



2015 CANADA WINTER GAMES

CURLING TECHNICAL PACKAGE

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "training to compete" phase of its Long Term Athlete Development Model (LTAD), or other suitable phase of the model as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council Sport Committee.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council (CGC) through his or her Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following principles outlined in this document, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Technical Packages are developed by sport, not disciplines.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Division for consideration. The NSO or Chef de Mission will submit the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after 36 months prior to the Games. Additions or changes to events / competition formats that result in a significant cost increase to the Host Society will not be considered after 24 months before the Games, unless approved by the CGC and the Host Society. Substantive changes to events or competition formats will not be considered after 18 months before the Games, unless approved by all participating provincial/territorial associations and the CGC. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical

National Partners/ Partenaires nationaux



Package by Games' participants early.

2015 CANADA WINTER GAMES

TECHNICAL PACKAGE

1. SPORT: CURLING

2. PARTICIPANTS:

- 2.1 Competitors: 4 male and 4 female
- 2.2 Staff: 1 coach for each team

The coach's gender is not restricted by the team's gender.

3. CLASSIFICATION:

Competitors shall be a maximum of 17 years of age on December 31, 2014.

Year of Birth: Any athlete born on and since January 1, 1997.

4. ELIGIBILITY:

4.1 Coaches:

Coaches named on the official registration form must be fully certified under the National Coaching Certification Program (NCCP) to at least Competition stream, development context (Certified status) in Curling. These coaches must be so certified no later than 180 days before the opening of the Games (by August 17, 2014).

4.2 Competitors:

There are no restrictions other than age and residency.

5. COMPETITION:

- 5.1 C.C.A. Rules of Curling for officiated play.
- 5.2 Round Robin Competition Format

The preliminary competition will consist of one pool of six (6) and one pool of seven (7) teams in a round robin competition. Each team will meet all the other teams in its division in ten (10) end games. In the event a game is tied after the regulation ten (10) ends have been played, an extra end or ends must be played to determine a winner. The team that has accumulated the most victories in its division will be ranked first, the next highest will be ranked second, and so on. The coach of the losing team may concede the game after a minimum of seven (7) ends played and with the approval of the Chief Umpire.

5.3 Round Robin Seeding

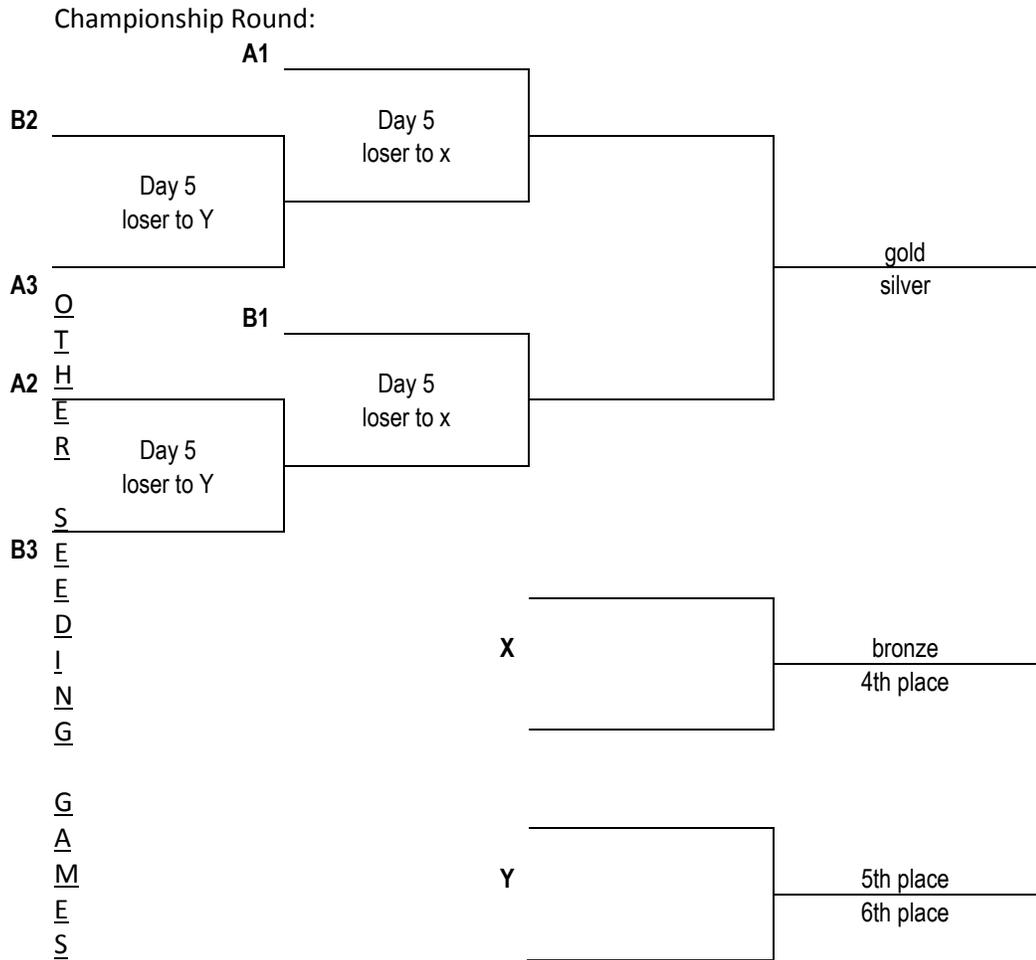
Seeding is determined by the Canadian Curling Association and is based on the results of the 2011, 2012, 2013 and 2014 Canadian Junior Curling Championships.

MEN	
POOL A	POOL B
1.	2.
4.	3.
5.	6.
8.	7.
9.	10.
12.	11.
13.	

WOMEN	
POOL A	POOL B
1.	2.
4.	3.
5.	6.
8.	7.
9.	10.
12.	11.
13.	

5.4 Playoffs

Following the round robin competition, the first three (3) teams of each division will play in the medal round while the remaining teams will meet to determine their final standings



7 - 13 Placing Round:

Following the main round robin, teams finishing A4, A5, A6, B4, B5, B6 and B7 will play shortened round robins to determine positions 7-13.

Seeding Pool #1 (teams finishing 4th and 5th in each pool)

- Day 5 - B4 v A5 B5 v A4
- Day 6 - B4 v A4 B5 v A5
- Day 6 - B4 v B5 A4 v A5

Positions 7, 8, 9 and 10 will be based on the results of this four team round robin. Ties will first be broken by who beat whom. If still unsolvable, the accumulated distance from the draws to the button for hammer in the three rounds will break ties.

Seeding Pool #2 (teams finishing 6th and 7th in each pool)

Day 5 - B6 v A6

Day 6 - B7 v A6

Day 6 - B6 v B7

Positions 11, 12 and 13 will be based on the results in this three team round robin. Ties will first be broken by who beat whom. If still unsolvable, the accumulated distance from the draws to the button for hammer in the three rounds will break ties.

5.5 Stone Selection, Practice & Last Stone Advantage

Round Robin Portion:

During the round robin portion, the first named team on the draw will throw red handled stones and will practice first for exactly ten (10) minutes commencing thirty (30) minutes prior to the start of the round robin draw. The team throwing yellow-handled stones will practice second and will have the same period of pre-game practice time commencing twenty (20) minutes prior to the start of the draw.

Playoffs:

Following the conclusion of the round-robin competition, the top three (3) teams in each division shall participate in the medal round.

The highest-ranking team based on round robin position will have choice of stone handle colour and pre-game practice time in any playoff game. Teams will draw to the button for last stone advantage in the first end. A team is only allowed to throw its own stones during practice and not those of the opposition.

5.6 Stone Matching

Stone matching using devices such as 'speed traps' shall only be facilitated during the pre-competition practice or during evening practice.

5.7 Coaching

Only the official team coach (as outlined in this technical package) is permitted on the ice. The coach's accreditation will provide them access to the front of house, back of house and field of play zones, including the ice for pre-competition practices, pre-game practices, timeouts, 5th end breaks, extra end breaks and other practice sessions. Coaches are considered to be part of the team and will therefore march in all ceremonies and will be introduced with the team.

Time-outs are ninety (90) seconds in length. Each team will be allowed two time-outs per game and one per extra end.

The Chief Umpire will have the right to modify the total length of time allocated to a time-out based on the logistics involved with coaches making their way to the ice surface. This will be established and communicated at the pre-competition meeting. This pre-determined time will be added to the 90 seconds.

5.8 Substitutes

In the event that, after the official draw has taken place, one or two players of a competing team are unable to continue play because of illness, accident or other extenuating circumstances as is deemed reasonable by the Chief Umpire, then a substitute or substitutes may be used.

The rink may either play with three players if the coach so chooses, or alternatively may select a substitute(s) who will sweep and throw stones. The substitute(s) may play in the position of the player he/she is replacing or in the position of lead. If a second player is unable to continue play, the same choice will be given to the coach.

Such substitute(s) will be selected by the coach from a pool of no less than four (4) same-gender players designated as substitutes and approved by the Canadian Curling Association. A different substitute(s) may be selected for each game. All players in the substitute pool must meet age requirements for the Games. Priority to curlers being selected for the alternate pool will be given first to the Curling Clubs in the Host municipality, then to the Host Province or Territory, and finally to the next “best and nearest”. All alternates must be approved by the Canadian Curling Association for participation in the alternate pool. Coaches will be provided with a substitute player profile and the opportunity to observe the substitute players during a pre-competition practice session.

5.9 Team Meetings

All members of the team and the recognized coach shall attend a meeting with the Chief Umpire before play commences. At this time, any questions teams might have on the draw, officiating or rule interpretation will be discussed. All players and coaches shall attend the team meeting; otherwise, teams will forfeit last stone advantage for all games in the round robin.

6. SPORT SCORING:

Each team will meet all the other teams in its division in ten (10) ends games and they shall be ranked within their division by wins and losses; then by head to head results; then by accumulated distance of draws to the button for last stone advantage.

7. PROVINCIAL/TERRITORIAL RANKING:

The allocation of points towards the awarding of the flag will be made from the standings of the provinces/territories after the playoff rounds are complete, ranking men and women independently:

1st place - 10 points
2nd place - 9 points
3rd place - 8 points
4nd place - 7 points
5nd place - 6 points

6nd place - 5 points
7nd place - 4 points
8nd place - 3 points
9nd place - 2.5 points
10nd place - 2 points

11th place - 1.5 points
12th place - 1 point
13th place - 0.5 points

8. TIE BREAKING: COMPETITION

Should two teams be tied at the end of the 10th end, they shall play a full extra end. Play shall be continuous. There will be a mandatory three (3) minute break before the start of any extra end. Each team will receive one (1) time-out per extra end. Unused time-outs from the regulation play cannot be carried over.

9. TIE-BREAKING: PROVINCIAL/TERRITORIAL RANKING

Should ties exist at the conclusion of round robin play, they shall be dealt with in the following manner:

Teams that complete the round robin with identical win-loss records will be ranked on the head to head result and if necessary, the accumulated distance of the draws to the button for last stone advantage.

At the completion of the pre-game practice, each team shall deliver two draws to the button. The first draw will be used to decide which team will have last stone advantage in the first end. The second draw has two roles. The first will be added to the accumulated distance to break ties where necessary, and the second role will be to break ties if the distance of the first draws to the button for hammer are the same.

Each player must deliver at least one draw to the button during the first portion of the competition. It can be the first or the second stone. At the conclusion of the first portion of the round, the two highest distances will be deleted and the balance will be the team's accumulated distance.

10. MEDALS:

GOLD: 8 (one for each member of the men and women's team ranked first)
SILVER: 8 (one for each member of the men and women's team ranked second)
BRONZE: 8 (one for each member of the men and women's team ranked third)

11. COMPETITIVE UNIFORM:

Provincial/Territorial colours, long pants and curling shoes. Females may wear kilts. All on-ice jackets and shirts shall include the player's name and name of the province/territory (2 1/2" letters). The name of the province/territory may be either full length or shortened (i.e. ONT or Ontario). The province/territorial shield is optional. The player's name shall appear at shoulder height on the back with the name of the province/territory below.

12. APPENDIX:

Appendix 1 is an integral part of this Technical Package.

APPENDIX 1

2015 Canada Winter Games

Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and permanent residents.
3. The Canada Games are open to athletes who are members in good standing of their sport's Provincial/Territorial Sport Organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the Province or Territory they are representing. An athlete can have only one domicile.
5. An athlete attending school on a full-time basis outside his or her province or territory of permanent residence during the year of the Canada Games shall be permitted to compete for either their province or territory of permanent residence or the province or territory in which the athlete attends school. To be eligible to compete for the province/territory where the athlete attends school, the student must be enrolled on a full-time basis during the current academic year.
6. An athlete who is training outside his or her province or territory of permanent residence may represent the province or territory in which they are training provided he or she can demonstrate a commitment to the province or territory she or he wishes to represent by:
 - (i) Having been a member of a club or provincial/territorial sport organization in that province/territory for the entire previous or current competitive season

- AND -
 - (ii) Having represented that province or territory at an international, national or regional championship,

- AND -
 - (iii) Not having received direct development funding from their province or territory of permanent residence within a year of the opening of the Games, unless the funding jurisdiction provides permission for the athlete to compete for another team.

- OR
 - (iv) Other similar circumstances may be considered.

7. An athlete is permitted to try out for any province or territory of eligibility but can only try out for one province or territory per sport (i.e. an athlete may try out for swimming for one province or territory but cannot try out for swimming in another province or territory. An athlete may try out for one province or territory in swimming, and may try out for another province or territory in diving).
8. Athletes may only compete for one province or territory at a single Canada Games.
9. Athletes may not compete in two sports at one Canada Games if they are scheduled in the same week.
10. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. Coaches or PSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.
11. Where a team/province/territory/Chef wishes to challenge the eligibility of an athlete on another provincial/territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

Other

12. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to a maximum size of 60 square centimeters.
13. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.