



2025 BC U20 Provincial Championship



December 27th, 2024 – December 30, 2025

Cloverdale Curling Club
6150-176th St, Surrey BC

Prepared by Chief Umpire: Phil McKenzie

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 2024-2025 season. The Cloverdale 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 phil.mckenzie@shaw.ca or cell (250) 514-2879.

FORMAT:

The BC Under 20 Championships shall be an open Women's and Men's Championship taking place in Cloverdale December 27th, 2024 – December 30th, 2024.

The Preliminary Round as follows:

Men: 2 Pools (5 per pool)

Pool A Men

White
Jones
Leung
Wilson
Beck

Pool B Men

Peters
Lougheed
Parkinson
Harris
Hrynew

*Men's was a complete double-blind draw as there were no returning podium teams from 2024 with 3 of 4 players

Women: Round Robin

Hafeli
Rempel
Arndt
Fitzgibbon
Bartlett
Roosma

Teams' Hafeli and Rempel were seeded based on their podium finishes in 2024. The remaining teams were seeded using a double-blind draw



See below for the **playoff format for each event**.

All Games are ten (10) ends. (Thinking time – 40 minutes).

OFFICIATING:

- 1 Chief Umpire, 2 Game Umpires, 1 Timing Supervisor and 1 Time Clock Operator per sheet.
- 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 behind the glass at the home end. Time Clocks will continue to run throughout the game except for between end breaks (60 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 – Attached

The Coach's Interaction Rules –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.

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 the 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: The skip of the losing team may concede a non-televised game provided the following criteria is met: In a ten end game, teams must complete a minimum of six (6) ends. In all playoff, semi-final and final games, a minimum of eight (8) ends must be played (or as adjusted by the Chief Umpire, e.g. for TV games, 8 ends must be played).



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:

- 40 minutes to complete 10 ends.
- Between end break is 60 seconds. Teams are expected to be in position ready to deliver their first stone at the end of the 60 seconds. At fifty (50) seconds a 10 second after clock will be used and when the time reaches zero "0" the time clock will commence if not in the hack ready to deliver.
- 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 1-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 will be 10 minutes per sheet of ice. The schedule for pre-competition practice will be controlled by an umpire.

PRE-GAME PRACTICE AND CHOICE OF STONE COLOR: The teams listed on the top / first in the draw will practice first and will be assigned dark handled stones. The team throwing light-



handled stones will have the same period of practice starting immediately following the dark handled stone draws for last stone advantage. Each team will be allowed a 9 minute warm-up with 1 minute to complete each Last Stone Draw 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: There will be no evening practice during this combined event.

There is an optional practice time scheduled for immediately after Draw #6. The teams participating in the semi finals may have a 15 minute practice. See playoff section below.



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 **one** 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.**

Stone selection Final Playoff: As both the Women and Men are doing their finals at the same time, the ladies may select one complete set of stones any of the **6 sheets** first.



U20 MEN CHAMPIONSHIP FORMAT AND EVENT PLAYOFF

10 Teams divided in to 2 pools of 5.

Teams will play 4 preliminary round games each.

4 team playoffs (hammer designated first practice)

- Top 2 teams from each pool 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
- In the semi-final, the top team of Pool A will play the second ranked team of Pool B. The top team of Pool B will play the second ranked team of Pool A.
- The winners of the semi-final will advance to the final. The losers of the 2 semifinals will both be awarded third place

Playoff Stone Selection

When teams are not from the same pool:

- i. If a team has a better W/L record they will receive CHOICE of hammer or stone colour.
- ii. If teams have the same W/L record, and the cumulative LSD was used to rank teams, the team ranked higher will have CHOICE of stone colour or practice session and teams will draw for hammer.

There is an optional practice time scheduled after Draw #6 at 7:00 PM. The four teams participating in the semi-finals may have a 15-minute practice on their semi-final sheet either **B** or **D**. Teams will play with the rocks assigned to their sheet for the semi-final.

Teams playing in the final on sheet **C** will be able to select one complete set or rocks from any sheet. For all combined events in the 2025 championship year, the playoff teams will select their stones starting with the WOMEN first.



U20 WOMENS CHAMPIONSHIP FORMAT AND EVENT PLAYOFF

6 team Round Robin.

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

There is an optional practice time scheduled for after Draw #6 at 7:00 PM. The two teams participating in the semi-final may have a 15-minute practice on their semi-final sheet **C** and will play with the rocks assigned to their sheet for the semi-final. The top ranked team may have a 15-minute practice on sheet **E**.

Teams playing in the final on sheet **D** will be able to select one complete set of rocks from any sheet.

For all combined events in the 2024-2025 championship year, the playoff teams will select their stones starting with the WOMEN first.



CURLING CODE OF ETHICS: 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/>

COMPETITION RULES AND FINES FOR VIOLATIONS: <https://www.curlbc.ca/resources/rules/>

Any questions/concerns that are not 'on-ice related' should be directed to the Event Operations Manager staylor@curlbc.ca 604-313-6554 or Board Liaison assigned to this event.

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

Good Luck and Good Curling

Regards

A handwritten signature in blue ink that reads "Phil McKenzie".

Phil McKenzie
Chief Umpire



Curling Canada's Coach Interaction Rules

2025 Under-20 Men & Women and Under-21 Mixed Doubles National Championships

Curling Canada, along with all our Member Associations, support opportunities for coaches and young athletes to have more communication with each other throughout a game which is an advantage in other sports. Having coaches on ice level allows coaches to better support their teams' performance and development. Coaches will be provided with more convenient and frequent access to their team while the game is being played. This begins by positioning the coach in a better physical position where they are better able to view the game, listen to their team's conversations, and interact when permitted. Not only are we expecting to see improvements in our athletes' performance on the ice, but in our coaches and their satisfaction as we empower them to be more involved in the game.

All provinces and territories will see Coach Interactions implemented again this season at our Under-20 and Under-21 National Championships. These new Coach Interactions will replace the traditional time-outs that we used in the past. The following rules will be used for games at nationals for U-20 Men and Women and Under-21 Mixed Doubles. Listed below are the rules:

- U-20 and U-21 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.
- Unused interactions cannot be carried over.
- During a Coach Interaction, opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication. Coach Interactions may last between 5-60 seconds, but not longer. If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.
- During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline. The team calling the interaction gets priority of the position of where they want to meet.
- Interactions can be called by anyone on the team in control of the house or their coach. If the coach or a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If anyone signals for an interaction, the team must use an interaction.
- Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
- Time clocks will run during interactions as normal thinking time.
- Time clocks for Under-20 four-person games will add an additional two (2) minutes to their time clock for a total of forty (40) minutes. Games will be ten (10) ends.
- Time clocks for Under-21 Mixed Doubles games will add an additional two (2) minutes to their time clock for a total of twenty-four (24) minutes. Games will be eight (8) ends.



- When extra ends are required, the game clocks will be reset and given five (5) minutes for four-person games and three minutes and thirty seconds (3.5) minutes for Mixed Doubles games.

Time between ends will be sixty (60) seconds. Coaches will be allowed up to forty-five (45) seconds of talking time with their team between ends and coaches may meet with their team either on the backboard or on the sideline between the hog lines. Coaches will then have 15 seconds of travel time to be seated before the first stone of the end is delivered. Note: Timers can implement the after clock of 10 seconds. This is done at World events and is available in Curl time.

- Coaches will also have five (5) minutes to meet with their teams at the halfway point of the game. This will occur at the 4th end break for Mixed Doubles games and the 5th end break for four-person games.
- Coaches will use the assigned seating on the backboards during the games with their chairs positioned on the same side as their team's rocks. Between ends, coaches can travel to either end respectful of games on adjacent sheets. Coaches must only travel along the sidelines, and they must wear suitable footwear to be on the ice.
- A single interaction will officially end after the coach and curlers stop talking and the coach returns and is sitting on their designated seat behind the sheet.
- If there is an alternate player, they can sit with the coach at both ends at the curling centre and the arena (if space permits). The alternate player can take part in the team talking time between ends and during the mid-game break. The alternate player cannot take part in any Coach Interactions during an end.
- There will be absolutely no talking or body language by the coach to their team unless during an interaction, opposition interaction, or between ends. Body language includes hand, body gestures, signaling or any other form of communication. Penalties to coaches include: First Offense - verbal and written warning. Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid-game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event. These infractions will be reported to their Member Association.
- Coaches are allowed to use their phone or tablet 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. First Offense - verbal and written warning. Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid-game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event. These infractions will be reported to their Member Association.