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CURLING



CHAPTER 10 - CURLING

1. TEAM COMPOSITION

- 1.1. Play shall be IAW Canadian Curling Association Rule Book and the Constitution of the Region Sports Committee with the subsequent guidelines for Competition play.
- 1.2. A team will consist of five (5) players, four of which being allowed to play per game. Player substitution mid game can only occur in the event of an injury.
- 1.3. A team shall have a minimum of three (3) players to play a game.
- 1.4. Teams consist of players of any age and gender throwing in their determined order.
- 1.5. Free Guard Zone: Five rock rule applies.
- 1.6. No Tick Shot Rule applies.

2. RULES

- 2.1. Each team will have a separate seven (7) minute practice before the start of each game. In addition to this, one (1) minute to cool sliders and one (1) minute to throw LSD will be provided. The following format will be followed;
 - a. A coin toss between the two teams will be conducted thirty (30) minutes before the scheduled game time.
 - b. The winner of the coin toss can select either first or second practice OR stone colour. The team who loses the coin toss will have the choice of the remaining option.
 - i. Eg. Team A wins the coin toss and selects second practice. Team B selects stone colour, or
 - ii. Team A wins the coin toss and selects stone colour, Team B selects first or second practice.
- 2.2. No later than twenty (20) minutes before the scheduled start time the official will call first practice. At this time, the team who was awarded first practice will stand on the boards behind their assigned sheet.

- 2.3. When all teams are promptly on the ice behind their sheet, the official will call **“One (1) minute to cool your sliders”**. Upon this announcement, players can remove their grippers and stand on the ice while staying behind the hack.
- 2.4. Immediately after the one (1) minute is up the official will call **“seven (7) minute practice has begun”** and teams can then throw their assigned rocks up and down the sheet as desired.
- 2.5. The official will announce **“one (1) minute remaining in practice”** at the six (6) minute mark. Teams must ensure they have all rocks back in the starting place before the seven minutes is complete.
- 2.6. At the seven (7) minute mark the official will announce **“the seven (7) min practice is over and teams now have one (1) minute to throw their draw to the button.”** One (1) member from the team will throw a draw following the guidelines outlined in Para 4.
- 2.7. Each team may request two (2) timeouts per game
 - a. Time out is called by a player or coach and signaled to the official.
 - b. Each timeout will be 60 seconds in length once the coach reaches the sheet. Travel time to the sheet shall be prompt.
 - c. The coach or alternate player of the team who requested the timeout may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface.
 - d. The team that did not call the timeout may communicate for the same amount of time as the team who called the timeout, however, they must stay at the home end. They shall not cause any undue delay to the stone being delivered. No matter the amount of time taken by the team calling the timeout, the opposing coach/alternate is entitled to a minimum of 30 seconds with their team.
- 2.8. Hammer in the first end will be determined using a Last Stone Draw (LSD) to the Button which is to be conducted immediately following each team’s seven (7) minute practice. It will be conducted using the following guidelines;
 - a. Last stone advantage (hammer) in the first end will be decided by a draw to the button following each team’s pre-game practice.
 - b. LSD’s will be delivered towards the home end only.
 - c. First practice teams deliver the LSD stone in the clockwise rotation and the second practice teams delivers the LSD stone in the counter-clockwise rotation. If a team delivers the wrong rotation, they receive

a maximum distance of 185.4 cm.

- d. A maximum of one (1) minute will be given to deliver the LSD. The rock must be out of the throwers hand by the one minute mark. Stones not delivered within one (1) minute will be assigned a distance of 185.4 cm.
- 2.9. One (1) player delivers a stone with a broom holder and full sweeping to the home end.
 - 2.10. All stones finishing in play will be measured by the throwing team in conjunction with one member of the opposition team. The official will have oversight of, address any potential discrepancies and record the measured distance of all teams.
 - 2.11. In the event a team covers the pin hole, the throw will be recorded as zero (0) then a second team member will be required to deliver a measurable stone. This measure will only come into effect if the following team pins their first LSD. In the event both teams pin their LSD the second LSD rocks will be used to determine hammer.
 - 2.12. Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm. If the measuring device can be placed in the pinhole but no measurement is possible, half the value of the lowest measurable distance will be used.
 - 2.13. Stones that do not finish in play are recorded as 185.4 cm (6 ft, 1 in).
 - 2.14. In the event both team LSD's do not result with a stone in play a coin toss will be conducted to determine hammer.
 - 2.15. A stone that is moved by a team member, prior to the measure, will be assigned the distance of the next defined circle away from the button. If it was not in the rings but in play it will be recorded as 185.4cm.
 - 2.16. The team with the lesser LSD distance has the choice of delivering the first or second stone in the first end. It is assumed that the team winning the LSD will want last stone in the first end and therefore deliver second. If there is any time that a team does not want the last stone if they win the LSD, then they must inform the Umpire before the start of their practice.
 - 2.17. There is no predefined per player delivery requirement(s). Any member of the team can throw the LSD for Hammer.
 - 2.18. Coaches and fifths are not allowed to stand on the ice during the delivery of the LSD. The opposing team should remain behind the glass until after the LSD has been delivered and measured.

3. CHAMPIONSHIP FORMAT

- 3.1. All Round Robin and play-off games shall consist of eight (8) ends.
- 3.2. In the event of a tie game after eight ends, an extra end will be played towards the glass until a winner is declared.
- 3.3. To constitute an official game, a minimum, five (5) ends must be played with no exceptions.
- 3.4. Upon completion of five (5) ends, a game may be terminated if the losing team concedes.

4. TIE-BREAKING PROCEDURES

- 4.1. All teams shall draw to the button (with sweepers) upon completion of their first game of the Championship using the following format;
 - a. Draw to the buttons shall be conducted by all four (4) players that just played (cannot use spare.)
 - b. All throws are conducted towards the glass and teams will alternate as they would in a game situation. Eg. Team A lead throws followed by Team B lead throws etc. The losing team from the game will throw first using the same rocks they just played with.
 - c. There are no assigned rock rotations (clockwise/counterclockwise), it is a team decision.
 - d. The combined distance of each rock from the pin will be recorded and form the team total.
 - e. Teams will self-measure their stones with one member of their opposition following each throw under the oversight of the official. Once the measure is completed the stone is removed from play.
 - f. In the event a tie exists when determining play-off positions between more than two teams, the points obtained by each team will be used as a tie-breaker.

- g. In the event a team only has three (3) players, the maximum distance of 184.5cm will be awarded as the 4th's score.

5. AWARDS

<u>Awards / Recognition</u>	<u>Quantity</u>	<u>Nationals</u>	<u>Regionals</u>
Trophy	1	✓	TBD by regional constitution
Championship Banner	1	✓	TBD by regional constitution
Gold Medals	5	✓	✓
Silver Medals	5	✓	✓
Tournament MVP	1	✓	TBD by regional constitution
Team MVP	4	✓	TBD by regional constitution