# 2023 BC Women’s Scotties / BC Men’s

# Championship - Open Qualifier

Date

Location

**Prepared by Chief Umpire: XXXXX**

**The Chief Umpire will oversee all field of play action and assist competitors in the competition.**

Congratulations to all the competing players for their achievements in the 2022-2023 season. The XXXXXXX Curling Club has worked hard to make this a successful championship.

**Teams competing in BC Women’s Scotties / BC Men’s Open Qualifier**

If you have any questions **after** reading this information, please call, text or email XXXXX, cell / home # (XXX) XXX-XXXX

**PLAYDOWN FORMAT:** The draw will be emailed to the team contact from Curl BC and is subject to change. Games are Ten (10) ends (Thinking time – 38 minutes). Although time clocks are not used, pace yourselves accordingly.

There will be full ice maintenance before each draw. The ice will be mopped, and the hack area pebbled at the mandatory 5th end break.

**OFFICIATING:** There is a Chief Umpire only. Curlers will do their own measurements and are asked to mark the scoreboard promptly at the conclusion of each end so that online scoring can be updated in a timely manner. Between end breaks will be **Turn and Go** (30 second window). **Teams are expected to be in position ready to deliver their first stone at the end of the 30 seconds**

Rule enforcement and unresolvable on-ice situations are to be directed to the Chief Umpire and their decision will be final. Curlers are reminded of the Curlers’ Code of Ethics in the Curl BC Yearbook. Unsportsmanlike behavior will not be tolerated.

Please refer to: [www.curlbc.ca/player-fines-for-violations](http://www.curlbc.ca/player-fines-for-violations)

There will be no time clocks. As per (Rules of Curling for Officiated Play) Rule 17 (7) “If an Umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after the notification, if the next stone to be delivered has not reached the tee-line at the delivering end within forty-five (45) seconds; the stone is removed from play immediately”.

**Conceding a game: Teams may concede at any time.**

**Clarification of the score with a concession of the game:**

1. When both teams still have stones to be delivered (at least 1 each) and there is a concession, no points are given and X’s are placed on the scoreboard (if a team is mathematically eliminated - the game is over).
2. When one team has delivered all their stones and the other team has 1 stone remaining and there is a concession:
   1. If the team that delivered all their stones has stones counting and the game is conceded, X's are placed on the scoreboard.
   2. If the team that did not deliver all their stones has stones counting and the game is conceded, the points in the house are placed on the scoreboard.
   3. If after 15 stones are delivered and no stones are counting and the game is conceded, X's are placed on the scoreboard.
   4. If a game is conceded with more than 2 ends remaining, the first non-scored end will be marked with X’s.

**NO TICK SHOT RULE:** If prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre position or to a position outside the FGZ, the non-offending team had the option to:

1. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
2. Leave all stones where they come to rest.

**If the stone is touching at least part of the centre line marking, it is considered on the centre line**

**TIME-OUTS:** Time-outs are to be signaled with the traditional "T" sign. Each team may request two time-outs per game and one time-out during any extra end. The time-out will be a maximum of sixty seconds in length plus any designated travel time for the coach (or alternate) to access the field of play. The Chief Umpire will monitor the time out. If the play is at the away end the team that did not call the time-out will not meet with their coach until the coach of the team that called the time out reaches the backboard at the away end. The coach of the team that did not call the time-out will have access to their team at the home end backboards only and must give priority to the team calling the time-out. At the conclusion of the time-out (expiration of time) or when the team that calls the time-out leaves the field of play, the time-out is over for both teams. Coaches that call the time-out can access their teams on the backboards of the playing end only. Only the designated coach or 5th player (not both) can meet with their team during the time out. Coaches can access their teams from the backboards only, there is no use of empty sheets or walkways unless all sheets have walk ways. If there is no coach, the time-out will begin automatically

**PRE-COMPETITION PRACTICE:** There is no scheduled pre-competition practice. If you wish to arrange practice ice, please contact the curling club hosting the event.

**PRE-GAME PRACTICE AND CHOICE OF STONE COLOR**: Teams will toss a coin before practice a minimum 45 minutes prior to the game; the winner will have the choice of practice order OR rock colour in the preliminary round. Each team will be allowed a 9 minute warm-up before each game on the sheet of ice on which they are about to play. There is no limit to the number of stones which may be thrown. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent’s stones. At least 15 minutes prior to first practice, the last stone draw sheet needs to be completed by both teams and given to the Chief Umpire indicating the two players who will be delivering the last stone draw. All players will throw an equal number of last stone draws during the event (depending on the number of games) Notice will be given 1 minute prior to start of each practice and teams will be advised when they may access the ice surface. Opposing teams must remain in the viewing area behind the glass during their opponent's pre-game practice.

**LAST STONE ADVANTAGE IN THE FIRST END (HAMMER)** will be decided by a draw to the button following each team’s pre-game practice. At least 15 minutes prior to first practice, the last stone draw Declaration Card needs to be completed by both teams and given to the Chief Umpire indicating the two players who will be delivering the last stone draw.

Following the pre-game practice, under the direction of the Chief Umpire, two identified players from each team will deliver an LSD. The first player will deliver a clockwise rotation while the second player will deliver the counter clockwise rotation. Players designated will deliver their stone (full sweeping allowed) and the lowest combined LSD between the two teams will receive last stone advantage in the first end.

The draw to the button shall be played towards the home end.

Stones not delivered within the time allotted by the umpire will be assigned a distance of 199.6 cm (the stone must reach the near tee-line before time expires). A draw to the button for last stone advantage that is moved by a team member prior to the measure will be assigned the distance to the next defined circle away from the button.

**Stones that do not reach the nearer Tee-line within the time allotted by the umpire will be assigned a distance of 199.6 cm.** A draw to the button for last stone advantage that is moved by the delivering team member prior to the measure will be assigned the distance to the next defined circle away from the button.

**OTHER PRACTICE**: During the event, no other practice is permitted.

**COACHES:** All certified coaches must receive approval from Curl BC prior to the championship. Only one coach will be permitted (from the original line-up form) to participate in the pre-game practice.

**LINEUP FORMS:** Prior to the first game of the event, a lineup form must be submitted to the chief umpire. If there any changes to the original lineup (including coaching) a change of lineup form must be submitted and given to the chief umpire 30 minutes prior to the next game or in the event of injury or illness before a player can enter a game in progress. It is assumed that the original lineup will begin each game unless a change of lineup form has been submitted.

**EQUIPMENT MORATORIM:** Curl BC has adopted the sweeping moratorium and equipment recommendations from the World Curling Federation. ALL ATHLETES AND COACHES should make themselves familiar with this document and adhere to it. There will be no warnings and penalties will be applied as outlined in the document. This document is available on the Curl BC website.

Curlers are reminded of the Curlers’ Code of Ethics (which is located on our website at the below link. Unsportsmanlike behavior will not be tolerated

<https://www.curlbc.ca/resources/rules/>

Please refer to: [www.curlbc.ca/player-fines-for-violations](http://www.curlbc.ca/player-fines-for-violations)

Any questions/concerns that are not ‘on-ice related’ should be directed to the Event Manager or Board Liaison assigned to this event.

Please address any field of play / game related concerns to the Chief Umpire.

Good luck and Good Curling

Regards

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Chief Umpire