



YIACBWECYCIMIM (the “YAK”) Rules

DRAWS:

Saturday May 17, 2025

The thirty-two teams will be divided into two brackets of sixteen, based on experience and skill level: a “competitive” bracket and a “recreational” bracket. The “recreational” bracket will play in Rounds 1, 3, and 5, and the “competitive” bracket will play in Rounds 2, 4, and 6, with finals for both brackets in Round 7, under the following rules:

Rounds 1 and 2: The sixteen teams of the relevant bracket will be matched by random draw. Sixteen team names will be placed in one hat, and sixteen sheet markers (A, A, B, B, C, C, and D, D, with rink designation) will be placed in a second hat. For example, if Team Alpha of the “recreational” bracket is drawn from hat 1 and “sheet C, Blue Rink” is drawn from hat 2, then Team Alpha will curl on sheet C of the Blue Rink against the second team from the “recreational” bracket to draw sheet C, Blue Rink. A coin toss will determine which team has the hammer in the first two rounds.

Round 3: The eight losers of Round 1 will be matched* as in Rounds 1 and 2, except that they will all curl on the gray rink. The eight winners of Round 1 will be matched* as in Rounds 1 and 2, except that they will all curl on the blue rink. The team with the most ends won from Round 1 will have the hammer. If tied, then the hammer will be determined by a coin toss.

Round 4: The eight losers of Round 2 will be matched* as in Round 3, and the eight winners of Round 2 will be matched* as in Round 3. The team with the most ends won from Round 2 will have the hammer. If tied, then the hammer will be determined by a coin toss.

Round 5: The four remaining undefeated teams from the “recreational” bracket will be matched* by a draw as in Rounds 1 through 4 and will play on the blue rink. The four winless teams from the “recreational” bracket will be matched* by a draw as in Rounds 1 through 4 and will play on the gray rink. The eight teams of the “recreational” bracket that have won one game and lost one game will be matched by a draw as in Rounds 1 through 4 and will play on the remaining sheets by random* designation. For the four undefeated teams, and the teams that have won one game and lost one game, the team with the most ends won from Rounds 1 and 3 will have the hammer. If tied, the hammer will be determined by a coin toss.

YAK BRACKET ROUND 5 SPECIAL RULES: For the two games involving the four winless teams, the teams with the fewest ends won from Rounds 1 and 3 will have the hammer. The teams will alternate throwing all sixteen rocks as in Rounds 1-5. The rocks in play will remain and will not be removed. The five-rock free guard 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 teams need to lose in order to advance in the YAK bracket) are the teams with a stone in or touching the house, but furthest from the pin after all stones have been thrown for

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each end (the “YAK Rule”). If no team’s stone is in the house after all stones have been thrown for an end, the “losers” are the teams with a stone past the hog line but furthest from the pin. If no stones are past the hog line, the “losers” are the teams with the stone furthest from the house but in play. The “losing” teams will score one “YAK point” for that end, and the “winning” teams will have hammer for the next end. The two “losing” teams with the most YAK points for the draw (i.e., adding up one YAK point for each end, for a maximum of six points in the draw) advance to Round 7.

Round 6: The four remaining undefeated teams from the “competitive” bracket will be matched* by a draw as in Rounds 1 through 4 and will play on the blue rink. The four winless teams from the “competitive” bracket will be matched* by a draw as in Rounds 1 through 4 and will play on the gray rink. The eight teams of the “competitive” bracket that have won one game and lost one game will be matched by a draw as in rounds 1 through four and will play on the remaining sheets by random* designation. For all matches, the team with the most ends won in Rounds 2 and 4 will have the hammer. If tied, the hammer will be determined by coin toss. The YAK Bracket Special Rules do not apply to the “competitive” bracket.

** 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.*

To the extent possible while avoiding having two teams compete against each other more than once, no team will play all three games in Rounds 1 through 6 on either interior sheets (i.e., B and C sheets) or exterior sheets (i.e., A and D sheets), and a tournament official will revise the draw as necessary to prevent this.

Round 7: WINNERS’ MATCHES: For each bracket, the two remaining undefeated teams will face off with each player from each team throwing one rock (the “Finals Shootout”), with the team having the most total ends won during 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 a circle (a “biter”) scores the value of the interior circle. Any rock not touching the house (and not a biter) scores no points. The team with the most total points in Round 7 wins. If the match is tied at the end of the Finals Shootout, then the winner will be determined as provided in the Early Round Shootout (see below).

“COMPETITIVE” BRACKET THIRD-PLACE MATCH: The teams competing in the “competitive” bracket third-place match will be chosen from the teams that have won two games and lost one game during Rounds 2 through 6. The two teams to compete will be those with the most total ends won in Rounds 2 through 6. In the event of a tie as to total ends won, the team with the higher number of total points scored in Rounds 2

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through 6 will compete. In the unlikely event of a further tie, the tie will be broken using the rules of the Early Round Shootout (discussed below). The third-place match will proceed as per the rules described above for the Winners' Matches.

YAK BRACKET FINAL: The two teams from the “recreational” bracket advancing to Round 7 will compete following the Yak Rule from Round 5, except that **each player** will throw **one rock** each (a total of eight stones). The team with the fewest ends won from Rounds 1-5 will have the hammer.

Note: The two “winners’ match” games will take place on the middle sheets of the Blue Rink. The “YAK Bracket Final” game will take place on Sheet D of the Blue Rink. The “Competitive” Bracket Third-Place Match will take place on Sheet A of the Blue Rink.

GENERAL:

Ends - For Rounds 1 through 6, six ends will be played with typical curling rules, including the five-rock guard rule. The “no tick” rule will apply to the “competitive” bracket but will not apply to the “recreational” bracket. When time runs out, the end being played may be finished, but a new end may not be started.

Points - For Rounds 1 through 6, regular curling scoring rules apply, except as described above regarding the special “YAK Bracket” rules for Round 5.

In the **WINNERS’ MATCHES** and **THIRD-PLACE MATCH** in Round 7, points are calculated as discussed above in the description of Round 7, and the winners will be determined solely based upon points tallied during the Round 7 “Finals Shootout,” except where the score is tied at the end of regular Round 7 play, in which case the tie will be broken and the winner determined as discussed below.

Ends Won - For purposes of determining hammer in Rounds 3-7 and for determining participation in the “competitive” bracket’s Third-Place Match, ends won will be calculated based on the first **five** ends of a game for a total possible **maximum score of five (5) “ends won” points per game and a maximum score of fifteen (15) “ends won” points after three games**. In the event of a forfeit at the conclusion of the fourth end, the winning team will be deemed to have won the fifth end. In each round after the first two, the team with more “ends won” points will have the hammer, except in the “YAK Bracket” in Rounds 5 and 7, where the team with fewer “ends won” points will have the hammer. If the teams are tied, hammer will be determined by coin toss.

Tiebreakers -

Rounds 1-6 - 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. Sweeping the rock is not permitted. In the unlikely event of a tie after the Early Round Shootout, then the Early Round Shootout is run again, but

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with different players throwing the rocks. If the teams are still tied, then the Early Round Shootout is repeated with different curlers. No curler may throw more than once unless all other curlers have already thrown a rock.

Round 7 – Winners’ Match: if a game is tied after completing Round 7 regular play, then the winner will be determined as in the Early Round Shootout.

YAK Bracket - If a “YAK Bracket” game is tied after completing Rounds 5 or 7, then the “loser” (the team that advances from Round 5 to Round 7, or that receives the YAK award) will be determined as in the Early Round Shootout, but under the YAK Rule. In the event of a tie after the shootout, then the shootout is repeated with a different curler throwing the rock to determine the “loser.”

AWARDS:

- FIRST PLACE (each bracket):** The winning team from the Winners’ Match in Round 7.
- SECOND PLACE (each bracket):** The losing team from the Winners’ Match in Round 7.
- THIRD PLACE (“Competitive” Bracket only):** The team that wins the Third-Place Match in Round 7.
- The YAK AWARD (“Recreational” Bracket only):** The team that has lost all of its matches.

TEAMS: Thirty-two 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.