



CHIEF UMPIRE MANUAL

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OFFICIATING GUIDELINES

For

**Curl BC Zone Qualifiers, Open Qualifiers and
BC Championships**

Operated under

RULES OF CURLING FOR OFFICIATED PLAY

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CHIEF UMPIRE

The Chief Umpire is one that should receive respect from players, coaches, other officials, host committee and representatives of the organization governing the competition. In order to gain and retain this respect Chief Umpires must be aware of their conduct 24-hours a day during the time of the competition.

The chief Umpire must demonstrate qualities of leadership and the ability to negotiate and arbitrate effectively.

ROLE OF UMPIRES

Umpiring is performed by dedicated volunteers without whom the sport could no progress.

The role the Umpire has been established to ensure fair play in any competition. Umpires act as a complement to the game, working with teams in a fair and neutral manner within the rules of the game, doing measurements and intervening only to make a correction or following a breach of the rules.

Umpire decisions must be made in fairness and with sound judgement relative to Curling Canada's "Rules of Officiated Play".

All Umpires must have a thorough knowledge of the rules, their interpretation and implementation. Within the umpiring system, dependent on the assignment, the Umpire should have a sound knowledge of the record sheets, scoreboards, measuring devices, hoglines, statistics and time clocks. Each plays an important part in the smooth running of any competition.

The game is first and foremost for the curlers and the role of the Umpire is secondary.

CONDUCT OF UMPIRES

Umpiring is very serious and is a position of trust and responsibility. The following Code of Ethics should be followed:

- *Good working relationships between athletes, coaches, team officials, other umpires, ice technicians, media and site personnel are to be expected.*
- *Never put yourself in a position, real or perceived, of being seen as impartial in any situation. Never become involved in any wager or bet in a competition where you are working as an umpire.*
- *If an official needs to speak to a minor athlete always ensure that the team coach or another adult accompanies you especially when in a potentially vulnerable situation such as the locker room. The exception is in the case of a medical emergency.*
- Curl BC jackets are NOT to be worn at any event unless instructed to do so by Curl BC. Umpire jackets should not be worn outside the curling facility (public places).
- Consumption of alcohol during an event should be done in moderation. Alcohol should not be consumed within eight (8) hours of a game being worked by an umpire. While disciplinary action for umpires will be determined and administered by Curl BC's Officiating Coordinator, the Chief Umpire may suspend any umpire from a draw for violating basic common sense with alcohol.
- Comments about any aspect of umpiring should only be discussed among the umpires in private, not in the presence of other people. Never respond to a question from a player, parent, team official, general public or media regarding a game situation – refer the question to the Chief Umpire.
- All decisions will be made in accordance with the rules quickly and fairly without being officious. At no time will score, individuals or biased spectators influence any decisions.
- Good grooming and proper conduct are essential at all times. Make sure to get enough rest and nutrition so that your mind and body are fresh and alert.
- In the Field-of-Play during games, the umpires should be seated or standing not leaning against the boards and do not take photos in the Field-of-Play.
- Uphold the 'Fair Play Code for Umpires:
 - o *All umpires will strive to ensure that all competitors have the opportunity to perform to the best of their ability.*

- o *The umpire shall strive to maintain a positive atmosphere and safe environment for competition.*
 - o *The umpire shall not permit the intimidation of any athlete either by word or by action.*
 - o *The umpire shall not tolerate unacceptable conduct toward themselves, other officials, athletes or spectators.*
 - o *The umpire shall handle all conflicts firmly and with dignity.*
 - o *The umpire shall accept their role as a teacher and role model for Fair Play.*
 - o *The umpire shall be open to discussion and contact with the athletes as required.*
 - o *The umpire shall remain open to constructive criticism and show respect and consideration for different points of view.*
 - o *The umpire continue to obtain proper training and upgrade their officiating skills.*
- Maintain a degree of flexibility to avoid unnecessary confrontation with the host committee, teams, Curl BC or the Media.
 - Umpires should never become more than casually involved with any specific team or players for the duration of the competition. While it is fine to speak with and be around the teams socially, umpires must never be found in a position of spending more time with one team or player than another.
 - Working events where direct relatives are competing is prohibited. Full disclosure is required if there is a personal or business relationship with a player or coach.

RULES:

The Chief Umpire is responsible for rule enforcement and interpretations in all areas covered by the current rule book, board policy or precedent as it applies to the on-ice competition and his/her decision shall be final. During the course of the game, the Chief Umpire may have to act immediately in areas outside of written rules, policy or precedent. In this situation, the Chief Umpire will be the final authority.

The current **CURL BC Rules** are in the Curl BC Yearbook and the **CURLING CANADA Rules of Curling (September 2022 – September 2026)**.

Please make sure you are familiar with both documents.

Curling Canada Rules of Officiated Play and Curling Canada Special Rules apply except as superseded by Curl BC rules. This document is intended to supplement those rules and elaborate on their application for the guidance of the Chief Umpire.

OFFICIATING SYSTEM

To provide consistency with all major championships, to enable teams to train and advance under circumstances similar to national play, and to provide experience and mentoring to an even greater number of officials, all Curl BC Championships will be fully officiated.

Requirements for each draw are: one game observer and one timing official per sheet a minimum of 3 Game Umpires (home/away/timing) and a minimum Level 3 Chief Umpire (appointed by Curl BC). If enough volunteers cannot be recruited, the game observer is eliminated

It is required that all game observers and timers take a level-1 officiating course virtually or in person prior to competitions. All game umpires should have taken a Level-2 course and completed level 1 certification.

DUTIES OF THE CHIEF UMPIRE

Prior to the event:

- The draw is provided by Curl BC and should be reviewed to ensure no back-to-back games on the same sheet. Discuss ice assignments for playoff games with Curl BC Event Manager and the Ice Technician. (Playoff games may be played on the same sheet of ice as the final provided appropriate ice preparation takes place between games and no team receives an unfair advantage.)
- Prepare the team meeting document and send to Curl BC who will send it to the teams prior to the competition. Have copies available at the pre-competition practice if a team wants a printed copy. Team meeting should not take more than **10 minutes**.
- Contact Curl BC Competition Manager for the event.
- Contact the local event manager to confirm the following:
 1. Determine location for the official's room (locked if possible).
 2. Determine location for the clocks (where they are clearly visible to the teams) and timers have an unobstructed view of the sheet they are timing on.
 3. Curl BC will utilize Curl Time software and Curl BC equipment for all events. This equipment will be shipped from the Curl BC office to each event via Purolator or dropped off at the host facility by Curl BC.
 4. Schedule a meeting with local officials prior to the start of the event.
 5. Hotel room will be booked for you by Curl BC as necessary.
 6. Ensure transportation is available to and from the rink as necessary.

7. Ensure that all officiating equipment is ordered. [Lindsay Shannon](#) is the Curl BC contact and the Chief Umpire should be in contact with Lindsay to request ahead of time, the time clocks (see above), observer's boards with magnetic boards, timer's binders, radios and headsets, daisy chains and jackets. When equipment is received, it is to be checked, inventoried and an email sent to Will confirming the arrival and completeness of the equipment (this is the responsibility of the Chief Umpire (and/or their designate). For the major events Curl BC will ship all the scoreboards et al from AMJ Van Lines.
8. Ensure that digital/laser measuring devices (or at a minimum, measuring tapes) are available to perform the Last Stone Draw Measurements.
9. Curl BC and the Host Committee will arrange a substitute pool and will provide the Chief Umpire with names, contact information and their schedule of availability. Substitutes will practice during a regularly scheduled practice prior to the event and will be available for selection by the team requiring a substitute. It is recommended that 2 substitutes be 'on-site' for each draw. The Chief Umpire will advise the teams prior to the event when the substitute will be practicing and their availability.
10. Curl BC along with the host committee will provide a list of all team members including 5th players and coaches prior to the start of the championship. Only those coaches approved for the event by Curl BC are to be allowed coaching privileges including Field-of-play access. If a team has more than one coach, only one is recognized per game, and the coach can be changed on a game-by-game basis as long as a change of team lineup form is submitted to the Chief Umpire identifying the coach for that game. Both coaches and/or coach & 5th player may participate in the pre-game practice. Either the coach or the 5th player may be involved in a time out but not both.

OFFICIAL'S ROOM

- Curl BC officiating jackets are to be hung yup.
- Radios plugged in and/or batteries replaced when one bar is showing.
- Curl Time laptops are plugged in and powered up to 100%.
- Ensure replacement batteries for hand held radios are available, and purchase them if necessary at Curl BC expense.
- Clipboards and sharpened pencils for timing officials.
- Magnetic boards with correct # of stones.
- Timing sheets/score cards.
- Remind observers and timing officials to bring stopwatches as necessary.
- Post officials' schedule.
- Check that team name boards are created and provided by the host committee (check with host committee as to who will ensure names are posted on the scoreboard for each draw).

- Digital/laser measures for pre-game skill-based competition. Do not keep the digital/laser LSD measures on the ice between draws as it could affect the accuracy of the devices. Return them to the officials' room after the completion of the Last Stone Draw procedures.
- Keys for the Officials' room (If needed).
- Live microphone for on-ice instructions (pre-event practices, pre-game practices, announcing playoff teams at the end of round robin).
- Post in the Officials' room and provide local officials with copies of the Review Sheets included with this document for observers, timing and hogline officials (if used).
- Post the volunteer duties (review sheets for observers, timers and supervisors).
- Reminder to not bring valuables to the officials' room (leave them at home).

PRE-COMPETITION CHECK

- Ice markings – ensure they are clear and correct.
- Check the rings for accuracy and ensure centre pin is adjustable. Any major discrepancies must be disclosed to the teams at the team meeting.
- Hacks are secure.
- Lighting – check for glare or burned out bulbs.
- Coaches' access to Field-of-Play – if extra time for timeouts is to be granted, walk the distance and time it prior to the team meeting to determine the amount of extra time that is reasonable. It can vary from home and away ends.
- Players' locker room, medical supplies.
- Reserved seating for officials, timers and coaches.
- Stone handles tight.
- Time clocks mounted, visible to the teams and working; tape clock cords away from timing officials' feet.
- Determine which clock is to be set up for pre-competition practices.

- Micrometers:
 1. Note location of measuring devices.
 2. Ensure gauge slides easily on both devices.
 3. Ensure foot slides easily on both devices.
 4. Ensure measures are assembled correctly.
 5. Conduct actual measurements with both micrometers.
 6. Mark 'home' and 'away'.
 7. Ensure that the dial returns to a consistent place (not always possible to be at '0'.
 8. Ensure micrometers are clean and shining.

- Six foot measures
 1. Accurate to the rings.
 2. Mark 'home' and 'away'.
 3. Ensure six foot measure is clean and shining.

If possible, keep all measuring devices on the ice surface, placed in such a way that the official approaching them will pick it up with the pin end in the right hand.

Ensure digital/laser LSD measures are all set to metric, calibrated and have arrow pointing to stone to be measured.

- Digital/laser measures set on ice to cool just prior to 1st practice.

Scoreboards:

1. Club scoreboards are used until televised / live-streamed games. Curl BC will advise when corporate scoreboards will be installed.
2. Numbers distributed equally among boxes.
3. Club scoring is used during non-televised games and baseball scoring is used on corporate boards for televised / live-streamed games.
4. If Xs are not available, Xerox two per sheet to be used when games conclude early. They are placed on the curling club scoreboards, one above the other in the spaces immediately following the last number posted.

LOCAL OFFICIALS MEETING

- Introduce yourself and thank people for volunteering. They are a vital part of the umpiring team and critical to the success of the event.
- Introduce the game umpires if present.
- Take radio, timing sheet and magnetic board to local officials' meeting and demonstrate.
- Dress code – dress warmly. The Curl BC jackets are thin shells. Wear dark slacks, shoes and socks. No blue jeans and no hats with advertising on them.
- Answer any questions.

GAME UMPIRES' MEETING

Provide the Game Umpires with copies of the Review Sheet included with this document:

All Game Umpires are expected to be available for and attend the pre-competition team briefing.

Game umpires should report for duty at least one hour prior to draw time in order to:

- Ensure all necessary paperwork is prepared for the draw.
- Check the roster of Game Observers, Timing Officials and Hogline Officials (if used).
- Dress suitably – uniforms in ice area only.
- Ensure micrometers and six foot measures are clean and stored on the ice if possible.
- Assist the Chief Umpire as required in preparation for the draw.
- Remind all officials that no ruling or on-ice incident will be discussed outside of the officials' room.
- All media, fan, player questions should be referred to the Chief Umpire.

PRACTICES

PRE-COMPETITION 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.

Teams will be permitted to practice for 10 minutes on each sheet of ice in use during the event. ALL PRACTICES WILL BE STRICTLY TIMED AND MANAGED. Teams will begin practice under the direction of the Chief Umpire or Game Umpire, on the assigned sheet and move one sheet to the right at the end of each practice period.

STONE MATCHING: Only team members and certified coaches in full uniform that are recognized as part of the team will be allowed in the Field-of-Play and can be involved in the matching of stones or any other team-related activity on the ice surface at any time during the championship.

EQUIPMENT INSPECTION: Game Umpires may inspect any equipment at any time that will come into contact with the ice surface. Particular attention should be paid to the **INSIDE** of grippers as often that is where the 'wear' occurs. (No hair brooms are allowed except as delivering devices).

Please refer to Curling Canada website for information regarding approved equipment <https://www.curling.ca/sweeping-moratorium-faqs>

Brooms may be inspected throughout the championship.

PRE-GAME PRACTICE:

Pre-game practice during preliminary round: Each team will be allowed a nine-minute warm-up before each game followed by one minute for teams to throw their two LSDs on the same sheet of ice on which they are about to play. Teams may throw as many rocks as they want during this time. Prior to the pre-game practice, teams will toss a coin with the winner having the choice of first or last practice OR rock color. See competitor guide for all championships section to see the pre-game practice process for the playoff round.

Teams practicing first will practice for 9-minutes beginning thirty (30) minutes prior to the game time. Teams practicing second will practice for 9-minutes beginning fifteen (15) minutes prior to the start of the game. The Chief Umpire may amend these practice start times to not less than 20 and 10 minutes prior to games.

Players may step on the ice to cool their sliders and may slide one minute prior to the start of practice under the direction of an umpire.

Following the practice and the last stone draw for hammer, the icemaker may choose to clean the ice and re-pebble the hack area ONLY.

OTHER PRACTICE:

Evening Practice: During a zone, or open event, no other practice is permitted. Late night practice for Championship events is determined by the Chief Umpire for that event in consultation with the event manager, Host committee and chief ice technician. If evening practice is available, the following process will occur. The Chief Umpire will provide teams with a practice schedule based on their game schedule the following day. Immediately following the preliminary round game of the day, each team will have the option to be scheduled for a 10 minute practice on the first sheet of ice they are scheduled to play on the following day. If teams are not able to practice on the sheet may play on their second or third game each day

As time permits and in consultation with the Chief Umpire and Ice Technician and depending on set-up for televised / live streamed games), all teams that qualify for the playoffs may practice for a maximum of one hour (may or may not be on assigned ice for the next game or with their designated stones).

LAST STONE ADVANTAGE IN THE FIRST END:

The Last Stone Draw following each team's pre-game practice will decide last stone advantage in the first end.

At the completion of the 9-minute pre-game practice, under the direction of an umpire, two identified players from each team will throw a stone (full sweeping allowed with one player holding the broom in the house at the playing end - exception for mixed). The chief umpire will be notified 30 minutes prior to the first team's practice the name of the player delivering the last stone draw for each team.

Each player will be required to deliver a minimum number of draw shots (as determined by the event) for last stone advantage.

Following each teams pre-game practice, two identified competitors from each team will deliver a LSD after each pre-game practice. The first player will deliver the clockwise rotation while the second player will deliver the counter clockwise rotation.

The person delivering the stone can be any member of the team.

Only the four players and only the two players for mixed doubles are allowed on the ice surface during the last stone draw. The other team members (including the

coach(s) and alternate must stand as far behind the sheet as possible (in an arena) or on the backboards (curling facility) and must not give any instructions.

Teams have one (1) minute to deliver their last stone draw to the home end. A stone delivered prior to the umpire announcement or 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).

If the 1st team records a distance of 0.0 cm or 199.6 cm (using a laser measure) a second player will deliver a draw to the button using the same rotation. *The second delivery will be used to determine hammer for that game.* The 1st team will then leave the ice and the 2nd team will practice. If the 2nd team matches the 1st team in distance over two stones, another player from the 1st team will alternate with the 2 team until the hammer is decided.

The better distance 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 moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button:

On or touching the button = 29.44 cm (when a one (1) foot button);
note subject to change if the actual button diameter is more than one (1) foot.

	Digital Measure	Laser Measure (with 14m2cm offset)
On or touching the button	15.44 cm *	29.44 cm
In or touching the four foot	60.96 cm	75.16 cm
In or touching the eight foot	121.92 cm	136.12 cm
In or touching the twelve foot	182.88 cm	197.08 cm

If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.

Triangulation: Any stone covering the center pin will be measured from two separate points 61.0 cm from the tee. These distances will calculate the exact distance from the tee to the center of the curling stone.

The Chief Umpire will keep a record of all last stone draw distances and these will be used for tie breaking scenarios or play-off positions if no tie breaking event. The first stone is also the only one that counts toward the minimum number of last stone draw shots required to be delivered by each player.

Measuring Protocol for Last Stone Draws: Stones finishing in the house are measured. If the measure can be inserted into the pin the stone is measurable. Stones finishing so close to the tee that they cannot be measured are recorded as 0.0 cm. Stones that do not finish in the house are recorded as 199.6 cm (using the laser measure).

If a team does not play the last stone draw (i.e. – late arrival) it is recorded as 199.6 cm (using the laser measure).

If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the measurement is completed, the stone is replaced as close to its original position by the delivering team.

If there is a hogline violation, the stone will be removed and recorded as 185.4 cm (199.6 if using the laser measure).

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.

Teams are encouraged to use a “**T**” signal to request a team timeout or an “**X**” signal to request a technical / officials timeout (timeout for free guard zone measurement, end of end measurement, rule interpretation, etc):

The timeout will start when the timeout signal is made.

The coach or alternate (not both) whose team requested the timeout may access the playing area at the end of the sheet but not access the playing surface.

The coach or alternate of the team who did not call the timeout will be allowed to meet with their team on the backboard at the home end only.

If the team that calls the timeout completes their timeout before the 90 seconds has expired and leaves the Field-of-Play, the timeout is over for both teams.

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.

Time clocks will start when the 90-seconds (including travel time if applicable) have expired and will stop when the delivered stone has reached the nearer tee-line at the delivering end.

COACHES FAIR PLAY TIMEOUT (U21, U18, BC Winter Games): The purpose of the Coaches Fair Play Timeout is to provide a coach with the opportunity to diffuse a potentially negative situation regarding a team or player’s on ice demeanor before the situation escalates or to counsel an athlete relative to adhering to the rules of the game.

- Each coach will be provided the opportunity to request a one (1) minute fair play timeout per game.
- A coach’s fair play timeout will only be implemented with the approval of

the Chief Umpire.

- Only the coach who requested the fair play timeout may access the playing area accompanied by an official.
- A coach's fair play timeout may be recommended by an official.

BC Winter Games: At all Juvenile events including the BC Winter Games, coaches will be allowed access to their teams for two (2) minutes following each even end.

TEAM BRIEFING GUIDELINES

The team briefing document will be emailed by Curl BC to the teams on behalf of the Chief Umpire

- Teams can email the Chief Umpire prior to event.
- Teams can ask questions during pre-competition practice.

Original team lineup forms are to be completed and returned to the Chief Umpire at the Pre-Competition practice.

CHIEF UMPIRE:

The Chief Umpire is responsible for the total officiating program.

- Congratulates teams on qualifying for the championship, If applicable.
- Introduces any Game Umpires that are present.
- Identify any irregularities noted as a result of the pre-competition check.
- Review the officiating system & penalties:

Purpose: To oversee the competition and assist competitors in the general play of the game and rule enforcement.

Measurements: Game Umpires will perform any measurements and deal with rule enforcement.

On-Ice Observers: They are your extra set of eyes. Observers will mark up the score and they will report any violations to the game umpires. Observers will use a magnetic board to chart play.

Timing Officials: Identify the location of the time clocks and the need to clearly signal a request for 'time out'. If additional time is needed for coaches to access the Field-of-Play, determine and communicate how much extra time will be allowed.

Procedure for requesting Timeout: Encourage teams to use a "T" signal to request a Team Timeout and an "X" signal to request an Officials' Timeout (for a free guard measure, rule interpretation etc.)

- The timeout will start when both coaches reach the ice surface, unless additional travel time has been allocated.
- The coach or alternate (not both) whose team requested the timeout may access their team on the backboards at the playing end but may not access the playing surface (exception – if walkways between all sheets is available).
- The coach or alternate of the team who did not call the time out will be allowed to meet with their team on the backboards at the home end only.
- If the team that calls the timeout completes their timeout before the expiration of the 90 seconds, and leaves the field-of-play, the timeout is over for BOTH coaches.
- Time clocks will start when the 90 seconds is over and will stop when the delivered stone reaches the tee line at the delivering end.
- During televised / live-streamed games and with the approval of the Chief Umpire, the coach and alternate player may communicate with their respective teams during breaks between ends when neither team's clock is running (in an arena setting only).

Procedure for beginning a game and between ends:

The first stone of the game, the 5th / 6th end (following the 4th / 5th end break), and in the extra end (following any break between the 10th and 11th ends) is free (time clocks should not be running, unless a team is unnecessarily delaying the game or the timing supervisor instructs the timer to start the clock). Between all other ends, play is 'turn and go'. If teams are not conforming to the 'turn and go' concept the clock will start (as instructed by the timing supervisor). The clock will stop when the stone reaches the nearer tee-line.

5th End Break (for 10 ends) / 4th End Break (for 8 ends)

A mandatory break of five (5) minutes shall take place and the conclusion of the 5th end of a 10-end game or 4th end of an 8-end game.

Conceding a game:

The skip of the losing team may concede a non-televised game provided one of the following criteria have been met:

- a. In ten (10) end games, a minimum of five (5) ends must be played.
- b. In eight (8) end games a minimum of four (4) ends must be played.
- c. In all playoff, semifinal, and final games, a minimum of six (6) ends must be played (or as adjusted by a Chief Umpire, e.g. for TV games 8 ends must be played).

Fifth player and coach seating may be reserved by the host committee in consultation with Curl BC

Dealing with the media: Teams / players are required to be available upon request – explain process of interviews if one is in place. Remember that there is no such thing as "off the record".

Change of lineup forms are available in the Officials' room and should be submitted to the Chief Umpire a minimum of 30 minutes before pre-game practice. A new change of lineup form must be completed whenever the lineup changes and is different from the *original* rotation.

Rules: Explain rules of play that may be of concern including hogline violations. As Curl BC does not use hogline officials, teams will use the honour system. Should a team complain to an official (usually the Chief Umpire) will watch the hogline FOR ALL TEAMS for a minimum of 2 ends. Any hogline violation will result in the stone being removed from play. No warnings beyond the team briefing will be issued. This

includes penalties now imposed for offensive language and behavior. Unsportsmanlike behavior will not be tolerated.

Review chain of command – i.e. the final decision comes from the Chief Umpire as needed.

The Curl BC Event Manager will deal with any decisions not directly related to Field-of-Play. Answer any questions.

UNIFORMS AND CRESTING

1. UNIFORMS AND CRESTING

a. All team members must wear identical uniforms (matching jackets and shirts) when accessing the field of play including Opening/Closing Ceremonies. This includes fifth players. b. Coaches must also wear matching on-ice attire. If not possible, attire should be either similar in colour and style or plain black. Coaches and players are not permitted to wear jeans in the field-of-play or any sanctioned Curl BC event. c. Advertising/sponsorship on jackets may be worn provided it does not conflict with Curl BC Event Sponsors. If Teams have a conflicting sponsor not approved by Curl BC on their jackets, they will be required to cover the sponsor's crest prior to accessing the ice.

Curl BC Sponsors:

- Kruger (Scotties)
- Best Western
- belairdirect
- AMJ Campbell
- Connect Hearing (for BC Seniors and Masters Championships event)
- Original 16 (for BC Club Challenge Championships event)

BC Championship crests are to be attached to the upper left sleeve or on the left chest, in the same position for all members of the team.

Additional crests may be provided for categories with title sponsors. Team's must follow these categories specific cresting requirements as instructed. The surname of the athletes in letters at least 2" (5cm) in height is required on the back of team jackets and must be easily visible for all BC Championships. If the jacket has a hood, please ensure the last name is visible by placing it below the hood.

Headwear (baseball hats, headbands) can be worn if they match and are free of any corporate advertising conflicting with Curl BC sponsors. Hats with professional sport teams or other commercially trademarked logos cannot be worn on the ice during the championship. The Chief Umpire shall provide final approval of all headgear. Any headwear worn must be the same for every player should any player choose headwear.

Non-compliance will result in the competitor or team not being able to access the field of play for the event until they comply.

FINAL PRELIMINARY ROUND DRAW: Make sure there is a live microphone at ice level for announcements regarding playoffs at the conclusion of the round robin.

MEETINGS WITH CHIEF UMPIRE: Teams making playoffs must send 1 team member to the post round robin meeting and any subsequent meetings or provide contact information (i.e. for texting). A team that does not participate in a post- game meeting within the allotted time, or is not prepared to make a decision within the allotted time, *forfeits* the game choice (stone color, practice etc.) to which the team is entitled.

ICE ASSIGNMENT FOR PLAYOFFS: The ice assignments for playoffs will be determined by Curl BC. There is no restriction on using the same sheet of ice for all playoff games, provided appropriate ice preparation takes place. **Televised semi-**

final and final game ice assignments will be determined prior to the start of the event

PLAYOFF GAMES AND STONE SELECTION

Within 15 minutes after the preliminary round, double knockout round or modified page playoff round teams must determine stone handle colour by meeting with the chief umpire and completing the playoff stone selection document as required. The Chief Umpire will assign stones in the event of non-compliance. For dual events (events with teams of each gender playing at the same time such as U18, U21, Men's/Women's, Seniors, Masters, BC Winter Games), the following will apply:

- i. In the odd years (2023 for example) the top team on the Men's side (regardless of format) will have priority for selecting rocks.
- ii. In the even years (2022 for example) the top team on the Women's side will have priority for selecting rocks.

In a triple knockout format If a team has qualified from a better bracket they will receive BOTH hammer and choice of stone colour in the playoffs. If teams have qualified from same bracket, the teams will draw for hammer and the team that won the last preliminary round game or if they have not played, the team with the better cumulative LSD for the event will have choice of first/second practice or stone colour. In all Triple Knockout BC championship events, teams are seeded based on the bracket that they qualified from. This will be done as follows:

- | | |
|-----------------|---|
| 3 team Playoff- | A Qualifier will advance to the Final and the B and C qualifiers will advance to the Semi-Final. |
| 4 team playoff- | A and B Qualifiers will play in 1v2 game and the two C qualifiers will play in 3v4 game. |
| 6 team playoff- | A Qualifiers play B Qualifiers with winners advancing to the 1v2 game. Losers play C qualifiers with the winners advancing to the 3v4 game. |
| 8 team playoff- | 8 qualifiers play in Double Knockout Round with 4 teams advancing to the page playoff. |

At the conclusion of each playoff game, the above process shall be repeated.

PRIOR TO LEAVING THE HOST SITE

Ensure that Curl BC equipment is inventoried, packed appropriately and arrangements have been made for the equipment to be returned to Curl BC or forwarded to the next site as directed by the Curl BC office. It is the responsibility of the Chief Umpire to ensure that all equipment is returned to Curl BC in the manner that it was received. Any nonworking equipment needs to be tagged and communicated immediately to the Curl BC Office.

EVALUATION & REPORTING

The Chief Umpire's Report form is to be submitted within 14 days of the completion of the championship. The reports are to be submitted via the online Monday Form provided by Curl BC. The reports will go to the provincial officiating coordinator and Curl BC office.

The completed Provincial Expense Form (includes the \$200 honorarium) and any applicable receipts are to be submitted for reimbursement via the online form. Maximum allowable per diem is \$55 / day). All expenses shall be approved by the Provincial Officiating Coordinator.



BC PROVINCIAL CHAMPIONSHIP FORMATS

BC Wheelchair Championship The BC Championship shall be an open entry event taking place in Esquimalt from January 27-28, 2024. The format for the preliminary round will be determined by Curl BC based on the total number of entries. (see chart under rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length.

BC U18 Championship The BC U18 Championships shall be an open girls' and open boys' event in Victoria from December 27-31, 2023. The preliminary round and playoff format will be determined by Curl BC based upon the total number of entries. (see chart under rule 8H of the 2023 Curl BC General Rules). Games will be 8 ends in length.

The BC Scotties The Women's BC Championship (Scotties) shall be a 6-day event in Esquimalt from January 23rd – 28th, 2024 consisting of 8-teams competing in a Round Robin format and a 4-team page playoff. The top two teams at the conclusion of the round robin will advance to the 1 vs 2 playoff game and the third and fourth qualifiers will advance to the 3 vs 4 playoff game. Ties at the end of the preliminary round will be broken using the cumulative Last Stone Draw total. There will be a maximum of one tie breaker game. Games will be 10-ends in length, 38 minutes thinking time.

BC Men's Championship The Men's BC Championship shall be a 6-day event in Esquimalt from January 23rd – 28th, consisting of 12 teams competing in a 2 Pool Play Round Robin and a 6-team modified page playoff format. The top team in each pool will advance to the 1 vs 2 playoff game and the 2nd and 3rd place teams in each pool will advance to a cross over playoff game with the winning teams advancing to the 3V4 playoff game. There will be a maximum of one tie breaker per pool. Ties at the end of the preliminary round will be broken using the cumulative Last Stone Draw total. Games will be 10 ends in length, 38 minutes thinking time.

BC U21 Championship The BC Under 21 Championships shall be open entry women's and men's championships running from Feb. 14-18, 2024 in Salmon Arm with a Preliminary Round and Playoff determined by Curl BC based upon

the total number of entries. (see chart under rule 8G of the 2023 Curl BC General Rules for an explanation of the playoff formats based on the open event field sizes). Games will be 10 ends in length, 38 minutes thinking time.

BC Mixed Doubles Championship The BC Mixed Doubles Championship shall be an open entry event taking place at Victoria Dec. 27-31, 2023. The format for the 2024 preliminary and playoff round will be determined by Curl BC based upon the total number of entries. (see chart under rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length, 22 minutes thinking time.

Stick (Open and Women's) This event will take place in Salmon Arm from February 14th – 18th, 2024. The preliminary and playoff format for the 2024 Championship will be determined by Curl BC based on the number of entries. Games will be 6 ends in length.

BC Master Championship The BC Master Championships shall be an open entry Women's and open entry Men's Championship taking place in Cranbrook February 21-24, 2024 with a preliminary round and playoff determined by Curl BC based on the total number of entries. (see chart under rule 8G of the 2023 Curl BC General Rules). All games will be 8 ends in length, 30 minutes thinking time

BC Mixed Championship The BC Championship shall be an open entry championship taking place in Langley on March 26-31, 2024 consisting of a preliminary round and playoff draw format to be determined by Curl BC based on the total number of entries. (see chart under Rule 8G). Each game will be 8 ends in length, 30 minutes thinking time.

Senior The BC Senior Championships shall be an open women's and open men's championship taking place from March 19-24, 2024 in Penticton with a preliminary round and playoff draw format that is based upon the total number of entries. (see chart under rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length, 30 minutes thinking time

BC Winter Games Girls and Boys zone qualifiers will take place in Curl BC's 8 zones from December 8-10, 2023. Each Zone will qualify 1 girl's and 1 boys' team for the 2024 BC Winter Games (BCWGs) in Quesnel Feb. 22-25, 2024. The BCWG's format shall consist of two pools of four teams with the top two in each pool advancing to a semi-final. The winner of each pool plays the second-place team in the other pool with the winner advancing to the final. All round-robin games will be 8 ends. Teams that do not qualify for the semi-finals will be re-formed to play mixed doubles. This event does not lead to a national championship. For 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. Games are 8 ends, 34 minutes thinking time.

Club Championship The BC Club Championships shall be a 6-day open entry Women's and Men's championship taking place in McArthur Island, Kamloops from March 5-10, 2024 consisting of a preliminary round and playoff draw format determined by Curl BC that is based upon the total number of entries. (see chart under rule 8G of the 2023 Curl BC General Rules for playoff formats based on field sizes). Teams will play 8-end games, 30 minutes thinking time.

Open Entry BC Championship Playoff Formats

The below outlines the playoff formats based on the number of entries the category receives in open entry BC Championships:

<u>Entries</u>	<u>Playoff Format</u>
3 Teams	Semi (if Necessary) then Final
4-7 Teams	Semi (B vs C Qualifier) and Finals (A Qualifier vs Winner of Semi-Final)
8 – 16 Teams	Page Playoff (A Qualifier vs B Qualifier with winner advancing to Final and loser advancing to the Semi Final & Two C Qualifiers play in 3v4 game with the winner advancing to the Semi-Final.
17 – 23 Teams	Modified Page playoff (2 A Qualifiers vs 2 B Qualifiers with the winners advancing to the 1v2 Game. The losers play the 2 C qualifiers in the 3v6 and 4v6 game with the winners of those games advancing to the 3v4 game.
24 – 32 Teams	8 team Double Knockout Round leading to a Page Playoff with the 2 A qualifiers playing in 1v2 game and the 2 B qualifiers playing in 3v4 game

MIXED DOUBLES

A team is composed of two (2) players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) where it fails to have both players playing for the entire game. One coach will be allowed for each team.

The scoring will be the same as in a regular curling game, The “positioned” stones that are placed prior to the beginning of each end are eligible to be counted in the scoring,

Each team will deliver 5 stones per end. The player delivering the 1st stone of an end must also deliver the last stone of that end. The other team member will deliver the 2nd, 3rd and 4th stones of the end. The player delivery rotation can change from end- to-end.

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 4th stone of the end (the 4th delivered stone is the 1st stone that can remove any stone from play). If there is a violation, the delivered stone will be removed from play and any displaced stone(s) will be replaced to their original position by the non-offending team.

Prior to the start of every end, one team will place its “positioned” stone at the playing end of the sheet in one of two positions. The opponent’s “positioned” stone will then be placed in whichever position remains vacant.

POSSIBLE STONE POSITIONS:

POSITION “A”: The stone is placed to bisect the center line. In end is either immediately in front of or immediately behind one of 3 points in the ice:

The points are placed on the center line:

- o At the mid-point between the hogline and the outermost edge of the top of the house
- o 0.915 m (3-feet) from the mid-point closer to the house
- o 0.915 m (3-feet) from the mid-point closer to the hogline

*Based on the ice conditions, the Chief Umpire will determine the specific placement for each sheet for **Position A** to be used prior to the start of the pre-game practice and that same placement will be used for the entire game.*

POSITION "B": The stone is placed in the back of the house, bisected by the center line and abutting the back edge of the tee (if a delivered stone freezes to the *Position "B"* stone the delivered stone will be the stone closest to the button and counting). Stationary in-house stone for the team with last stone will be placed on the center line with the back edge of the stone on the back of the four foot circle.

The decision on the placement of the "positioned" stones will be determined as follows:

- o Last stone draw will be used to determine which team decides on the position in the first end. The team with the lesser last stone draw distance will have the decision on the stone placement.
- o Following the first end, the team that did not score will have the decision on placement.
- o If neither team scores in an end, the team that delivered the 1 stone in the blank end will have the decision on placement in the next end.

The team whose "positioned" stone is placed in **Position A** (in front of the house) will deliver the 1st stone in that end and the team whose "positioned" stone is placed in **Position B** (in the house) will deliver the 2nd stone in that end,

There is no longer a requirement for a player to be located behind the hogline in the playing end. Teams can choose to have someone holding the broom or not on any shot, **BUT DO REMEMBER THE ETIQUETTE OF OUR GREAT SPORT.**

If a player delivers a stone out of proper rotation, that stone is returned to the hack to be delivered by the correct player after any displaced stone(s) have been replaced to their original position(s) by the non-offending team. If the error is not discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred.

POWER PLAY:

The "power play" option allows each team one (1) time during the game (1st – 8th end only) when they have the hammer to position the in-house stationary stone with the back edge of the stone on the tee-line, while at the same time slitting the 8-foot and 12-foot rings. The guard is also repositioned from the center-line to a direct line between the middle of the in-house stone and the middle of the hack. Essentially the in-house stone will be directly behind the guard.

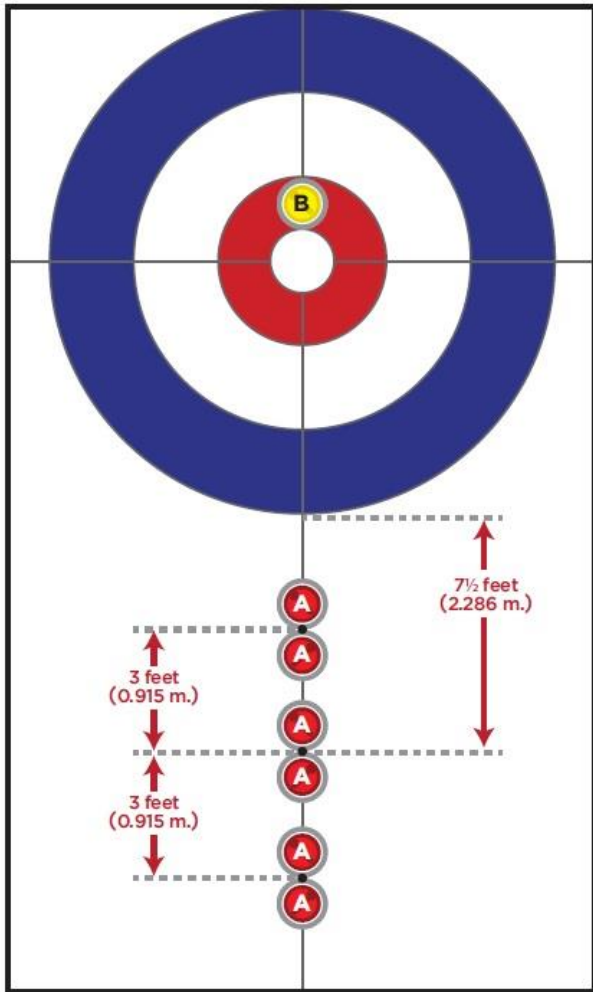


Fig. 1: Position A & B

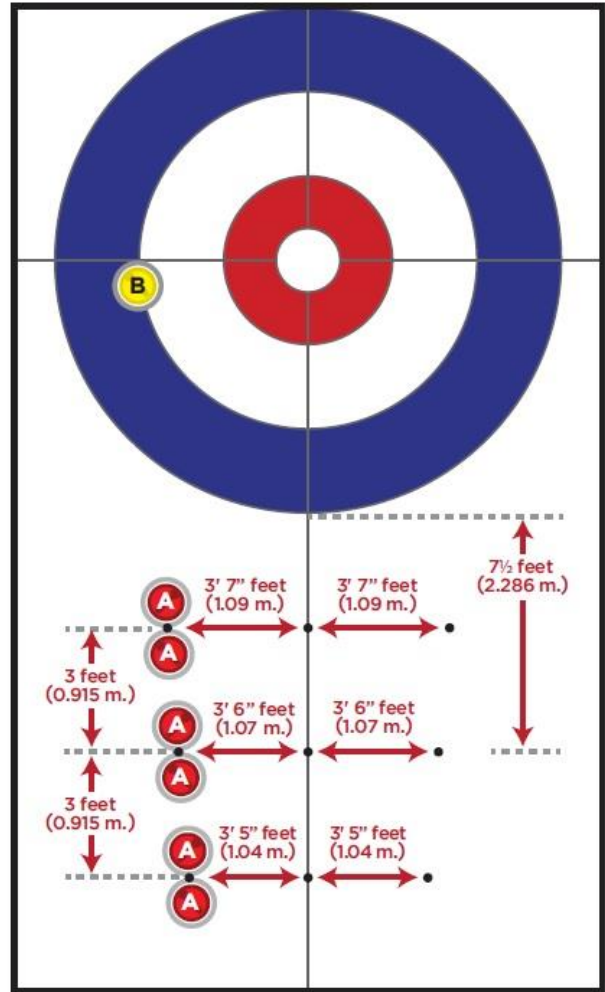


Fig. 2: Power Play Option

Prior to the event, the Chief Umpire / Deputy Chief Umpire should check each sheet of ice to confirm the necessary points on the ice are placed properly

PLAYOFF FORMAT Ice Assignments and Stone Selection

Ice Assignments for Playoff Games: The ice sheets assigned for playoffs may depend on what sheets of ice teams most recently played on and to some degree on the needs of television/streaming. There is no restriction on using the same sheet of ice for all playoff games, provided appropriate ice preparation takes place.

Double Knockout ROUND or MODIFIED Page playoff Stone Selection

Only stone on the assigned sheet are used.

In a triple knockout format If a team has qualified from a better bracket they will receive BOTH hammer and choice of stone colour in the DKO or Modified Page Round. If teams have qualified from same bracket, the teams will draw for hammer. The team that won the last preliminary round game or if they have not played, the team with the better cumulative LSD for the event will have choice of first/second practice or stone colour.

Playoff Stone Selection (1v2 game, 3v4 game, Semi or Final): Within 15 minutes after the preliminary round, double knockout round or modified page playoff round teams must determine stone handle colour by meeting with the chief umpire and completing the playoff stone selection document as required. The Chief Umpire will assign stones in the event of non-compliance. For dual events (events with teams of each gender playing at the same time such as U18, U21, Men's/Women's, Seniors, Masters, BC Winter Games), the following will apply:

- i. In the odd years (2023 for example) the top team on the Men's side (regardless of format) will have priority for selecting rocks.
- ii. In the even years (2022 for example) the top team on the Women's side will have priority for selecting rocks.

In a triple knockout format If a team has qualified from a better bracket they will receive BOTH hammer and choice of stone colour in the playoffs. If teams have qualified from same bracket, the teams will draw for hammer and the team that won the last preliminary round game or if they have not played, the team with the better cumulative LSD for the event will have choice of first/second practice or stone colour. In all Triple Knockout BC championship events, teams are seeded based on the bracket that they qualified from. This will be done as follows:

- 3 team Playoff- A Qualifier will advance to the Final and the B and C qualifiers will advance to the Semi-Final.
- 4 team playoff- A and B Qualifiers will play in 1v2 game and the two C qualifiers will play in 3v4 game.
- 6 team playoff- A Qualifiers play B Qualifiers with winners advancing to the 1v2 game. Losers play C qualifiers with the winners advancing to the 3v4 game.
- 8 team playoff- 8 qualifiers play in Double Knockout Round with 4 teams advancing to the page playoff.

Playoff Games: Following the conclusion of the round robin, the Qualifying teams will participate in the Playoff process as outlined in the current version of the *Curl BC OFFICIAL GUIDE FOR QUALIFIER AND BC CHAMPIONSHIPS*.

IN THE 1v2 GAME: If the teams played each other in the triple knockout the A qualifier will have BOTH choice of hammer and stone color. If the teams did not play each other the A qualifier will have CHOICE of hammer or stone color. The team with hammer will practice first. **IN THE 3v4 GAME:** Teams will flip a coin for choice of stone color or 1st or 2nd practice. A draw to the button will determine hammer and the team that practices 1st will deliver the clockwise rotation and the team that practices 2nd will deliver the counter clockwise rotation.

FOR THE SEMI-FINAL GAME: If the A qualifier loses the A / B page playoff game and plays in the semi-final they will have BOTH choice of hammer and stone color. If the B qualifier loses the A / B page playoff game and plays in the semi-final they will have CHOICE of hammer or stone color. The team with hammer will practice 1st.

CHAMPIONSHIP GAME: If the A qualifier is in the winner of the A / B page playoff game they will have BOTH choice of hammer and stone color. If the B qualifier is the winner of the A / B page playoff game and the A qualifier is the winner of the semi- final game the B qualifier will have CHOICE of hammer or stone color. If the C qualifier wins the semi-final game the winner of the A / B game will have BOTH choice of hammer and stone color. The team with hammer will practice 1st.

REVIEW FOR GAME OBSERVERS

The primary duty is observation. The Game Observer is there to be an extra set of eyes and acts as a liaison between players and the Game Umpire. Game Observers are not decision makers.

Observers will report to the Officials' area at least 30 minutes before draw time. You will be asked to proceed into position on the ice approximately 5 minutes before the game starts. The interim time is necessary to collect your equipment. Ensure that all 16 magnets are on the magnetic board. Dress warmly (black pants, clean shoes) and receive any special instructions pertinent to that draw or game.

There is only one on-ice-observer per sheet so it will be necessary to transit from one end to the other. The best time to do that without disturbing the players is to follow the first stone of the next end. WALK on the side boards or the side of the ice sheet. If on the ice, do not use your slider – keep the gripper on.

During the game:

- Concentrate and watch only the game to which you are assigned. In case of a dispute over an incident on the ice, the Game Umpire will look to you for a report.
- Chart stone positions on the magnet board. *Do not update your magnetic board* until after the stones have come to rest- an infraction may have occurred which requires repositioning of stones. The correct time to update is just before / as the next player delivers their stone.
- Make sure player equipment, clothing and bags are stored away from the walking area.
- Remain seated as much as possible but once the stone has been delivered, you may move to more clearly view a critical shot. Make sure not to distract players on adjacent sheets.
- Do not engage in casual conversation with competitors, other officials, spectators or coaches during the game.
- If an incident occurs, do not intervene. Observe and wait to be consulted on the position of any stones prior to the shot that has just been played. If the players cannot solve the problem, CALL AN UMPIRE. The only situation where you can intervene without being asked is if a stone touches a sideboard and finishes in play unnoticed by the teams.

- If you need to leave the ice during a game, advise the Chief Umpire and wait for a replacement before leaving your position.
- Notify the Game Umpire if a measurement or ruling is requested by the teams.
- Mark the score as soon as possible for both teams and adjust the totals (right justified), if using baseball style scoreboards. *No matter how obvious the score, it is not marked until verified by the players in charge of the house.*
- If time clocks are not available, at the completion of the end that defines the halfway point, monitor the break and inform the teams when one minute remains.

After the game:

- Complete the scoreboard, when a team concedes the game before the completion of an end. The score of the end is determined as per:

When both teams still have stones to be delivered and there is a concession:

X's are placed on the scoreboard

When one team has delivered all their stones and there is a concession:
If the team that delivered all their stones has stone(s) counting, no points are given and 'X's are placed on the scoreboard.

If the team that did not deliver all their stones has stone(s) counting:
These points are given and placed on the scoreboard.

If no stones are counting:

'X's are placed on the scoreboard.

HOUSE, HACK, HANG – if the only stone remaining in the hack matches the color of stones counting in the house, the score is hung otherwise "X" is placed

If the game finishes at the away end, have the players leave the stones at that end so as not to disrupt other sheets by moving stones to the home end.

- Check that all 16 stones are still on the magnetic board.
- Return all equipment to the officials' room.
- **Check for and confirm your next assignment.**

REVIEW FOR TIMING OFFICIALS

Please report to the Officials area at least 40 minutes before draw time. You should be in your position 10 minutes before the game starts. The interim time is necessary to collect your equipment and receive any special instructions pertinent to that draw or game. One timer is required to be in position 35 minutes before game time to assist with the practice timing.

After the Last Stone Draw (LSD) the time clock operators will be advised by the Timing Game Umpire who has the last stone in the first end and which color stone will throw first. Write the team names on the timing sheet beside the appropriate color stones.

Points to remember:

- Be sure the colors on the left and right side of your timing sheet match the left and right side of your clock.
- Home Game Umpire will handle the game start and will radio the Timing Game Umpire just before announcing 'Games will begin in one minute'.
- Only one clock (usually Sheet Charlie) will be run for the pre-game practice. Set all other clocks for the draw – 45 minutes prior to draw time.
- Timing Game Umpire to turn on radio before leaving Officials' room.
- The game timing starts when the first stone comes to rest at the playing end, the sweepers have moved to the extreme side of the sheet and the delivering team relinquishes control of the house.
- Changeover from one team to the other at appropriate time.
- Do not be distracted – conversations with neighbors will inevitably lead to errors.
- When one team has delivered all eight of its stones, record their remaining time on the time sheet.
- When the last stone of the end reaches the tee line at the delivering end, stop the clock, note the time remaining and prepare for the 'between end' interval. When the score for an end has been determined and all stones have been moved behind the back line, begin the 'between end' interval. Depending on the instructions from the Chief Umpire, you may be required to run the interval on the clock.

- If a measurement is required, the 'between end' interval begins at the completion of the measurement.
- When the interval time runs down, ONLY if the player to deliver is not in the hack, advise the timing supervisor and ask if you should start the game time for the team that will throw first. Stop the clock when the delivered stone reaches the tee line at the delivering end. If the player is ready to deliver, do not start the clock
- A mandatory 5-minute break takes place at the conclusion of the 5th end. Time clocks will count down the 5-minute break. Advise the Timing Game Umpire when there is one minute remaining in that break. When the 5 minutes is complete, if the player to deliver is not in the hack start the clock of the team who will be delivering first. If the player is ready to deliver, do not start the clock.
- If either team is running short of time (less than 2 minutes for each end remaining), advise the Timing Game Umpire.
- If an extra end appears imminent, advise the Timing Game Umpire before skip stones in the 10th end.
- When the game is over, complete and sign the timing sheet, have it signed by the Timing Game Umpire and return it to the Officials room.

THINKING TIME

1. The thinking time allotted to each team:
 - a) 10 end game = 38 minutes
 - b) Wheelchairs = 38 minutes
 - c) 8-end game = 32 minutes
 - d) mixed doubles = 22 minutes
2. The thinking time allotted to each team: Youth (U18, U21, BCWG)
 - a) 10 end game = 38 minutes (U21)
 - b) 8-end game = 34 minutes (U18, BCWG)
3. The thinking time allotted to each team to complete each extra end:
 - a) 10-end game = 4 minutes and 30 seconds
 - b) Wheelchairs = 6 minutes
 - c) 8-end game = 4 minutes and 30 seconds
 - d) Mixed doubles = 3 minutes.
4. The thinking time allotted to each team to complete each extra end: Youth
 - a) 10-end game = 5 minutes
 - b) 8-end game = 5 minutes

5. At some events, the participants will be given a 60-second warning for the start of the game by a Game Umpire. The umpire will advise the curlers when the 60 seconds is complete and the delivering team's game time clock shall start when:
 - all stones have come to rest, or crossed the backline,
 - the delivering team has relinquished control of the house to the opposing team,
 - sweepers of the delivering team and the player who has just delivered have all moved to the extreme side of the sheet, at this time the opposing team becomes the delivering team and their game time clock shall be started.

6. Other than the first stone of each end, the time clock will *stop* when the stone being delivered reaches the tee line at the delivering end.

TEAM TIMEOUT

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.

Unused timeouts cannot be carried forward to extra end(s). *Either* the coach or alternate may access the Field-of-Play but not both.

A timeout must be requested from the playing surface by a player of the team whose game clock is running. A team's coach or alternate player may physically signal a request for a timeout to their players on the ice but are only permitted to communicate with their players during the timeout. If a team wants a team timeout it uses the 'T' hand signal. The Timing Game Umpire and timing official confirm that a timeout has been called.

If you see a timeout signal 'T' on your sheet, notify the Timing Game Umpire immediately. ('timeout' sheet ABC, yellow stones). Stop the game clock.

When a timeout is called, the game clock will stop for 90 seconds (additional travel time may be allowed). The Game Umpire controls the timeout on a stopwatch. If the clock has the ability to show the timeout,

you may be asked to use the clock. Additional travel time may be allowed in club events if necessary. Extra travel time will be controlled by the Game Umpire.

If walkways are provided the coach must stand on the walkway, from the hogline to the backboard or on the backboard behind the sheet. If there are no walkways, the coach may walk up the dividing line of the sheet, but must progress to the backboards. They may not remain on the sheet of ice.

When the timeout expires, the Game Umpire ensures that the coach ends all discussion with the team and leaves the Field-of-Play promptly and the clock starts. The clock will stop when the delivered stone reaches the tee-line at the delivering end.

The timeout is recorded on the game timing sheet.

UMPIRE / TECHNICAL TIMEOUT

If called by a Game Umpire the umpire will notify the Timing Game Umpire by radio and starts a stop watch. The Timing Game Umpire notifies the timing official on the appropriate sheet and ensures that the time clock is stopped promptly.

If the teams are requesting a technical time out they will use an “X” signal. If the reason is considered valid (e.g. – FGZ measure) by the Umpire, then it is considered an Umpire’s timeout. The game clock starts when the Umpire has rendered a decision and leaves the Field-of-Play, or when the Umpire directs the Timing Game Umpire to tell the timing official to restart the clock.

If the reason is not considered valid the game clock is restarted immediately at the direction of the Game Umpire.

Game Umpires may call a timeout at any time.

TIME CLOCK ADJUSTMENTS

If a time clock malfunction or error has been recognized, the time to be given back should be noted and the necessary adjustments to the

clock made between ends, except during the final end when timing adjustments must be made stone by stone. Time will only be added where required, but never taken away due to a timing error.

The Chief Umpire will notify the coaches of the occurrence and of the action taken. The Game Umpire will notify the skips of the occurrence and of the action taken.

If the malfunction occurs during the last scheduled end or an extra end, an Umpire's timeout will be called and the necessary adjustments to the time clock will be made immediately.

If there are repeated occurrences of time clock malfunction, the time clocks for that sheet will be shut down. If subsequent play on that sheet seems to be excessively slow, stopwatch timing may be used. Both coaches and both skips will be notified.

All timing officials should have at least one functioning stopwatch with batteries that are fresh for the current season.

If a player is allowed to redeliver a stone, the clock doesn't start until the redelivered stone and all other stones have come to rest or crossed the back line at the playing end.

If a team throws the wrong color stone, (for all stones other than the first stone of the end) stop the clock when all stones have come to rest or crossed the back line and do not start the oppositions clock until the stone is replaced.

When an end is replayed, the clock is reset to the time recorded at the completion of the previous end.

With the concurrence of the Chief Umpire, a game may be delayed if a player is sick or injured.

If extra ends are required, an optional 3-minute break will take place (if both teams agree, play may begin in the extra end immediately), and each team will be allowed 4.5 minutes of thinking time to complete each extra end. Each team will be allowed one 90 second time out for each extra end played.

REVIEW for ICE PLAYER ASSISTANTS (IPA)

There will be 2 ice player assistants on each sheet. Their role is an integral part of wheelchair curling and essential to the running of a game.

Before the Game

- Introduce yourself to both teams as an ice player assistant.
- Identify left-handed players prior to the game so in moving their stones forward you do so from behind their wheelchair – if a team requests a left handed player to receive their stones from in front, you may do this Check with each skip before the game starts for the delivery order of each
- player’s stones. The order of delivery of numbered handles #1 - #8 may be changed at the discretion of the team.
- Fill out the IPA delivery card for each team. Laminated stone sheets and a sharpie pen can be used to record the order the team wishes to deliver their stones. Changes to the throwing order will be dealt with by the Game Umpire between ends.

During the Game

- Arrange the stones so that the last stone to be delivered is just touching the tee line, the remainder of the stones are in a straight line in the direction of the hogline. Handles should be pointing straight up the ice. The stones of the team that is playing first should be closest to the center. This may mean changing order of stones for the first end from pre-game practice depending on which team has last stone advantage. Sometimes, a team delivers from near the hack line. A player would normally take up their position and then the stone would be placed in front of the chair. The team that delivers the next stone should be allowed to get into position while a stone is travelling down the ice. This might block the view of the players delivering from near the hack, so the delivering team will have to move to a position where they can see. Hopefully the teams will cooperate and not interfere with the player preparing for the next delivery. This should make it easier for the IPAs to get the stone to the players in a timely fashion no matter where they set up.
- The IPA should move the stone for the next delivery into position as soon as the previous stone is about 3 ft past the hogline. The next player to delivery in the end will move the stone to their exact spot and after the first few ends IPA and players will be working together to position cleaned stone.

A cloth, not hand, should be used to clean all stones, unless otherwise directed by the team. Once a player has been given their stone, if the player delivers from in front of the house, the IPA should stand behind the tee line, near the side line. If the player delivers front inside the house stand behind the back line, near the side line.

- The IPA at the playing end should stand to the side of the sheet (out of the delivering player's sight line) near the corner where the out-of-play stones will be collected. They should assist players in clearing any stones that are not in the Field-of-Play (have not crossed hogline, touched a side line or cleared the back line). These stones are placed in one corner, in two rows parallel to the sideboards, and with the handles pointing straight up the ice. If a take-out shot is being played, move forward in anticipation of stones possibly going towards an adjacent sheet. After the score for the end has been agreed between the vice-skips and it has been communicated to the Game Umpire, clear the stones to the right hand side of the sheet (as above #2). When time clocks are in use it is important to have the first stone cleaned and in position to avoid delays. Placing the 1st stone of an end can be done as soon as it is cleaned. Stone color of the team that scored will be the 1st stone of the next end.
- If a measure is required, don't remove any stones. Call an Umpire who will oversee the situation and who will then enlist your help as required. Communication problems have occurred in the past and the wrong stones have been removed. However, players are free to move any stones themselves before a measure.
- Offer assistance only when requested.
- Free guard zone infractions – Wheelchair teams will usually ask for assistance to replace a removed free guard stone.
- Hogged stones – The ice player assistant can assist with the removal of a hogged stone. In the event that the IPA or the game umpire is delayed, the game umpire will advise the time clock supervisor if any time adjustments are required.
- If asked to comment on any situation regarding play/position of stones, make it clear that is not your role and such comments should be directed towards the Game Umpire. Under no circumstances offer an opinion.
- If you see anything the player(s) 'miss' (e.g. stone touched by a wheel), it is not your duty to bring it to their attention, but you can tell the Umpire.
- Do not hesitate to ask the Game Umpire for help. Ask them questions at any time by calling them to your sheet if you need assistance or are asked a

question by the team. The clock can be stopped for the delivering team if a problem occurs or an interpretation is needed.

- Remain unobtrusive during play. Do not engage the player(s) in conversation during the game unless they talk to you first.
- At the completion of an end both IPAs will help with the clearing of the stones and the preparation for the next end. One IPA would remain at the delivering end to assist in the setting up and cleaning of stones while the other IPA moves to the playing end to assist the skips with removing stones that are out of play.
- The turn round between ends will be controlled by the 2 ice player assistants who will have stop watches. You will start your watch when the end is completed and the score has been decided, and you have been given the go ahead to clear the stones to the side just in front of the Tee line. You will then prepare the first stone for delivery. Any delay after the stone is ready for delivery will result in the game umpire directing the time clock operator to start the delivering team's time clock. If there is no unnecessary delay, the timing official will start the clock for the delivering team when the delivered stone comes to rest at the playing end.

REVIEW FOR GAME UMPIRES

Game Umpires are to assist the Chief Umpire in the running of the event both in and off the Field-of-Play.

Pre-Competition:

- Be familiar with Curl BC Competitor's Guide and Team Meeting Document for the competition.
- Arrive in time to assist with the pre-competition check prior to the team practice day.
- Assist on the team practice day with checking uniforms and equipment as requested.

During the Competition:

Observe the following and undertake allocated duties given for each session, which may include:

- Conduct the pre-game practice (home umpire).
- Collect Change of Line up forms and give copies to the Chief

Umpire and Stats team.

- Perform LSD measures and post hammer on scoreboards (as quickly as possible for stats and media), deliver results to CU.
- Introduce yourself to skips of your assigned game | (s) and game observers.
- Concentrate on your assigned game(s) only.
- Assist teams by answering questions and providing information.
- Ensure fair play between teams.
- Be neutral and fair in decision making.
- Intervene only to make corrections or if a rule is broken.
- Perform all measures.
- Avoid casual conversation with players, coaches, other officials or spectators.
- Record any violations and inform the Chief Umpire (minor infractions can be done at the end of the game).
- Report any improper communication between players and coaches.
- Verify score before posting on the scoreboard; change the totals on the scoreboards if appropriate.
- Time the breaks; confirm the time between ends and Team timeouts.
- Monitor your game clock(s).
- Finalize scoreboards (at both ends) including X's if appropriate.
- Return all forms to the Officials' room.
- Ensure all issues are reported to the Chief Umpire.

Attend meetings as required by the Chief Umpire and run any additional (evening / pre-playoff) practice sessions as requested.

At the completion of the draw

- Assist in getting teams into the venue for the Closing Ceremony / Medal presentation.
- Clear officials' room plus pack Curl BC equipment.

GAME UMPIRE

Pre-game

- Responsible for all on-ice activities during a draw and directly involved with activities at the assigned end.

- At least 10 minutes before first practice, check with the Ice Maker for readiness of the ice and complete a 'walk-around' to check that all equipment is properly in place.
- Conduct pre-game practice and conduct radio check.
- Announce practice using the standard script.
- If there is a march in of teams, the Away Game Umpire is responsible for getting teams to the marshaling area quickly after practices.
- Introduce yourself to the volunteer officials at your end.
- Introduce yourself to the teams as appropriate.
- When all officials are in place, conduct a radio check to ensure all officials with radios are on-air.
- Announce 1 minute to game time. Time the 1 minute and when teams are in place and ready, announce "games may now begin".

During the game:

- Be aware of and move close to critical playing situations at the assigned end.
- Control ice access by media and coaches.
 - Photographers may not use flash. Positioning is stationery between hoglines on the walkways, or behind the receiving end (if space permits)

Be in position at the away end prior to the end of the first practice then:

- Ensure no practice stones are delivered after the end of each practice session with the exception of the Last Stone Draw. Ask the players at the end of practice to return all stones to the home end.

Measurement Protocol:

Check micrometers before every draw, and if possible have point of micrometers and 6' measure on ice. Measure should slide easily.

Go clockwise on measures, give clear signals, get consensus from the thirds before moving stones

Radio Protocol:

Review how to work the radios. Remember to hold radio button in before speaking

- Acknowledge transmissions directed at you.
- Keep channel clear especially during timeouts and when games are

nearing the end, and teams may be short of time.

When all games are completed:

- Debrief with the Chief Umpire.
- Confirm next assignment.

TIMING GAME UMPIRE

- Turn on radio before leaving Officials' room.
- At least 45 minutes before draw time, check to ensure all clocks and displays are set up and functioning properly.
- Ensure one timing official is in position and ready to time first practice (usually on Sheet C).
- Communicate between Home End Game Umpire and practice sheet timing official through first and second practice.
- Ensure all other timing officials are in position at least ten minutes before draw time.

During the Game:

- Oversee all timing operations with particular attention to any new or struggling timing official(s).
- Be prepared to assist as required in unusual operations such as replayed ends or extra end setup.
- Communicate between Game Umpires as required.
- Relay any hogline calls or timeouts to the appropriate timing official.



CHIEF UMPIRE'S REPORT

EVENT:				
DATE:				
LOCATION:				
CHIEF UMPIRE:				
PRE-EVENT ACTIVITIES				
Were communications with the host committee adequate?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
Comment:	wrap around text			
Were communications with the Curl BC Liaison adequate?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
Comment:	wrap around text			
RESULTS OF PRECOMPETITION CHECK				
Did all Curl BC equipment arrive on time?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
Was all Curl BC equipment in good working order?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
Comment:	wrap around text			
Were repairs needed or made to the equipment?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
Comment:	wrap around text			
Was the facility adequate for staging the championship?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
Comment:	wrap around text			
PERSONNEL				
Mentoring Candidate:	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>
If yes, name				
<i>Data requested by Sport BC</i>				
Game Umpires:				
# of certified Level 2 or 2+				
# who completed Level 2 certification at this event				
Observers/Hog Line Officials/Timers				
# of Certified Level 1 or 1+ officials:				
(do not count those above who worked as Game Umpires also)				
# who completed Level 1 certification at this event				
# of uncertified officials used at this event				

STANDINGS AT THE COMPLETION OF THE PRELIMINARY ROUND

		TEAM NAME	WINS	LOSSES
A Pool or Qualifier	1			
	2			
	3			
	4			
B Pool or Qualifier	1			
	2			
	3			
	4			
C Qualifier	1			
	2			
	3			
	4			

1 vs 2 Page Game

VS
RESULT:

3 vs 4 Page Game (If Necessary)

VS
RESULT:

Semi Final

VS
RESULT:

FINALS

VS
RESULT:

**CANADIAN CURLING: TECHNICAL DEVELOPMENT PROGRAM
LEVEL 1 OFFICIAL PRACTICAL COMPONENT FORM**

The purpose of this form is to provide a statement concerning the fulfillment of the Level 1 Practical Requirement.

NAME: _____ PHONE: _____
 MAILING ADDRESS: _____
 EMAIL: _____

PRACTICAL EXPERIENCE					SIGNATURE OF HEAD OFFICIAL
EVENT NAME	DATE	TYPE OF DUTY	# OF GAMES	NAME OF HEAD OFFICIAL	

To receive credit for the Level 1 Practical component, an individual must serve under the supervision of a certified (Level 3 or Higher) head official in the following roles at an organized practical training event, Provincial or National Championship(s)

1. Game Observer (min 2 games) + Timer (min 2 games) + Hogline (min 2 games) OR if no Hogline
2. Game Observer (min 3 games) + Timer (min 3 games) OR if no Observers
3. Timer (min 6 games)

I hereby declare that the above information is true:

 Signature of Candidate
 * Signatures can be signed or typed

 Signature of Provincial Coordinator

 Date

At completion of this form candidates my submit via mail, fax, email or online form.

Mail to: Curl BC, Suite 2001A 3713 Kensington Avenue, Burnaby BC, V5B 0A7
Email: pcseke@curlbc.ca **Online Form:** <https://www.curlbc.ca/resources/documents-forms-officials/> **Fax:** (604) 333-3615

**CURLING CANADA: TECHNICAL DEVELOPMENT PROGRAM
LEVEL 2 OFFICIAL PRACTICAL COMPONENT FORM**

The purpose of this form is to provide a statement concerning the fulfillment of the Level 1 Practical Requirement.

NAME: _____ **PHONE:** _____
MAILING ADDRESS: _____
EMAIL: _____

PRACTICAL EXPERIENCE					SIGNATURE OF HEAD OFFICIAL
EVENT NAME	DATE	TYPE OF DUTY	# OF GAMES	NAME OF HEAD OFFICIAL	

To receive credit for the Level 2 Practical component, an individual must serve as a supervising official at a Provincial or National Championship for a minimum of 6 games under the supervision of a certified Level 3(+) head official

Requirements: A Timing Supervisor (min. 2 games) + Home Supervisor (min. 2 games) + Away Supervisor (min. 2 games)

I hereby declare that the above information is true:

Signature of Candidate
** Signatures can be signed or typed*

Signature of Provincial Coordinator

Date

At completion of this form candidates my submit via mail, fax, email or online form.

Mail to: Curl BC, Suite 2001A 3713 Kensington Avenue, Burnaby BC, V5B 0A7
Email: pcseke@curlbc.ca **Online Form:** <https://www.curlbc.ca/resources/documents/forms-officials/> **Fax:** (604) 333-3615

[Click here for Level 1](#) [Click here for Level 2](#) * available in the electronic form. **Updated:** July 2022



TEAM LINE-UP CARD

Team: _____

Throwing Order (circle appropriate number)
Throwing Hand (circle appropriate number)

Skip: _____ 1 2 3 4 Left or Right

Third: _____ 1 2 3 4 Left or Right

Second: _____ 1 2 3 4 Left or Right

Lead: _____ 1 2 3 4 Left or Right

Spare: _____ 1 2 3 4 Left or Right

Coach: _____

Contact Number: _____

Email Address: _____



CHANGE TEAM LINE-UP CARD

Team: _____ Opponent: _____

Date: _____

Draw: _____ Ice: _____

Change of line-up at the beginning of end:

Reason for Change: _____

Throwing Order (circle appropriate number)

Throwing Hand (circle appropriate number)

Skip: _____ 1 2 3 4 Left or Right

Third: _____ 1 2 3 4 Left or Right

Second: _____ 1 2 3 4 Left or Right

Lead: _____ 1 2 3 4 Left or Right

Spare: _____ 1 2 3 4 Left or Right

Coach: _____

Signature: _____

Note:

Give this form to the Chief Umpire one-half hour before practice tim
The alternate will be allowed in the field of play

Opponent Informed: Circle
Yes / No

PRE-GAME ANNOUNCEMENTS

Time of day on the clubs wall clock will be used for the start of the PRE-GAME PRACTICE

Timing displays will be used for the Pre-game practice 9 minutes & 1:00 minute for LSD

At 31 minutes prior to game time the first announcement will be given.

One minute to the start of practice, you may slide.

When teams are ready (approx. 50 seconds) announce

First Practice may begin

Run the 9-minute clock

One minute to the end of practice

0 time left announce

Thank you, Practice is over

Wait till all stones delivered in time have come to rest, and then pause of a few seconds:

Please deliver your last stone draw with a clockwise rotation.

Run the 1-minute clock

After LSD Calculations are complete

Please deliver your last stone draw with a counter clockwise rotation.

Run the 1-minute clock

(if required) Return all stones to the home end

Once measures are complete and stones moved away, announce

Second practice will begin shortly, you may slide.

When teams are ready announce

Second Practice may begin

Run the 9-minute clock

One minute to the end of practice

0 time left announce

Thank you, Practice is over

Wait till all stones delivered in time have come to rest, and then pause of a few seconds:

Please deliver your last stone draw with a counter rotation.

Run the 1-minute clock

After LSD Calculations are complete

Please deliver your last stone draw with a counter clockwise rotation.

Run the 1-minute clock

(if required) Return all stones to the home end

Games will begin in one minute – practice slides may be taken.

Good luck and good curling.

VIOLATION CHART

COMPETITION:
DATE / LOCATION:

Draw		Team	<i>Player</i>	<i>End</i>	<i>Stone</i>	Violation	Action

D – Dumping
H – Hog Line
WP – Wrong Position
WS – Wrong Sweeper
BP – Body Prints
O – Other

PWS – Played Wrong Stone
M – Movement
RP – Readiness to Play
FGZ – Free Guard Zone
EA – Equipment Abuse

SP – Snow Ploughing
POT – Played Out Of Turn
TS – Touched Stone
T – Timing
DC – Dress Code

Official: _____

Signature: _____

STONE SELECTION

POST ROUND ROBIN

Teams making playoffs must complete the playoff stone selection document within (30) minutes of qualifying for the playoffs. A team that does not complete the document within the allotted time, or is not prepared to make a decision forfeits the game choices (last stone advantage, stone colour, etc.) to which the team is entitled. 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 stones and/or hammer on this form.**

Playoffs: Stone Selection & Last Stone Advantage

In playoff games, last stone advantage (first pre-game practice) and choice of handle colour is awarded to the team who qualifies out of the better bracket in the preliminary round. If teams qualify from the same bracket, the team who beat the other in the preliminary round gets the choice, if they did not play each other, the team with the better cumulative last stone draw record receives the choice.

- If the last stone draw is NOT used, the pregame practice is extended to 10 minutes per team.
- If the second ranked team defeats the top ranked team in the 1 vs 2 Game, the second ranked team will have the choice of last stone advantage OR choice of stone handle colour.
- If either of the two top ranked teams face the third or fourth ranked team, the higher ranked team will have both.

Stone Selection – only one (1) game on the ice

- Under the direction of the Chief Umpire and Ice Technician, teams may select any eight (8) stones of the same colour from any one sheet of ice being used.
- The 8 Stones selected by a team for playoff games do have to come from the same sheet and be the same colour.
- Teams will advise the Chief Umpire in writing no later than thirty (30) minutes after qualifying for the playoffs or winning a playoff game identifying which specific stones they wish to use for the pre-game practice and game.
- Teams may re-select stones for any subsequent playoff game.

Stone Selection – If two (2) or more games are on the ice at the same time

- Stones selected do not have to come from the same sheet but must be the same colour. The Chief Umpire shall designate from which sheets stones may be selected.

**CURL BC Chief Umpire’s Manual
Change Log**

Date	Page #	ITEM
27 Nov 22	Cover	Date Change - Revised
27 Nov 22	TOC	Table of Contents - NEW
22 Nov 22	17	Uniforms & Cresting - NEW
06 Sep 23		Chief Umpire’s Manual UPDATED
29 Oct 23	25	Curl BC Category Specific Rules
12 Dec 23	20	Conceding a game