



2024 BC Men's & Women's Provincial Championships



January 23rd – 28th 2024

Esquimalt BC

Prepared by Chief Umpire: Patti Caldwell

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

Congratulations to all the competing athletes and coaches for their achievements in the 2023-2024 season. The Archie Brownie Arena and Esquimalt Host Committee have worked hard to make this a successful championship.

If you have any questions **after** reading this information, please call, text, or email Patti Caldwell – 604-328-9066 (pcaldwell@shaw.ca)

FORMAT: The event is a 6-day event in Esquimalt from Jan 23-28, 2024. The Women's Championship (Scotties) will consist of 8-teams competing in a Round Robin format with a 4-team page playoff. The Men's BC Championship will consist of 12-teams competing in a Triple Knock Out Format with a 4-team modified page playoff format.

Games are 10-ends.

OFFICIATING:

- Chief Umpire, Game Umpires, and observers (if available), Timing Supervisor and timers.
- Rule enforcement and on-ice situations are to be directed to the Game Umpire, and if unresolvable directed to the Chief Umpire. The decision of the Chief Umpire is final.

On-Ice Officials: Game Umpires will be assigned at both ends and will do all measures. If there are enough volunteers the Game Observers will put up the score. The score must be confirmed with the Game Observers to ensure accuracy. If teams are requested to post their own scores, you are asked to put up the score immediately after the end.

Timing Officials: Timers will be in the press box. A timeout signal should be **clearly** directed to your timer so your clock can be stopped. Timeouts must come from a player on the ice while their time clock is running. Signals are "T" for game timeout or "X" for technical timeout. Between ends we will be using turn and go (30-second window). **Teams should be ready to deliver their first stone at the end of the 30 seconds.**

Conceding a game: During a **non-televised game, teams may concede after completion of 5 ends.** In professionally produced televised or streamed games, teams must play a minimum of 8 ends unless permission to concede is granted by the Chief Umpire and the television network.

Clarification of the score with a concession of the game:

1. When both teams still have stones to be delivered (at least one each) and there is a concession, no points are given and Xs are placed on the scoreboard (if a team is mathematically eliminated - the game is over).
2. When one team has delivered all their stones, and the other team has one stone remaining and there is a concession:

- a. If the team that delivered all their stones has stones counting and the game is conceded, Xs will be placed on the scoreboard.
- b. If the team that did not deliver all their stones has stones counting and the game is conceded, the points in the house are placed on the scoreboard.
- c. If after 15 stones are delivered and no stones are counting and the game is conceded, Xs are placed on the scoreboard.
- d. If a game is conceded with more than 2 ends remaining, the first non-scored end will be marked with Xs.

CurlTime will be used for timing games:

- 38 minutes to complete 10 ends.
- Mid-game break is 5 minutes. Teams are reminded that the clock will be started for the team if they are not in position ready to deliver the first stone when the mid-game break is over.
- Extra end is 4 min 30 seconds with a 3-minute break prior to the start of the extra end.

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

- 1) Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
- 2) Leave all stones where they come to rest.
- 3) Teams can remove **their own** stone from play, into the FGZ or into the house.

If the stone is moved from the centre line to an out of play position, then the FGZ rule applies

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

A stone can be measured by a Game Umpire to determine if it is touching the center line or not.

TIMEOUTS: Each team may request two (2) time-outs per game and one (1) time-out during any extra end. The time-out will be a maximum of sixty (60) seconds in length plus any designated travel time for the coach (or alternate) to access the field of play. Additional travel time will be communicated to the teams at the pre-event practice.

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

Coaches and alternates will be positioned behind the scoreboards and will walk down **their sheet of ice during a timeout** (there are no walkways). **DO NOT RUN.**

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

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

Only the coach or fifth player (not both) may access the field of play during the timeout.

Coaches are reminded that clean curling shoes are required to access the field of play. Coaches will travel to the playing end backboards to meet with their teams behind the backline. Coaches must be dressed appropriately to access the field of play (matching team jackets or black jackets) (jeans or sweatpants will not be allowed).

PRE-COMPETITION PRACTICE: Pre-competition practice is 10 MINUTES PER SHEET. The schedule for pre-competition practice will be controlled by an umpire.

PRE-GAME PRACTICE AND CHOICE OF STONE COLOUR:

Pre-game practice will be controlled by an umpire. Notice will be given 1-minute prior to the start of each practice and teams will be advised when they may access the ice surface. Opposing teams must remain behind the scoreboards at their assigned end during their opponent's pre-game practice.

At least 15 minutes prior to first practice, the last stone draw sheet needs to be completed by both teams and given to the Chief Umpire indicating the two players who will be delivering the last stone draw. All players will throw an equal number of last stone draws during the event (depending on the number of games)

Women: The RR predetermines stone colour and pre-game practice based on the position of the draw. Team listed first will have red stones and first practice. Each team will be allowed a 9-minute warm-up before each game on the sheet of ice on which they are about to play. There is no limit to the number of stones which may be thrown. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent's stones.

Men: Teams will toss at least 45-minutes prior to the start of the game; the winner will have the choice of practice order OR rock colour in the preliminary round. Each team will be allowed a 9-minute warm-up before each game on the sheet of ice on which they are about to play. There is no limit to the number of stones which may be thrown. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent's stones.

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

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

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

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

Only the four 'game' players are allowed on the ice during the last stone draw.

OTHER PRACTICE DURING THE EVENT:

Evening Practice: Evening practice will be available for all BC Championships, if the schedule of events permits. If evening practice is available, the Chief Umpire will provide teams with a practice schedule based on their game schedule for the following day. Practice time will be 10 minutes per sheet.

The winner of the 1-2 game will be advised if any time is available for practice prior to the **FINAL**. The decision will be made in consultation with Chief Umpire and the Head Ice Technician. Practice may not be on the sheet designated for the final or with your designated rocks.

COACHES: All certified coaches must receive approval from Curl BC prior to the championship. Only one coach will be permitted (from the original line-up form) to participate in the pre-game practice. Coaches must be attired in similar clothing as the teams (team jacket or black jacket). No jeans or sweatpants will be allowed in the field of play.

Coaches and alternates will be situated behind the scoreboards in the field of play. The team delivering red stones will be at the home end and the team delivering blue stones will be at the away end.

UNIFORMS: All team members must wear identical uniforms (matching jackets and shirts) when accessing the field of play (including evening practice) and during Opening/Closing Ceremonies. This includes the fifth player. 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 or sweatpants in the field of play or any sanctioned Curl BC event.

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 in the field of play. Any headwear worn must be the same for every player should any player choose headwear. The Chief Umpire will provide approval for all headwear.

ORIGINAL TEAM LINE-UP FORMS: Teams will submit an original team line-up form to the Chief Umpire prior to the start of the event. If there are any changes to the original line-up (including a coaching change or player position change) a **Change of Line-up form** must be given to the Chief Umpire before a player can enter a game in progress. A change in line-up prior to the start of a game should be submitted to the Chief Umpire prior to the pre-game practice. It is assumed that the original line-up will begin each game unless a change of lineup form has been submitted. Any further change will require the completion of a new Change of Line-up form.

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

Please refer to: <http://www.curlbc.ca/curlers/rules/>

Equipment checks will take place at the discretion of the Chief Umpire throughout the championship. Any changes to broom heads must be approved by the Chief Umpire prior to being used.

No broom bags will be allowed in the field of play. Kit bags if they can be stored behind the scoreboards will be permitted. The locker rooms will be secure.

ELECTRONIC DEVICES: Devices that receive signals and or text messages must be set to airplane mode (including apple/smart watches). Devices that send or receive a signal cannot be used by a coach in the field of play. If using a device to track performances (Curl Coach) the device needs to be set to airplane mode during the game. Coaches and/or competitors are not allowed to manage/handle livestreaming of games or practices. Speed traps are permitted during pre-event practice and evening practices.

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

Before leaving the meeting, stone colour choice must be identified to the Chief Umpire. No later than, 30 minutes prior to the pre-game practice, the complete set of stone selection from the specific sheets must be identified to the Chief Umpire. Failure to identify stones could result in stones being selected for you. Communication can be done electronically. For example, if we are simply waiting for a team to select colour of stones for a playoff game, it can be texted or e-mailed to the Chief Umpire within the 30-minutes.

At the conclusion of each playoff round, teams must be available for the next playoff meeting to make the selection for the next game. Teams that do not attend a post round robin meeting or subsequent meetings within the allotted time, or are not prepared to decide, forfeit their choice(s) to which the team is entitled.

For playoff games 1 v 2 and 3 v 4 the higher ranked men's team will choose first (for example, Draw 13 higher ranked Men, Women's 1, second ranked men, Women's 2) The same for Men's 3-4 and Women's 3-4. Teams will select a complete set of stones from any of the 5 sheets being used.

For the finals only as they are not played at the same time, teams may select any stones of the same color from the 5 sheets.

Tie-Breaker Process - as we only have 1 tiebreaker option (women's only): The winner of the RR game receives last stone advantage (first pregame practice) OR choice of stone color. The win/loss record of all tied teams will be used to determine playoff rankings. If the win/loss record cannot determine rankings, the accumulative LSD will be used to rank the teams.

Playoffs: In playoff games, the last stone advantage (first pregame practice) and choice of stone color is awarded to the team with the best win/loss record. For the C qualifiers the teams will toss a coin to determine stone color OR pregame practice order. The teams will deliver LSD stones to determine hammer in the first end.

If a lower ranked team in any game defeats a higher ranked team in a playoff game, the lower ranked team will have the choice of last stone advantage (first pregame practice) OR choice of stone color moving forward (if playing the same team). If the A qualifier or B qualifier face the C qualifiers, the higher ranked team will have both last stone advantage (first pregame practice) AND choice of stone color.

Stone selection for Playoff games running dual championships will be decided by the established Curl BC method to make it fair for all playoff games as more than one game will be played at one time. For the finals, as there is only one game being played, both Men's and Ladies' stones may be selected from all five sheets.

For **ALL** combined events in the 2023-2024 championship year (ladies/men), the playoff teams will select their stones starting with the men first.

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

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

Please refer to [Rules | Curl BC | Our House is Your House](#) for player fines for violations.

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

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

Good luck and Good Curling

Patti Caldwell
Chief Umpire