# 2024 BC Winter Games

**Zone Qualifiers**

Date

Location BC

**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 XXXXX Curling Club has worked hard to make this a successful championship.

**Teams competing in these Curl BC Zone Qualifiers**

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

**PLAYDOWN FORMAT:** **Insert Format** refer to the information provided from Curl BC. The draw will be emailed to the team contact from Curl BC and is subject to change. Games are eight (8) ends (Thinking Time – 34 minutes). Although time clocks are not used, pace yourself accordingly.

There will be full ice maintenance before each draw. The ice will be mopped and the hack area pebbled at the mandatory 4th end break.

**OFFICIATING:** There is a Chief Umpire only. Curlers will do their own measuring 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 **45 seconds**. **Teams are expected to be in position ready to deliver their first stone at the end of the 45 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 moved from the centre line to an out of play position, then the FGZ rule applies.

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

**TIME-OUTS: Now replaced with Curling Canada’s Coach Interaction Rule – Pilot Year #2**

The Coach’s Interaction Rules – Pilot has been introduced through Curling Canada for this year’s youth events. Coaches will be provided with more convenient and frequent access to their teams while the game is being played. Coaches will be allowed a maximum of one (1) interaction per end and one (1) interaction per extra end. Interactions will last between 05 – 60 seconds, but not longer. Interactions can be called by the team in the house or their coach. If the coach is calling, they can vocalize to the player in the house. Coaches may meet their team either on the backboard or on the sideline between the hog lines. As with the old timeout, when the interaction with the calling team is complete it is complete for both teams.

**FAIR PLAY TIME OUT:** The purpose of the Coaches Fair Play Time-Out is to provide the coach or official an opportunity to diffuse a potentially negative situation regarding a player’s on ice demeanor before the situation escalates. Each coach shall be given a 1minute fair play time out per game. Only the coach calling the fair play time out may enter the field of play and will be accompanied by an official. This is not an opportunity for a coach to discuss strategy.

Coaches are reminded that clean curling shoes are required to access the field of play. Coaches going to the away end will travel to the away end backboards to meet with their teams behind the backline. Coaches will be seated on the backboards during the games with their chairs positioned on the same side as their team’s rocks. As the Coaches will be on ice they are to be dressed appropriately and warm enough to sit comfortably throughout a game

**TECHNICAL TIMEOUTS:**

Teams are encouraged to use the “X” signal to request a technical / official timeout (timeout for free guard zone measurement, end of end measurement, rule interpretation, etc.).

**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 of 30 minutes prior to the game; the winner will have the choice of practice order OR rock colour. Under the direction of the Chief Umpire, 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 and will throw a maximum of 16 stones to a maximum of 9 minutes. 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. Players are requested to stay off the ice until 1 minute to practice has been announced. Under the direction of the Chief Umpire, curlers may cool their sliders and they may slide. Teams practicing second will begin their practice following the first team’s last stone draw. 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.

Coaches are reminded that clean curling shoes are required to access the field of play. Coaches going to the away end will travel to the away end backboards to meet with their teams behind the backline. Coaches will be seated on the backboards during the games with their chairs positioned on the same side as their team’s rocks. As the Coaches will be on ice they are to be dressed appropriately and warm enough to sit comfortably throughout a game.

**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.

**PLAYOFF INFORMATION: (If Playoffs are required)** Once the final playoff positions have been determined, each team involved will be asked to attend a short meeting with the Chief Umpire to make their choices. Teams will select a **complete set of any eight game stones** of the same color from any of the sheets that were used during the competition.

Before leaving the meeting, stone color choice must be identified to the Chief Umpire. No later than, 30 minutes prior to the pre-game practice, the complete set of stone selection from the specific sheets must be identified to the Chief Umpire. Failure to identify stones could result in stones being selected for you. Communication can be done electronically. For example, if we are simply waiting for a team to select colour of stones for a playoff game, it can be texted or e-mailed to the Chief Umpire within the 30 minute time frame. **Teams must be prepared to select 2 sets of each colour of stone and /or hammer on this form.**

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