players under 21 is prohibited from the time of departure from the city of home/school residence, through the competition, and until the return to the city of home/school residence, including, without limitation, any banquet or post championship/event celebration. Older players on a team with younger players who cannot drink alcohol may not encourage drinking by the underage members of their team. Teams found to be in violation of this policy will, along with sanctions mentioned in said policy, have all Merit Points for the current school year voided and will be ineligible to play in the USA Curling College Championship for that year.

See “2016-17 USCA Rules of Curling & Competition, **Section II, Rule 4, p. 21**”.

NOTE: Link will take you to the current version available, which may be the 2015-16 Rules.”

Download at <http://www.teamusa.org/USA-Curling/Events/Championships-microsite/Inside-the-Championships/Rules>

3. Uniforms/Advertising/Cresting

- a. Uniforms- For Qualifying and Championship events, team members (including coaches) are encouraged but not required to wear like uniforms, including shirts, jackets, pants, and headgear. Names are not required on any uniform.
- b. Sponsor Crests- Advertising (cresting) shall be permitted on a player's on-ice uniform and equipment and shall consist of embroidery, patches, screen printing, sublimation, or other design integration or adhesion (particularly in the case of equipment) in the exact same positions for each team member, must be neatly attached or incorporated into the uniform or on the equipment, and be professional in appearance. Sponsor crest/advertising on team uniforms must be pre-approved by the USCA. Teams should request approval for all sponsors cresting by writing and submitting a digital copy of the logo to the national office (entries@usacurl.org) at least two weeks in advance of the event.
 - i. Sponsors that will be categorically denied for this event include those that may not provide healthy lifestyles (bars, pubs, breweries, tobacco products, etc.).
 - ii. A USCA College Curling Committee representative may direct any team or player to remove or cover any advertising deemed objectionable by the USCA, before being allowed on the ice.
 - iii. Teams and players are also representing their respective school and must conform with their school's policy regarding sponsorships and the display of sponsor crests.
- c. All Uniform/Advertising/Cresting rules not specifically addressed in parts Sections 3.a or 3.b above are subject to 2016-17 USCA Rules of Curling & Competition, **Section II, Rule 8, p. 23**.

NOTE: Link will take you to the current version available, which may be the 2015-16 Rules."

Download at <http://www.teamusa.org/USA-Curling/Events/Championships-microsite/Inside-the-Championships/Rules>

4. Qualifying Events

a. Definition of Terms

- i. School- any single post-secondary organization that is defined by a single internet url ending in ".edu", or a single campus that is part of a state or region wide university network of campuses.
- ii. Host school- school(s) responsible for organizing and running a qualifying event
- iii. Team- any group of three or more individuals, consisting of any gender combination, with no set gender order of play. Qualifying Event organizers are permitted to require four players on ice at the start of play for each game.
- iv. Game- A curling match scheduled for eight ends (six ends games permitted if ice time constraints require.) Games scheduled for 8 ends must play a minimum of 7 ends, games scheduled for 6 ends must play 5 ends, with scores appropriate for calling the game early.
- v. Split School Team- any team that consists of individuals from more than one school. Split School Teams:
 1. Must consist of four players;
 2. Must have at least **two** individual players from one school;
 3. Points will be allocated to the associated schools proportional to the makeup of the individual team players;
 4. Will not add towards the school "count" in determining the number of schools participating in any Qualifying Event.
 5. Will be limited to Large Round Robin and Bonspiel event formats as defined in Section 4.b., with no school permitted to field more than a total of three individuals on Split Teams in any given event, nor will they be permitted to field players on more than one split school team.
- vi. 6-Game Limit- Merit Points for Head to Head, Triangular, and Quad events (as defined in Section 4.b.i) between any two particular schools will be limited to no more than six games overall through the season.
- vii. Intraschool Points- Points earned in Large Round Robin events and Bonspiels when two teams from the same school play against each other. Intraschool points will not be permitted from Small Events or Conferences.

b. Event Definitions (summarized in the matrix in Appendix A)-

i. Small Events

1. Head to Head- Consists of two schools playing directly against each other only.
2. Triangular- Consists of three schools, each of which play both of the other competing schools an equal number of times.
3. Quad- Consists of four schools, each playing a complete round robin against the other three competing schools and doing so at one location in no more than two consecutive days.
4. Small Round Robin- Consists of five schools, each playing a complete round robin against the other competing schools and doing so at one location in no more than two consecutive days.

Section 4.b. (continued)

ii. Large Events

1. Conference- Any event in which six or more schools compete, and each school plays against all other competing schools an equal number of times.
 - a. May take place over more than two dates and at more than one location.
 - b. Conference schools may play each other multiple times but ALL must play an equal number of games against all other schools.
 - c. Any excess above the minimum will be "demoted" to Head-to-Head status and the games will be reallocated towards the "6-Game Limit". If a pairing has otherwise exhausted its "6-Game Limit" no points can be earned.

EXAMPLE: A conference of 6 schools is established. The six schools play a complete round robin and begin a second round robin. One of the six teams cannot compete in the second round robin. The games played in the first round robin fall under the "Conference" umbrella in terms of the "6-Game Limit" count. The games of the second round robin fall outside of the "Conference" umbrella and are added to each school pairing count. The "Conference" provides advantage of by-passing the "6-Game Limit" and some aspects of the "open and advertised" rule (7.e.1 below) but imposes a level of commitment from those schools involved.

2. Large Round Robin- Consists of eight or more teams from six or more schools, divided into pools of equal size if an even number of teams or no more than one different if an odd number of teams. Each team playing all other teams within their group, and no school having more than one team per group. Intraschool points permitted in post-pool play only.
 3. Bonspiel- Consists of eight or more teams from at least five schools participating in a bracketed event that leads to a single undefeated winner. Bonspiel organizers should endeavor to avoid teams from the same school from meeting prior to semifinals for any event (intraschool games).
- c. Deadline for Qualifying Events: Events held between February 15, 2016 and February 12, 2017, inclusive, with results posted no later than February 14, 2017, will be considered for the 2017 USA Curling College Championship qualifications.
 - d. Merit points will be reset to zero the day following the final closing date for reporting results for any given. Results from events dated prior to the closing dates will NOT be accepted for inclusion in the "new year".

EXAMPLE: This year's final date for event inclusion in Merit Point consideration is February 12, 2017. February 13, 2017 is the first date that an event may take place for consideration for the 2018 USA Curling College Championship. Hence, an event that takes place the weekend of February 17, 2017 or later will be credited to the 2018 USA Curling College Championship.

5. Regions

- a. There are five regions:
 - i. **Region 1:** Connecticut, Massachusetts, Rhode Island, Vermont, New Hampshire, and Maine
 - ii. **Region 2:** Pennsylvania, Maryland, New Jersey, Delaware, and New York
 - iii. **Region 3:** Lower Michigan, Ohio, Indiana, Illinois, and Southern Wisconsin
 - iv. **Region 4:** Upper Michigan, Northern Wisconsin, Minnesota, North Dakota
 - v. **Region 5:** the remainder of the US.
 - vi. At least one school from each region will receive an invitation to the national event.
- b. Region 5 is currently considered an 'Emerging Region' for purposes of the USA Curling College Championship. Curling schools located in Region 5 will be given special consideration in earning merit points, due to the relative lack of potential competition in these areas. Special consideration includes earning merit points for competing in community curling club leagues and non-college specific bonspiels. Region 5 Special Events consist of:
 - i. Region 5 Community Club League Participation- Any regularly scheduled Community Curling Club League game consisting of six ends or more. This will be limited to no more than two teams per school and designated prior to the start of Community Club League Play. To earn points in this special category the on ice team must consist ONLY of eligible college players from one school.
 - ii. Community Curling Club League Results- Participation and results of games must be submitted for games played between February 15, 2016 and February 12, 2017, inclusive, with results submitted or confirmed by a community club official and received no later than February 14, 2017. 1 point will be awarded for each win, 0 points for each loss.
 - iii. Results from participation in non-college only events between February 15, 2016 and February 12, 2017, inclusive, with results submitted and confirmed by the event organizer and received no later than February 14, 2017 (schools claiming these points need to provide contact information of a club official who can verify the claim).
 - For the EVENT to be considered "point eligible" the games must be:
 - scheduled for a minimum of 6 ends
 - widely advertised and open to all individuals
 - In general, events listed on the USCA website <http://www.teamusa.org/usa-curling/events-section> (search under "Bonspiel") will be accepted.
 - If you are uncertain as to an event's eligibility contact the USA Curling College Committee Chair for review. Please allow one week for the review process.
 - 2 points will be awarded for each win, 1 point for each loss.

6. Qualifying Event Formats

- a. Approved formats for Qualifying Events are defined above in Section 4.b.
- b. Other formats are definitely not prohibited.
 - i. A wide variety of formats are available and event organizers are free to adapt the formats presented for their particular event or develop other formats they see fit.
 - ii. We cannot guarantee Merit Point allocations for significant adaptations of the presented formats or use of other formats unless presented to the USCA College Curling Committee for review beforehand. Please allow one week for the review process.

7. Merit Points

- a. National Championship Event Berths can be earned by accumulating points through hosting, participating in, and winning college only events. Points will be awarded in the following manner:
 - i. All Small Events as defined in Section 4.b.i, 2 points for a win, 1 point for a loss;
 - ii. All "Conference" and "Large Round Robin Events" as defined in Section 4.b.ii, 2 points for a win, 1 point for a loss;
 - iii. All "Bonspiel Events" as defined in Section 4.b.ii, 2 points for a win, 1 point for a loss the sum normalized to adjust for the potential of unequal number of games due to bracketing, according to the equation and Table Found in Appendix B, plus 1 bonus point added after the points are normalized for the undefeated winner of the event.
- b. Host Schools (as defined in Section 4.a.ii) will earn Merit Points according to the Table found in Appendix C.
- c. Qualifying Event Merit Point Limitations (summarized in the matrix in Appendix A)
 - i. Split School Teams are not permitted in any Small Event or Conference as defined in Section 4.b.
 - ii. Games outside of Event's advertised format (i.e. "pick-up games") will not be accepted, except as follows: If more teams register than the event's advertised format can accommodate, and ice time is available, head to heads may be scheduled at the same time as the advertised event. Members of the head to head teams may **NOT** play in the advertised event and vice-versa, even as alternates.
 - iii. Small Events as defined in Section 4.b.i
 1. No school is permitted to field more teams than any other school.
 2. Events with five or fewer schools will use a **complete** Round Robin format only. **Incomplete Round Robin events must be justified in advance by the event organizer.**
 - iv. Multiple Teams from One School-
 1. Not permitted for any Small Event or Conference
 2. Bonspiels- Event slots should be prioritized in favor of visiting schools. It is recommended that no more than 25% of the field be from any one school.
 3. Large Round Robin- One team per school is permitted per round robin pool. Intraschool points are permitted in the post-pool play only.
 4. Two Team Limit- If more than two teams from any school participate in a **Bonspiel or Large Round Robin**, points will be earned only by the two best finishers from that school.

EXAMPLE: If an event is held with three schools, two of which bring two teams, it will be considered a Triangular event with one team from each school playing in the Triangular plus a Head to Head event between the second teams from each of the two schools which brought them.

Section 7 (continued)

- d. Invitational Events- Are not permitted for any Qualifying Event with more than 3 schools participating, except "Conferences."
 - i. All Qualifying Events planned for 4 or more schools must be "open and advertised", be published on the College Curling USA website calendar and be open to all registrants. Failure to do so will result in non-recognition of the event.
 - ii. Conferences must initially be "open and advertised" to potential membership for a period of four weeks. After the first draw has begun, that grouping is closed for the remainder of the season. Conferences should reopen and advertise annually.
- e. **Reporting Merit Points**
 - i. **All Regions including Region 5- All point claims for Qualifying Events must be accompanied by full documentation of those participating in and witnessing the event. This will include, but not be limited to:**
 - 1. **Small Events**- For each game, a roster of all participants for all teams involved. The signatures, digital or traditional, and email addresses of each skip involved. **Large Events**- A roster of all participants for all teams involved including alternates/subs and the email address for the team skip. If the team is a "Split-School" team, the school of each participant should be noted.
 - 2. The time and location of the event.
 - 3. The number of ends played.
 - 4. The name and contact information of a "disinterested third party" who witnessed that the event was carried out in a manner consistent with recognized curling rules of play.
 - a. For Small Events as defined in Section 4.b.i the "disinterested third party" may be any adult curler not associated with any of the teams involved, or the Faculty Advisor or Coach of record of any team involved
 - b. For Large Events as defined in Section 4.b.ii the event organizer SHOULD act as the "disinterested third party"
 - ii. **Region 5 (in addition to those items in 7.e.i above)**
 - 1. Non-collegiate opponents other than skip need not be identified. Opposition skip and email or phone number will be required.
 - 2. Disinterested third party
 - a. League play, a non-collegiate skip or club official in attendance during the game time but not involved in the game will be acceptable as a "disinterested third party."
 - b. Non-College Bonspiels, the event organizer or non-collegiate skip in attendance during the game time but not involved in the game will be acceptable as a "disinterested third party."

Section 7.e. (continued)

- iii. Report submission responsibility
 - 1. For Small Events as defined in Section 4.b.i the winning skip will be responsible for submitting the event report (one report per game, one report for each game).
 - 2. For Large Events, each team will be responsible for submitting the report, but not for submission of event results
- iv. **POINT REPORTS WILL NOT BE ACCEPTED WITHOUT PROPER DOCUMENTATION.**
- v. The form will be available online at the College Curling USA website, our Facebook Page, and emailed to the contact person for each school available.
- vi. Roster names will be checked against the list of registered players. All game results are considered provisional until all players are registered with the United States Curling Association. If a listed player does not register by January 31, 2017, that game will be forfeited, the opposition will be awarded the points earned and the offending team will be awarded 0 points. If both teams have unregistered players listed after the deadline, the game results will be nullified. In either case the game will still count towards the maximum allowed against that opponent.

V. Championship Event

8. Invitations to USA Curling College Championship
 - a. Regional Berths- Five regional berths will be given first consideration for the field of 16. The school with the highest Merit Points within each region will earn a berth
 - b. At-Large Merit Point Berths- Invitations for the remainder of field of 16 will go to the schools the most Merit Points overall nationally.
 - c. If two or more schools are tied for the final berth(s), then the invitation will go to the school(s) that earned the most points the previous year. If schools are still tied, then the invitation will go to the school(s) that earned the most points two years prior. If schools are still tied, then the invitation will go to the school that earned the most points three (3) years prior, and so forth until the tie is broken.

9. Acceptance of Championship Invitation

- a. Invitations to the USA Curling College Championship will be announced on Wednesday, February 15, 2017.
- b. Schools will have until Noon ET, Monday, February 20, 2017 to accept their position in the field of 16.
- c. Any school failing to confirm their acceptance to participate will be dropped from the field and the next highest school in national Merit Points listing will be offered their place in the field. The substitute school will have five days to accept their place in the field of 16.
- d. Any school accepting a position in the field of 16 but failing to appear at the Championship will:
 - i. be permitted to participate in any and all Qualifying Events the following year
 - ii. be prohibited from the following year Championship.

10. Eligibility

- a. Individual participants are eligible to compete if they have met all of the requirements outlined in Section 1 above.
- b. **To actually participate in the Championship, individual participants MUST REREGISTER at <https://usca.sportssignup.com/> by 11:59pm Central Time, March 3, 2017. There is a \$10 fee associated with the registration. Qualifying event individuals who do not reregister will NOT be Championship eligible, and not permitted to compete.**
- c. **The USA Curling College Championship is an ALCOHOL FREE EVENT FOR ALL PARTICIPANTS. No alcohol should be consumed by any participant during the entirety of the College Championship event. "Entirety" is defined as "from the time of departure from the city of home/school residence, through the competition, and until the return to the city of home/school residence, including, without limitation, any banquet or post championship/event celebration." By registering to participate in the College Championship, individuals agree to Alcohol testing (as described below) if it is deemed warranted. The entire team of any individual found in violation of this policy will be disqualified from the event.**

PROTOCOL: In order to ensure that no team receives a sanction for a player being accused of drinking alcohol when they did not do so, alcohol testing strips (a saliva test) will be used to determine if a violation has been made. Alcohol testing strips will be administered with at least two officials or event organizers present, at least one of the same gender of the individual. By playing in this event, each curler agrees to be tested to determine the veracity of an accusation should one be made. By refusing a test, the player and his or her team may be disqualified.

- d. All Individual and Team Eligibility Rules and Uniform/Advertising/Cresting Rules described previously for Qualifying Events apply for the Championship Event (See Rules 1 and 3).
- e. **Teams may bring one designated coach. Coaches will sit in a designated area and may meet with the team on the ice during team time outs. All coaches must:**
 - i. **Register at <https://usca.sportssignup.com/> by 11:59pm Central Time, March 3, 2017 and pay a \$10 fee associated with the registration.**
 - ii. **Be designated on the line-up form for each game.**
 - iii. **Be at least 21 years of age**
 - iv. **At least ten days before but no more than one year before the Championship, successfully complete a background screen by the National Center for Safety Initiatives. More information available at: <http://www.teamusa.org/USA-Curling/Sport-Education/SafeSport/Background-Checks>. Allow at least 10 days to complete the check.**
 - v. **At least ten days before but no more than one year before the Championship, read the SafeSport handbook available at: <http://www.teamusa.org/USA-Curling/Sport-Education/SafeSport>**

Section 10.e (continued)

- vi. At least ten days before but no more than two years before the Championship, complete the USOC SafeSport training modules available at: <https://training.teamusa.org/store/details/1>. Anyone who completed the SafeSport training more than two years prior to the event will need to complete the Refresher course, located on the site above. Select “USA Curling” as your organizational association to allow tracking of completion. Enter “0000” when it asks for your member number.
- f. Players under the age of 18 on the day that the championship begins must be accompanied by a responsible adult. The responsible adult must meet the same criteria as coaches in Section 10.e, above. Parents or legal guardians must sign the participant release for students under 18.
- g. Number of Teams- 16 schools. In all cases, it will be the SCHOOL that earns the invitations to compete at the Championship. Participants MUST play with the school that matches their student ID. Teams may consist of any gender combination, with no set gender order of play. Split school teams WILL NOT be permitted at the USA Curling College Championship.
- h. Schools will be invited to bring as many curlers as they wish, and will be encouraged to substitute freely between draws.

11. Championship Event Check-In

- a. Participant documentation- All players for all teams must present a valid student ID for the school they represent and a valid photo ID with a birth date.
- b. Participant Release- All players must present a signed Participant Release or have electronically signed a Participant Release as part of the Player Registration process, to be qualified to play. **Parents or legal guardians must sign the participant release for students under the age of 18 on the day that the championship begins.**
- c. All player's names will be checked against the championship registration list of eligible players (see Section 10.b.)

12. Championship Rules and Procedures

- a. Full Championship procedures may be found in “2016 College Championship- Event Procedures Document (rev 022216).pdf” at <http://www.collegecurlingusa.org/Guidelines/guidelines.html> . This document is from the 2016 Championship and is subject to change for the 2017 Championship. Use this document for planning purposes only. The 2017 version will be similar to the 2016 version unless announced well in advance of the invitation process. The 2017 version will be distributed to all Championship invitees and will then be posted on the website at the link above.
- b. Event requirements regarding Line-Up Forms, Team Information, Equipment, Footwear Uniforms and Rules may be found in Sections 1-7 of “2016 College Championship- Event Procedures Document (rev 022216).pdf”

13. Championship Format

- a. For Game Format, Pools, Draw Shot Challenge, Medal Round details, see Section 8 of “2016 College Championship- Event Procedures Document (rev 022216).pdf”
- b. Group Seeding: In general, schools will be ordered according to their overall accumulated Merit Points regardless of how their berth was obtained, from most Merit Points to fewest. Schools may be placed into groups to maximize “regional diversity” within the groups.

Seeding- “Serpentine Seeding”

Group A	Group B	Group C	Group D
1 st Seed	2 nd Seed	3 rd Seed	4 th Seed
8 th	7 th	6 th	5 th
9 th	10 th	11 th	12 th
16 th	15 th	14 th	13 th

- c. All Championship games will be timed. Game timing details may be found in “2016 College Championship- Event Procedures Document (rev 022216).pdf”, Section 10 (Page 4-5)
- d. The Medal Round will be a single elimination format.
 - i. Prior to each game a DSC as defined above will be used to determine hammer for that game. The four schools with the same Group Placement from the First Round will compete against each other in the Medal Round.
 - ii. Each school will be seeded 1st through 4th based on overall record, with their combined DSC used as the tiebreaker. For the semifinal round, the 1st seed in the group will play against 4th seed, and the 2nd seed will play the 3rd seed.
 - iii. The four First Place teams will compete for the Tournament Championship and Tournament Second Place; the four Second Place teams will compete for Tournament Third Place; the four Third Place teams will compete for Tournament Fourth Place; the four Fourth Place teams will play for Fifth Place.

2017 USA Curling College Championship Guidelines- Appendix A- Event Definition Summary Matrix

	Small Events				Large Events		
	Head-to-Head	Triangular	Quad	Small RR	Conference	Large RR	Bonspiel
Number of Schools	2	3	4	5	6 or more	6 or more	6 or more
Number of Teams per School	1	1	1	1	1	No more than one school per "Group"	1-2 (more than 2, low team dropped)
Teams from Same School may Play Against each other for Points	No	No	No	No	No	Finals only	Two teams from one school- semifinals or final only. More than two teams from one school- one game only will count, and that only in an elimination draw. Non-elimination draw will not count.
Event Duration	One Draw	Three Draws- up to two days	Three Draws, up to two days	Four draws, up to three consecutive days	Draws vary, may be non-consecutive days	Draws vary, up to three consecutive days	Draws Vary, up to three consecutive days
Event Location	One	One	One	One	May be multiple	One	One
Points Awarded	Win=2, Loss=1	2/1	2/1	2/1	2/1	2/1	2/1 "Normalized", plus 1 for overall winner
Host School Points	0	1	1	2	2 or more, split equally if more than one host school	2 or more, split equally if more than one host school	2 or more, split equally if more than one host school
Split Teams Allowed	No	No	No	No	No	Yes	Yes
Format	Round Robin	Round Robin	Round Robin	Round Robin	Round Robin	Round Robin	Bracket- One overall winner
Invitational	Permitted	Permitted	No, must be open and advertised	No, must be open and advertised	Initially must be open and advertised, closed for season after first draw.	No, must be open and advertised	No, must be open and advertised
Counts toward "6-Game Limit"	Yes	Yes	Yes	No	No	No	No

Number of Teams	Normalized Value
8-9	3.0
10-13	3.5
14-19	4.0
20-27	4.5
28-45	5.0

In normal Bonspiel Bracketed Events that do not have a number of teams equaling a power of two (such as 8, 16 or 32), participants end up playing an unequal number of games simply due to the bracket design. This penalizes those teams in "short brackets" and rewards those in "long brackets". This results in the potential for a runner up to earn more points than an event winner.

For an event with eight teams, a single event winner can be determined in three games (16 teams would require four games, 32 teams would require 5 games, and so forth).

MATH GEEK SECTION: Note that this is a logarithmic relationship of $\log(\text{teams})/\log(2)$. That means the theoretical number of games to determine a winner of say a 13 team field would be $\log(13)/\log(2) =$ or 3.71 games. In practice, some teams will play 4 games, others 3 games.

MERIT POINTS CORRECTION: The Math Geek Section relationship has been simplified into the table above. To calculate the points awarded to any bonspiel participant, the following formula will be used.

$$\text{Points} = [(2 \times W) + (1 \times L)] * NV/GP$$

Where (NV = normalized value; GP = games played)

The overall winner bonus will be applied AFTER the other points are normalized.

Examples:

- A winner (4-0) in a spiel with a NV=4 would be $(8 + 0) * 4/4 = 8.0 + 1$ (overall winner bonus) = 9.0
- B winner (3-1) in a spiel with NV=4 would be $(6 + 1) * 4/4 = 7.0$ (no change, same for D-winner in Eastern spiel)
- C winner (3-2) in a spiel with NV=4 would be $(6 + 2) * 4/5 = 6.0$ (note loss of 2 points)
- B runner up (2-2) in a spiel with NV=4 would be $(4 + 2) * 4/4 = 6.0$ (no change)
- C runner up (2-3) in a spiel with NV=4 would be $(4 + 3) * 4/5 = 5.6$ (note loss of 1.4 points)
- Wooden spoon (0-3) in a spiel with NV=4 would be $(0 + 3) * 4/3 = 4$ (note gain of 1 point)

Host School Bonus Points

Total Schools Count	Bonus
2	0
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	3
13	4
14	4
15	4
16	4
More than 16	5

School count includes host. Split school teams will not be counted in the total number of schools participating.

Round Robin Format

A "Round Robin" format event is one where every team plays every other team in the event an equal number of times. Usually, for our purposes that would mean once.

In its simplest form, two teams playing one game against each other represents a "Round Robin". Three teams, playing in a triangular event would also be a round robin. In the first draw Team A would play Team B, second draw Team A would play Team C, and in the third draw Team B would play Team C.

For an eight team event, every team would play seven games, once against each of the other teams in the event.

Creating a draw bracket for a Round Robin event is not difficult if you know a few tricks, but completing a full Round Robin with a lot of teams can take a lot of time. We make this easier by allowing "Conference" events to take place over the course of several actual meetings (two or more weekends for example), PROVIDED that the exact same schools take part in each and every meeting. That is because if a team drop's out or a new team enters, then the criteria of each team playing every other team is violated.

Round Robins can be made simpler by breaking an eight team or larger field into two or more pools. For example, an eight team field could be broken into two four-team pools, with the pool winner's playing against each other to determine overall champion.

For large events with "difficult" numbers of entrants, consider using a "cross-over" game to balance the number of games played for all. For example, a field of 14 teams can be broken into three pools (A, B, and C) with a 5-4-4 team arrangement. Pool A plays 4 games in its round robin, Pools B and C each play a 3 game round robin with one cross-over game against the other pool (e.g. B1 vs C1, B2 vs C2, ... etc. or similar pairings.) Thus all teams would have played an equal number of games when deciding the arrangement for any subsequent "Medal Round".

Sample Round Robin Draw Brackets are provided below (teams are balanced across sheets as best as is possible):

4 Team Round Robin	Sheet A	Sheet B
Draw 1	3-4	1-2
Draw 2	1-3	2-4
Draw 3	2-3	1-4

5 Team Round Robin	Sheet A	Sheet B	Bye
Draw 1	2-3	1-4	5
Draw 2	4-5	1-3	2
Draw 3	1-2	3-5	4
Draw 4	3-4	2-5	1
Draw 5	1-5	2-4	3

6 Team Round Robin	Sheet A	Sheet B	Sheet C
Draw 1	3-6	4-5	1-2
Draw 2	2-5	1-6	3-4
Draw 3	1-5	2-3	4-6
Draw 4	1-4	2-6	3-5
Draw 5	2-4	1-3	5-6

7 Team Round Robin	Sheet A	Sheet B	Sheet C	Bye
Draw 1	3-4	2-5	1-6	7
Draw 2	6-7	1-5	2-4	3
Draw 3	4-5	3-6	2-7	1
Draw 4	1-7	2-6	3-5	4
Draw 5	5-6	4-7	1-3	2
Draw 6	1-2	3-7	4-6	5
Draw 7	2-3	1-4	5-7	6

8 Team Round Robin	Sheet A	Sheet B	Sheet C	Sheet D
Draw 1	1-2	4-7	3-8	5-6
Draw 2	2-5	6-8	1-7	3-4
Draw 3	3-5	1-4	2-6	7-8
Draw 4	4-8	2-3	1-6	5-7
Draw 5	6-7	5-8	2-4	1-3
Draw 6	1-8	2-7	4-5	3-6
Draw 7	4-6	1-5	3-7	2-8

Bonspiel Format

A typical "Bonspiel" format event involves teams playing through a "bracket". All teams start in the top bracket. Winning usually keeps a team in its current bracket, and losing will drop a team into a "lower" bracket. The theory is that by the end of the event, teams are playing other teams of equivalent skill.

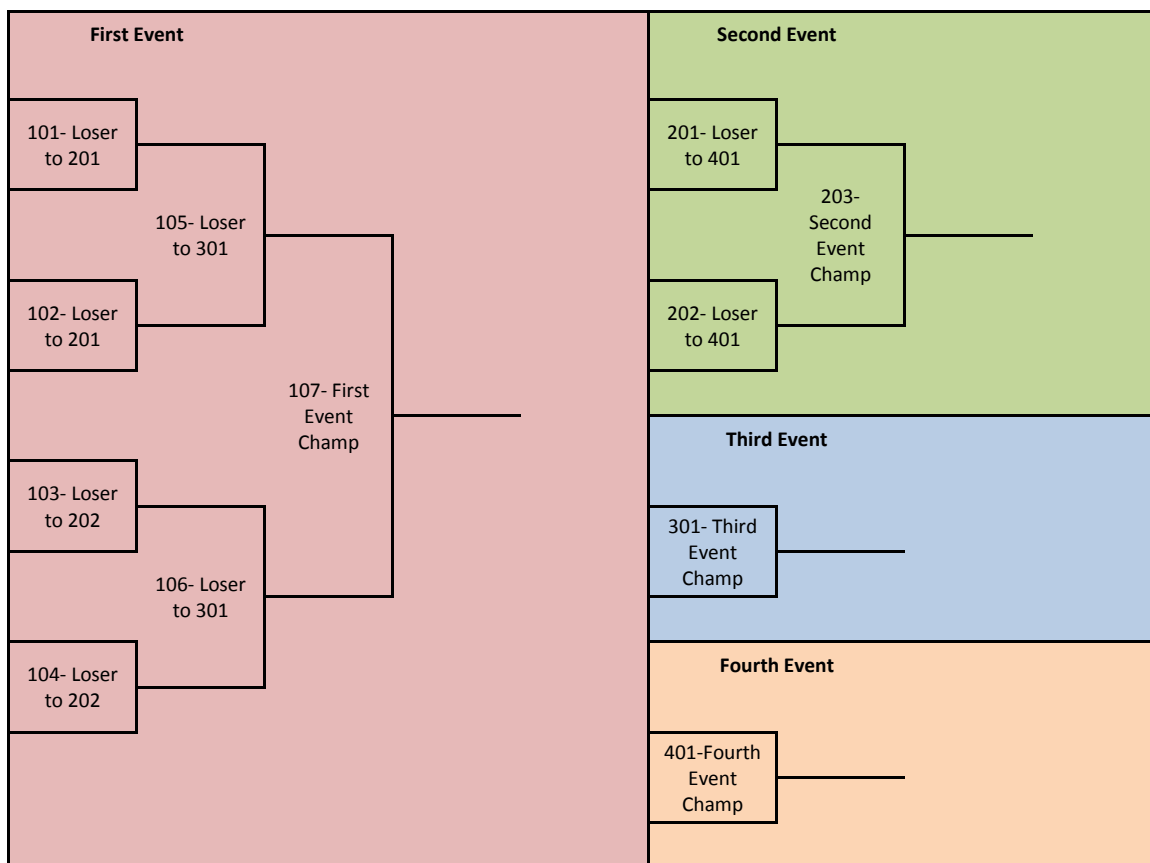
There are numerous variations on the Bonspiel format. Two sets of brackets are provided. The first set is for a simple three game guarantee; the second set is for a three game guarantee with a modified double elimination provision.

These brackets do not include draw times or sheet assignments, as this would depend on the number of sheets available. They do provide a roadmap to where the winners and losers would go to provide the most efficient winner determination and most equitable distribution of games to teams. Note: These draw sheets make every effort to have all the participants play either 3 or 4 games during the spiel, and minimize a 5th game potential. There is a "cheat" in the "3 Game Guarantee, 14 Team" to get to that point. If you know of a better draw format that meets the constraints, let us know.

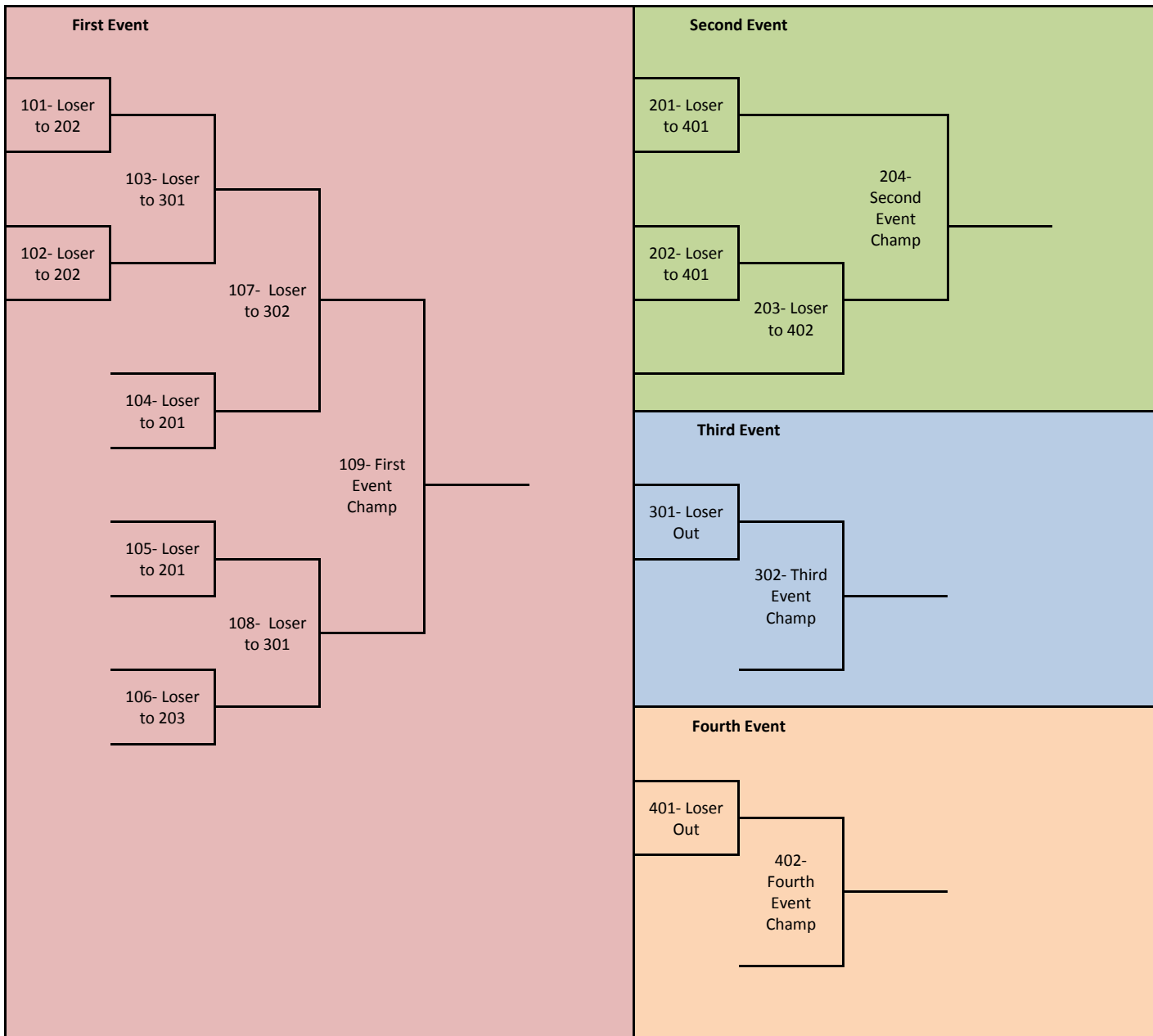
Repeating, there are numerous variations on these formats. HOWEVER, if you choose to run an event that does NOT fit into the assumptions above. Please submit the format ahead of time to the USCA College Curling Committee in care of the Chair (gmaclean482@gmail.com) approval well in advance of your event. If you are unsure how to do it, seek help from your club's "Drawmaster".

Further resources are provided on the College Curling Website, including fillable versions of these brackets (which would now be the preferred method for filing bonspiel results) and suggested draw schedules for 2, 3, and 4 sheet facilities.

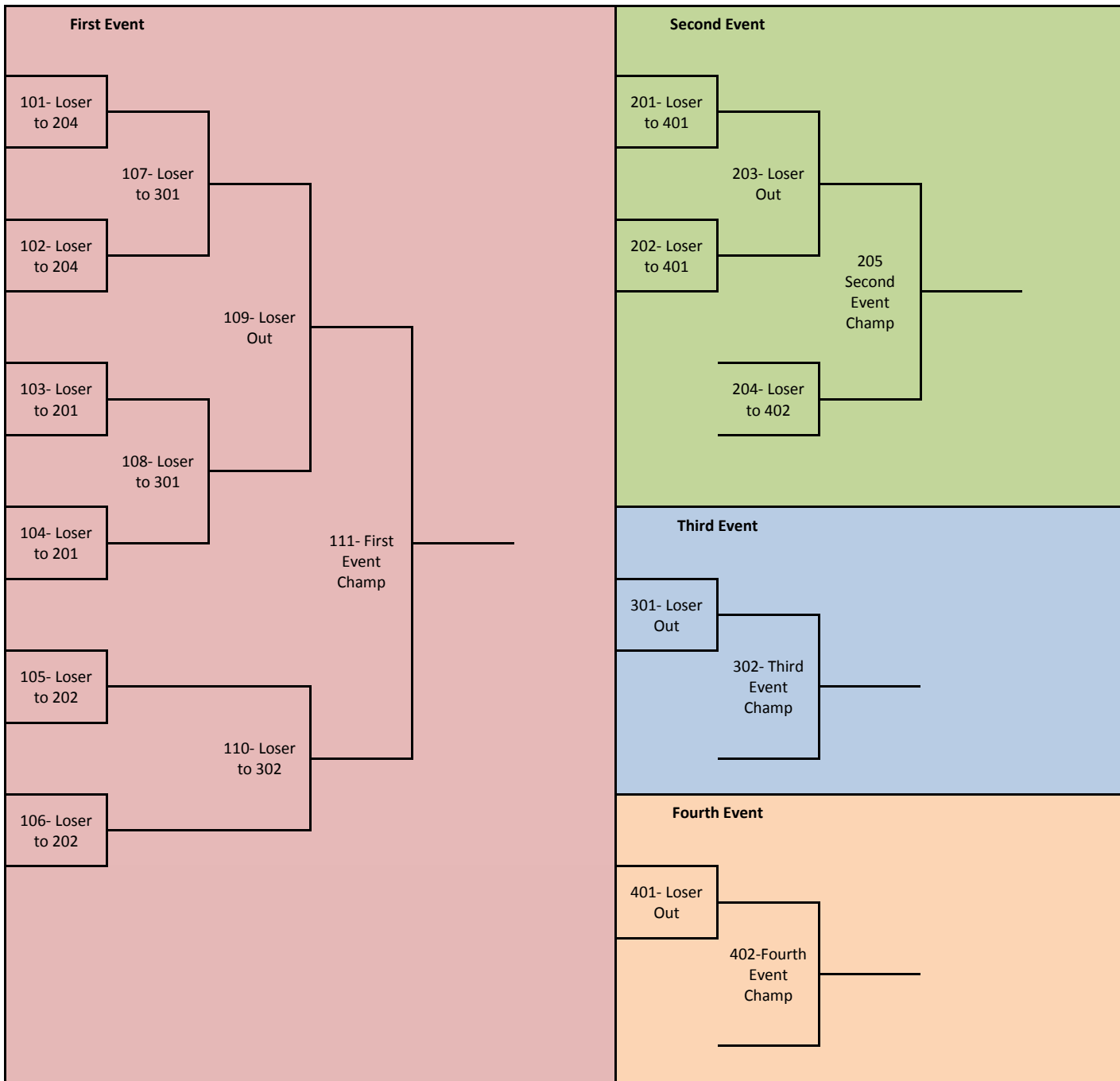
3 Game Guarantee, 8 teams



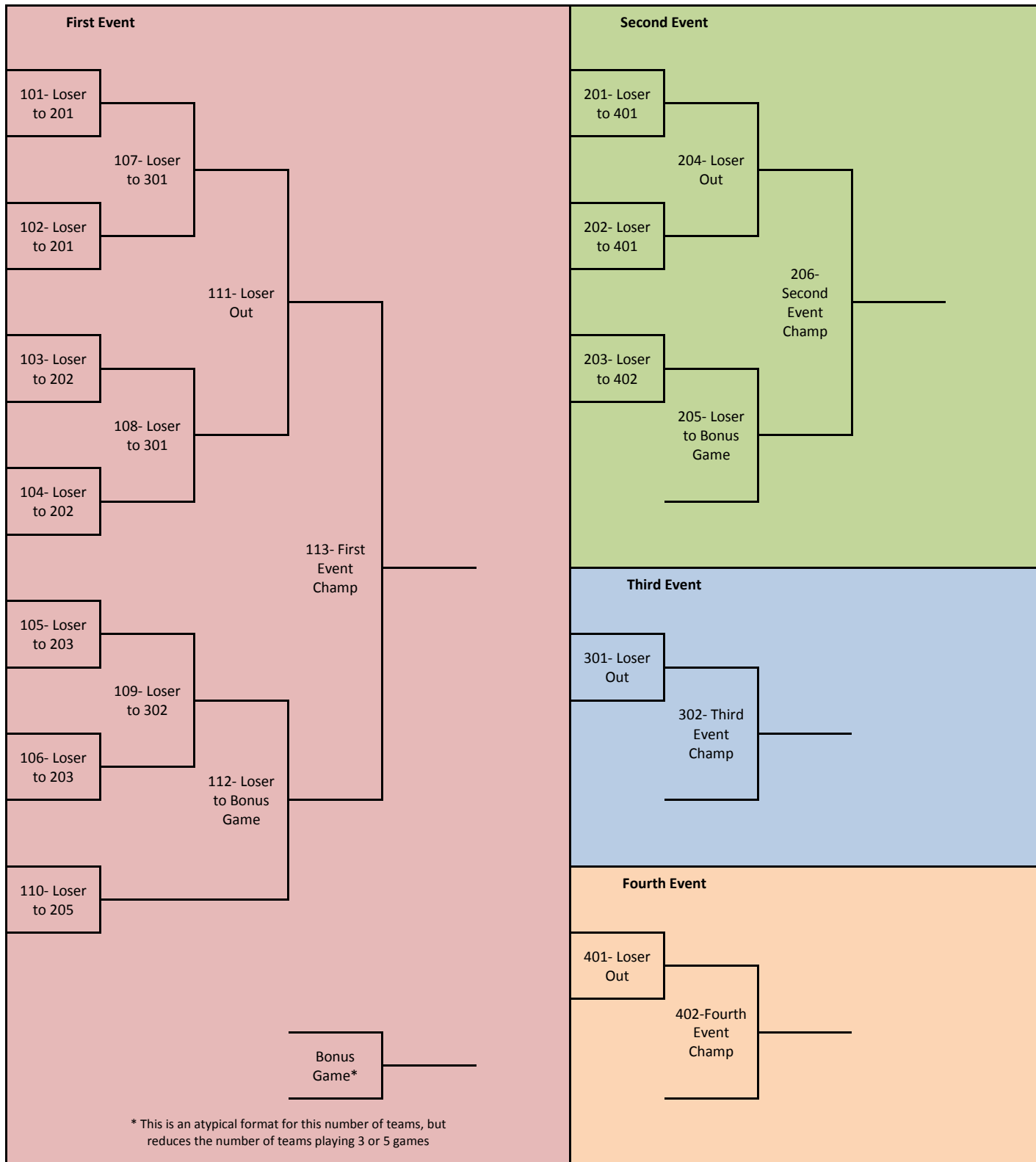
3 Game Guarantee, 10 teams



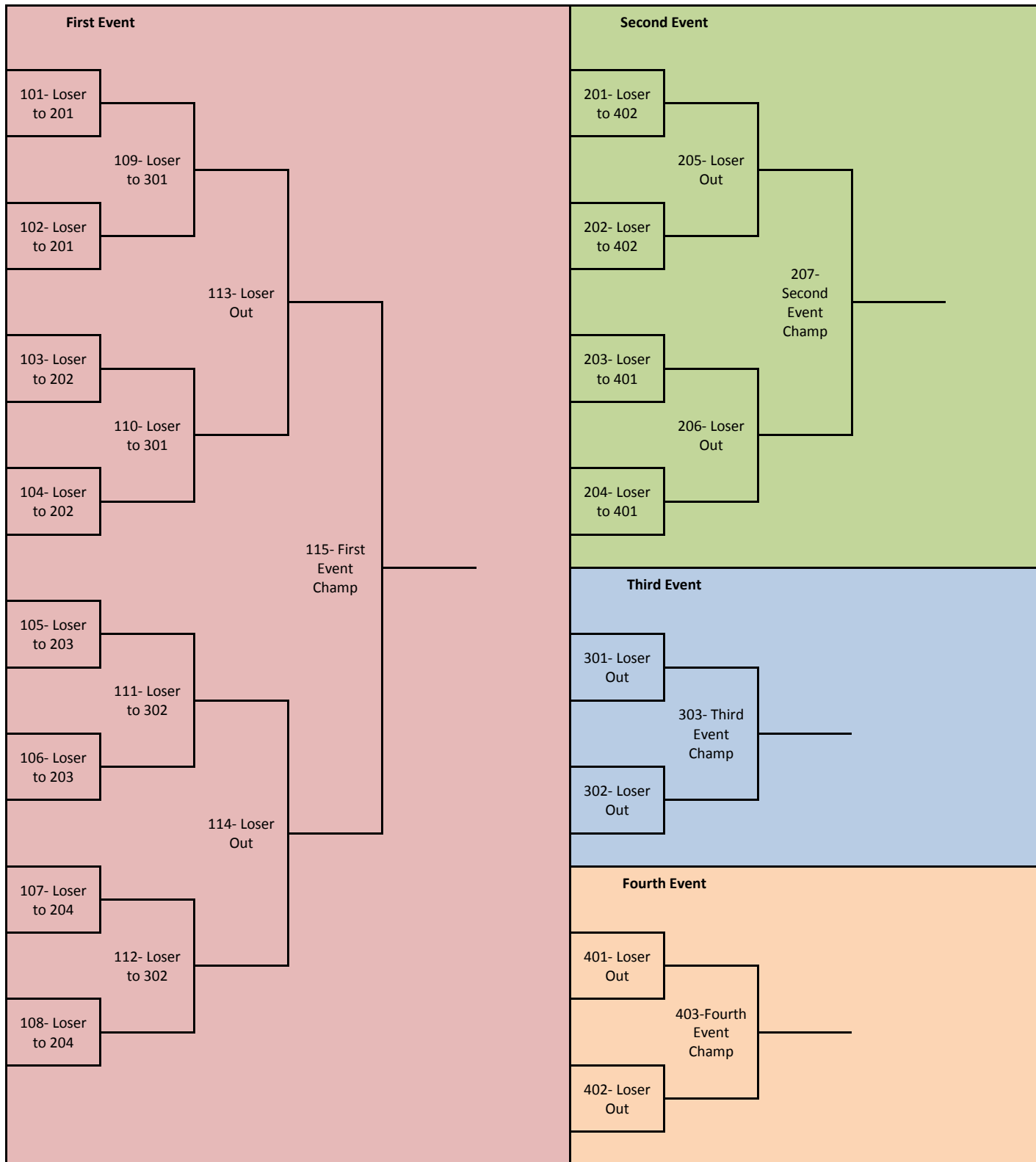
3 Game Guarantee, 12 teams



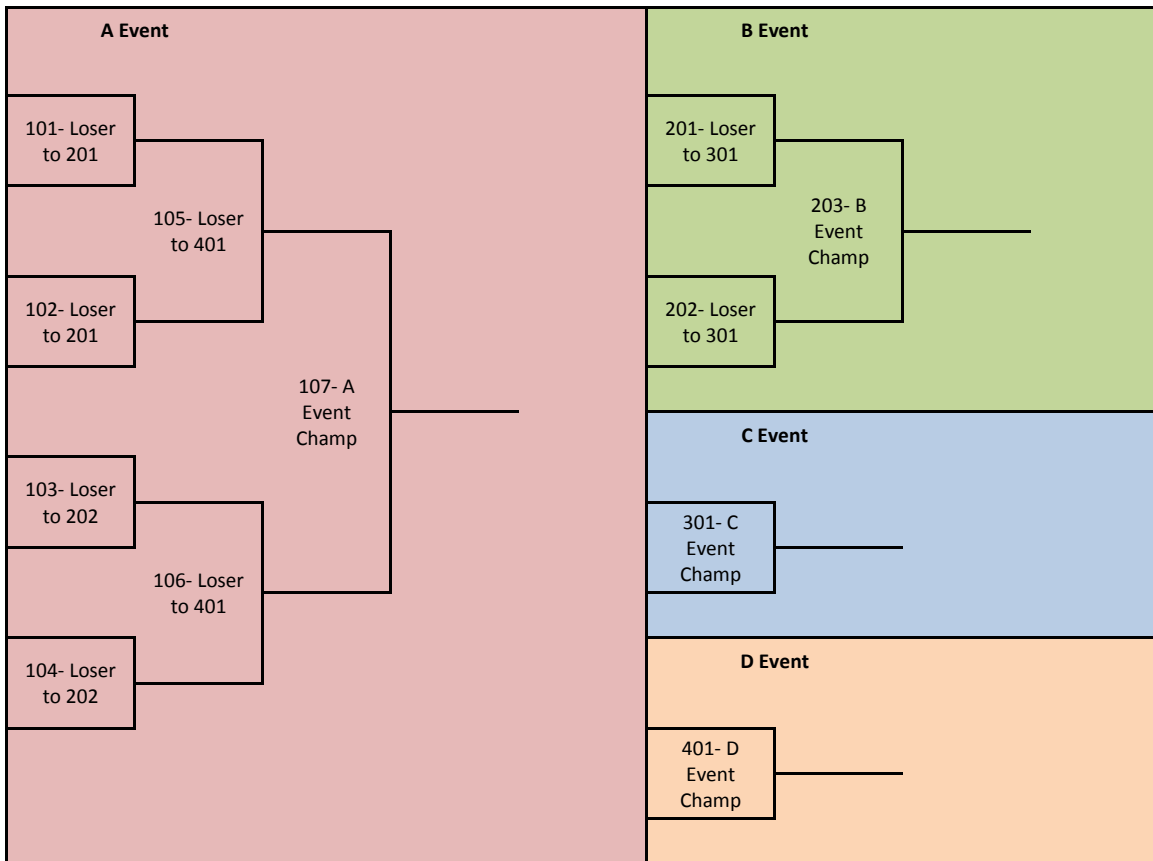
3 Game Guarantee, 14 teams



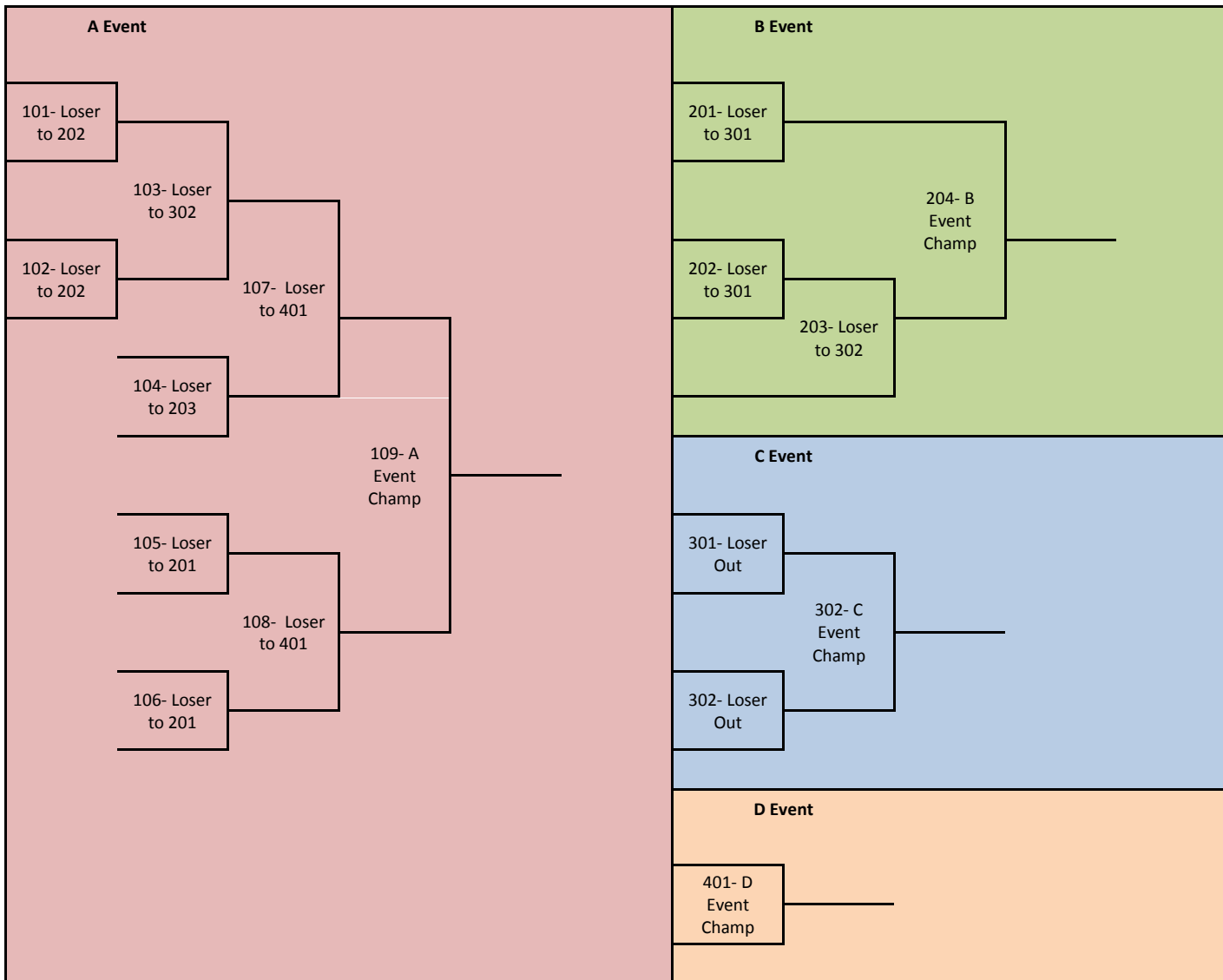
3 Game Guarantee, 16 teams



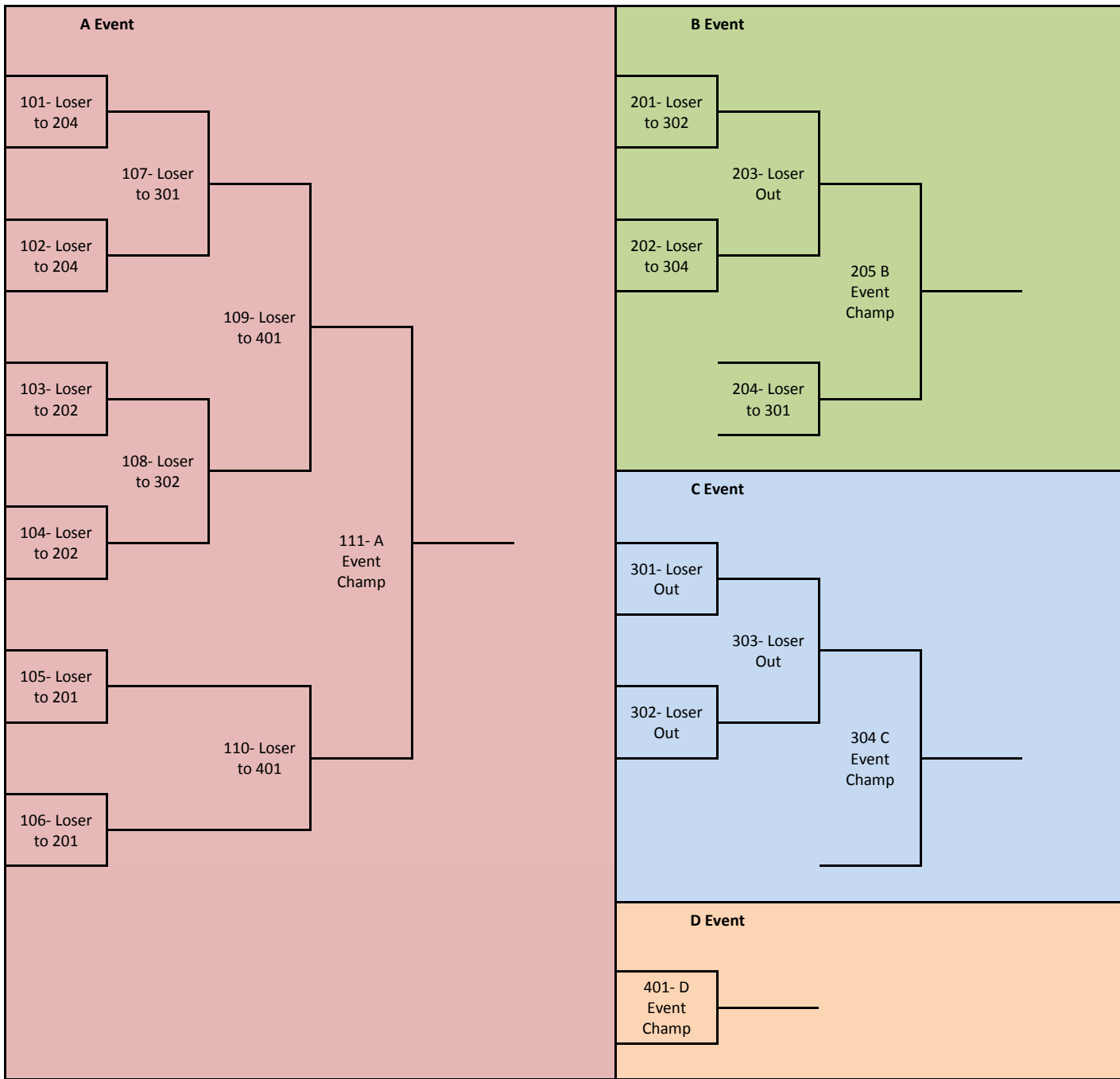
3 Game Guarantee, Modified Double Elimination, 8 teams



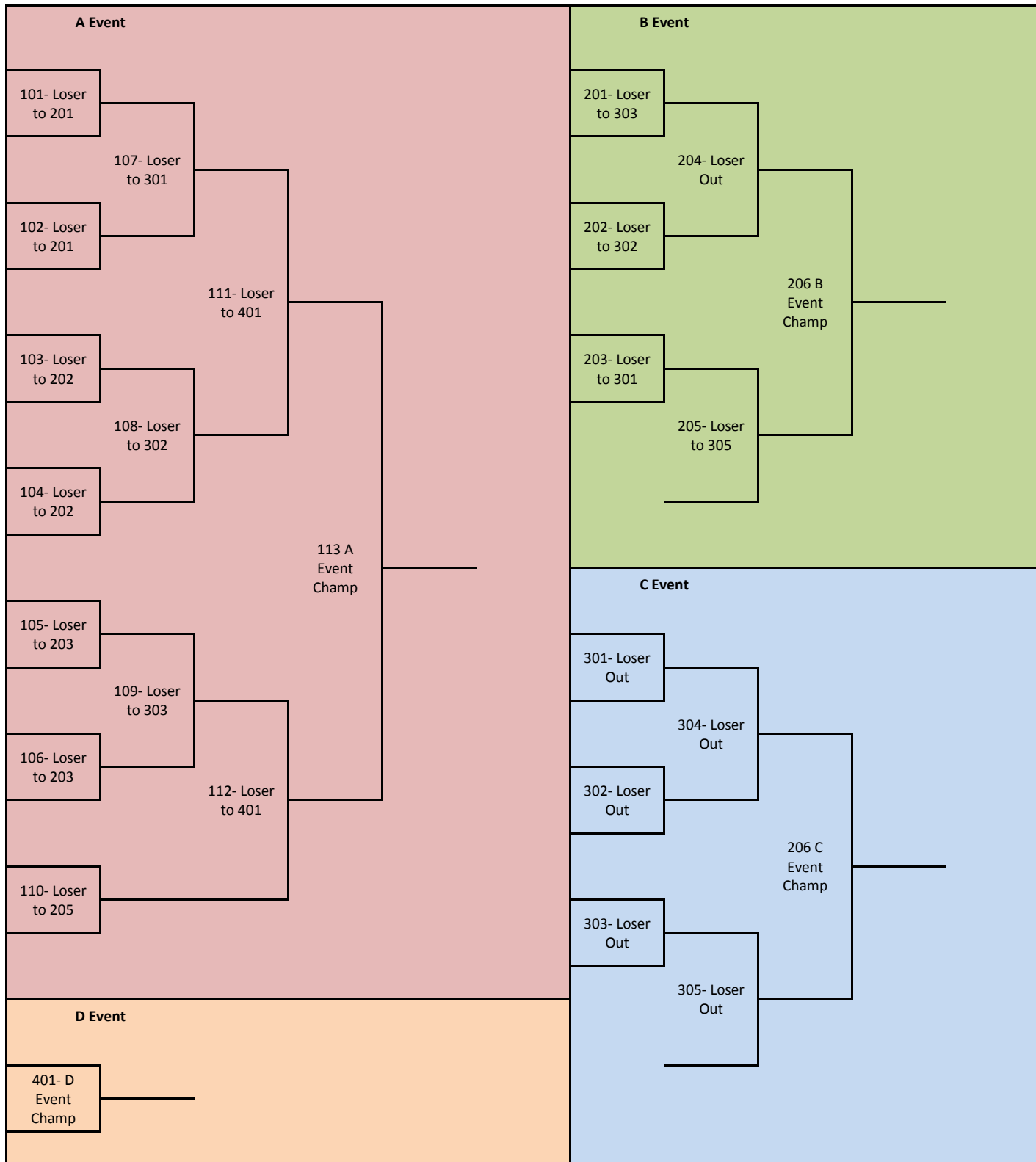
3 Game Guarantee, Modified Double Elimination, 10 teams



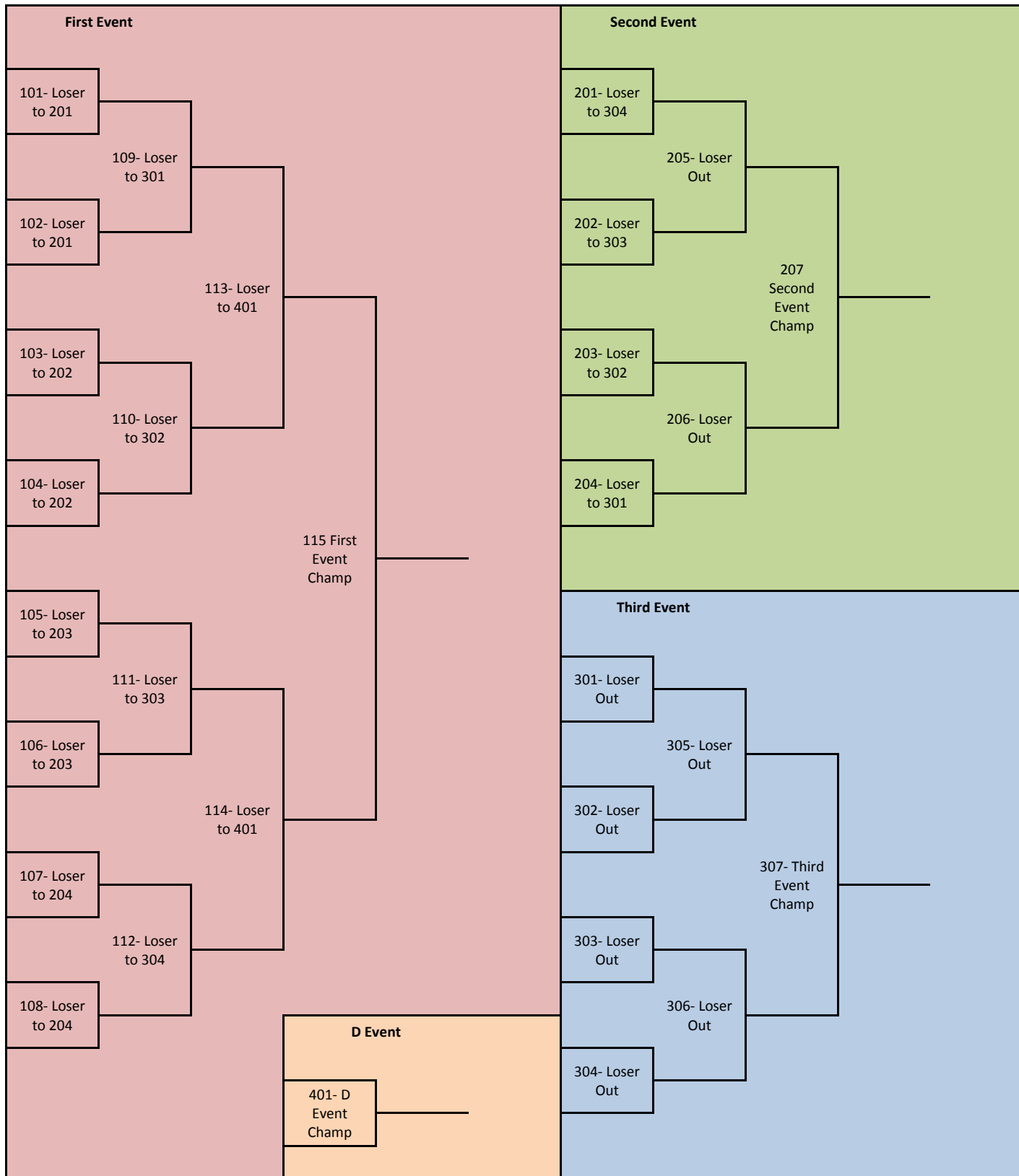
3 Game Guarantee, Modified Double Elimination, 12 teams



3 Game Guarantee, Modified Double Elimination, 14 teams



3 Game Guarantee, Modified Double Elimination, 16 teams



Modified Schenkel Format- Roger Rowlett, June 2013

A modified Schenkel bonspiel has the advantage of having a fixed draw schedule, and quickly matches teams of more equal skills against each other for more enjoyable play. A unique champion can be determined if the appropriate number of rounds are played. For example, it is possible to play an eight-team spiel in three draws in one day at a four-sheet facility. A traditional Schenkel is based on points for stones and ends scored as well as for winning games. This method is somewhat unfair in that points accrued for ranking purposes depend in large part on the skill of the opponents. This modified Schenkel uses win-loss records and a tiebreaker system that depends solely on the skills of the competing team, independent of the opponents played.

With Qualifiers and Finals

1. Number of games and teams in competition
 - a. There should be an even number of teams in the event
 - b. For eight teams there should be two qualifier games and a finals to determine a champion
 - c. For 10-16 teams there should be three qualifier games and a finals to determine a champion
2. Scheduling ice times
 - a. All teams play in each qualifying round and (preferably) in the finals
 - b. If all teams cannot play at the same time (more teams than available sheets) then each qualifying round will be divided across two draws. In this case, the finals may be limited to the number of teams that can compete at once on the available sheets (e.g., eight teams in a four-sheet facility)
3. Matching teams in qualifying rounds
 - a. Teams shall be matched at random (by drawing cards or other suitable, random method) in the first round
 - b. After the first game, all teams shall perform a team draw-to-the-button tiebreaker according to the following rules:
 - i. Each member shall throw one stone each (with sweeping) as close to the pin as possible. No practice throws are allowed. Opponents may not sweep behind tee-line.
 - ii. Scores are assigned as follows according to where stones come to rest:
 1. 5 points for covering pin
 2. 4 points for touching button
 3. 3 points for touching four-foot
 4. 2 points for touching eight-foot
 5. 1 point for touching 12-foot
 6. 0 points if not touching house
 - iii. The distance of the skip stone to the pin will be measured. If the skip stone is not touching house, or moved before it is measured, it will be assigned a distance of 72 inches.
 - iv. Each team's tiebreaker score is the total points accrued by all team members. The skip stone distance will be used as a secondary tiebreaker in case of ties in points
 - c. In the second and subsequent qualifying rounds, teams shall be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order. If two or more teams remain tied after ranking by these criteria, ranking priority for these teams will be resolved by coin-flip.

- d. Teams will be matched with the team closest to them in the ranking, e.g., #1 plays #2, #3 plays #4, etc. Rematches should be avoided among tied teams if possible.
- e. Hammer will be determined by coin flip for all games.
4. Matching teams in the finals
 - a. After the conclusion of qualifying rounds, teams will be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order. If two or more teams remain tied after ranking by these criteria, ranking priority for these teams will be resolved by coin-flip, although this should normally be unnecessary.
 - b. The A-event (championship) final will consist of #1 vs. #2; the B-event is #3 vs. #4, etc. The finals may be limited to the number of available sheets if it is desirable to play the finals in a single draw.
5. Merit points are awarded based on wins and losses normalized according to the method described in Appendix C, with the overall winner being awarded one bonus point.

Without Finals

1. Number of games and teams in competition
 - a. There should be an even number of teams in the event
 - b. For eight teams there should be three games to determine a champion
 - c. For 10-16 teams there should be four games to determine a champion. However, it is optional to run a three-game event for ten teams, although the championship game matchup may depend on a tiebreaker.
2. Scheduling ice times
 - a. All teams play in each round
 - b. If all teams cannot play at the same time (more teams than available sheets) then each qualifying round will be divided across two draws
3. Matching teams
 - a. Teams shall be matched at random (by drawing cards or other suitable, random method) in the first round.
 - b. After the first game, all teams shall perform a team draw-to-the-button tiebreaker according to the following rules:
 - i. Each member shall throw one stone each (with sweeping) as close to the pin as possible. No practice throws are allowed. Opponents may not sweep behind tee-line.
 - ii. Scores are assigned as follows according to where stones come to rest:
 1. 5 points for covering pin
 2. 4 points for touching button
 3. 3 points for touching four-foot
 4. 2 points for touching eight-foot
 5. 1 point for touching 12-foot
 6. 0 points if not touching house
 - iii. The distance of the skip stone to the pin will be measured. If the skip stone is not touching house, or moved before it is measured, it will be assigned a distance of 72 inches.
 - iv. Each team's tiebreaker score is the total points accrued by all team members. The skip stone distance will be used as a secondary tiebreaker in case of ties in points.
 - c. In the second and subsequent qualifying rounds, teams shall be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order. If two or more teams

remain tied after ranking by these criteria, ranking priority for these teams will be resolved by coin-flip.

- d. Teams will be matched with the team closest to them in the ranking, e.g., #1 plays #2, #3 plays #4, etc. Rematches should be avoided among tied teams if possible.
 - e. Hammer will be determined by coin-flip for all games.
4. Determining a champion
- a. After the conclusion of qualifying rounds, teams will be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order.
 - b. The champion is the team ranked #1; the runner-up is the team ranked #2, etc.
 - c. Merit points are awarded based on wins and losses normalized according to the method described in Appendix C, no bonus point will be awarded.