



TEAM BRIEFING DOCUMENT



PREPARED BY CHIEF UMPIRE: Vonda Hofferd

Welcome to all the competing players. The Quesnel organizing committee has worked hard towards making this a successful competition and we look forward to watching our youth in action.

DRESS CODE: Team uniforms are to be worn in the Field of Play and must match. Ball caps are not to be worn backward. If protective headgear is worn it is not required to match the team uniform.

FORMAT: Round Robin

OFFICIATING:

- 1 Chief Umpire. Any ruling may be appealed to the Chief Umpire whose decision is final.

TIMING:

1. Each team will be allotted 34 minutes during regular play and 5 minutes & 30 seconds for each extra end.
2. One Interaction per end for the team whose time clock is running, this includes each extra end. The Interaction may be called by either the team or coach but only when their timeclock is running.
3. Interactions are a maximum of 60 seconds and the time clock will remain running.
4. Signals are "T" for an Interaction or "X" for technical timeout and must be directed to the **GAME TIMER**
5. A technical time out may be called as needed by either team.
6. A maximum of 45 seconds is allowed for between end-breaks. The team delivering first is expected to be in the hack at the end of the allotted time.
7. At the conclusion of the 4th end there is a mandatory 4 minute break. Due to the limited number of washrooms some delay time may be granted prior to the first stone for the 5th end. Communicate with your **HOME GAME UMPIRE** if you anticipate a delay.
8. If extra ends are required there is an optional 3 minute break. Both teams must agree if play is to resume prior to the time expiring.

CONCEDING A GAME:

Teams are asked to play a minimum of 4 ends before conceding a game. Permission to concede must be granted by both the coach and Chief Umpire.

COACHES:

1. Only the designated coach for each game and the mentorship coaches may access the field of play during the Interaction. They must remain on the backboards or behind the hacks at the active end.
2. Coaches are reminded that clean shoes are required to access the field of play. Coaches must be dressed appropriately to access the field of play (jeans or sweatpants will not be allowed).
3. Coaches changing ends must travel using the extreme edge of the sheet if no walkway is accessible. Empty sheets may not be used during an **Interaction or travel**.
4. At the conclusion of the Interaction or when the team calling the Interaction concludes their discussion both team coaches must return to their seats. The coach of the team that did not call the Interaction must give priority to the team calling the Interaction.

FAIR PLAY TIME OUT:

This is intended for a coach to intervene and diffuse a potentially negative on ice situation before it escalates. Granting the Fair Play Time Out is at the discretion or at the request of the Chief Umpire. Only the coach for the Fair Play Time Out may access their team and strategy **must not be discussed** or the Time Out will end immediately. One Fair Play Time Out is allowed to each coach per game. The time clock will be stopped for a maximum of 1 minute.

PRE-COMPETITION PRACTICE:

Pre-competition practice is 9 MINUTES PER SHEET allowing 1 minute to rotate to the next sheet. The schedule will be distributed to each team.

PRE-GAME PRACTICE:

1. Practice is 9 MINUTES per team, and 1 MINUTE per player to deliver their Last Stone Draw.
2. Prior to pre-game practice competing teams will toss a coin to determine stone color or practice position.
3. **Both teams** must supply the names of the 2 team members who will deliver the Last Stone Draw (LSD).
4. Unless advised otherwise prior to first pre-game practice it will be assumed that the lowest LSD score will choose HAMMER.
5. The first player will deliver the clockwise rotation while the second player will deliver the counter clockwise rotation). If both stones record a score of 199.6cm a third stone is required but will not be recorded in the aggregate score.
6. **As the teams will not play more than 3 games in the round robin all LSD scores will be used in determining the total LSD standing.**
7. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent's stones.
8. No team may access the ice without an Umpire present. Second practice will wait until the Last Stone Draw in first practice has been **completed**.
9. LSD is conducted towards the Home End under the total direction of the Game Umpire. Any stone delivered prior to or 1 minute after this direction will receive an LSD score of 199.6cm.
10. Coaches are to remain silent on the backboards during the LSD process.
11. Each player on the team will throw a minimum of one **Last Stone Draws** during the round robin play.
12. There is no restriction as to the number of stones that may be delivered in the allotted time
13. If a team covers the button triangulation measuring will take place (as long as the ice techs have put in the additional holes at 3 or 9 o'clock and 6 o'clock). If triangulation is not available the measurement will be recorded as 0.00.

ORIGINAL LINE-UP FORMS:

1. Teams will submit an original line-up form to the Chief Umpire prior to the start of the first game.
2. If there any changes to the original line-up (including a coaching 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.
3. 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 available on the Curl BC website here <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. Brooms used in competition must have a clean sweeping surface.

PLAYOFF INFORMATION:

TIES AFTER ROUND ROBIN PLAY

1. If there are more than 2 teams tied for a qualifying game:
 - a. The win/loss record of all tied teams will be used to determine playoff rankings first.
 - b. If the win/loss record cannot determine rankings, the accumulative LSD will be used to rank the teams.
 - i. The team with the **highest** Last Stone Draw ranking will be relegated to the **SINGLES** event.

SEMI-FINALS

1. The semi-final games will be seeded as the following:
 - a. 1st place in Pool A will play 2nd place in Pool B.
 - b. 1st place in Pool B will play 2nd in Pool A
2. The team qualified as 1st place in their Pool will have choice of stone color **or** practice.
 - a. Stone selection will be from the game sheet only.
3. The winning team of each semi-final will advance to the gold medal game, and the losing teams will advance to the bronze medal game.

FINALS

Stone Selection

1. During the Gold and Bronze games:
 - a. If both teams are from the same pool the team that was ranked 1st place will have choice of color **AND** practice.
 - b. If both teams are from different pools the team with the better W/L record will have choice of color **OR** practice
 - c. If both teams from different pools have the same W/L record the team with the **LOWEST** Last Stone Draw will have choice of colour **OR** practice
2. Stone selection will be from the game sheet only.

When the medal playoff positions have been determined, each team coach involved will be asked to attend a short meeting with the Chief Umpire to make their choices, stone colour or practice, for the Semi-finals. Following the completion of the semi-final game all team coaches involved will be asked to attend a short meeting with the Chief Umpire to make their choices for the Finals.

Curlers are reminded of the [Curlers' Code of Ethics](#), and unsportsmanlike behavior will not be tolerated and could result in [player fines](#) or disciplinary action from Curl BC and/or BC Games.

TRIPLES EVENT

Coaches

All head coaches and assistant coaches may access the field of play to support the athletes and pace of play during this event.

Timing

1. 1 timeclock will be used for all games on sheets ABC (Girls Event) and 1 timeclock will be used for all games on sheets DEF (boys event)
2. Each clock will have 45 minutes
 - a. Game play will be continuous (no time-outs)
 - b. Coaches will have access to the field of play at all times to support their teams.

- c. No extra time will be added if games are incomplete.
3. There will be a 5 minutes for teams to rotate to their next sheet, or to come off the ice for their break.

SINGLES MEDAL EVENT

Coaches

All designated coaches are required to support their athletes during the Singles Event.

Timing Round 1 & Round 2

1. Timeclocks will be used on Sheet E and Sheet F.
2. Each athlete will receive 1 minute to deliver their stone
 - a. The on ice official will signal when the athlete can deliver their stone.
 - b. This will be after the previous stone's score has been recorded.

Scoring

1. Will be conducted by a designated official.
2. See singles rules for the scoring of each shot.
3. All scores will be posted and distributed following the completion of round 1 and round 2.

COMPETITION CONTACTS:

Provincial Advisor/Event Manager- For any questions or concerns during the event contact Kim Dennis kdennis@curlbc.ca

Chief Umpire- For any field of play or game related concerns contact Vonda Hofferd hofferdpj@telus.net

Good luck and good curling.