

# GNCC 5 and Under Ranking Procedure

June 2024

## Introduction

This document is intended to provide guidance for ranking teams wishing to compete in GNCC 5 and under bonspiels. The goal is to rank all RCC teams for each GNCC 5 and under bonspiel fairly, in case there is a limit for how many RCC teams are allowed to compete at the event, and for determining preference should the event be held across multiple locations, all while using as little ice time as possible.

## Ranking Procedure Overview

For events where there is enough room for all teams wanting to play to go to the event, teams will be ranked via peer ranking.

For events where there is not enough room, a combination of peer seeding and an on-ice playdown will be used to rank the teams.

## Call for Teams

An RCC ranking coordinator will be selected by the board no later than September 5th. At the start of the season, but no later than October 15, the coordinator shall send an email to the club membership asking for teams interested in competing in one of the GNCC 5 and under events to report their roster to the coordinator by November 15. After the teams report their intention to the coordinator, they should register for the event as soon as they are able and not wait for the ranking process to be complete. Players may only register for one team per event.

## Substitutes

Scheduling being what it is, not everyone wanting to participate may be available for all of the playdown time slots, necessitating the need for subs. As such, up to two substitute players per team will be allowed to play in the playdown as long as they would also qualify to play in the event (i.e. they would need to be a 5 or under curler). All substitutes must curl lead or second. If there are two substitutes in the same game, they must curl lead and second. However, a team must field 3 of its team members in the majority of its games in the playdown.

## Peer Seeding

The ranking of teams for each event will start with a peer seeding. Each team for each

event will be sent via email the list of RCC teams for that event and will be asked to rank the teams beginning with #1 for the strongest team, and so on, according to the viewpoint of the person completing the ballot (and their teammates), excluding that person's own team. These rankings will be turned in to the coordinator who will compile them into the total peer ranking. The seeding submitted by each team will be kept confidential.

### Number of Available Spots

For some events, there is enough space for all teams who want to play in the event to do so. In these cases, the peer ranking will serve as the RCC ranking. For some events, there will not be enough space for every team who wants to be able to play. For the events where not every team will be able to go, the ranking will be decided partially by the peer ranking and partially by a playdown. The top half of available spots for RCC will be comprised of the top spots in the peer ranking. These teams qualify via seeding, and will not need to participate in the playdown. The other half of available spots will be filled via the results of a playdown among the remaining teams.

If there are only 2 teams from RCC for any event, a playdown would be scheduled if needed.

### Playdown

The playdown among the remaining teams will be played between the middle of November and the middle of December.

Number of Teams	Playdown Method	Number of Games per Team	Required Ice	Dedicated Ice?
2	Round Robin	1	1 1-sheet draw	None
3	Round Robin	2	3 1-sheet draws	None
4	Round Robin	3	3 2-sheet draws	HighlyDesired
5	Round Robin	4	4 2-sheet draws	Required

### Tiebreakers

After the completion of all playdown games, there may be teams with identical

records. Tiebreakers for these situations will be resolved using the following: 1. Head-to-head record of the teams with identical records (if applicable) 2. Total Draw Shot Challenge (DSC) – lowest to highest

3. Best Draw Shot Challenge – lowest to highest

In the unlikely event of teams still being tied, teams may be asked to throw additional stones to resolve the tie.

### Draw Shot Challenge (DSC)

Immediately following each playdown game, one member of each team will throw one stone attempting to get as close to the pin as possible. All stones will be thrown towards the warm room. The winning team will throw the first stone. The throwing team may sweep; the opposing team may not sweep. Each player is limited to one DSC shot in this event, and the most DSC attempts a team may throw is limited to four (4) regardless of the number of games played. Stones that are not touching the house will be recorded as 185 cm. Stones that are moved before measurement will be recorded as 185 cm. The event organizer(s) will record each team's Total DSC distance, as well as each team's Best DSC distance.

### Dedicated Ice Request

Ice time required will depend on the number of teams needing to compete in the playdown. Anticipated ice time for this would be Sunday afternoons, typically from 3-5:30pm. This ice time should be scheduled before the start of the season, in case it is needed.