

2024 BC Mixed Championships

March 28-31, 2024



Langley Curling Centre

Prepared by Chief Umpire: Troy Matsumiya

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 Langley Curling Centre has worked hard to make this a successful championship.

Teams competing in the Championship

If you have any questions **after** reading this information, please email troydm@telus.net, call 604-888-4540 (home) or TEXT ONLY 604-240-7862.

FORMAT: The BC Mixed Championship shall be an open entry championship taking place in Langley on March 28-31, 2024 consisting of a preliminary round and playoff draw format to be determined by Curl BC based on the total number of entries. Games are eight (8) ends with 30 minutes of Thinking time.

As per Curling Canada rules: Four-person mixed curling must always have four players on the ice with two men and two women alternating delivery of stones. The skip must deliver fourth stones and the player acting as vice-skip must deliver third stones and be the opposite gender.

The following are the two accepted position/delivery rotations for 4-person mixed competition:

- (1) male lead (first thrower), female second (second thrower), male third (third thrower and vice-skip), and female skip (fourth thrower).
- (2) female lead (first thrower), male second (second thrower), female third (third thrower and vice-skip), and male skip (fourth thrower).

OFFICIATING:

- 1 Chief Umpire, 2 Game Umpires, 1 Timing Supervisor and up to 3 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 in the ground-level lounge. A timeout request should be called directly to your timer so your clock can be stopped. Timeouts must come from a player on ice while their time clock is running. Signals are "T" for game timeout or "X" for technical timeout. Between end-breaks will be **Turn and Go** (30 second window). **Teams are expected to be in position ready to deliver their first stone at the end of the 30 seconds.**

Game Supervisors: will be positioned at both ends. They will conduct all measurements.

Conceding a game: During a **non-televised game, teams may concede after 4 ends in an 8 end game.** In professionally produced televised or streamed games, teams must play a minimum of 6 ends 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:

- 30 minutes to complete 8 ends.
- 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 4 minutes 30 seconds with a 3-minute break prior to the start of the extra end.

As per Rules of Curling for Officiated Play, Rule 17 (7) "If an Umpire determines that a team is unnecessarily delaying a game, the umpire will notify the skip of the offending team and, after the notification, if the next stone to be delivered has not reached the T-line at the delivering end within 45 seconds; the stone is removed from play immediately".

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.

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. If there is no coach for either team, the time-out will commence automatically. Reasoning: if one team has a coach

the travel time can be used to discuss the upcoming shot prior to the coach arriving which would be a disadvantage to the team with no coach.

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

Both coaches are asked to cooperate and make sure to stop if a team is throwing when you are crossing the end of their sheet. Your consideration will be noted, and extra time added.

Timeouts are to be signaled with the traditional "T". If the play is at the away 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 backboard at the away 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 the home end backboards only 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 in the timeout discussion, it will continue until time expires, or the stone reaches the nearer T-Line.

Only the coach or 5th 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 going to the away end will travel to the away end backboards to meet with their teams behind the backline. Coaches must be dressed appropriately to access the field of play (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 STONE COLOR: Teams will toss a coin before practice a minimum of 45 minutes prior to the game; the winner will have the choice of first or second practice in the round robin. **Please note that in this event, the team listed first (or on the left-hand side of the draw sheet) will throw Red rocks, and the opposing team will throw Yellow rocks.**

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 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). Notice will be given 1 minute prior to start of each practice and teams will be advised when they may access the ice surface. Opposing teams must remain in the viewing area behind the glass during their opponent'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.

In Mixed team competition, the team's playing order (see "Format" section on page 1) must be followed for sweeping and holding the target broom when delivering the LSDs.

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.

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: The top 3 teams will qualify for the playoffs. The first-place team will automatically advance to the finals and will have choice of rocks and hammer in the first end. In the semi-final, the second-place team will have choice of rocks and hammer in the first end.

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.

TIE-BREAKER INFORMATION: At the conclusion of the round-robin, if there are 2 or more teams tied, the following tie-breaker format will be used to determine which team(s) will advance to the playoffs:

- 1) Head-to-head results in the round-robin, or
- 2) If the head-to-head results cannot resolve the tie, then the team(s) with the lowest cumulative LSD total will advance.

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: www.curlbc.ca/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,

Troy Matsumiya
Chief Umpire