



COMPETITION GUIDE



2024-25



Mantra

Our House is Your House.

Mission

Striving to support clubs throughout British Columbia, Curl BC continuously advances participation, competition and performance excellence in curling as an active, fun and social sport for life.

Vision

Every British Columbian has experienced curling.

Core Values

Family: We are a community that acts like a family; connected and passionate about the sport of curling.

Excellence: We are committed to meeting or exceeding the highest standards at all times.

Commitment: We align personal and corporate goals so that the Curl BC community will successfully serve all curlers.

Integrity: We are fair, consistent and forthright.

Respect: We show respect by communicating, cooperating and collaborating with all of our members, partners and stakeholders.

Transparency: We act openly, professionally and inclusively.

Revisions

- August 2024 new guide

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This document was vetted by the Competitions Committee and the Officials Advisory committee. For more information on these committees, please see our website

<https://www.curlbc.ca/committees/>

Code of Ethics and Fair Play

Curlers' Code of Ethics

I will play the game with a spirit of good sportsmanship. I will conduct myself in an honourable manner both on and off the ice. I will never knowingly break a rule, but if I do, I will divulge the breach. I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or umpires. I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner. I will humbly accept any penalty that the governing body at any level of curling deems appropriate, if I am found in violation of the Code of Ethics or rules of the game.

Coaching Code of Ethics

The coach shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public. The coach shall strive to be well prepared and current in order that all duties in his or her discipline are fulfilled with competence. The coach shall act in the best interest of the athlete's development as a whole person. The coach shall accept both the letter and the spirit of the rules that define and govern the sport. The coach shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules. The coach's conduct toward other coaches shall be characterized by courtesy, good faith and respect. The coach shall maintain the highest standards of personal conduct and support the principles of Fair Play.

Fair Play

Fair Play begins with the strict observance of the written rule; however, in most cases, Fair Play involves something more than even unfailing observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important. Fair Play results from measuring up to one's own moral standards while engaged in competition. Fair Play is a consistent demonstration of respect for teammates and opponents, whether they are winning or losing. Fair Play is a consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them. Fair Play behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.

General Competition Information

Eligibility

- Each player must be a
 - full-time resident of British Columbia, or
 - registered full time student, or
 - have birthright residency (Men's and Women's only)
 - or be the designated free agent player for your team (Men's and Women's only).
"Free Agent" requests must be received by the respective Member Associations **thirty (30) days prior to the Member Association deadline for entry to the first stage of the championship in question.**
- Age and residency relevant rules and procedures from Curling Canada:
 - [Curling Canada Age and Residency](#)
 - [Curling Canada Residency & Exemption Form](#)
- Players must be in good standing with a Member Facility that is in good standing with Curl BC. If not in good standing, players will be ineligible to compete in any Curl BC event; this includes players who are competing under the birthright residency or free agent rules.
- Players should ensure their individual status with their Member Facility.
- If a player in two playdowns has a time or date conflict, the player must withdraw from the competition in which they have least advanced. The team will be permitted to use a replacement player.
- If a BC Championship team cannot maintain a minimum of three of its original players (exception Mixed Doubles), the team will become ineligible for advancement beyond the BC championship level and the runner-up will advance in their place.
- A Mixed Doubles team cannot replace more than one player.
- If a player is deemed to be ineligible to participate in a playdown prior to play in the zone qualifier, open playdown or Open BC championship, the player's team may replace him or her with an eligible player.
- If a BC Championship is held in one season, and the National Championship is held in the following season, all team members of the BC Championship team must be members in good standing of a member facility in good standing in the season in which the National Championship is being held.
 - In the Club Championship category, they must be members in good standing of the club the team represented during the season in which the BC Championship was held.
- A player or team may be disqualified from competing further in a particular playdown or championship category if the player and/or team violates any of these eligibility provisions during and in succeeding levels of the competition.

Team Name

- Team names will be the last name of the skip (the person that calls the game)
Exception: Qualified BC Winter Games teams will be known by their zones.
- Mixed Doubles team names will be female player's name first, and male player's name listed second.
- Stick team names will be alphabetical order.
- U15 teams may create their team name as there is no designated skip.

Club Representation

- Teams must declare which member club they are representing.
- Teams can list more than one club on their registration if team members are members of different clubs.
- In the event that a team wins a BC Championship, it should be noted that only one club can be listed for the team registration form for Canadian Championships.

Fifth Players

A fifth player may be declared on the team's entry form at registration or after any of the qualifying events. If you are adding a fifth player after registration you must complete a fifth player registration form in Curling I/O: <https://bc.curling.io/en/products/7965-fifth-player-2024-25-season>

- Fifth Player fee will be \$100+tax.
- A player may serve as a fifth player on any team for which they are eligible, but if that player has already competed at the same level of competition, they may only accompany a team as a fifth player to a more advanced level of competition.
- Fifth players may play in any game, at any position on the team.
EXCEPTION:
 - Club Championship - all fifths must play lead and sweep rocks 3-8 and must be affiliated with the Club represented. [Club Championship Rules](#)
 - Mixed – Fifth players are not allowed.
- The expenses of the fifth player shall be the responsibility of the team.
- Teams continuing on to national events will be subject to all costs related to bringing a fifth player to the National Championships with the exception of the Wheelchair category. Please make sure you are aware of the rules for the event.
- Teams continuing on to national events will be subject to the rules of the body governing the national event regarding fifth players.
- Only the declared coach and fifth player can go out for pre-event practice, pre-game practices and be involved in fifth-end (or fourth-end) breaks.
- The declared coach or fifth player (not both) can be involved in time-outs.

Replacement Players

- A replacement player replaces a player for the remainder of an event, or if the player cannot rejoin the team, for subsequent levels of competition.
- A replacement player must be a member of an affiliated facility in good standing, and must meet all eligibility requirements for the competition.
- A replacement player may play any position on the team and shall not have competed in, nor be competing in, the same level of competition in the competition season. However, a replacement player that played at the Zone or Open Qualifier level may be selected to play at a subsequent level of competition.
 - **Exception:** In the Club Championship, all replacement players must play lead and be from the same club.
- A team may choose to play with three players with the first two players each delivering three stones in each end. **Under no circumstance may a team play with fewer than three players delivering stones.**
 - **Exception:** Mixed curling must always have four players on the ice with two men and two women alternating delivery of stones. The player delivering the last stone and the player acting as vice-skip must be the opposite gender.
- The Chief Umpire must be advised 30 minutes before a game if a replacement player will be playing by submitting a change of lineup card.
- For Replacement criteria, please refer to [Curling Canada Substitution/Replacement Rules](#), In section 5. Team on page 9.

**Once you have qualified or the BC Champion has been determined, no more than one player of that team may be substituted for the next level of competition.

Coach Information

Coaches' Requirements

To be eligible to coach at a playdown or BC Championship, a coach is required to follow Curl BC's Safe Sport policies, which are enacted to ensure that the curling experience for all participants is enjoyable and free from harm. Coaches are also required to take the NCCP Safe Sport online course that is available through [The Locker](#) at no charge.

Curl BC's Safe Sport policies create the conditions for a positive experience, and fosters positive behaviors. The policies can be found [here](#) as part of the Policy Registry –Safe Sport Appendix B - Page 69 of 119.

Coaches must adhere to the following:

- Be a [Certified Competition Coach](#)
- Provide their NCCP number to the Curl BC office a minimum of 2 weeks prior to the event taking place.
- Must have completed the NCCP Safe Sport Training in the past 5 years, or a refresher course if more than 5 years have passed.
- Have submitted a current [criminal record check](#) and on file with Curl BC by the registration deadline.

- Follow the “rule of 2” at all times <https://www.curlbc.ca/resources/safe-sport/>
- Shall be responsible for the team both on and off the ice during the entire event
- Be registered for a team using this form and paying \$100+tax <https://bc.curling.io/en/products/7968-coach-2024-25-season>
- Declared coach and the fifth player can go out for pre-event practice, pre-game practices and be involved in fifth-end (or fourth-end) breaks
- For time-outs, only the declared coach or fifth player (not both) can be involved
- One coach can only be declared for each game, if a coach change is required, then please submit a coach change form to the Chief Umpire.

Exemptions may be given the event of an unforeseen circumstance from Curl BC

[*Any coach found to be not in compliance will be subject to Curl BC’s Policy Registry-Safe Sport Safe-5: Complaints and Discipline policy that can be found on pg. 105 of the board policy *](#)

Registration Process

- Registration is done through the Curl BC website using the Curling I/O platform.
- Entries to Curl BC events must be received by the Curl BC office before the entry deadline.
- Entry forms and all necessary documents must be completed in full.
- Entry fees will be determined annually by Curl BC.
- **No refunds** will be given after the entry deadline, should the team withdraw. If a team withdraws from the competition before the registration deadline, a processing fee of **\$25** may be deducted from that team’s original fee.
- Late team registrations will only be accepted in the case of an administrative/technical error by Curl BC.
- The official rosters will be created as per the information submitted by the teams through their registration in Curling I/O.
- A fifth player may be declared on the team’s entry form at registration or after any of the qualifying events. If you are adding a fifth player after registration you must complete a fifth player registration form in Curling I/O (<https://bc.curling.io/en/products/7965-fifth-player-2024-25-season>) where you are required to pay a fee of \$100+tax.
- A team may declare the name of its coach on the entry form or anytime up to 2 weeks prior to the event to allow for certification verification.
- Teams can only declare one coach on an event registration form. Additional coaches can be registered for a team using this registration form (<https://bc.curling.io/en/products/7968-coach-2024-25-season>) and paying \$100+tax.
- Additional coaches are responsible for ensuring that all coaching requirements are on file with the Curl BC.

- If a change in registered coach is required during an event, the change shall be communicated by the team to the Chief Umpire at least 30 minutes prior to the start of the pre-game practice.
- Individuals must be listed as either a team coach or a team fifth player but not both.
- By submitting an entry to a Curl BC event, each player on the team and coach is signifying their commitment, if successful, to continue to compete at each succeeding level of playdowns (zone, open qualifier, provincial, national, world). In extreme circumstances, a request can be made to the Curl BC CEO (or designate) to change this roster, PRIOR to the start of each successive event, should a player be unable to continue onto the next level of competition.
- Once you have qualified or the BC Champion has been determined, no more than one player of that team may be substituted for the next level of competition. In the case where a BC Champion cannot field a team, the runner-up team shall represent BC at the National Championship (adhering to only one player substitution). The Curl BC CEO may appoint a team for the National Championship which is comprised of members from the BC Champion and runner up if neither the Champion nor runner-up team is available.

Qualification Process and Seeding

Zone, Open Qualifiers:

- In the **Women's** and **Men's** Open Qualifiers, the Canadian Team Ranking System (CTRS) standings as of December 3rd, 2024 will be used to seed teams into the open qualifier women's and men's draws. A double-blind draw will be conducted by Curl BC staff to determine draw placement of non-CTRS seeded entries. The selection will be witnessed by a third party.
- In the BC Winter Games Zone Qualifiers, teams will not be seeded. A double-blind draw will be conducted by Curl BC staff to determine draw placement. The selection will be witnessed by a third party.
- Qualification Process Men's and Women's link:
<https://www.curlbc.ca/resources/documents-forms-athletes/>

BC Championships:

- Women's and Men's Championships:
 - CTRS will be used to seed the entire field for the championship with the highest ranking CTRS team seeded first.
- Mixed Doubles:
 - The CMDR will be used to seed the field for the championship.
 - A double-blind draw will be conducted by Curl BC staff to determine draw placement of non-CTRS seeded entries. The selection will be witnessed by a third party.
- Open Entry Championships (U15, U18, U20, Wheelchair, Mixed, Senior, Master, Club, Stick):

- Podium teams from 2024 championships will be seeded first (if 3 of 5 or 2 of 2 players on the roster remains the same)
- A double-blind draw will be conducted by Curl BC staff to determine draw placement of the remaining teams. The selection will be witnessed by a third party.

Draw Production

- Draws will be created by the Curl BC Draw Team and approved by Curl BC.
- The draw will be emailed to the teams and published on the Curl BC website as soon as possible after registration closes.
- If there are any delays due to unforeseen/unavoidable circumstances, Curl BC will advise affected teams of the reason for the delay and the estimated time of completion.
- The official draw, including draw times, is subject to change after being published. If any changes are made, teams will be notified by email.
- The Chief Umpire will be responsible to allocate ice in the event of an error or conflict during the competition after the first draw. This information will be emailed to affected teams, posted publicly at the host club and posted to the Curl BC website.
- Any issues or concerns should be brought to the attention of the Chief Umpire and Event Manager.
- Once the draw is posted at the host club, changes may be made by the Chief Umpire in consultation with the Curl BC Event Manager.

Fair Play

- Curl BC has Fair Play awards in all categories, and each team must participate in the voting procedure for any awards. QR codes will be posted throughout the facility and each team must vote by the designated time outlined for each event. The voting process will be done using an online form submission. Each team will submit one form per team.

Ceremonies

- Teams are required to have the entire team (including coaches and fifth players where applicable) attend any ceremony at an event.
- If a member of your team cannot attend an event, an exemption must be granted by the Curl BC Event Liaison. Failure to do so will result in monetary fines to the applicable teams. See Violation Fine Section.

Sponsorship and Uniform Standards

Team Sponsorship

Curl BC recognizes the importance of team sponsorship. However, we also need to honour the importance of our own sponsors. Sponsorship not in conflict will be permitted unless otherwise noted.

If teams have conflicting sponsors or are unsure whether your sponsorship is permitted, contact the Curl BC Office for further clarification.

Curl BC Sponsors:

- Best Western - hotels
- Belairdirect – home and travel insurance
- AMJ Campbell – moving and storage
- Safetek Profire - firetrucks

Uniform Standards

These uniform standards apply to all players, coaches and fifth players while accessing the field of play and during ceremonies:

- Visible advertising on team apparel will be permitted if there is no conflict with Provincial sponsors. Curl BC retains the right of refusal.
- One or more team members can wear headgear. Any headgear worn must be the same for every player and should be a continuation of the uniform design or neutral. Headgear worn for safety, religious or cultural reasons (such as hijabs, turbans, or yarmulkes) are permitted, and are excluded from the uniform colour/design regulations.
- Players are required to wear matching jackets, vests, sweaters or hoodies.
 - Coaches and Fifth players may either match the players or wear plain black.
 - Exception: U15, BC Winter Games Zone Qualifier, Open Qualifier
- Shirts must be of matching “like” colour(s) if worn without a jacket.
- Players are required to wear pants of matching colour; no jeans are allowed.
 - Coaches and Fifth players may either match the players or wear plain black.
 - Exception: U15, BC Winter Games Zone Qualifiers, BC Winter Games, Open Qualifiers
- Non-compliance will result in the individual or team not being able to access the field of play for the event until they comply.

Cresting

BC Women’s Curling Championship – each team member (coaches are excluded) is required to wear a Best Western crest on their uniform. Crests must be in the same position for all members of the team.

Teams wishing to subliminate the Best Western crest onto their team uniforms may contact Curl BC for the appropriate file.

Helmet Policy

For all of its programs and events, Curl BC mandates the use of well-fitting, properly worn helmets, CSA or designed specifically for the sport of curling for individuals **under** the age of 12.

Equipment Guidelines

- [Curling Canada Brush Moratorium](#) and [Penalties \(Part One 1-9\)](#) to be enforced at all competitions.
- A Curl BC Umpire or representative may inspect all equipment before, during or after a draw.
- All sweeping devices are to be declared prior to pre-game practice.
- A player may only change a brush head with approval from the Chief Umpire
- A sweeping device broken during the game can not be replaced, except at the discretion of the Chief Umpire
- All bags brought into the field of play during pre-game practice are subject to inspection. On-ice equipment such as delivery brooms/devices, grippers, throwing devices, etc. must be kept on the backboards and off the ice surface during play.
- All kit bags and broom bags must be returned to the locker room or designated area after pre-game practice, before the game starts, including fifth player and coaches' brooms.
- A fifth player/substitute who enters a game must use the broom of the player they are replacing, as per the [Curling Canada Rules of Curling](#), Section 11 subsection J (page 44).
- Delivery sticks are allowed in Masters, Club and Wheelchair Playdowns.

Electronic Devices

Electronic Devices

- Devices that receive signals and/or text messages must be set to Airplane mode (including Apple/smart watches) or otherwise shall be vetted and approved by the Curl BC office a minimum 2 weeks prior to the start of the competition.
- Chief Umpires will also need to be aware of any approved devices, prior to the start of the competition.
- At U18 and U20 championships, coaches are allowed to use their phone or tablet in airplane mode to record game statistics, write down notes or take photos of game scenarios, but they are not permitted to use those devices or smart watches for communication purposes
- If using a device to track performances like "Curl Coach", the device needs to be set to Airplane mode during the game.

- Coaches and/or players are not allowed to manage/handle the livestreaming of games or practice sessions at a Curl BC event.
- Speed traps are permitted during pre-event practice and evening practices.

Media and Social Media

We encourage any player who has a social media account like Twitter, Facebook or Instagram to post about the event and mention us in your posts – we are @CurlBC and will be using the event-specific hashtag which you will see in our posts. You can also use #curlbc. When posting please do so in the spirit of the event and abide by the social media guidelines

Social Media Guidelines for Competitions

Introduction

Curl BC and our member centre event host committees are actively engaged in social media (i.e. Facebook, Twitter, Instagram, LinkedIn, blog sites) to extend the reach and messages of our organizations and engage with key audiences in a meaningful way. Staff, volunteers, athletes, coaches and officials are the best ambassadors and promoters of curling and are encouraged to take part and share their experiences through social media.

Guidelines

Only designated individuals will be given the authority to communicate through social media on behalf of Curl BC. These guidelines provide direction for volunteers, participants, and supporters who choose to identify their relationship with Curl BC through personal social media accounts at Curl BC events or in the lead-up to Curl BC events.

1. Be authentic and transparent. Write in the first person and be clear that you are speaking for yourself and not on behalf of Curl BC.
2. Exercise good judgment. Everything online is visible to the entire world and is discoverable. Respect the privacy and opinions of others, and don't reveal confidential information.
3. Links to the Curl BC website www.curlbc.ca, our event websites, our member centres' websites or other scoring sites are encouraged.
4. Add value and insight for the people who will read your posts. Social media is about building relationships, and providing worthwhile information and perspective.
5. During championship events, competitors should be conscious of sponsors. Curl BC's partnerships with companies such as belairdirect and Best Western help our events run successfully, as well as provide money that covers the cost of banquets and training for officials. Curl BC would ask competitors to respect those partnerships by not: A) distributing messages that may be seen as critical of the sponsors; and B) distributing messages praising direct competitors of our sponsors. This applies specifically during championship events.

6. Be responsible. Staff, volunteers, and participants are representatives of their community, sport, and member centre and are responsible for the content they publish and how they participate in social media.
7. Competitors hurt the sport and hurt their teammates by sending out negative messages of their own, or by sharing/retweeting negative messages from other people. These can consist of criticism of opponents, teammates, officials, broadcasters, events, sponsors, facilities and playing conditions, or sexist, racist or homophobic slurs.
8. During championship events, out of respect for the integrity of the game, players, coaches and alternates on the field of play will be prohibited from using any form of social media from 15 minutes prior to games until the completion of the game. However, teams can appoint someone sitting in the stands or watching on television to send messages via social media as long as there is no direct contact with the players, coach or alternate in the field of play.

Enforcement

Publishing inappropriate content related to Curl BC or one of its events, or any content that could be construed as bringing Curl BC or the event into disrepute, may lead to disciplinary procedures. For more information on Curl BC Policy, see the [Curl BC Board Policy Registry](#).

Reporting

Participants who believe that social media use by another participant or volunteer is inappropriate or may violate Curl BC's rules or policies should report the matter to Curl BC (604-333-3621, sbraley@curlbc.ca).

Anti-Doping and Substances

Anti-Doping Information

- If a player is found in possession of a banned, or otherwise illegal, substance, or to have used a banned, or otherwise illegal, substance during the competition in violation of the Anti-Substance Rules, the player may also be subject to other civil and/or criminal penalties.
- A list of banned substances may be obtained from the Canadian Centre for Ethics in Sport (CCES) at 1-800-672-7775. For further details refer to www.cces.ca.
- For more information, refer to Curling Canada's Website: <https://www.curling.ca/team-canada/hp-athletes/policies-guidelines/anti-doping-program/>
- Please refer to the Curl BC website for more information <https://www.curlbc.ca/anti-doping-information/>.
- Karen Watson is Curl BC's contact with regard to Anti-Doping questions. Her email is watsonkaren@shaw.ca.

Prohibited Substances

Smoking, chewing tobacco, use of cannabis, or drinking alcoholic beverages by players, coaches or officials anywhere in the field of play at any time is prohibited.

Players/coaches attending events for players under the Age of 21 (ie: U15/BC Winter Games/U18/U20 events) shall not be allowed to consume alcoholic beverages or recreational drugs at any time during any level of play.

Individuals found in violation of banned substances in contravention to the rules of the World Curling Federation, Sport Canada, and Curling Canada policy, will be subject to the same ban as in place by Curling Canada. A list of banned substances may be obtained from the Canadian Centre for Ethics in Sport (CCES).

Code of Conduct

Code of Conduct

Curl BC supports equal opportunity and prohibits maltreatment of all individuals involved with the sport of curling in B.C.

Curl BC is committed to providing an environment in which all individuals are treated with respect and fairness. The purpose of this is to ensure a safe and positive environment for the conduct of curling (within Curl BC's programs, activities, and events) by setting the standards of appropriate behavior consistent with Curl BC's core values.

Curl BC competitors and coaches are required to conduct themselves in an appropriate manner on and off the ice, and abide by all Curl BC Policies and avoid any action or conduct that disrupts or interferes with events, or reflects adversely upon Curl BC.

The Event Manager, Board Liaison or Chief Umpire may intervene at any time if a team, player, or coach is displaying inappropriate behavior. Competitors and coaches may be subject to fines if they do not conduct themselves according to [Curl BC's Code of Conduct and Ethics Policy](#)

The Curl BC Event Manager at the event is empowered to manage disputes as per the Complaints and Discipline Policy under the Curl BC policy section 6 (p103). This policy does not prevent immediate discipline or sanction from being applied as reasonably required. Further discipline may be applied according to this policy. Any infractions or complaints that occur within competition will be dealt with by the procedures specific to the competition, if applicable. In such situations, disciplinary sanctions will be for the duration of the competition, training, activity or event only.

Expulsion of Player/Coach

If a player/coach is expelled from a game for on-ice misconduct, the following shall apply:

- The player/coach must leave the ice surface immediately. If the player/coach refuses to leave the ice surface, the team forfeits the game.
- For the remainder of the game, the player/coach may not be in the viewing area of the facility or on the ice surface.
- The Chief Umpire may recommend expulsion or suspension of any player or coach to Curl BC. The expulsion or suspension may involve the competition at hand or future competitions governed by Curl BC.
- An expelled player will not be allowed a substitute for the remainder of that game. In Mixed play, where four players are mandatory, the team will automatically forfeit the game.
- A team will be allowed a substitute/replacement player or substitute certified coach if further suspension is carried out. The substitute/replacement player must follow the rules for that competition. The substitute certified coach must have the proper qualifications as per Curl BC guidelines.

Fines for Violations

In cooperation and with the support of the World Curling Players Association, Curling Canada and Curl BC have introduced a fine system that consists of fines for the following:

1. On-ice conduct, including:
 - Use of inappropriate language to the point that it is offensive.
 - Making an obscene gesture that is deemed inappropriate by the Chief Umpire.
 - Being abusive to anyone involved with the event.
 - Refusing to talk to an accredited member of the media.
 - Refusing to wear an RF microphone. (Broadcast games only)
 - Refusing to cooperate with the televising network. (Broadcast games only)
 - Dress code violation (including the use of unapproved logos or sponsorship on clothing or equipment)
 - 1st Offence: Fine from \$150 – \$500
 - 2nd Offence: Fine from \$500 – \$1000
 - 3rd Offence: Fine up to \$1000 and suspension
2. Refusing to take a directive given by a Curl BC Official
 - 1st Offence: Fine from \$300 – \$600
 - 2nd Offence: Fine from \$600 – \$1000
 - 3rd Offence: Fine up to \$1000 and suspension
3. Conceding a game before the time frame designated by Curl BC without permission.
 - 1st Offence: Fine from \$500 – \$1000 for each member of the team on the ice
4. Off-ice activity: Any conduct considered to be inappropriate by Curl BC.

- 1st Offence: Fine from \$300 – \$600
- 2nd Offence: Fine from \$600 – \$1000
- A suspension may also be levied in association with these fines.

Dress code violations, including the use of prohibited branding on clothing or equipment, are not allowed. Fines with regard to dress code violations are as follows. See

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

- 1st Offence: Fine from \$150-\$500
- 2nd Offence: Fine from \$500-\$1,000
- 3rd Offence: Fine up to \$1,000 and suspension

Uniform checks may be done prior to pre-event practice and teams may be given an opportunity to change before fines are issued.

The fine system is detailed on the Curl BC website in our rules section under “player fines for violations”. <https://www.curlbc.ca/resources/rules/> Applicable for all Curl BC Championship events.

For all Curl BC-owned or managed events from which athletes are eligible to receive funds, fines shall be collected from the amount of money owed the team at the conclusion of the event. For other Curl BC events, any fines levied shall be collected prior to the athlete’s participation in another Curl BC event.

All funds collected through fines shall be contributed to the [Curling For Life Endowment Fund \(https://www.curlbc.ca/fund/\)](https://www.curlbc.ca/fund/).

Appeals

- See Curl BC’s appeal policy; <https://www.curlbc.ca/wp-content/uploads/2023/06/Curl-BC-Board-Policies-2023-June-2-1.pdf>
- Any questions can be sent to:
- Scott Braley
Curl BC
2001A – 3713 Kensington Ave
Burnaby, BC, V5B 0A7
or email: sbraley@curlbc.ca
- The appeal must include full details of the identified infraction.

Safe Sport/Accident Incident Forms

Safe Sport

Curl BC is committed to creating a safe and welcoming space. Should you or your team wish to advise Curl BC of any issues or concerns, [fill out the following form \(https://wkf.ms/3yjqZAX\)](https://wkf.ms/3yjqZAX).

If an accident occurs at an event, please fill out the following form: [Accident & Incident Form \(https://wkf.ms/3yjqZAX\)](https://wkf.ms/3yjqZAX) for any injury.

Return to Play Protocol

Please see Curl BC's Policy Registry for Return to Play Protocol [Curl BC Return to Play Protocol](#)

Concussion Protocol

If a suspected head injury occurs, the [Curl BC Concussion Policy](#) will be in effect and players may be removed from competition.

Rules and Regulations

All Zone, Open Qualifier and BC Championship events will be played under the "Rules of Curling for Officiated Play" as specified in the latest edition of the rulebook published by Curling Canada (CC) including all subsequent rule changes and interpretations adopted by CC at the start of the competition.

[Rules of Curling for Officiated Play](#)

[Triples](#)

Club – coming soon

Competition Overview

Pre-Competition Practice

- The format of Pre-Competition practice will be determined in conjunction with the host facility, Curl BC and Chief Umpire. Teams will be advised prior to the event.
- Fifth players on teams are allowed to deliver stones and sweep stones in pre-competition practice.
- Coaches can sweep but not deliver stones.
- Pre-competition practice is not mandatory.

Pre-Game Practice

U15 Triples

- A coin toss takes place immediately before practice, with the winner choosing rock colour, receiving first practice, and have hammer in the first end.
- Each player will throw 2 rocks up and 2 rocks back.
- This shall take no more than 5 minutes per team.

BC Winter Games Zone, Women's and Men's Open Qualifiers

- 9 minutes per team with 1 minute to complete each Last Stone Draw (LSD). Practice starts 25 minutes before the game time.
- Maximum of 16 rocks thrown.
- Coin toss to determine first or second practice will happen 45 minutes before game time.
- Teams may use only the stones they are assigned for that game.

BC Championships Preliminary Rounds

- 9 minutes per team with 1 minute to complete each Last Stone Draw (LSD), starts 30 minutes before the game time.
- No limit on the number of rocks thrown during provincial events.
- In Pool Play competitions such as the Women's Championships, the team listed on the left or top in the official draw will practice first and will be assigned dark handled stones.
- For Triple Knockouts a coin toss to determine first or second practice, and (if not predetermined) rock colour will happen 45 minutes before game time.
- Teams may use only the stones they are assigned for that game.

Mixed Doubles

- 7 minutes per team with 1 minute to complete each Last Stone Draw (LSD), starts 25 minutes before the game time.
- No limit on the number of rocks thrown during provincial events.
- In Pool Play competitions the team listed on the left or top in the official draw will practice first and will be assigned dark handled stones.
- For Triple Knockouts a coin toss to determine first or second practice, and (if not predetermined) rock colour will happen 45 minutes before game time.
- Teams may use only the stones they are assigned for that game.

Stick

- Pre-game practice time will be stated in the team briefing document.
- A coin toss to determine first or second practice, and (if not predetermined) rock colour will happen 30 minutes before game time.
- Both teams will have access to the field of play at the same time.
- Players will throw 2 rocks each.

Other Practice

During a zone, or open qualifier event, no other practice is permitted. Late night practice for BC Championship events is determined by the Chief Umpire for that event in consultation with the Event Manager, Host Committee and Chief Ice Technician.

24-hour practice

If a team has more than 24 hours off between games the team may be given the opportunity to practice at the discretion of the Chief Umpire in conjunction with the Chief Ice Technician.

Last Stone Draw (LSD)

The Last Stone Draw (LSD) Protocols are aligned with Curling Canada and have been modified so that it is in-line with the competition guide. Last Stone Draw (LSD) will be completed for all round robin games and triple-knockout bracket events to determine last rock advantage. Refer to the [Curl BC LAST STONE DRAW Protocols](#) for more information.

Calculating Last Stone Draw (LSD)

The calculations for LSD will be posted. The calculation will be done by eliminating the two highest individual recorded distances and then averaging the remaining throws to establish the final accumulated distances.

Game Duration

Games will not be timed at the zone, open qualifier or Stick Championships. The Umpire will enforce 'pace of play' per the rule book (Curling Canada Rule Book (Rule 17, Section 7, page 52) to assist with keeping the games on schedule.

If time clocks are not used in officiated play, and an umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line at the delivering end within forty-five seconds, the stone is removed from play immediately

All games will be timed at the BC Championship level. Consult event-specific team briefing documents for details. The penalty for time clock violation (e.g. running out of time) will be enforced as per the Curling Canada Rulebook (Rule 17, Section 3, page 51).

Minimum Length of Game

- In ten (10) end games, a minimum of Six (6) ends must be played (or as approved by a Chief Umpire)
- In eight (8) end games a minimum of Five (5) ends must be played (or as approved by a Chief Umpire)
- In all playoff, semi-final, and final games, of any game length, a minimum of six (6) ends must be played (or as approved by a Chief Umpire).

- In all playoff, semi-final, and final games that are televised, of any game length, a minimum of eight (8) ends must be played (or as approved by a Chief Umpire).
- Any streamed non-televised games are subject to the same rules as listed above unless otherwise stated.

See Fines for Violations section for fines associated for violating the length of game.

Thinking Time

- Thinking time allocated to each team to complete a 10-end game shall be 38 minutes per team, with a mandatory 5-minute break at the conclusion of the 5th end.
- Thinking time allocated to each team to complete an 8-end game shall be 30 minutes per team, with a mandatory 5-minute break at the conclusion of the 4th end.
- Category specific exceptions for Thinking time are:
 - Wheelchair teams will be allocated 38 minutes per team for an 8-end game, with a mandatory 7-minute break at the conclusion of the 4th end.
 - Masters will be allotted 32 minutes for an 8-end game.
 - U-18 will be allotted 34 minutes for an 8-end game.
 - U-20 will be allotted 40 minutes for a 10-end game.
 - Mixed Doubles will be allotted 22 minutes for an 8-end game with a mandatory 5-minute break at the conclusion of the 4th end.
- Thinking time allocated to each team to complete an extra end shall be 4 minutes and 30 seconds per team, with the following exceptions:
 - Wheelchair teams will be allocated 6 minutes per team.
 - U-18 and U-20 will be allocated 5 minutes per team.
 - Mixed Doubles will be allocated 3 minutes per team
- When the first stone of the game comes to rest, the delivering team's game clock will begin once the opposing team has relinquished control of the house and all sweepers have moved to the side of the sheet. The clock will stop when the delivering team's stone reaches the nearer tee-line.
- No clocks are running when a stone is in motion after the near tee-line.
- At the conclusion of each end, both time clocks are stopped for a period of time as determined by the rules of the competition or the Chief Umpire, normally between 30-60 seconds. In Mixed Doubles, when players are responsible for placing the stationary stones before each end, 30 seconds will be added to the time between ends.
- The time for breaks between ends may differ for televised games. The Chief Umpire will meet with teams prior to the televised games to communicate any changes.

Multi Game Days

The maximum number of games a team will be required to play in a single day is three games.

Timeouts

BCWG/U15/U18 & U20

BCWG/U15/U-18 and U-20 Championships have category specific timeout guidelines.

See category guidelines for specifics

- [U15](#)
- [U18](#)
- [U20](#)

Coaches Fair Play Timeout (BCWG/U15/U18 & U20)

The purpose of the Coaches Fair Play Timeout is to provide a coach with the opportunity to diffuse a potentially negative situation regarding a team or players' on ice demeanor before the situation escalates, or to counsel a player relative to adhering to the rules of the game.

- Each coach will provide the opportunity to request a one (1) minute fair play timeout per game.
- A coach's fair play timeout will only be implemented with the approval of the Chief Umpire.
- Only the coach who requested the fair play timeout may access the playing area accompanied by the Chief Umpire.
- A coach's fair play timeout may be recommended by the Chief Umpire.
- A fair play timeout cannot be used to discuss strategy or tactics.

Women's/Men's/Mixed/Club/Senior/Master/Mixed Doubles

- Each team is allotted one (1) sixty (60) second timeout (plus travel time, which is determined by the Chief Umpire after site inspection), during which their team clock will be stopped.
- Either the Coach **or** the fifth player may attend the time-out, but not both.

Events in Arenas

- The team that did not request the time-out may meet with their coach **or** fifth player, positioned behind their scoreboard.
- Teams may meet with their coaches at their coach bench between these ends; however, the coach and alternate must remain behind the scoreboard

Events in Curling Clubs

- The Coach or fifth (not both) whose team requested the time-out may access the end boards at the playing end but shall not access the playing surface unless walking to the back boards.

- The coach or fifth of the team who did not call the time-out will be allowed to meet with their team on the backboard at the home end only at the discretion of the Chief Umpire.
- There will be a one-minute break before an extra end.
- Each team will receive one (1) sixty (60) second timeout (plus pre-determined travel time) in each extra end.
- Teams are required to use a clear T signal to request a Team timeout.
- Teams are required to use a clear X signal to request a Technical timeout (timeout for Free Guard Zone measurement, end of end measurement, rule interpretation, etc.)

Game Duration and Postponement

- Teams will be allowed a 1 minute on-ice warm-up, timed by an Umpire. Sliding will be permitted during this time.
- Each game shall start at the time designated by Curl BC.
- The Umpire may delay a game for up to one hour, after which time the game may be postponed. At the discretion of the Umpire, when a game is delayed, it shall start at the point at which it was delayed or at the last end completed.
- If for any reason a game is postponed to another time, the game shall continue from the last completed end.
- The teams shall start the game at the time designated by the competition draw. If a team does not commence play at the designated time:
 - The offending team's game time clock may be started at the discretion of the Umpire;
 - If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point and will have the last stone advantage in the First end of actual play. One end is considered completed;
 - If the delay of the start of play is 16-30 minutes, then the non-offending team receives one additional point and will have the last stone advantage in the first end of actual play. Two ends are considered completed;
 - If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The game shall be recorded as W-L (win - loss) by forfeit;
 - When the game does start, the teams will have 34 minutes for a 9-end game, 30 minutes for an 8-end game, 26 minutes for a 7-end game, and 22 minutes for a 6-end game.

No-Tick Rule

The [No-Tick Shot](#) rule now being used for all* Curl BC events is as follows:

- 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 line position or to a position outside the FGZ, the non-offending team has the option to:
 - I. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
 - II. Leave all stones where they came to rest.
 - III. If the stone is moved from the centre line to an out-of-play position, then the FGZ rule applies.

*This does not apply to Wheelchair, Mixed Doubles or Stick Championships.

Team Briefing & Meeting

A team briefing will be communicated to all teams by email prior to the first draw by the Curl BC office. The email's purpose is to communicate the officiating system, rule enforcement and penalties. Any queries the teams may have can be sent to the Chief Umpire by email or asked in person prior to the pre-event practice.

A team meeting may be scheduled prior to the start of the event. Teams will be required to have a minimum of one representative, coach and/or player attend any Team Meetings.

Post Round Robin

Teams making playoffs must send two (2) team members (i.e. one player and the coach) to the post round robin meeting to be held (30) minutes after the conclusion of; each post round robin game, and any subsequent post round games. A team that does not attend a post round robin meeting within the allotted time, or are not prepared to decide, forfeits the game choices (last stone advantage, stone colour, etc.) to which the team is entitled. **Teams must be prepared to select the colour of stone and/or hammer at this meeting.** The Chief Umpire may choose to allow the choice electronically.

Playoffs

3 team playoffs (hammer designated first practice)

- Top 3 teams from preliminary round advance to playoffs

Teams will be ranked as follows:

- First WIN/LOSS record,
- Second, HEAD TO HEAD then
- Third will go to LAST STONE DRAW which will be used to determine ranking
- The top ranked team advances to the Final
- Second and Third ranked team will advance to the Semi-Final
- The winner of the Semi-Final will play the top ranked team in the Final
- The team with the Better WIN/LOSS record: will have last stone advantage (first practice) AND choice of stone handle colour
- If teams have the same WIN/LOSS record and are ranked based on the Round Robin game the team will have choice of last stone advantage (first practice) or choice of stone colour
- If ranking is based on LAST STONE DRAW, then the higher ranked team based on LAST STONE DRAW has choice of colour and second practice. Teams will draw for hammer.

8 Team Round Robin - 4 team playoff:

- Top 4 teams from preliminary round advance to playoffs
- Teams will be ranked as follows:
- First WIN/LOSS record
- Second, HEAD TO HEAD
- Third will use LAST STONE DRAW which will be used to determine ranking
- Page playoff: 1 plays 2 and 3 plays 4 (the winner of 1v2 advances to the final. The loser of 1v2 plays the winner of 3v4 in the semi-final. The loser of 3v4 is eliminated)
 - If the 1 seed wins the 1v2 game, they will have both rocks and hammer in the final
 - If the 2 seed wins the 1v2 game, they will have choice of rocks or hammer in the final if they play 1 seed, OR they will have both rocks and hammer in the final if they play 3 seed or 4 seed
 - If the loser of the 1v2 game has a better win/loss record than the winner of the 3v4 game, they will have both rocks and hammer in the semi-final
 - If the loser of the 1v2 game has an equal win/loss than the winner of the 3v4 game, they will have choice of rocks or hammer in the semi-final
- The team with the better WIN/LOSS record: Team will have last stone advantage (first practice) AND choice of stone handle colour
- Same WIN/LOSS record: If the WIN/LOSS records are identical, the higher ranked team (winner of the ROUND ROBIN game will have the choice of last stone advantage OR choice of stone handle colour.

- If LAST STONE DRAW used: If the ranking has been determined by the cumulative last stone draw distance, then the higher ranked team based on LAST STONE DRAW has choice of colour and second practice. Teams will draw for hammer.

Triple Knockout - 4 Team Page Playoff

- The two C qualifiers will play in the playoffs. They will conduct a coin toss for practice or stone handle colour and teams draw for hammer. The winner advances to the semi-final; the loser is eliminated.
- The A and B qualifiers will play in the playoffs. The A winner will have BOTH hammer, (first practice) and choice of stone handle colour. The winner advances to the championship final and the loser drops to the semi-final.
- Semi Final – the loser of the A vs B game will have BOTH hammer (first practice) and stone handle colour.
- Final –
 - If the A winner wins the A vs B game, they will have both hammer and choice of rocks.
 - If the B winner wins the A vs B game and plays A in the final, the B winner will have choice of hammer or rocks.
 - If the winner of the A vs B game is A and they play a C qualifier in the final, A will have both hammer and choice of stone handle colour
 - If the winner of the A vs B game is B and they play a C qualifier in the final, B will have choice of hammer or stone handle colour.

In Open categories where the number of teams is not predetermined, the playoff format will be communicated to teams in the team briefing. The team briefing will be shared at the same time as the draw.

Officiating Procedures

Chief Umpire/Deputy Chief Umpire:

- Responsible for the total officiating program and will handle any necessary enforcement of rules that are required during a game.
- The Chief Umpire is authorized to make decisions on matters not covered by the rules and shall do so in accordance with equity.
- Have the authority to initiate disciplinary measures such as expulsions or suspensions for both players and coaches.
- The Chief Umpire shall hear and determine appeals of decisions made by on-ice umpires and supervisors. The Chief Umpire has the final decision.
- At all events that have a Chief Umpire and/or Deputy Chief Umpire, the measurements will be performed by a Game Umpire under the supervision of the Chief Umpire or the Deputy Chief Umpire on site.
- Both teams must stay outside of the house, except the Vice-Skips, who may observe behind the umpire performing the measurement.

Time Clock Operators:

Time Clock Operators are responsible for the operation of the time clock on the sheet they are assigned. It is required that Time Clock Operators must attend a training course online or by a Chief/Deputy Chief Umpire or qualified instructor prior to the event. Preference will be given to those Time Clock Operators that are certified.