

**2024 BC U21
Championships
February 14-18
Salmon Arm Curling Club**



Prepared by Chief Umpire: Ted Anderson

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

Congratulations to all the competing players for their achievements in the 2023-2024 season. The Salmon Arm Curling Club has worked hard to make this a successful championship.

Teams competing in the Championship

If you have any questions **after** reading this information, please call, text or email hotrod461@outlook.com or cell 250-717-6668.

FORMAT:

The BC Under 21 Championships shall be open entry women's and men's championships with a Preliminary Round and Playoff determined by Curl BC based upon the total number of entries. Games are ten (10) ends. (Thinking time – 38 minutes).

OFFICIATING:

- 1 Chief Umpire, 2 Game Umpires, 1 Timing Supervisor and 6 timers.
- Rule enforcement and unresolvable on-ice situations are to be directed to the Game Umpire, and if need be, to the Chief Umpire. The decision of the Chief Umpire is final.

On-Ice Officials: All measures will be done by the Game Umpires. Teams are asked to put up your score immediately after the end. The on-ice officials will prompt you if it is not done.

Timing Officials: Timers will be located upstairs. Time Clocks will continue to run throughout the game except for between end breaks (45 sec), mid game break 5th end (5 min), Fair Play Time Out (1min) and any Technical Time Outs.

TIMEOUTS: Now replaced with Curling Canada's Coach Interaction Rule – Pilot Year #2

The Coach's Interaction Rules – Pilot has been introduced through Curling Canada for this year's youth events. Coaches will be provided with more convenient and frequent access to their teams while the game is being played.

U21

U21 coaches will be allowed a maximum of two (2) interactions in the first half of the game and a maximum of two (2) interactions in the second half of the game. These coach interactions can occur in the same end or in different ends. Teams will be given one (1) coach interaction per extra end. Interactions will last between 05 – 60 seconds, but not longer. Interactions can be called by the team in the house or their coach. If the coach is calling, they can vocalize to the player in the house. Coaches meet their team on the backboard.

TECHNICAL TIMEOUTS:

Teams are encouraged to use the “X” signal to request a technical / official timeout (timeout for free guard zone measurement, end of end measurement, rule interpretation, etc.)

FAIR PLAY TIME OUT:

The purpose of the Coaches Fair Play Time-Out is to provide the coach or official an opportunity to diffuse a potentially negative situation regarding a player’s on ice demeanor before the situation escalates. Each coach shall be given a 1minute fair play time out per game. Only the coach calling the fair play time out may enter the field of play and will be accompanied by an official. This is not an opportunity for a coach to discuss strategy.

Coaches are reminded that clean curling shoes are required to access the field of play. Coaches going to the away end will travel to the away end backboards to meet with their teams behind the backline. Coaches will be seated on the backboards during the games with their chairs positioned on the same side as their team’s rocks. As the Coaches will be on ice they are to be dressed appropriately and warm enough to sit comfortably throughout a game

GAME SUPERVISORS: will be positioned at both ends. They will conduct all measurements.

CONCEDING A GAME:

In a non televised or streamed game, teams must complete a minimum of four ends in an eight end game. In a ten end game, teams must complete a minimum of five ends.

In professionally produced televised or streamed games, teams must play a minimum of six ends in an eight end game and eight ends in a ten end game unless permission to concede is granted by the television network and the Chief Umpire.

Clarification of the score with a concession of the game:

1. When both teams still have stones to be delivered (at least 1 each) and there is a concession, no points are given and X’s 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 1 stone remaining and there is a concession:
 - a. If the team that delivered all their stones has stones counting and the game is conceded, X's are 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, X's 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 X's.

CurlTime will be used for timing games:

- 38 minutes to complete 10 ends.
- Between end break is 45 seconds. Teams are expected to be in position ready to deliver their first stone at the end of the 45 seconds.
- Mid-game break is 5 minutes. Teams are reminded that thinking time will start for the team if they are not in position ready to deliver the 1st stone or when the mid-game break is over.
- Extra end is 5 minutes with a 3-minute break prior to the start of the extra end (traditional 8 and 10 end games).

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 had 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.

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

PRE-COMPETITION PRACTICE:

Pre-competition practice is 10 MINUTES PER SHEET FOR WOMEN AND 7 MIN PER SHEET MEN. The schedule for pre-competition practice will be controlled by an umpire.

PRE-GAME PRACTICE AND CHOICE OF STONE COLOR: Teams will toss a coin before practice a minimum 45 minutes prior to the game; the winner will have the choice of practice order OR rock colour in the preliminary round. 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. 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 players who will be delivering the last stone draws. All players will throw an equal number of last stone draws during the event (depending on the number of games played). Players are requested to stay off the ice until 1 minute to practice has been announced. Under the direction of the Chief Umpire, curlers may cool their sliders and they may slide. Opposing teams may not be in the field of play during the other team's pre-game practice.

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

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

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

Stones not delivered within the time allotted by the umpire will be assigned a distance of 199.6 cm (the stone must reach the 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.

Stones that do not reach the nearer Tee-line within the time allotted by the umpire will be assigned a distance of 199.6 cm. A draw to the button for last stone advantage that is moved by the delivering team member prior to the measure will be assigned the distance to the next defined circle away from the button.

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

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 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 the following day. If teams are not able to practice on the sheet, they may play on their second or third game each day.

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. Please note: Coaches will be seated **on ice** behind their coloured stones and should dress warmly.

Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.

ORIGINAL LINE-UP FORMS:

Teams will submit an original 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) 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.

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 color from any of the sheets that were used during the competition.

Before leaving the meeting, stone color 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 minute time frame. **Teams must be prepared to select 2 sets of each colour of stone and /or hammer on this form.**

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 make a decision, forfeit their choice (stone color, practice choice etc.) to which the team is entitled.

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. In the finals, as there is only one game played, both Men's and Ladies' stones may be selected from **All 6 sheets**.

For **ALL** combined events in the 2023-2024 championship year (ladies/men), the playoff teams will select their stones starting with the women 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: <https://www.curlbc.ca/resources/rules/> 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

Regards
Ted Anderson, Chief Umpire

2024-02-06