



Matt Murdoch Memorial Mixed Doubles

December 12-14 2025

Rules

This event will be played in 6 groups of 4 teams in a round robin format.

Each group will play a crossover game with another group.

There will be a 5 minute practice before each game. With first practice starting 15 minutes before game time.

Before each round robin game, teams will carry out a coin toss to determine first or second practice and stone colour.

The winner of the coin toss will have choice of either practice or stone colour. *E.g If the team chooses second practice then other team has choice of stone colour and first practice.*

At the conclusion of practice an LSD will be carried out by both players of each team. 1 Clockwise and 1 Counter Clockwise stone must be delivered by each team. Both teams will be responsible for measuring and recording the LSD scores.

Games will be 8 ends. 1 extra end will be played if needed. If scores are level after the extra end then the team without hammer will be the winner.

Stone position will be position 2 unless stated otherwise by ice staff.

Teams will choose 5 from 8 stones to use during the game. 2 stones will be marked as the placed stones for the game.

There are no time outs

Players will carry out their own game measures.

Teams are responsible for setting the placed stones at the start of every end.

Brushes

Brush/ Pad Rules: C3 – ‘equipment’ applies to this competition.

Playoffs

Top 4 placed group winners (Ranked on DSA) will advance to the Quarterfinals.

The remaining 2 group winners will be ranked 5th and 6th and will compete in the Play In Game.

Second placed teams in the group will be ranked by DSA and all qualify for the Play In Game.

Ranking

Teams will be ranked in the group stage by Win/Loss record followed by DSA.

Throughout the playoffs the higher ranked team will have choice of Hammer or Stone Colour.

There will be a 5 minute practice before each playoff game. Teams with Hammer in the first end will practice first.

Mixed Doubles Rules

General Mixed Double rules can be found in the Scottish Curling Rule book R14.

Ice Abuse

Rule R10 (a). No player shall cause damage or engage in any action which could lead to damage to the ice surface by means of equipment, hand prints, or body prints. A player may be ejected from a game under C10(g) if continually breaking this rule.

Procedures:

1st incident = Player loses their brush for the remainder of the end. (If incident occurs at the end of the end then this carries over for the full duration of the next end.)

2nd incident = Repair damage and remove player from the game. This results in forfeit of match.

Umpire

Chief Umpire for this event will be Jim Hogg and will be assisted by Trustees of the Matt Murdoch Curling Foundation.

Academy Manager

Scott Andrews