# 2024 Canada Winter Games Mixed Doubles Championship

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 2023-2024 season. The XXXXX Curling Club has worked hard to make this a successful championship.

**Teams competing in CWG MIXED DOUBLES Championship**

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

**PLAYDOWN FORMAT:** The format for the preliminary round will be a triple knockout format and a playoff format based upon the total number of entries. The draw will be emailed to the team contact from Curl BC and is subject to change. Games are eight (8) ends (Thinking time –Twenty-Six minutes). (Mid game break – Four minutes). (Extra Ends – Three Minutes).

A team is comprised of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.

**OFFICIATING:**

* 1 Chief Umpire, 2 Game Umpires, 1 Timing Supervisor and X timers.
* Rule enforcement and unresolvable on-ice situations are to be directed to the Game Umpire, and if need be, to the Chief Umpire. The decision of the Chief Umpire is final.

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)

**MODIFIED FREE GUARD ZONE:**  No stone in play including the “positioned” stones and those in the house can be moved to an out-of-play position prior to the delivery of the fourth stone of an end.  If there is a violation, **without exception** the delivered stone shall be removed from play and any displaced stone(s) shall be replaced to their original position by the non-offending team as per (Rules of Curling for Officiated Play - Mixed Doubles) (rule (5) page 56).

**Timing Officials:** Timers will be located XXXXXXXXX. A timeout request should be called directly to your timer so your clock can be stopped. Timeouts must come from a player on ice while their time clock is running. Signals are "T" for game timeout or "X" for technical timeout. 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 that time**

**TIMEOUTS:** 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.

Timeouts will be displayed on the time clocks and controlled by the Game Umpire.

Both coaches are asked to cooperate and make sure to stop if a player is in the process of delivering before crossing the end of their sheet. Your consideration will be noted, and extra time added.

Timeouts are to be signaled with the traditional "T". If the play is at the away end, the team that did not call the timeout will not meet with their team until the coach of the team that called the timeout reaches the backboard at the away end. At the conclusion of the timeout or when the team calling the timeout concludes their discussion, the timeout is over for both teams and the coaches **must leave the field of play immediately**. The coach of the team that did not call the timeout will have access to their team at the home end backboards only and must give priority to the team calling the timeout. Coaches that call the timeout can access their teams at the backboards of the playing end (use of empty adjacent sheets will not be allowed).

If the full time out is not used in the timeout discussion, it will continue until time expires, or the stone reaches the nearer T-Line.

Only the coach may access the field of play during the timeout.

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 must be dressed appropriately to access the field of play (jeans or sweatpants will not be allowed).

**Timing Officials:** Time Clocks will continue to run throughout the game except for between end breaks (45 sec), mid game break 4th end (4 min), Fair Play Time Out (1min) and any Technical Time Outs.

**TIMEOUTS: 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) additional 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 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.

**CONCEDING A GAME:** During a **non-televised game, teams may concede after 4 ends in a 8 end game**. In professionally produced televised or streamed games, teams must play a minimum of 6 ends unless permission to concede is granted by the television network and the Chief Umpire.

**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 45 minutes prior to the game; the winner will have the choice of practice order OR rock colour in the preliminary round. Under the direction of the Chief Umpire, each team will be allowed a 7-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 played). 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. Opposing teams may not be in the field of play during the other team’s pre-game practice.

**SPARE STONE**: At the end of the team's pre-game practice the "spare" stone will be moved to an out-of-position area – the spare stone can be switched out at the completion of an end.

**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 nearer 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.

Each player must throw one clockwise and one counter-clockwise LSD

**POSITIONED STONES**: The positioned stones used for each draw will be as follows draw 1, stones #1 and #2, draw 2 stones #3 and #4, draw 3 stones #5 and #6, draw 4 stones #7 and #8 and then go through the order again (depending on the # of draws). A determination for what position will be used on the ice will be determined with the ice technician of the facility and will be announced prior to the 1st draw.

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

**COACHES:** If you are bringing a coach you must advise Curl BC prior to the championship. NO JEANS ARE ALLOWED IN THE FIELD-OF-PLAY.

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.

**DELIVERY ROTATION**: Each team shall deliver five (5) 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.

If a player delivers a stone out of proper rotation, the delivered stone will be removed from play and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction did not occur, however the player that delivered the first stone of the end can only deliver a maximum of two stones in that end.

**EQUIPMENT MORATORIM:** Curl BC has adopted the sweeping moratorium and equipment recommendations from Curling Canada. ALL COMPETITORS 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. All teams MUST have their brooms and grippers inspected before the event—this must be done before first practice, please allow sufficient time. Broom pads/heads can be changed between games as long as they have been seen and approved by the chief umpire. Please refer to: http://www.curlbc.ca/curlers/rules/

Any questions/concerns that are not ‘on-ice related’ should be directed to your Curl BC Regional Reps.

Good luck and Good Curling

Regards

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Chief Umpire