



2023 Canada Winter Games Curling Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the Host Society by detailing competition formats and scoring procedures, assist Provincial/Territorial (P/T) Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coach certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Development (LTD) model, or other suitable phase of LTD as justified by the NSO.

Technical Packages are developed 36 to 24 months prior to the Canada Games primarily by NSOs, following the Canada Games Council's (CGC) [Principles that Govern Technical Packages](#). As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO.

Relevant Games stakeholders, specifically Provincial/Territorial Sport Organizations (P/TSOs) and P/T team staff, are encouraged to review the Technical Package in detail to ensure a thorough understanding. If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will submit the requested change or clarification to the CGC for consideration. Timelines for requesting changes to major elements of the Technical Package (i.e. team sizes, age categories, eligibility restrictions, events, competition formats) are outlined in the Principles that Govern Technical Packages. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games stakeholders early.

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2023 Canada Winter Games Curling Technical Package

1. SPORT: CURLING

2. PARTICIPANTS

2.1. Athletes

Female Four Person Team: 4 Females

Male Four Person Team: 4 Males

Mixed Doubles Team: 1 Male and 1 Female

All registered athletes must intend to compete in at least one event.

2.2. Staff

1 Coach for Female Team

1 Coach for Male Team

1 Coach for Mixed Doubles Team

The coach's gender is not restricted by the team's gender.

2.3. Additional Team Staff*

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches in curling will not have access to the field of play during competition.

- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's venue access
 - Sport Operational Zone (Zone 2)
 - Back of House Zone (Zone 3)

* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Nursing Mothers Policy](#)
- [Participant Assistant Policy](#)

3. **CLASSIFICATION**

MALE & FEMALE TEAMS

Under 18 as of June 30, 2022
Date of birth: July 1, 2004 or later

NT, NU, PE, YT: Permitted four (4) under 19 players per gender
Date of birth: July 1, 2003 or later

MIXED DOUBLES TEAMS

Under 20 as of June 30, 2022
Date of birth: July 1, 2002 or later

NT, NU, PE, YT: Permitted two (2) under 21 players
Date of birth: July 1, 2001 or later

4. **ELIGIBILITY**

4.1. Athletes

All athletes must meet the eligibility regulations outlined in CGC's [Eligibility Policy](#).

Excluded from the Canada Games are:

- Senior National Team Members - Defined as: Athletes who have held an SR, SR1, SR2 or C1 card at any time; and/or athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at the following events:
 - World Men's or World Women's Curling Championships
 - World Mixed Doubles Curling Championships
 - Olympic Games

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status for the first time, carding status or competes in an excluded event after November 20, 2022 they will still be considered eligible to compete at the 2023 Canada Games).

* Athletes who hold a C1 card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective P/T Team Chef de Mission and approved by the Canada Games Council's Eligibility Committee.

4.2. Coaches

Coaches registered in the Canada Games electronic registration system must be Curling Canada NCCP Competition-Development In-Training (Competition Coach certified + completion of "Manage a Program" and "Health and Wellness" Curling Canada modules).

Coaches must be so certified no later than 45 days prior to the Opening Ceremony (January 4, 2023).

Please refer to the CGC's [Coach Certification Policy](#) for additional information:

For more information on the coach certification pathway for Curling, please see Appendix 1.

5. COMPETITION

5.1. Rules

Curling Canada Rules of Curling for officiated play. The 5-rock rule will be in effect.

5.2. Round Robin Competition Format

To be determined at a later date.

5.3. Round Robin Ranking

For final ranking after the round robin, each team shall be ranked first by wins and losses; then by head to head results; then by accumulated distance of draws to the button for last stone advantage. Tie-breaker games **will not** be played.

5.4. Playoffs

To be determined at a later date.

5.5. Stone Selection, Practice & Last Stone Advantage

- The team with first practice will **always** deliver red stones and the clockwise rotation for the Last Stone Draw while the team with second practice will **always** deliver the yellow stones and the counter-clockwise rotation for the Last Stone Draw.
- First practice will begin thirty (30) minutes prior to game time.
- Each pre-game practice will be nine (9) minutes in length.
- Only the four (two for Mixed Doubles) 'game' players are allowed on the ice surface for the Last Stone Draw.
- Full sweeping is allowed. One of the game players must hold the target broom.
- A stone not delivered within the time allotted by the umpire will be assigned a distance of 199.60 cm (the stone must reach the near tee-line before the time expires).
- 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 = 29.94 cm (when a one (1) foot button)
***note:** subject to change if the actual button diameter is more than one (1) foot*
 - In or touching the four foot = 75.16 cm

- In or touching the eight foot = 136.12 cm
- In or touching the twelve foot = 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.
- Before the first team practice, both teams will name two (2) players delivering one (1) stone each before the first team practice. During the round robin, each player will deliver a minimum of TBD to determine the last stone advantage in the first end.
- After each team's pre-game practice, the two (2) named players will deliver one (1) stone each to the button, which will be measured.
- Ties in draw shot distance will be decided as follows: if the second team (yellow stones) records the same two stone distance as their opposition, teams will alternate deliveries (using any player) until the tie is broken.
- Only the first two stones delivered will be registered for the accumulated distance.
- The worst TBD distances of the TBD delivered stones will be deducted to establish the final total and ranking.

5.6. Stone Matching

Stone matching using devices such as 'speed traps' shall not be used in this competition.

5.7. Coaching

Only the official team coach (as outlined in this technical package) is permitted on the ice. The coach's accreditation will provide them access to the front of house, back of house and field of play zones, including the ice for pre-game practices, timeouts, 4th end breaks, extra end breaks and other practice sessions. Coaches are considered to be part of the team and will therefore march in all ceremonies and will be introduced with the team.

Time-outs are ninety (90) seconds in length. Each team will be allowed two (2) time-outs per game and one (1) per each extra end. The Chief Umpire will have the right to modify the total length of time allocated to a time-out based on the logistics involved with coaches making their way to the ice surface. This will be established and communicated at the pre-competition meeting. This predetermined time will be added to the 90 seconds.

5.8. Substitutes

In the event that, after the official draw has taken place, one or two players of a competing team are unable to continue play because of illness, accident or other extenuating circumstances as is deemed reasonable by the Chief Umpire, then a substitute or substitutes may be used.

The team may either play with three players if the coach so chooses, or alternatively may select a substitute(s) who will sweep and throw stones. Mixed Doubles Teams must play with two players. The substitute(s) may play according to Curling Canada Rules for Officiated Play Rule 5(5)(a-f) and Rule 6(a-c).

Such substitute(s) will be selected by the coach from a pool of no less than four (4) same-gender players designated as substitutes and approved by Curling Canada. A different substitute(s) may be selected for each game. All players in the substitute pool must meet age requirements for the Games. All substitutes must be approved by Curling Canada for participation in the pool. Coaches will be provided with a substitute player profile and the opportunity to observe the substitute players during a practice session.

5.9. Team Meetings

Information regarding pre-Games and/or Games-time meetings will be confirmed at a later date.

5.10. Thinking Time

Curling Canada Rules of Officiated Play relating to Game Time Operation will apply with the following adjustments:

- The Thinking Time allotted to each team to complete an eight (8) end game shall be thirty (30) minutes. The game time allotted to each team to complete any extra end shall be four (4) minutes and thirty (30) seconds.
- Each team may call two (2) ninety (90) second time-outs per game.
- Each team may call one (1) ninety (90) second time-out during any extra end.
- Coaches shall not run or jog during the time-out. The game clock will start if this occurs and will continue to run until the delivered stone reaches the nearer tee-line.

Both teams are off the clock to start the game. As an example, Team Red delivers the first stone in the first end; Team Yellow's game clock will begin when:

- a) All stones have come to rest in play or have crossed the back line, and;
- b) The sweepers & player who has just delivered have moved to the side of the sheet, and;
- c) The delivering team has relinquished control of the house.

Team Red's game clock will continue to run until their delivered stone reaches the near tee-line, at which time Team Red's game clock is stopped and neither clock will run until points a), b) and c) above are met. Then Team Yellow's clock will begin. No clocks are running when a stone is in motion after the near tee-line.

For the next end, the appropriate game time clock shall be started when points a), b) and c) above are met following the delivery of the first stone of the subsequent end.

The break between ends will not be timed, but turn-and-go will be used instead. The delivering team is allowed a maximum of thirty (30) seconds to deliver the first stone of an end. If the Game Umpire determines the delivering team has not delivered its first stone within the time allowed, the Game Umpire may indicate to start the clock.

5.11. Coach's Fair Play Time-Out

The purpose of the Coach's Fair Play Time-Out is to provide the coach with opportunity to defuse a potentially negative situation regarding a player's on ice demeanour before the situation escalates or to counsel an athlete relative to adhering to the rules of the game. **A Fair Play Time-Out cannot be used to discuss strategy.**

Each coach shall be provided the opportunity to request one (1 minute) fair play time-out per game. The clock will be stopped.

A coach's fair play time-out shall only be implemented with the approval of the Chief or Deputy Chief Umpire.

Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.

A game umpire may recommend a coach's fair play time-out.

6. TIE BREAKING RULES - COMPETITION

Should two teams be tied at the end of the 8th end, they shall play a full extra end. Play shall be continuous. Each team will receive one (1) time-out per extra end. Unused time-outs from the regulation play cannot be carried over.

Last Stone and Stone Colour – Playoffs

A team finishing clearly ahead of another team will gain the last stone advantage **and** choice of stone colour in any playoff games. When the round-robin win/loss record of the two teams involved in a playoff game is the same, the team that won the game between the two during the round-robin shall have a choice of either last stone **or** stone handle colour. If the tied teams did not play in the round robin, the team with the better Last Stone Draw distance will have second practice and the draw to the button for hammer shall be used.

If the ranking of tied teams has been determined by the cumulative last stone draw distance, then those results shall provide choice of colour or second practice. The draw to the button for hammer shall be used.

The declaration of last stone or stone handle colour shall be made within 15 minutes of being asked to do so by the official. All playoff games shall be played with the stones from the sheet assigned. Stone handles shall not be changed from one set of stones to another.

7. REGISTRATION & EVENT ENTRIES

7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Canada Games electronic registration system no later than 14 days prior to the Opening Ceremony (February 4, 2023).

7.2. Curling Canada Registration Deadline

All athletes must be registered in Curling I/O no later than 14 days prior to the Opening Ceremony (February 4, 2023). Team lineups, including the coach's name, must also be sent to Curling Canada by February 4, 2023.

8. SPORT SCORING POINTS

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

Male, Female and Mixed Doubles Sport Scoring

- Teams will be ranked from first through last place
- Male, female, and mixed doubles events will be ranked separately
- If a team is disqualified, the team will not receive sport scoring points
- Sport scoring points will be awarded based on the chart below

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

9. FLAG POINTS

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

In Curling, Flag Points will be awarded together for female, male, and mixed doubles events based on the total of sport scoring points awarded.

After ranking the P/T Teams from first to last, and after any ties have been resolved as detailed in Section 10 (Tie Breaking Rules - Flag Points), Flag Points will be awarded as follows:

Placing	Points	Placing	Points	Placing	Points
1st	20	6th	10	11th	3
2nd	18	7th	8	12th	2
3rd	16	8th	6	13th	1
4th	14	9th	5		
5th	12	10th	4		

10. TIE BREAKING RULES - FLAG POINTS

In the event of a tie in Provincial/Territorial rankings, the higher standing will be given to the Province/Territory with the most event first place finishes, and if a tie remains, the most event second place finishes, and so on.

If the tie cannot be broken using the method outlined in point a) above, the Province/Territory with more wins in head to head results (across all gender specific events) between the tied teams will receive the higher ranking.

11. MEDALS

The Canada Games will award medals to athletes only.

GOLD: 10 (one for each member of the male, female, and mixed doubles team ranked first)

SILVER: 10 (one for each member of the male, female and mixed doubles team ranked second)

BRONZE: 10 (one for each member of the male, female and mixed doubles team ranked third)

12. COMPETITION UNIFORM

Provincial/Territorial team colours must be worn. Additional information on each Provincial/Territorial team's colours can be found in Appendix C of the CGC's [P/T Team Uniform and Sponsorship Policy](#).

All players must wear long pants and curling shoes. Players may wear kilts. All on-ice jackets and shirts shall include the player's name and name of the Province/Territory (2 1/2" letters). The name of the Province/Territory may be either full length or shortened (i.e. ON or Ontario). The Provincial/Territorial shield is optional. The player's name shall appear at shoulder height on the back with the name of the Province/Territory below.

13. EQUIPMENT

The current World Curling Federation sweeping moratorium will be in effect.

14. PROTEST & APPEALS

14.1. Canada Games Council Appeal Policy

Appeals relating to the Curling Technical Package or any decisions made by the CGC will be made in accordance with the CGC's [Appeal Policy](#).

14.2. Competition Protests

The Chief Umpire is responsible for rule enforcement and interpretation in all areas covered by the Rules of Curling for Officiated Play, board policy, or precedent. His or her decision will be final except in matters involving disciplinary action in which Curling Canada will make final decisions.

15. ANTI-DOPING

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any Canada Games participant (athlete, coach, manager, technical support, or other person) found to have committed an anti-doping rule violation at the Canada Games

(as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the [Canadian Anti-Doping Program](#).

16. APPENDICES

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines
- APPENDIX 3 - Schedule of Games

APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

Coaches are directed to <https://www.curling.ca/coaching-information/> for comprehensive information on Curling Canada's coaching pathway.

APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective NSO, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

Curling Canada recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for Provinces/Territories to follow as to the type of athletes who access the Canada Games:

1. Provincial/Territorial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of curling, the Learn to Compete stage of development has been identified as the ideal stage for the Canada Winter Games for the Four Person Team events and the Train to Compete stage of development has been identified as the ideal stage for the Canada Winter Games for the Mixed Doubles event.
2. Potential athletes should be engaged in an environment that reflects a Learn to Compete / Train to Compete environment with the technical, tactical, physical and mental aspects of the game being considered on an annual basis with an off-season training protocol.

APPENDIX 3 - SCHEDULE OF GAMES

To be determined.