



MINI-GAMES FOR PROVINCIAL EVENTS

The purpose of the mini game chart is fairness to all teams. All teams involved in a tie that would eliminate one or more teams shall follow the appropriate mini game format as determined by the mini game table.

- Mini-games will not begin earlier than one (1) hour and twenty (20) minutes after the completion of the tied teams' last round robin game. It is the responsibility of all teams involved to be in attendance at the mini-game meeting immediately following this game.
- It is the responsibility of the teams involved to be ready to play at the scheduled time. Failure to do so will result in forfeiture of the mini-game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
- A team required to play in a mini-game will be given a minimum of ten (10) minutes rest before starting the medal round game or another mini-game.
- Teams involved in mini-games will be seeded by the Ranking of Tied Teams Procedures, during the tie-breaking meeting immediately following the last round robin games of teams involved in the tie.
- Each mini-game will consist of a one (1) ten (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime period will be as outlined under the normal tie-breaking procedure.
- Playing rules for mini-games will be applied as though the game was tied at 0-0 with ten (10) minutes remaining in regulation time. The home team will be awarded the free pass to start the mini-game and the choice of ends.

Mini Games for Provincial Events

Ties within medal round positions in a four (4) places format

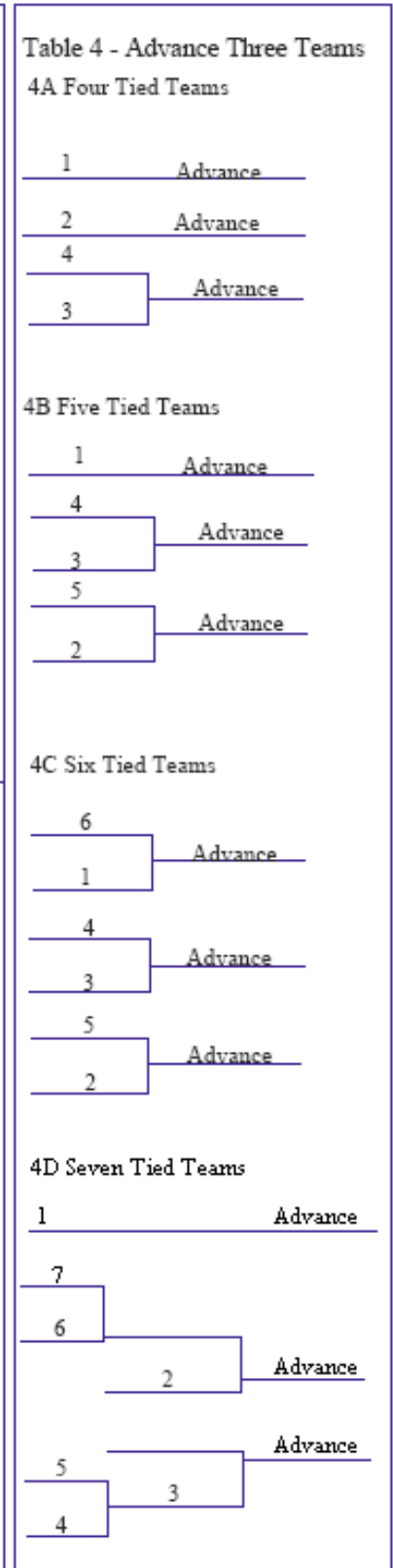
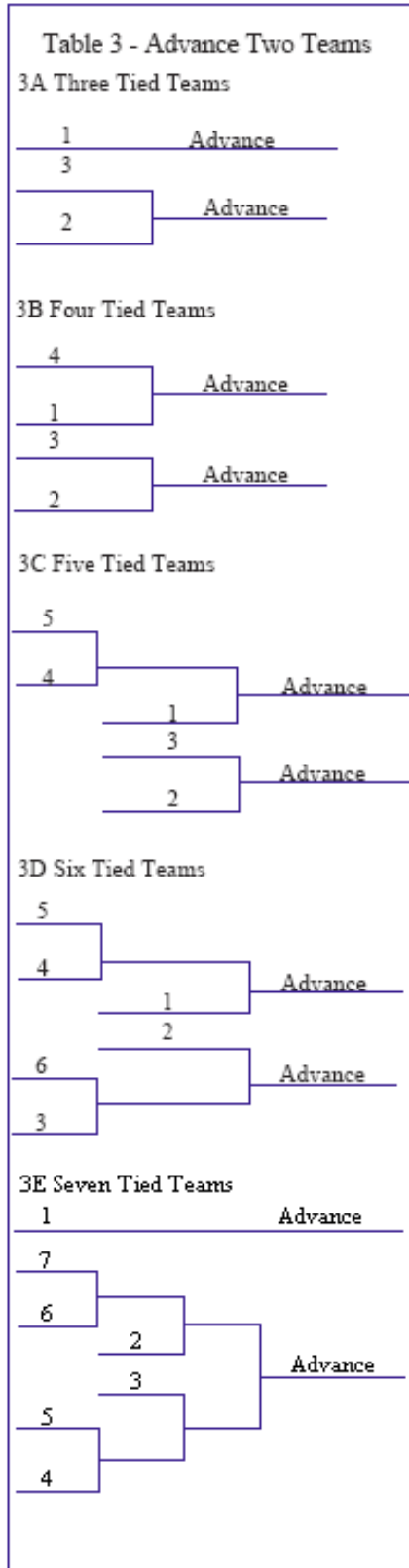
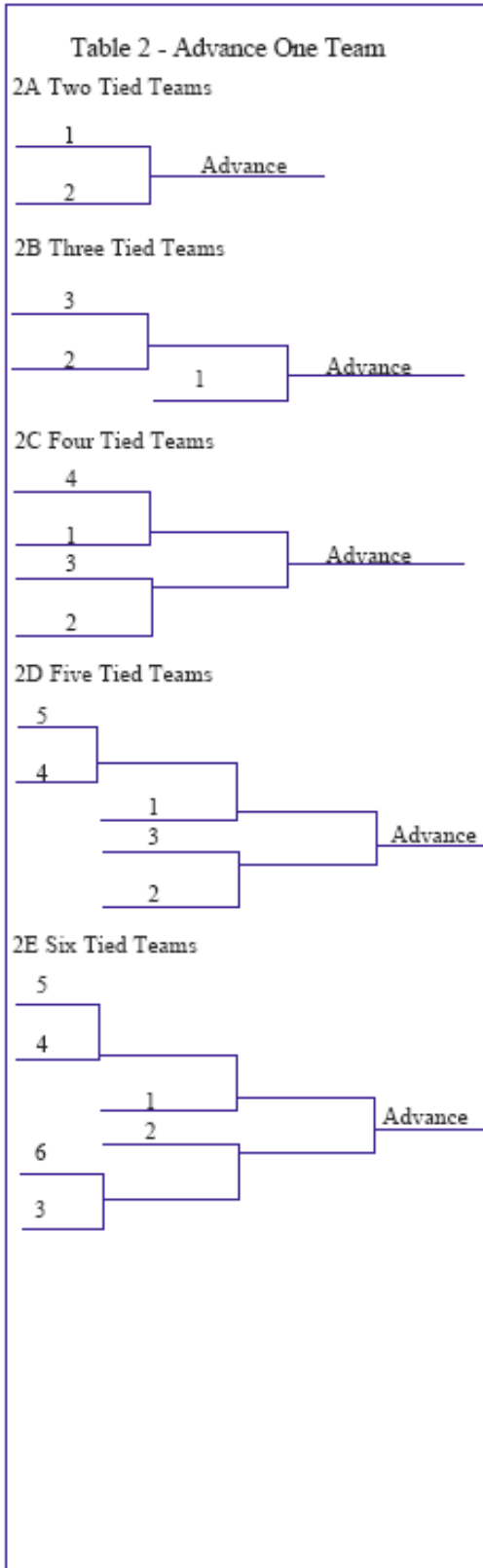
1st Place	2nd Place	3rd Place	4th Place	# Mini-- Games	Format Table 2-4	
X	X	X	X	0	N/A	N/A
X	X	X	XX	1	2A	Advance 1
X	X	X	XXX	2	2B	Advance 1
X	X	X	XXXX	3	2C	Advance 1
X	X	X	XXXXX	4	2D	Advance 1
X	X	X	XXXXXX	5	2E	Advance 1
X	X	XX		0	N/A	N/A
X	X	XXX		1	3A	Advance 2
X	X	XXXX		2	3B	Advance 2
X	X	XXXXX		3	3C	Advance 2
X	X	XXXXXX		4	3D	Advance 2
X	X	XXXXXXX		5	3E	Advance 2
X	XXX			0	N/A	N/A
X	XXXX			1	4A	Advance 3
X	XXXXX			2	4B	Advance 3
X	XXXXXX			3	4C	Advance 3
X	XXXXXXX			4	4D	Advance 3
XX		XX		0	N/A	N/A
XX		XXX		1	3A	Advance 2
XX		XXXX		2	3B	Advance 2
XX		XXXXX		3	3C	Advance 2
XX		XXXXXX		4	3D	Advance 2
XX		XXXXXXX		5	3E	Advance 2
XX		X	X	0	N/A	N/A
XX		X	XX	1	2A	Advance 1
XX		X	XXX	2	2B	Advance 1
XX		X	XXXX	3	2C	Advance 1
XX		X	XXXXX	4	2D	Advance 1
XX		X	XXXXXX	5	2E	Advance 1
XXX			X	0	N/A	N/A
XXX			XX	1	2A	Advance 1
XXX			XXX	2	2B	Advance 1
XXX			XXXX	3	2C	Advance 1
XXX			XXXXX	4	2D	Advance 1
XXX			XXXXXX	5	2E	Advance 1
XXXX				0	N/A	N/A
XXXXX				1	5A	Advance 4
XXXXXX				2	5B	Advance 4
XXXXXXX				3	5C	Advance 4
XXXXXXX				4	5D	Advance 4
X						

Mini Games for Provincial Events:

Ties within medal round positions in a three (3) places format.

1st Place	2nd Place	3rd Place	# Mini Games	Format Table 2-3-4	
X	X	X	0	N/A	N/A
X	X	XX	1	2A	Advance 1
X	X	XXX	2	2B	Advance 1
X	X	XXXX	3	2C	Advance 1
X	X	XXXXX	4	2D	Advance 1
X	X	XXXXXX	5	2E	Advance 1
X	XX		0	N/A	N/A
X	XXX		1	3A	Advance 2
X	XXXX		2	3B	Advance 2
X	XXXXX		3	3C	Advance 2
X	XXXXXX		4	3D	Advance 2
X	XXXXXXX		5	3E	Advance 2
XXX			0	N/A	Advance 3
XXXX			1	4A	Advance 3
XXXXX			2	4B	Advance 3
XXXXXX			3	4C	Advance 3
XXXXXXX			4	4D	Advance 3
XX		X	0	N/A	N/A
XX		XX	1	2A	Advance 1
XX		XXX	2	2B	Advance 1
XX		XXXX	3	2C	Advance 1
XX		XXXXX	4	2D	Advance 1
XX		XXXXXX	5	2E	Advance 1

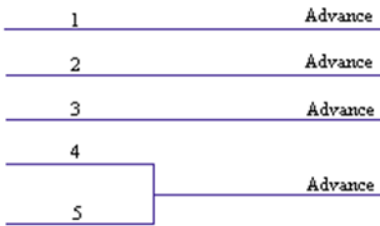
Mini Games for Provincial Events



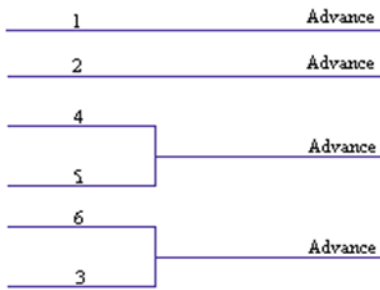
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Table 5 - Advance Four Teams

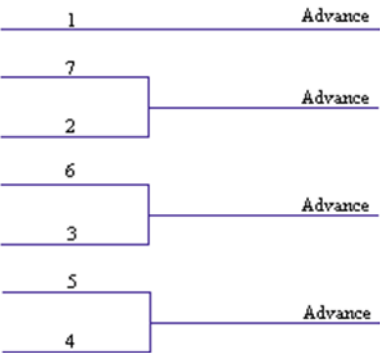
5A Five Tied Teams



5B Six Tied Teams



5C Seven Tied Teams



5D Eight Tied Teams

