



YIACBWECYCIMIM (the “YAK”) Rules

Draws:

Saturday May 18, 2024

Rounds 1 and 2: The first two draws will be decided by pulling Team names from one hat and which sheet from another hat. Eight teams will be in the Team hat and eight sheet letters (A, A, B, B, C, C, D, D) in the second. For example, if Team Blue is drawn from hat 1 and sheet C is drawn from hat 2, then Team Blue will curl on sheet C against the second team to draw sheet C. A coin toss will determine which team has the hammer in the first two rounds.

Round 3: The eight losers of Rounds 1 and 2 will be matched* as in Rounds 1 and 2. The team with the most points from Rounds 1 and 2 will have the hammer. If tied, then the hammer will be determined by a coin toss.

Round 4: The eight winners of Rounds 1 and 2 will be matched* as in Rounds 1 and 2. The team with the most points from Rounds 1 and 2 will have the hammer. If tied, then the hammer will be determined by a coin toss.

Round 5: The remaining 8 teams with one win and one loss will be matched* as in Rounds 1 and 2. The team with the most points from Rounds 1-4 will have the hammer. If tied, then the hammer will be determined by a coin toss.

Round 6: WINNER’S BRACKET: The four undefeated teams will be matched* as in Rounds 1 and 2. The team with the most points from Rounds 1-4 will have the hammer. If tied, then the hammer will be determined by a coin toss. The two winning teams advance to Round 7. **YAK BRACKET:** The four winless teams will be matched* as in Rounds 1 and 2. The team with the fewest total points from Rounds 1-6 will have the hammer. The teams will alternate throwing their rocks. The rocks in play will remain and will not be removed. The five-rock rule will not apply. Teams may sweep their own rock or sweep the opponent's rock behind the T-line as usual. The “losers” (remember that you need to lose in order to advance in the YAK bracket) are the teams with a stone in play, but furthest from the pin after all sixteen stones have been thrown. The two losing teams (the teams with their rocks furthest from the pin) advance to Round 7.

** If in any draw two teams that have already competed against one another in an earlier round are matched up, a tournament official will revise the draw so that no two teams compete against one another more than once, if possible.*

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Round 7: WINNER’S BRACKET: The two remaining undefeated teams will face off with each player from each team throwing one rock (the “**Winner’s Shootout**”) with the team having the most total points through Rounds 1-6 having the hammer. If tied, then the hammer will be determined by a coin toss. The teams will alternate throwing their rocks. Teams may sweep their own rock but sweeping the opponent's rock behind the T-line is not permitted. The rocks are removed after each throw once the score has been recorded. The scores are determined by adding up the points as follows: the button - 4 points, the 4’ circle – 3 points, the 8’ circle – 2 points, the 12’ circle – 1 point. A rock touching (or a biter) scores the value of the circle. Any rock not touching the house (and not a biter) has no points. The team with the most total points in Round 7 wins. If the match is tied in Round 7, then the winner will be the team with the most points in Rounds 1-6. If still tied, then the winner will be determined as provided in the Early Round Shootout. **YAK BRACKET:** The two teams advancing to Round 7 will compete as in Round 6’s Yak Bracket.

SCORING:

Ends - Six ends will be played with typical curling rules, including the five-guard rule, but excluding the “no tick” rule. When time runs out, the end being played may be finished, but a new end may not be started.

Points - One point will be scored for each end won by a team in the first four ends for a total possible **maximum score of four (4) points per game**. Points will be used in determining winners in some instances and who has the hammer in other instances.

Tiebreakers -

Rounds 1-5 - if a game is tied after the final end, then any one player from each team will throw one rock (the “**Early Round Shootout**”). The rock is removed after the throw once the distance has been recorded. The team with the rock closest to the pin will win. Teams may sweep their own rock but sweeping the opponent's rock behind the T-line is not permitted. In the unlikely event of a tie after the shootout, the team with the most total points in Rounds 1-5 will win. If still tied, then a coin toss will determine the winner.

Round 6 – Winner’s bracket: if a game is tied after completing Round 6, then the team with the higher number of total points in Rounds 1-6 will advance to Round 7. If the teams have the same number of total points, then the winner will be determined as in the Early Round Shootout.

YAK Bracket - If the match is tied, then the winner will be the team with the fewest total points in all Rounds. If the teams have the same number of total points, then the winner will be determined by having any one player from each team throw one rock. The rock is removed after the throw once the distance has been recorded. The team with the rock furthest from the pin (but in play) will win. Teams may not sweep their own rock or sweep the opponent's rock behind the T-line. In the event of a tie after the shootout, then a coin toss will determine the winner.

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AWARDS:

FIRST PLACE: The winning team from the Winner's Bracket in Round 7.

SECOND PLACE: The losing team from the Winner's Bracket in Round 7.

THIRD PLACE: The team with two wins and the most total points.**

** If two teams are tied after the Sixth Round, then they will compete in the Seventh Round under the rules of the Winner's Shootout. If more than two teams are tied after the Sixth Round, then the teams will compete in the Seventh Round under the rules of the Early Round Shootout

The YAK AWARD: The team that has lost all of its matches.

TEAMS: Sixteen teams will compete in the YAK. Teams may have a maximum of five members. Only four team members may compete in any Round. No team may compete with fewer than three members. Substitutes may be available for teams unable to field the minimum number of players. Only the fifth player registered with the team may accompany the team on the ice in a non-playing position. The curling order of play may be changed from Round to Round, but not within a Round.

HISTORY BEHIND THE EVENT NAME: The “Yak” was originally called the “YIACBWECYCIMIM non-Bonspiel”. The acronym is “Yea Its Arena Curling But Where Else Can You Curl In Massachusetts In May”. This title was created to reflect the fact that dedicated curling clubs in Massachusetts typically close before May and to convey that the event is not a typical bonspiel, but a celebration of curling designed to allow everyone from absolute beginners to highly skilled curlers an opportunity to enjoy competing together in a fun, social atmosphere. This long unpronounceable name was shortened to the “Yiac” for ease of use and eventually morphed into the “Yak”. The curling yak logo was developed based on the “Yak” alias.