

2017-2018 Curl BC Rules

(Sections in bold and italics indicate where changes to Rules have been made for 2017-18)

1. Application

a) These rules apply to:

- (i.) All Curl BC regions and member facilities; and
- (ii.) Curlers participating in competitions governed by Curl BC.

b) Curl BC Rules take precedence over the Curling Canada Rules of Curling.

c) If a Playdown Template or Competitors' Guide is issued for a specific event, the Template and/or Guide shall form an integral part of the rules for the event and shall be enforceable as part of the rules. Where the Template or Guide contradicts the Curl BC Rules, the Curl BC Rules shall take precedence.

2. Definitions

a) "Current curling season" means the duration of a league for which a curler has paid dues for the current year.

b) "Good standing" means:

- (i.) compliance with all Curl BC member facility dues and Curl BC assessment requirements; and
- (ii.) absence of sanctions by Curl BC or by a Curl BC member facility, including,

but not limited to, prohibition from curling.

c) "On or before" means prior to 11:30pm of the date mentioned.

d) "Primarily resident" means British Columbia residency can be verified by providing a minimum of three of the following four items if requested:

- (i.) Current BC Driver's license (or current travel picture ID)
- (ii.) Current BC Care Card
- (iii.) Letter from an employer confirming employment within BC
- (iv.) Statement from landlord (if renting) or bank (if owned) confirming residency within BC.

e) "Region(s)" means the geographical areas of British Columbia as established by the Curl BC Bylaws.

f) "Thinking time" is the allocated time for each team to complete a game. The time clocks will operate while a team deliberates about choice of shot. The clock will stop when the delivering team's stone reaches the nearer tee-line.

g) "Skip" is defined as the person calling the game (regardless of what order they deliver rocks in).

3. Membership

Annual affiliation fees will be payable by the member facility based on the fee structure established by the Board of Governors of Curl BC. Member facilities are required to submit affiliation fees to Curl BC on or before Dec. 1 of the current curling season, and a list of all

curlers by February 15th of the current season.

4. Playdown Eligibility

- a) Each playdown participant must meet the eligibility requirements of the competition as set out by Curl BC and Curling Canada.
- b) Each playdown participant must primarily reside within the geographical boundaries of the province of British Columbia and within the jurisdictional area of Curl BC. (With the exception of Men's [Brier] and Women's [Scotties] permitting a maximum of one player from any other Canadian location to be part of the team). Refer to: <http://www.curlbc.ca/curlers/rules/> (Proof of residency form: check off "free agent" section on document).
- c) If a player is requesting exemption from the residency requirements, they must submit an application to the Curl BC CEO a minimum of 30 days prior to the entry deadline of the competition the applicant wishes to compete in. (Applications can be found on the Curl BC website under the Curlers -> Rules menus). A player granted a residency exemption is also exempted from the requirements in 4d, 4j and 6c. Refer to: <http://www.curlbc.ca/curlers/rules/> (Proof of residency form: check off "residency exemption" section on document).
- d) Each playdown participant must be a fully paid member of an affiliated Curl BC facility that submits their information as part of the Annual Curl BC Membership Report. And shall be responsible for ensuring he/she is in good standing with that member facility.
- e) An individual can only participate in one province/territory in a championship season.
- f) Participants must meet the age restrictions in their respective category - please refer to each category specific section of the rules.
- g) If proof of age is required by the competition, a birth certificate or acceptable equivalent such as a passport may be used.
- h) No player may participate in more than one regional playdown in any given event category in any one curling season, but may participate in a different category, unless otherwise stated in category specific rules.
- i) If a player in two playdowns has a time or date conflict, the player must withdraw from the competition in which he or she is least advanced. The team will be permitted to use a replacement in accordance with Rule 6 (i). The player who has withdrawn will not be permitted to rejoin the team.
- j) If the initial level of competition is held during the curling season prior to the national championship, a player must, in the curling season of the championship, be curling regularly in an affiliated club and all affiliation fees must be paid by the player prior to the commencement of the next level of competition.
- k) In the event a player is ruled to be ineligible for playdown participation prior to the initial playdown, the player's team may replace him/her with an eligible player.
- l) Upon an infraction of these provisions at any time during progression to the Provincial playoff, the entire team may become ineligible for further competition in that category.

5. Entries for Playdowns

- a) Entries to Curl BC playdowns must be received by the Curl BC office on or before the entry deadline established annually by Curl BC. Entry forms and all necessary documents must be completed in full.
- b) By submitting an entry to a Curl BC playdown, each of the four players on the team is signifying his/her commitment, if successful, to continue to compete at each succeeding level of playdowns (regional, provincial, national)
- i) In extreme circumstances, a request can be made to the Curl BC CEO (or designate), PRIOR to the start of each event.
- c) Once you have qualified or the BC Champion has been determined, no more than one player of that team may be substituted for the next level of competition. In the case where a BC Champion cannot field a team, the runner-up team shall represent BC at the National Championship (adhering to only one player substitution). The Curl BC CEO may appoint a team for the National Championship comprised of members from the BC Champion and runner up if neither the Champion nor runner-up team are available.
- d) Entry fees for playdowns will be determined annually by Curl BC.
- e) Full payment of entry fees including competitor fees must accompany playdown entry.
- f) Entry fees will not be refunded after the entry deadline, should the team withdraw. If a team withdraws from the competition before the registration deadline, a processing fee will be deducted from that team's original fee.

6. General Competition Rules

- a) Curling Canada Rules for Officiated Play shall apply except as superseded by Curl BC Rules.
- b) Any changes to team personnel after submission of the entry but prior to the start of the competition must be communicated to the Curl BC staff member in charge of competitions. Replacement or substitute players must bring all required documentation to the competition and give it to the liaison at the event.
- c) All members on a playdown team must be in good standing at affiliated facilities, but not necessarily in the same region (exception BC Winter Games):

For Regional Events:

- (i.) Teams may be comprised of any eligible player from any region of the province. The team will represent the member facility of the skip;
- (ii.) If the majority of the team members affiliate in one region, the team must compete in that region;
- (iii.) If there is no majority of team members affiliated in one region, the team will represent the member facility of the skip;
- (iv.) Changes in team members that affect regional representation will only be granted under extreme circumstance by the Curl BC CEO.

For Open Events:

- (i.) Teams may be comprised of any eligible player from any region of the Province. The team can play in any open event within their category.

d) Last stone draw

- (i.) Last stone advantage will be per Curling Canada Rules for Officiated Play.
Refer to: <http://www.curlbc.ca/curlers/rules/>

e) Time-outs – each team may request two time-outs per game and one time-out during each extra end

- (i.) The time-out will be 90 seconds in length. It will include any travel time by the coach or alternate to access the field of play.
- (ii.) Additional time can be added at club-based events at the discretion of the Chief Umpire.
- (iii.) The Coach or alternate (not both) whose team requested the time-out may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface.
- (iv.) The coach or alternate of the team who did not call the time-out will be allowed to meet with their team on the backboard at the home end only.

f) Curlers should be prepared to curl more than two games in one day if required.

g) Participants at all playdown competitions shall be permitted to wear the advertising of their team sponsor(s), provided that such advertising is in good taste and does not conflict with Curl BC sponsors. Specific guidelines within the event templates will detail team attire. Curl BC crests must be affixed to the upper left arm or upper left chest of the outer garment of each member of a team, in the same position for all members of the team. Provincial sponsors' crests are to be affixed to the upper right chest of the outer garment of the team uniform. Team sponsor advertising should not be placed in these locations.

h) Fifth players:

- (i.) The inclusion of a fifth player is at no cost to Curl BC or the host committee.
- (ii.) A curler may serve as a fifth player on any team for which he or she is eligible including Rule 6 b) or (c), but if that curler has already competed at the same level of competition, he or she may only accompany a team as a fifth player to a more advanced level of competition;
- (iii.) A fifth player may be declared on the team's entry form at registration or after any of the qualifying events, will pay the current Curling Canada competitor's fee, and remain with the team until completion of that Curl BC competition;
- (iv.) Fifth players may play in any game, at any position on the team;
- (v.) The expenses of the fifth player shall be the responsibility of the team; and
- (vi.) Teams continuing on to national events will be subject to the rules of the body governing the national event regarding fifth players.

i) Substitution:

Should a competitor be unable to play due to injury, illness or extenuating circumstances, spares or replacements are permitted during playdowns leading to provincial events.

- (i.) Spare: a temporary player, replacing a player for one game, on a game by game basis.
- (ii.) Spares who are selected from a spare pool provided by the host committee and who play in one or more games at that playdown event will not be required to pay the Curling Canada competitor's fee unless they continue to the next level of play with the team. A spare must be an affiliated member of a club in good standing, and meet all eligibility

requirements for the competition.

- (iii.) Replacement: replaces a player for the remainder of an event, or if the player cannot rejoin the team, for subsequent levels of competition.
- (iv.) A replacement player must be a member of an affiliated facility in good standing, must meet all eligibility requirements for the competition, and must pay the current Curling Canada competitor's fee.
- (v.) A spare or replacement may play any position on the team and shall not have competed in nor be competing in the same level of competition in the current season. However, a spare or replacement that played at the regional level may be selected to play at a subsequent level of competition. For substitution purposes, the men's and women's open events are considered separate from Regional and Interregional playdowns.
- (vi.) A team may choose to play with three players with the first two players each delivering three stones in each end. Under no circumstance may a team play with fewer than three players delivering stones. Exception: Mixed curling must always have four players on the ice with two men and two women alternating delivery of stones. The player delivering last stone and the player acting as vice-skip must be opposite gender.
- (vii.) The Chief Umpire must be advised 30 minutes before a game if a spare or replacement will be playing.

7. Coaches

a) To be allowed rights at Curl BC playdowns, a coach:

- (i.) Must be certified at minimum Competition Coach.
- (ii.) Must be at least 21 years old as of Dec. 1 of the year prior to the national championship to accompany a Junior team to a Curl BC competition.
- (iii.) Must be at least 21 years old as of Dec. 1 of the year prior to the provincial championship to accompany a Juvenile team to a Curl BC competition.

b) Each Junior/U18/ BC Winter Games team must have a coach that meets certification requirements **and has completed a Criminal Record Check. Criminal Record Checks should be submitted to the Curl BC office no later than two (2) weeks prior to the start of the competition.**

c) A team shall declare the name of its coach on the playdown entry form.

d) Any change in coaches must be communicated by the team to the Chief Umpire at least 30 minutes prior to the start of the game.

e) Only the declared coach will be permitted to access the team during practice / warm-up/ fourth or fifth end breaks / timeouts.

f) Any team with a coach under 21 years of age, or a team under the age of majority (19 years old) participating in an adult event, must also be accompanied by a chaperone over 21 years of age. All expenses relating to the chaperone shall be the responsibility of the team. The chaperone shall not receive any awards, prizes or acknowledgment. Coaches and chaperones must have a Criminal Record Check available that is no more than five (5) years old. Criminal Record Checks should be submitted to the Curl BC office no later than two (2) weeks prior to the start of the competition. The coach/chaperone shall be responsible for the team both on and off the ice during the entire competition.

8. Playdowns Leading to Provincial Events

- a) The number of teams qualifying for each category of provincial championship shall be determined by the Curl BC Board of Governors (refer to Curl BC Board Policy Registry).
- b) It shall be the responsibility of the Curl BC Regional Representatives to arrange play-downs for all categories in their region on behalf of Curl BC.
- c) Playdowns to determine provincial qualifiers must be completed at least 14 calendar days prior to the start of their respective provincial championship.
- d) Reallocation of Qualifying Berths:
- (i.) In the case where there are insufficient entries in a qualifying event to produce the required number of qualifying teams the CEO will relocate the qualifying spot(s) to the other qualifying events in an equitable manner.
 - (ii.) In the case where a qualified team withdraws from a BC Championship the CEO will reallocate the championship berth in an equitable manner. If qualifying events are still to be held, the berth shall be awarded to the remaining qualifying event with the most entries. If all events have been held, the berth shall be awarded based on the teams records in qualifying events.
- e) Pre-game Practice:
- (i.) Whenever possible, as time permits, each team will be allowed a 10 minute pre game practice before each game, where the team may deliver a maximum of 16 rocks total on the same sheet of ice on which they are about to play.***
 - (ii.) Prior to the pre-game practice, teams will toss a coin with the winner having the choice of first or last practice OR rock colour.
 - (iii.) Teams may use only the stones they are assigned for that game.
 - (iv.) When time does not permit a pre-game warm-up, a coin toss will be used to determine the hammer.

9. Provincial Championships

- a) Curl BC will supply the official draw to determine schedule of play at a provincial event.
- b) A team briefing will be held prior to the first draw. At that time, the officiating system, rule enforcement and penalties will be reviewed. Any queries the curlers may have will be addressed. The Chief Umpire and at least one member of every team must attend. A team that fails to be properly represented without the approval of the Curl BC Liaison will lose last rock advantage in the first end of all games.
- c) Game Time Operation
- (i.) Thinking time allocated to each team to complete a ten end game shall be 38 minutes per team.
 - (ii.) Thinking time allocated to each team to complete an eight end game shall be 30 minutes per team. (Exception – wheelchair teams will be allocated 36 minutes per team, masters will be given 32 minutes. (Note - at the national masters it is only 30 minutes).
 - (iii.) Thinking time allocated to each team to complete an extra end shall be 4.5 minutes per team. (Exception - wheelchair teams will be allocated six minutes per team.)

- (iv.) Both teams are off the clock to start the game. When the first stone of the game comes to rest, the delivering team's game clock will begin when the opposing team has relinquished control of the house and all sweepers have moved to the side of the sheet. The clock will stop when the delivering team's stone reaches the nearer tee-line.
- (v.) No clocks are running when a stone is in motion after the near tee-line.
- (vi.) At the conclusion of each end, both time clocks are stopped for a period of time as determined by the rules of the competition or the Chief Umpire.
- (vii.) Each team may request two time-outs per game and one time-out during each extra end (see Rule 6.e)

d) Pre-event practice: A practice session will be scheduled for all teams prior to the start of the first draw of the championship. Teams will be permitted to practice for a determined amount of time on each sheet of ice on which they will play during the event.

e) Pre-game practice: Each team will be allowed a ten minute warm-up before each game on the same sheet of ice on which they are about to play and **may throw as many rocks as they want during this time**. Teams listed on the left of the draw or the top position on the draw sheet will practice first using only the stones assigned to them for that game. Teams practicing first will use the colour of stones in the top position on the scoreboard.

f) The host committee will provide a spare pool of curlers who meet all eligibility requirements. Spares will practice during regular scheduled practice and will be available for selection by the team requiring a substitute.

10. Conduct and Discipline

a) In accordance with the Curl BC Harassment and Disciplinary Policy:

- (i.) Competitors and coaches are required to conduct themselves in an appropriate manner on and off the ice, and avoid any action or conduct that disrupts or interferes with events, or reflects adversely upon Curl BC
- (ii.) The Curl BC Liaison in charge of a competition is empowered to oversee the competition and resolve disputes, including having the authority to implement necessary disciplinary measures on an emergency basis where, due to time or distance or other constraints, the Curl BC Chair cannot effectively approve necessary disciplinary measures;
- (iii.) The Curl BC Board of Governors has the power, at any time, to suspend or expel for just cause, any player or coach from competition for such period as the Board sees fit.

b) Smoking by competitors, coaches or officials anywhere in the playing area at any time is prohibited.

c) Competitors and coaches may be subject to fines if they do not conduct themselves in an appropriate manner. See Playdown Templates, Codes of Ethics and Competitors' Guides for guidance. Visit www.curlbc.ca/player-fines-for-violations/ for an overview of the fines.

d) Players found in violation of banned substances in contravention to the rules of the World Curling Federation, Sport Canada, and Curling Canada policy, will be subject to the same ban as in place by the CC. A list of banned substances may be obtained from the Canadian Centre for Ethics in Sport (CCES) at 1-800-672-7775. For further details go to www.cces.ca.

11. Appeals

Appeals concerning disciplinary decisions or harassment issues shall be made in accordance with the Curl BC Harassment Policy (BG Appendix 11).

12. Other

- a) The Curl BC Board of Governors reserves the right to amend or repeal any of the foregoing rules.
- b) The Curl BC Board of Governors or its designate has the power to make decisions it considers necessary to handle any situation not covered by the rules including the authority to amend the rules where emergency situations so warrant. All decisions shall be final and binding.
- c) Any matter not covered in these rules shall be governed by the Curling Canada Rules of Curling

CATEGORY SPECIFIC POLICY AND RULES

MEN

Policy

- 1) The Men's BC Championship shall be a 12-team modified triple knockout event with a four-team page playoff with 10-end games.
- 2) The twelve (12) teams shall qualify as follows:
 - The previous year's BC Champion is eligible to receive an automatic berth into the BC Championship provided that at least three of the four provincially registered players are returning as part of that team. If the previous year's BC champion is not eligible, this berth shall be reallocated to the last open event.
 - The top two BC teams in the CTRS as determined by points accrued from November 30th of the previous season to December 1st of the current season, including any events in progress as of December 1st provided that the high point teams are ranked in the top 50 in Canada in the current CTRS rankings or have competed in a minimum of four CTRS events. If there are no eligible CTRS teams, these berths will be reallocated to the last open event. In the case where there are not four CTRS events in BC, teams would only be required to compete in a minimum of three CTRS events in order to be eligible to receive the spot. Please note that teams are not restricted to playing in BC events. Participation in CTRS events in other provinces will count towards the minimum requirement. Note – points from regional, provincial and national events do not go towards the BC Provincial CTRS berths.
 - ***Four open events played on the same weekend in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6 and Regions 8, 9 & 10; a max of 6 berths allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any berths not allocated to the first weekend's open events will be allocated to Region 11's open event.***
 - ***One open event played in Region 11 on a separate weekend for the remaining berths. Note - In the event the first weekend's open events have an unexpectedly high number of entries, it will be up to the CEO to determine how the berths will be allocated or whether to increase the BC Championship draw size.***
- 3) Berth reallocation is at the discretion of the office.

Rules

1. Individuals must be a resident of BC by Sept. 1 of the year proceeding the championship season - Sept. 1, 2017 for the 2017-18 season. (With the exception of now permitting a maximum of one player from any other Canadian location to be part of the team).
- 2. A team may participate in any of the open playdown events.**
3. Fifth players are permitted at all levels of play up to and including national events.
4. If a game is tied after the ten ends allotted, the teams shall play extra ends until a winner is declared.
5. During a ten-end game, a mandatory break of five minutes shall take place at the conclusion of the fifth end.
6. In televised games teams must play a minimum of eight ends unless permission to concede is granted by the network and Chief Umpire.

WOMEN

Policy

- 1) The women's BC Championship shall consist of eight teams competing in a Round Robin format of 10-end games and a four-team page playoff.
 - 2) The eight teams shall qualify as follows:
 - The previous year's BC champion is eligible to receive an automatic berth in the BC Championship provided that at least three of the four provincially registered players are returning as part of that team; If the previous year's BC champion is not eligible, this berth shall be reallocated to the first "Open Qualifying Event"
 - The top BC team in the CTRS as determined by points accrued from November 30th of the previous season to December 1st of the current season (or the Tuesday prior to the first open qualifying event, whichever is earlier) provided that the high point team is ranked in the top 50 in Canada in the current CTRS rankings or have competed in a minimum of four CTRS events. In the case where there are not four CTRS events in BC, teams would only be required to compete in a minimum of three CTRS events in order to be eligible to receive the spot. Please note that teams are not restricted to playing in BC events. Participation in CTRS events in other provinces will count towards the minimum requirement.
- Two open events will take place for the remaining spots:
- i. Open Event #1 will qualify 3 teams**
 - ii. Open Event #2 will qualify 3 teams
- Note – points from regional, provincial and national events to not go towards the BC Provincial CTRS berths.
- 3) For qualifying events, with three spots the draw format will be modified triple knockout and for events with two spots the draw will be modified double knockout.

Rules

1. Individuals must be a resident of BC by Sept. 1 of the year proceeding the championship season - Sept. 1, 2017 for the 2017-18 season. (With the exception of now permitting a maximum of one player from any other Canadian location to be part of the team).
2. A team may participate in any of the open playdown events.
3. Fifth players are permitted at all levels of play up to and including national events.
4. If a game is tied after the ten ends allotted, the teams shall play extra ends until a winner is declared.
5. During a ten-end game, a mandatory break of five minutes shall take place at the conclusion of the fifth end.
6. In televised games teams must play a minimum of eight ends unless permission to concede is granted by the network and Chief Umpire.

JUNIOR

Policy

- 1) The BC Championship shall consist of eight teams competing in a round robin format of ten end games followed by a four team page playoff.
- 2) The eight teams shall qualify as follows:
 - The top **four** BC Junior Curling Tour teams as determined by points accrued on the BC Junior Tour from **Dec. 1, 2016 to Nov. 15, 2017** (or the Tuesday prior to the first open qualifying event, whichever is earlier) provided that each of the top four teams competed in a minimum of two BC Junior Curling Tour events.

Two open events will take place for the remaining spots:

i. Open Event #1 in Region 3,4 & 7

ii. Open Event #2 in Region 11

- ***2-5 teams receive one berth, six or more teams receive two berths. Any berths not allocated to the first open event will be allocated to the second open event.***

Rules

1. Each player entering Junior competition shall be a maximum of 20 years of age or under as of July 1, 2017.
2. ***A team may participate in any of the open playdown events.***
3. If a game is tied after the ten ends allotted, the teams shall play extra ends until a winner is declared.
4. During a ten end game, a mandatory break of five minutes shall take place at the conclusion of the fifth end.
5. In televised games teams must play a minimum of eight ends unless permission to concede is granted by the network and Chief Umpire.
6. Teams may designate a fifth player for BC competitions only. Fifth players are not permitted at national events.
7. All teams must have a coach who meets the certification requirements ***and has completed a criminal record check.***
8. Fair Play Time-Outs are permitted at junior events.
9. Members of junior teams, including coaches, must refrain from the consumption of alcoholic beverages at any time during a competition.
10. Juniors must be in their hotel room by midnight, unless attending an official provincial championship function. The first violation of this curfew will result in a one game suspension to the player(s). The second violation will result in suspension from the remainder of the championship. The coach will be immediately notified by the Curl BC Championship Liaison of the disciplinary action, and a letter will be written by the Curl BC Board to the appropriate guardians and curling club. A warning to this effect will be given at the team briefing.

U18

Policy

1) The BC Championship shall consist of eight teams competing in a round robin format of eight-end games followed by a four team page playoff.

2) The eight teams for each championship shall qualify as follows:

- ***Four open events played on the same weekend in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6 and Regions 8, 9 & 10; a max of 6 berths allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any berths not allocated to the first weekend's open events will be allocated to Region 11's open***

event.

• ***One open event played in Region 11 on a separate weekend for the remaining berths. In the event the first weekend's open events have an unexpectedly high number of entries, it will be up to the CEO to determine how the berths will be allocated or whether to increase the BC Championship draw size.***

Rules

1. Each player entering the U18 competition shall be a maximum of 17 years of age or under as of June 30, 2017.
2. A team may participate in any of the open playdown events.
3. If a game is tied after the eight ends allotted, the teams shall play extra ends until a winner is declared.
4. During an eight end game, a mandatory break of five minutes shall take place at the conclusion of the fourth end.
5. Teams may designate a fifth player for BC Competitions only. Fifth players are not permitted at National events.
6. All teams must have a coach that meets the certification requirements ***and has completed a criminal record check.***
7. Fair Play Time-Outs are permitted.
8. Members of teams, including coaches, must refrain from the consumption of alcoholic beverages at any time during a competition.
9. Teams must be in their hotel room by midnight, unless attending an official provincial championship function. The first violation of this curfew will result in a one game suspension to the player(s). The second violation will result in suspension from the remainder of the championship. The coach will be immediately notified by the Curl BC Championship Liaison of the disciplinary action, and a letter will be written by the Curl BC Board to the appropriate guardians and curling club. A warning to this effect will be given at the team briefing.

BC WINTER GAMES (EVERY SECOND YEAR)

Policy

- 1) The BC Winter Games shall consist of two pools of four teams with the top two in each pool advancing to a sudden death playoff. The winner of each pool plays the second place team in the other pool with the winner advancing to the final. Except for tie-breakers, no team shall be required to play more than two games per day. All games shall be eight ends.
- 2) For Juvenile playdowns, the province shall be divided in accordance with BC Winter Games boundaries, which are currently eight zones. Each curler and coach shall compete only for the zone in which they make their permanent residence.

Rules

1. Each player entering this competition shall be ***15 years of age or under as of Dec. 31, 2017*** and shall not be younger than 11 years of age as of the first day of the BC Winter Games, whichever applies. Players must meet BC Games Society Eligibility Rules in BC Games Years.
2. If a game is tied after the eight ends allotted, the teams shall play extra ends until a winner is declared.
3. During an eight end game, a mandatory break of five minutes will take place at the conclusion of the fourth end.
4. For BC Winter Games the sponsorship rules of the BC Games Society will supersede Curl BC rules regarding cresting and team sponsors.

5. Fifth players are permitted at all levels of competitions, up to and including the BC Winter Games.
6. All teams must have a coach that meets the certification requirements **and has completed a criminal record check**.
7. Coaches will be allowed to access their teams for two minutes following each even end.
8. If a zone or zones do not provide a representative(s), the replacement team(s) shall be from the zone(s) with the most entries. If an equal number of entries in two or more zones prevent a clear choice, the extra berth(s) shall be decided by coin toss.
9. Members of Juvenile teams, including coaches, must refrain from the consumption of alcoholic beverages at any time during a competition.
10. Juveniles must be in their hotel room by midnight, unless attending an official provincial championship function. The first violation of this curfew will result in a one game suspension to the player(s). The second violation will result in suspension from the remainder of the championship. The coach will be immediately notified by the Curl BC Championship Liaison of the disciplinary action, and a letter will be written by the Curl BC Board to the appropriate guardians and curling club. A warning to this effect will be given at the team briefing.

SENIOR

Policy

1) The **BC Senior Men's Championship shall consist of ten teams** competing in a round robin format of eight end games followed by a **three-team playoff**. Except for tie-breakers, no team shall be required to play more than two games per day. All games shall be eight ends.

2) The **ten** teams shall qualify as follows:

Ten teams through an inter-regional playdown held in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6; Regions 8, 9, & 10; and Region 11. **The berths are allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any additional berths not allocated to a regional event will be allocated to the larger qualifying event(s).**

3) The **BC Senior Women's Championship** shall consist of eight teams competing in a round robin format of eight end games followed by a **three-team playoff**. Except for tie-breakers, no team shall be required to play more than two games per day. All games shall be eight ends.

4) The eight teams shall qualify as follows:

Eight teams through an inter-regional playdown held in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6; Regions 8, 9, & 10; and Region 11. **The berths are allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any additional berths not allocated to a regional event will be allocated to the larger qualifying event(s). In the event there is an unexpectedly high number of entries, it will be up to the CEO to determine how the berths will be allocated or whether to increase the BC Championship draw size.**

Rules

1. Each player entering Senior competition shall be a minimum of 50 years of age on **June 30** of the year prior to the national championship. **(Note, the age is under review and subject to change).**

2. No curler may enter the same category of competition in more than one region in a season.

3. If a game is tied after the eight ends allotted, the teams shall play extra ends until a winner is declared.

4. During an eight end game, a mandatory break of five minutes shall take place at the conclusion of the fourth end.

5. Teams may designate a fifth player for BC Competitions only. Fifth players are not permitted at national events.

MASTER

Policy

- 1) The **BC Master Men's Championship shall consist of ten teams** competing in a round robin format of eight end games followed by a **three-team playoff**. Except for tie-breakers, no team shall be required to play more than two games per day. All games shall be eight ends.
- 2) The **ten** teams shall qualify as follows:
Ten teams through an inter-regional playdown held in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6; Regions 8, 9, & 10; and Region 11. **The berths are allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any additional berths not allocated to a regional event will be allocated the larger qualifying events.**
- 3) The **BC Master Women's Championship** shall consist of eight teams competing in a round robin format of eight end games followed by a **three-team playoff**. Except for tie-breakers, no team shall be required to play more than two games per day. All games shall be eight ends.
- 4) The eight teams shall qualify as follows:
Eight teams through an inter-regional playdown held in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6; Regions 8, 9, & 10; and Region 11. **The berths are allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any additional berths not allocated to a regional event will be allocated to the larger qualifying event(s). In the event there is an unexpectedly high number of entries, it will be up to the CEO to determine how the berths will be allocated or whether to increase the BC Championship draw size.**

Rules

1. Each player entering Masters competition shall be a minimum of 60 years of age on Dec. 31 of the year prior to the provincial championship.
2. No curler may enter the same playdown category in more than one region in a season.
3. If a game is tied after the eight ends allotted, the teams shall play extra ends until a winner is declared.
4. During an eight end game, a mandatory break of five minutes will take place at the conclusion of the fourth end.
5. The use of the delivery stick at Masters competitions is permitted and its use shall be in accordance with Curling Canada Rules for General Play Section 18.
6. Teams may designate a fifth player for BC Competitions only. Fifth players are not permitted at National events.

MIXED

Policy

- 1) The BC Championship shall consist of eight teams competing in a triple knockout draw with a four team page playoff. Teams may play up to three games on one day of the event. All games shall be eight ends.
- 2) The eight teams for each championship shall qualify as follows:
 - Eight teams through an inter-regional playdown held in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6; Regions 8, 9, & 10; and Region 11. **The berths are allocated based on the following: 2-5 teams receive 1 berth, 6 or more teams receive 2 berths. Any**

additional berths not allocated to a regional event will be allocated to the larger qualifying event(s).

In the event there are an unexpectedly high # of entries, it will be up to the CEO to determine how the berths will be allocated or whether to increase the BC Championship draw size.

Rules

1. Team must be made up of two male and two female players and the male and female players must play alternate positions.
2. No curler may enter the same playdown category in more than one region in a season.
3. If a game is tied after the eight ends allotted, the teams shall play extra ends until a winner is declared.
4. During an eight end game, a mandatory break of five minutes shall take place at the conclusion of the fourth end.
5. Mixed teams are not permitted to have a fifth player.

WHEELCHAIR

Policy

- 1) The preferred BC Championship draw format is a round robin with a playoff however the draw format may be altered by the Curl BC CEO depending on the number of teams entered. Except for tie-breakers, no team shall be required to play more than two games per day. All games shall be eight ends.
- 2) There is an open direct entry in the Wheelchair Provincial Championship with all teams and players being required to satisfy Canadian Wheelchair Championship eligibility rules.

Rules

1. Teams may be comprised of eligible players from any region of the province.
2. Teams must have at least one member of each gender.
3. If a game is tied after the eight ends allotted, the teams shall play extra ends until a winner is declared.
4. Each team will receive 36 minutes of thinking time.
5. During an eight end game, a mandatory break of five minutes will take place at the conclusion of the fourth end.
6. Fifth players are permitted at all levels of play up to and including national events.

MIXED DOUBLES

Policy

1) The BC Championship shall be sixteen teams, 2 pools of eight, four team page playoff with eight end games.

2) The sixteen (16) teams shall qualify as follows:

- ***Four open events played on the same weekend in Regions 1 & 2; Regions 3, 4 & 7; Regions 5 & 6 and Regions 8, 9 & 10; a max of 12 berths allocated based on the following: 2-3 teams receive 1 berth, 4-5 teams receive 2 berths, 6 or more teams receive 3 berths. Any berths not allocated to the first weekend's open events will be allocated to Region 11's open event.***
 - ***One open event played in Region 11 on a separate weekend for the remaining berths.***
- 3) Berth reallocation is at the discretion of the office.***

Rules

1. Teams may be comprised of eligible players from any region of the province.
2. A team may participate in any of the open playdown events.
3. A team must be comprised of two players, one male and one female.
4. Alternate or spare players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.
5. Games shall be eight ends.
6. Each team will receive 22 minutes of thinking time.
7. Each team shall deliver five stones per end. The player delivering the team's first stone of the end must also deliver the team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

See page 98 for detailed Mixed Doubles/Doubles instruction.

WCF/Curling Canada Brush Moratorium

Curling Canada, in alignment with the World Curling Federation, has created a ruling on brush head technology that requires competitive curlers to use approved brush heads.

Curl BC will require curlers to adhere to the ruling while taking part in competitions that lead to national and international events, including the BC Junior Curling Tour.

The moratorium can be seen at <http://www.curlbc.ca/curlers/rules/>

Helmet Advice and Concussion Protocol

Curling Canada issued helmet advice which Curl BC has shared with members. In addition, Curl BC and Curling Canada adopted a concussion protocol and a return-to-play policy following head injuries.

Curling Canada is suggesting helmets for the following groups:

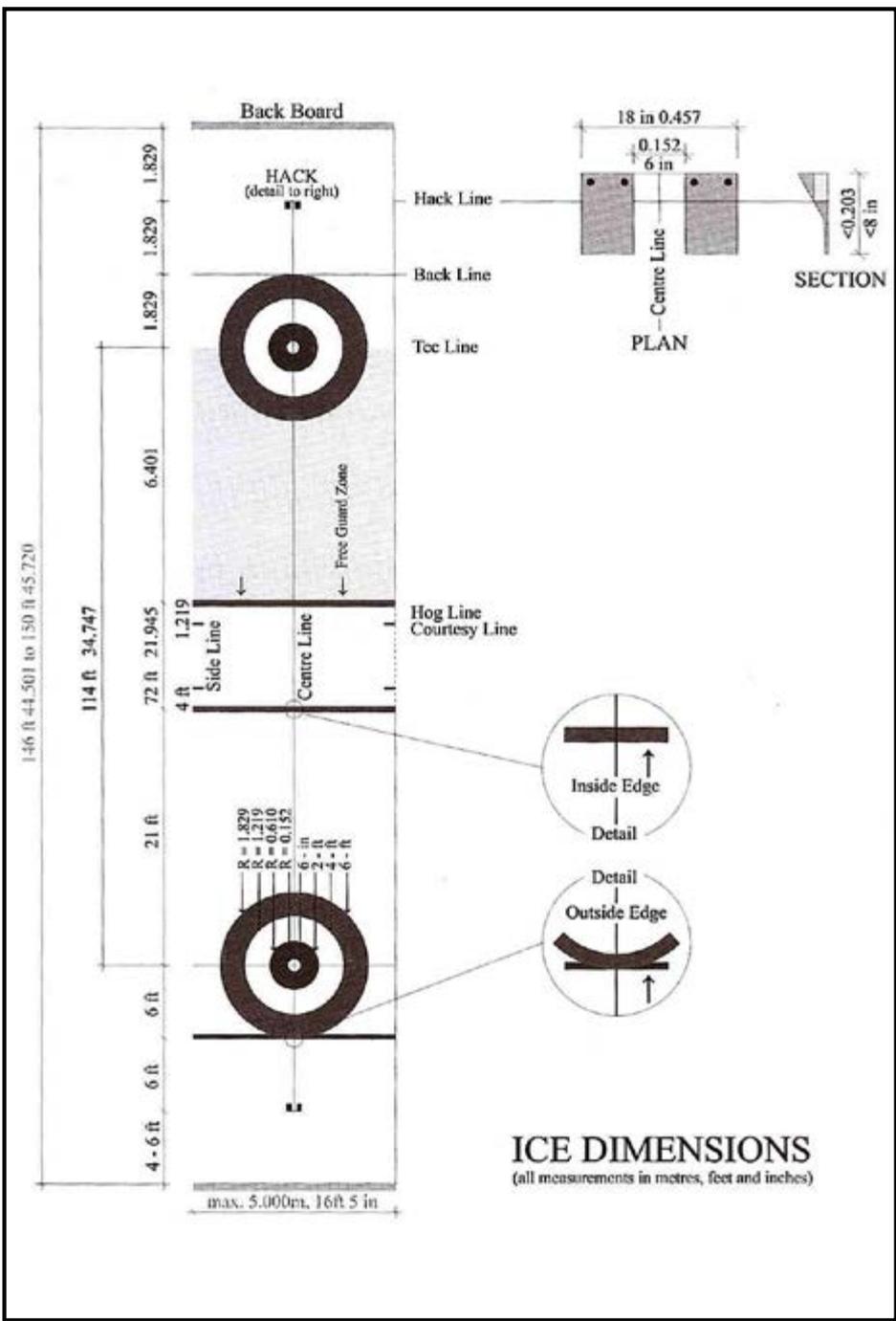
- o Children under 12
- o Anyone in a Novice or Learn to Curl program
- o Coaches for U12 (so that the youth model behaviour)
- o Anyone who has reason to think that they could be vulnerable (limited mobility, elderly, on medication).

The recommendation for curling centres in BC is to:

Ensure a waiver system is re-introduced and updated if required. An example waiver form is being prepared and, once ready, will be available on the Curl BC website. Email msim@curlbc.ca for more information.

Curling Canada documents regarding the return-to-play policy can be downloaded from <http://www.curlbc.ca/member-resources/> under 'Concussion Protocol'.

Curling Ice Specifications



2017-2018 Curling Canada Rules for General Play

1. Application

- (1) The Rules of Curling for General Play apply to any competition to which they are made applicable by the curling body having jurisdiction.
- (2) The Rules of Curling for General Play are not intended to be used in conjunction with officiating. If a curling body having jurisdiction over an event(s) wishes to make this rule book applicable to a specific competition(s) while also utilizing umpires, they should also put in place a set of guidelines outlining the authority of the umpires relative to the implementation of penalties.
- (3) If special rules are in effect, they shall take precedence over the General Rules of Curling.

2. Definitions

- (1) “biting” means that the vertical projection of a stone is in contact with the sheet line(s) to which the stone is in close proximity.
- (2) “competition” means a playdown involving any number of teams playing games to determine a winner.
- (3) “counting stone” means any stationary stone in the house that is closer to the tee than any stationary stone of the opposing team.
- (4) “delivering team” means the team that is in control of the house and whose turn it is to deliver.
- (5) “end” means the part of the game in which two opposing teams each deliver eight stones alternately and then determine the score.
- (6) “game” means play between two teams to determine a winner.
- (7) “house” means the area within the outside circle at each end of the sheet.
- (8) “sheet” means an area of ice marked in accordance with Rule 3.
- (9) “delivered stone” means a stone that is in motion from the moment that it has reached the nearer tee line and been released, until it comes to rest or is out of play.
- (10) “stone set in motion” means a stone in motion whose movement from a stationary position, in play, is caused by a delivered stone or another stone previously set in motion.
- (11) “team” means three or four players playing together in accordance with Rule 5 and “biting” means that the vertical projection of a stone is in contact with the sheet

- (12) "team" means three or four players playing together in accordance with Rule 5 and may also include the team alternate and coach as determined by the rules of the competition.
- (13) "original position" means the position the stones were in immediately before the violation or incident took place.

3. Sheet of Ice

- (1) The recommended length of the sheet from backboard to backboard shall be 146 feet (44.501m) to 150 feet (45.720m). The width of the sheet from sideline to sideline shall be a minimum of 14 feet 2 inches (4.318m) and a maximum of 15 feet 7 inches (4.750m). This area shall be delineated by lines drawn or dividers placed on the perimeter.
- (2) The centre line, one-half inch in width, shall be placed the length of the sheet through the centre of the tee lines to a point 12 feet (3.658m) behind each tee.
- (3) At each end of the sheet there shall be three distinct lines drawn from sideline to sideline as follows:
 - (a) Each tee line, one-half inch in width, shall be placed 12 feet (3.658m) from the hack to the centre of the tee line and there shall be 114 feet (34.747m) from the centre of one tee line to the centre of the other tee line. The distance from the backboard to the centre of the tee line shall be 16 feet (4.877m) if the length of the sheet is 146 feet (44.501m) from backboard to backboard. The distance from the backboard to the centre of the tee line shall be 18 feet (5.486m) if the length of the sheet is 150 feet (45.720m) from backboard to backboard. The intersection of the tee line and the centre line is called the tee or button.
 - (b) Each back line, one half inch in width, shall be placed six feet (1.829m) from the centre of the tee line. The back line is a tangent with the outer edge of the 12 foot circle both exactly 6 feet (1.82m) from the tee where the back line intersects the centre line.
 - (c) The hog line, four inches (10.16cm) in width, shall be placed with the inner (circle side) edge 21 feet (6.401m) from the centre of the tee line.
- (4) With each tee as centre, there shall be drawn four concentric circles at each end with the outer edge of the outer circle having a radius of 6 feet (1.829m), the next circle four feet (1.219m), the next circle two feet (60.96cm) and the inner circle a minimum of six inches (15.24cm). The marking of the centre line and tee line may be omitted from the button area.
- (5) The intersection of each tee line and each centre line shall be identified by an adjustable tee centre. The base portion shall be securely anchored at the exact intersection of the tee line and centre line of each house, and the top portion should be capable of vertical adjustment to suit varying ice levels. The design of the tee centre shall be accepted by Curling Canada.

- (6) The hack(s) used for delivery shall be of a style and size accepted by Curling Canada. The hack(s) shall not exceed eight inches (20.32cm) in length.
 - (a) If two hacks are used, the back edge of each hack shall be placed 12' (3.658m) from the tee and the inside edge of each hack shall be no further than three inches (7.62cm) from the centre line.
 - (b) If one moveable hack is used, it shall be placed with the back edge of the hack 12' (3.658m) from the tee and be either centered on the centre line or with the inside edge no further than three inches (7.62cm) from the centre line (left or right).
 - (c) If one fixed hack is used, it shall be placed with the back edge of the hack 12' (3.658m) from the tee and centered on the centre line.

4. Stones

- (1) A curling stone shall be of circular shape and, including handle and bolt, shall weigh a maximum of 44 lbs. (19.96kg) and a minimum of 38.5 lbs. (17.46kg). It shall have a maximum circumference of 36 inches (91.44cm) and shall be a minimum of 4.5 inches (11.43cm in height, measured between the bottom and top of the stone).
- (2) Two sets of eight stones shall be provided for each sheet of play .
- (3) A team member or coach shall not physically alter the running surface or weight of either team's assigned or selected game stones in any manner.
- (4) If a stone is broken in play, a replacement stone shall be placed where the largest fragment comes to rest. The inside edge of the replacement stone shall be placed in the same position as the inside edge of the largest fragment with the assistance of a measuring stick.
- (5) A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.
- (6) All 16 stones originally on the sheet at the start of a game shall be delivered in every completed end. No interchange of stones or redelivery of previously delivered stones in that end may take place so that a stone is delivered for the second time. If a team declares its own violation of Rule 4(6), the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

5. Teams

- (1) A team is composed of four players. Each player delivers two stones in consecutive order in each end while alternating with an opponent.
- (2) Unless otherwise specified in the special rules of the competition:
 - (a) The teams opposing each other in a game shall toss a coin to determine which team plays the first stone in the first end. The winner of the toss has the choice

between playing the first or second stone of the end

- (b) The team that plays the first stone of the end has choice of handle colour.
 - (c) In the second and subsequent ends, the winner of the preceding end shall play the first stone of the end.
- (3) The delivery rotation declared by a team prior to the start of a game shall be followed throughout that game except as provided for in Rule 5(4), 5(5) or 5(6).
- (4) Unless otherwise specified in the special rules of the competition:
- (a) A team shall include a minimum of two players from the original team and a substitute player(s).
 - (b) A substitute player shall be a team's designated alternate, a player from a players' pool or other eligible player as provided for in the rules of the competition.
 - (c) A team may play with three players with the first two players each delivering three **consecutive stones** in each end. Under no circumstance may a team play with fewer than three players delivering stones.
 - (d) A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of their team. The team may re-declare their delivery rotation at this time.
 - (e) During an end in play, if a player(s) is unable to complete the delivery rotation declared by the team at the start of the game, the team may activate a substitute player(s) subject to:
 - (i) A substitute player may only enter a game during an end if they deliver a stone within that end; and
 - (ii) A substitute player(s) who enters a game during an end shall replace the sidelined player(s) in the team's delivery rotation for that end; and
 - (iii) At the beginning of the next end, the substitute player may deliver stones in any position of the delivery rotation of their team.
 - (iv) The replaced team member may not return to the game.
- (5)
- (a) For a team that commences a game with three players and expects the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. Prior to the next end, the team may re-establish the delivery rotation.
 - (b) A player who has left a game may re-enter the game between ends or during an end already in progress providing they are able to deliver a stone within the

team's established delivery rotation. If a substitute player has been activated, the replaced team member shall not rejoin the team until the next game.

(6)

- (a) If a player delivers their first stone of the end and is unable to deliver their second stone of the end and the rules of the competition allow the team to continue play with three players and the team chooses to play with three players, the following procedures shall be followed:

- (i) If the lead player, the second player shall deliver the stone.
- (ii) If the second player, the lead player shall deliver the stone.
- (iii) If the third player, the second player shall deliver the stone.
- (iv) If the fourth player, the third player shall deliver the stone.

- (a) If a player is unable to deliver both their stones during an end and the rules of the competition allow the team to continue with three players and the team chooses to play with three players, the following procedures shall be followed for the end in progress:

- (i) If the lead player, the second player shall deliver both of the lead player's stones and one of the second player's stones, and the third player shall deliver one of the second player's stones and both of the third player's stones.
- (ii) If the second player, the lead player shall deliver the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both of the third player's stones.
- (iii) If the third player, the lead player shall deliver the first of the third stones and the second player shall deliver the second of the third player's stones.
- (iv) If the fourth player, the second delivers the skip's first stone and the third delivers the skip's second stone.

Penalty: If a team declares its own violation of Rule 5(3), 5(4), 5(5), or 5(6), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

6. Skips

- (1) The skip has the exclusive direction of the game for their team and shall deliver stones in each end except as provided for in Rule 5(6).
- (2) Subject to Rule 5(3), the skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(5).
- (3) When it is the skip's turn to deliver, they will elect a teammate to act as skip. Subject to Rule 5(3), the vice-skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as

vice-skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(4). The vice-skip shall assume the responsibilities of the skip when the skip is not on the playing surface.

Penalty: If a team declares its own violation of Rule 6(1), 6(2) or 6(3), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

7. Position of Players

(1) Members of the non-delivering team:

- (a) Only the skip and vice-skip may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery as provided for in Rule 8(3)(a)(b).
- (b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery as provided for in Rule 8(3)(a)(b).
- (c) The players not taking the positions 7(1)(a) or 7(1)(b) shall position themselves between the hog lines and to the extreme sides of the sheet when the opposing team is delivering a stone. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery as provided for in Rule 8(3)(a)(b).
- (d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with or distract any member of the delivering team.

Penalty: If a team declares its own violation of Rule 7(1)(a), 7(1)(b), 7(1)(c) or 7(1)(d), all stones shall be allowed to come to rest before any action is taken. At this time, the non-offending team has the option of allowing the play to stand; or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone. The player will redeliver the same called shot and ice.

(2) Members of the delivering team:

- (a) The skip or vice-skip directing play shall be positioned between the backboards and the hog line of the playing end while their team is in the process of delivery. They shall have choice of position for the purpose of directing play.
- (b) The players who are not in charge of the house or delivering a stone will take a position to sweep.

Penalty: If a team declares its own violation of Rule 7(2)(a)(b), all stones shall be allowed to

come to rest before any action is taken. At this time, the non-offending team may allow the play to stand or remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.

8. Delivery

- (1) Only right-handed deliveries shall be initiated from the hack located to the left of the centre line (right foot in the left hack) and only left-handed deliveries shall be initiated from the hack located to the right of the centre line (left foot in the right hack).
- (2) If a single, moveable hack is in use, both right-handed and left-handed deliveries may be initiated from a hack located on the centre line.
- (3) The delivery and release of a curling stone are intended to occur in a reasonably straight line from the hack towards the target broom.
- (4)
 - (a) A player, whose team is in control of the house, is in the process of delivery from the time the player is positioned in the hack until the stone is released.
 - (b) A player shall only commence a forward progression from the hack with a stone after the previously delivered stone and any stones set in motion have come to rest or have crossed the back line and their team is in control of the house.
- (5) The stone shall be released before it reaches the hog line at the delivering end. If a team declares its own violation of Rule 8(4), the non-offending team shall remove the stone just delivered from play and replace all affected stones as close as possible to their original positions..
- (6) If a player wishes to recommence the delivery as a result of their own team's action, the player may do so providing the stone has not reached the nearer tee line.
- (7) If an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the stone may be redelivered prior to the opposition delivering their next stone. The player will redeliver the same called shot and ice.
- (8) Players shall be ready to deliver when their turn comes. They shall not take an unreasonable amount of time to play. Delay of a game in progress by a player for any reason (excluding accident or illness) shall not exceed three minutes.
- (9) If a player delivers a stone belonging to the opposing team, that stone shall be allowed to come to rest and then is replaced with a stone belonging to the delivering team.
- (10)
 - (a) If a player delivers a stone when it is not their team's turn to deliver, the end shall continue and the new delivery rotation shall take effect.
 - (b) If an error in a team's delivery rotation causes a player to miss a turn, the player who has missed a turn shall deliver the last stone for their team in the end.

- (c) If opposing teams agree that a stone has been missed but are unable to determine which player missed their turn, the lead of the team that missed a turn shall play the last stone for their team in that end.
- (11) If a team delivers two stones in succession in the same end, they shall remove the second stone that was played, replace any stone(s) displaced by the stone and the end shall continue. The second stone that was played in error will be delivered in its proper rotation. If the infraction is not discovered until after the delivery of a subsequent stone, play will continue in the new rotation.
- (12) If a player on a four player team delivers three stones in one end, except as provided for in Rule 5(6), the end shall continue and the fourth player on the offending team shall deliver only one stone in that end.
- (13) If the handle came off of a stone during the process of the delivery, the player will redeliver the stone after any affected stones have been replaced as close as possible to their original position.

9. Touched moving stones

- (1) A stone in motion shall not be touched by any player, equipment or personal belongings of the team to which it belongs. Clarity: a stone re-touched after release before the hog line is not a violation.
- (2) Between the tee line at the delivering end and the hog line at the playing end:
 - (a) If a moving stone is touched or is caused to be touched by the team to which it belongs or by its equipment, the touched stone is removed from play immediately by that team.
 - (b) If a moving stone is touched, or is caused to be touched by an opposition team or by its equipment or is affected by an external force:
 - (i) If the stone was the delivered stone, it is re-delivered.
 - (ii) If the stone was not the delivered stone, it is placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.
- 3. Inside the hog line at the playing end:
 - (a) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:
 - (i) remove the touched stone, and replace all stones that were displaced after the infraction to their original positions; or
 - (ii) leave all stones where they came to rest; or
 - (iii) place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.
 - (b) If a moving stone is touched, or is caused to be touched, by an opposition team,

or by its equipment, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest, had the moving stone not been touched.

- (c) If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest, and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions.

10. Displaced stationary stones

- (1) If a stationary stone that would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced by a player or external force, it is replaced in its original position to the satisfaction of the non-offending team. If there is any question as to which stone was counting, the displaced stone shall be positioned in favour of the non-offending team.
- (2) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced by a player, all stones are allowed to come to rest and then the non-offending team has the option to: leave all stones where they came to rest; or remove the stone whose course would have been altered from play and replace in their original positions any stones that were displaced after the violation; or place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.
- (3) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by an external force, all stones are allowed to come to rest and are then placed in the positions in which they would have come to rest had a stone not been displaced. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions. ***The player will redeliver the same called shot and ice.*** If agreement on the original positions cannot be reached, the end is replayed.
- (4) If a displacement is caused by stones deflecting off the sheet dividers, the stones are replaced to their original positions by the nondelivering team.

11. Sweeping

- (1) Between the tee lines, all members of the delivering team may sweep any of their team's stones in motion.
- (2) A stationary stone must be set in motion before any sweeping may occur.
- (3) Only the skip or vice-skip of the non-delivering team may sweep their team's stone(s) after it is set in motion.
- (4) During the delivery of the first four stones of any end, only the person in charge of play for the non delivering team may sweep their stone when set in motion.
- (5) Behind the tee line at the playing end, only one player from each team may sweep at

any one time. This may be any player of the delivering team, but only the skip or vice-skip of the non-delivering team.

- (6) Behind the tee line, a team has first privilege of sweeping its own stone but it must not obstruct or prevent its opponent from sweeping.
- (7) An opponent's moving stone shall not be swept until the front end of the stone reaches the further tee line and sweeping shall only take place behind the tee line.
- (8)
 - (a) Given that the intent of sweeping is to keep the path of the stone clean and to take a stone farther, there must be brush head movement in the sweeping motion.
 - (b) The sweeping motion shall not leave any debris in front of a moving stone.
 - (c) The final sweeping motion shall finish outside the path of the stone.
- (9) When sweeping with a corn/straw broom, the sweeping motion shall take place with the corn/straw pointing in the direction of play. Backward sweeping with a corn/straw broom is not acceptable.

Penalty: If a team declares its own violation of Rule 11(1)-(9), all stones shall be allowed to come to rest before any action is taken. At this time the non-offending team has the option of: allowing the play to stand; or removing the unfairly swept stone from play and replacing all affected stones as close as possible to their original position; or placing the unfairly swept stone and stone(s) it would have affected where they would have come to rest had the sweeping violation not occurred.

12. Free Guard Zone (FGZ)

- (1) The FGZ is the area between the hog line and the tee line, excluding the house.
 - (a) A stone which comes to rest biting or in front of the hog line after making contact with a stone in the FGZ is considered to be in the FGZ.
 - (b) A stone which comes to rest outside the house but biting the tee line is not considered to be in the FGZ.
- (2) Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the fifth stone of the end. When an opposition's stone(s) that is removed from play from the FGZ prior to the fifth stone of the end, directly or indirectly, without exception, the delivered stone must be removed from play and any other displaced stones replaced as close as possible to its original position. Any stone previously in the FGZ, but now located in the rings, biting the tee line, or behind the tee line, may be removed at any time without penalty.
- (3) A delivered third or fourth stone of an end may hit an opposition stone(s) located in the FGZ on to a stone(s) not in the FGZ providing that any opposition stone originally located in the FGZ remains in play. If an opposition's stone(s) is removed from play,

apply Rule 13(2).

- (4) You may remove your own stone from the FGZ providing you do not cause an opposition stone to be removed from play from the FGZ. If an opposition's stone(s) is removed from play, apply Rule 13(2).
- (5) You may raise your stone located in the FGZ on to an opposition stone located in the house (not in the FGZ) and remove it from play. If an opposition's stone(s) in the FGZ is removed from play during the execution of the raise, then apply Rule 12(2).
- (6) After the delivery of each of the first three stones of an end it is the responsibility of the skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether or not any of the stone(s) in play have come to rest in the FGZ. If they cannot agree, they shall make the determination by using the six foot measuring stick. If the position of another stone(s) hinders the use of the six foot measure, they may reposition the stone(s), complete the measurement and replace the stone(s) to its original position.
- (7) A visual agreement by the opposing skips as to whether or not one of the first three stones of the end was in the FGZ, does not preclude a measurement occurring at the conclusion of the end involving the same stone(s).

13. Stones in play and scoring

- (1) A stone must be fully over the hog line at the playing end to be considered in play. A stone not fully over the hog line shall be removed from play. A stone staying outside of play after striking a stone in play shall remain where it stopped including any subsequent stones striking that particular stone. A stone which crosses the hog line but spins such that it comes to rest biting the hog line, is considered "out of play".
- (2) A stone which clearly crosses the back line is removed from play immediately.
- (3) A stone that touches a sideline, hits a divider or comes to rest biting a sideline shall be immediately removed from play. If a delivered stone or stone in motion hits a stationary stone and a sideline or divider at the same time, the stationary stone shall be allowed to take its course as if it had been hit first.
- (4) A game shall be decided by a majority of points.
- (5) Each stone, any part of which is within six feet (1.829m) of the tee, is eligible to be counted.
- (6) A team scores one point for each eligible stone that is closer to the tee than any stone of the opposing team.
- (7) An end shall be decided when the skips or vice-skips in charge of the house at the time agree upon the score for the end.
- (8) If two or more stones are tied, then none of the tied stones shall count and only stones closer to the tee than the tied stones shall be eligible to be counted. If the tied stones are to determine which team shall count in that end, the end shall be considered blank.

- (9) If a stone(s) which may have affected the points scored in an end is displaced prior to the skips or vice-skips deciding the score, the team causing the displacement shall forfeit the point(s) involved.
- (10) Should an individual other than the two teams or their coaches displace or cause the displacement of a stone(s) prior to agreement of the score or a measure being determined, the following shall apply:
- (a) Preceding the final end:
- (i) If the displaced stone(s) would have determined who won an end, the end shall be replayed.
 - (ii) If a team secured a point(s) and the displaced stone(s) would have determined if an additional point(s) was scored, that team shall have the option of replaying the end or keeping the point(s) already secured and proceeding to the next end.
- (b) In the final end:
- (i) If the game is tied and the displaced stone(s) would have determined which team won the game, the end shall be replayed.
 - (ii) If the displaced stone(s) would have determined if the game was tied or lost by the team that was behind in points, that team shall have the option of replaying the end or keeping the point(s) they had already secured and playing an additional end without last stone.
 - (iii) If the team that was behind in points had already secured sufficient points to tie the game, and the displaced stone(s) would have determined if they won the game, that team shall have the option of replaying the end or keeping the point(s) already secured and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last.
 - (iv) If the displaced stone(s) would have determined if the game was lost, tied or won, the team that was down in points shall have the option of replaying the end or keeping the point(s) already secured, if any, and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last.

Rule 13(10)(b)(iv) applies to the following types of situations:

- Situation #1 – A team is one down going home and measuring two of their stones to determine if they have lost, tied or won the game.
- Situation #2 – A team is two down going home counting one and measuring two of their stones to determine if they have lost, tied or won the game.

(11) Marking the Scoreboard for Incomplete Ends (general play)

- (a) When both teams still have stones to be delivered (at least one each) and there is a concession, no points are placed on the scoreboard;
- (b) When one team has delivered all of their stones (15 of 16 stones have been delivered) and there is a concession:
 - i. The team that delivered all their stones has stone(s) counting and the game was conceded, no points are placed on the scoreboard;
 - ii. The team that did not deliver all their stones has stone(s) counting and the game was conceded, these points are given and placed on the scoreboard;
 - iii. If 15 stones are delivered and no stones are counting, no points are placed on the scoreboard.

14. Measuring

- (1) The diameter of stones vary therefore, measurements shall be taken from the tee to the closest part of a stone. A measure that results in stones being an identical distance from the tee shall be declared tied.
- (2) No physical device to aid visual observation shall be used in measuring prior to the last stone delivered in the end coming to rest except as provided for in Rule 12(7) and 14(4).
- (3) Decisions on whether a stone is in or out of play at the hog line, sidelines and back line shall be visual (no accepted measuring device) except as provided for in Rule 14(4). If the opposing skips cannot agree, they may request a non-partisan third party to render a decision.
- (4) A skip may conduct a measurement when a stone is located on the back line in proximity to the centre line to confirm if the stone is in or out of play. The six foot (1.829 metres) measuring stick shall be used. If the position of a stone(s) in the house makes it impossible to use the measuring stick to determine if a stone is in or out of play and the opposing skips cannot agree, they may request a non-partisan third party to render a decision.
- (5) If two or more stones are so close to the tee that a measuring device cannot be used, and a visual comparison cannot determine which stone is closest to the tee, the stones shall be considered tied. If these stones were to determine who counted in the end, the end shall be considered blank.
- (6) A measuring stick that measures a distance of six feet (1.829 metres) from the tee shall be used, if necessary, to confirm whether a stone is within six feet (1.829 metres) of the tee as provided for in Rule 12(7), 13(5) and 14(4).

15. Equipment

- (1) A player shall not use footwear or equipment that may damage or affect the playing

quality of the ice surface. (Examples: shedding brushes, faulty slider or gripper.)

- (2) At the start of each game, each player shall declare what type of sweeping device that they will be using for the duration of the game (brush, synthetic straw style broom or corn/straw broom). Players may change or exchange brushes, brush heads and synthetic straw style brooms during a game. Players shall use the same corn/straw broom for the duration of the game and shall not exchange with another player for a brush or synthetic straw style broom.
- (3) A broom or brush broken during the game shall be replaced by the same type of sweeping device.
- (4) The use of a curling aid commonly referred to as a “delivery balance device” is acceptable. The balance device shall not exceed five feet (1.524 metres) in length and 12 inches (30.48 centimetres) in width. Height may vary.

16. Game duration and postponement

- (1) A game shall be of such length or duration as is stated in the rules governing the competition or league play.
- (2) If for any reason, a game in progress is postponed to another time, the game shall continue from the last completed end.
- (3) If a team does not commence play at the designated time (unless otherwise stated by the rules governing the competition or league play):
 - (a) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point and will have last stone in the first end of actual play. One end is considered completed;
 - (b) If the delay of the start of play is 16-30 minutes, then the non-offending team receives one additional point and will have last stone in the first end of actual play. Two ends are considered completed;
 - (c) If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The final score shall be recorded as ‘W’ and ‘L’ (win – loss).

17. Wheelchair Curling

- (1) Stones are delivered from a stationary wheelchair and the stone must be positioned completely within 18 inches (45.72 cm) of the centre line. Curling clubs that have active wheelchair programs or clubs hosting wheelchair competitions should install two lines 18 inches (45.72 cm) on either side of the centre line running from the inside edge of the hog line to the outside edge of the twelve foot circle.
- (2) During delivery, the wheels of the chair must be in direct contact with the ice and the feet of the player delivering the stone must not touch the ice surface during delivery.
- (3) The delivery of the stone is undertaken by the conventional arm/hand release, or by the use of an approved delivery stick.

- (4) Stones must be released from the hand or stick before the stone reaches the hog line at the delivering end.
- (5) A stone is in play when it reaches the hog line at the delivering end. A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered. The player will redeliver the same called shot and ice.

18. Stick Curling

- (1) The use of a curling aid commonly referred to as a “delivery stick” which enables the player to deliver a stone without placing a hand on the handle is considered acceptable.
- (2) The use of a delivery stick is not allowed in events leading to most Curling Canada championships. (Exceptions are wheelchair curling & the Travelers Curling Club Challenge. Also note that the Canadian Masters is not a Curling Canada event and does allow stick use).
- (3) If a player starts a game with a delivery stick then that player shall use a delivery stick throughout that game. A player may not alternate delivery from the traditional hand delivery to a delivery stick or vice-versa.
- (4) If delivery begins from the hack, then players using the delivery stick must adhere to Delivery Rule 8(1); and, stones must be delivered along a straight line from the hack to the intended target broom.
- (5) The delivery may also begin anywhere along the centre line with a portion of the stone touching the centre line prior to the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom.
- (6) A stone delivered with a delivery stick must be released before it reaches the hog line at the delivering end – [Rule 8(4)].
- (7) All other delivery rules apply.

19. Miscellaneous

- (1) If any exceptions to the preceding rules are necessary to accommodate players with physical disabilities, appropriate adjustments are acceptable.
- (2) Persons who are considered visually impaired may make the use of aids, such as flashlights, lighted brooms, monoculars or binoculars anywhere on the sheet of ice to assist in guiding. Laser pointers are not allowed.
- (3) Should any situation occur that is not covered by the rules, the decision shall be made in accordance with equity.