



## 2025 BC Men's and Women's Provincial Championships

January 21<sup>st</sup> - 26<sup>th</sup> 2025

Langley, BC

**Prepared by Chief Umpire: Patti Caldwell**

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

The Langley Host Committee and Curl BC are looking forward to welcoming you to the George Preston Arena.

If you have any questions **after** reading this information, please call, text, or email Patti Caldwell – 604-328-9066 ([pcaldwell@shaw.ca](mailto:pcaldwell@shaw.ca))

**FORMAT:** This is a 6-day event in Langley from Jan 21-26, 2025.

The Women's BC Championship will consist of 8-teams competing in a Round Robin format with a 4-team page playoff. The Men's BC Championship will consist of 12-teams competing in a Triple Knock Out Format with a 4-team modified page playoff format.

Games are 10-ends.

**Conceding a game:** Teams may concede a game after completion of 6 ends (or as approved by the Chief Umpire).

### **OFFICIATING:**

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

**On-Ice Officials:** There will be a Game Umpire assigned to each sheet in play. Umpires will do all measurements and they will put up the score. The score must be confirmed with the Game Umpire to ensure accuracy.

### **Clarification of the score with a concession of the game:**

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

**Timing Officials:** Timers will be in the press box on the VIP site of arena. The timing monitors will be on the coaches' bench at the home end. A timeout signal should be **clearly** directed to your timer or Game Umpire so your clock can be stopped. Timeouts must come from a player on the ice while their time clock is running. Signals are "T" for team timeout or "X" for technical timeout. There will be 1-minute between ends (with an additional 10-second buffer). If the stone is not delivered by the end of the 10 second buffer your team's time clock will be started.

CurlTime will be used for timing games:

- 38 minutes to complete 10 ends.
- Mid-game break is 5 minutes. Teams are reminded that the clock will be started for the team if they are not in position ready to deliver the first stone when the mid-game break is over.
- An extra end is 4 min 30 seconds with a 3-minute break prior to the start of the extra end.

**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 has 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.
- 3) Teams can remove **their own** stone from play, into the FGZ or into the house.

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.**

**A stone can be measured by a Game Umpire to determine if it is touching the center line or not.**

**TIMEOUTS:** Each team may request one (1) time-out per game and one (1) time-out during any extra end. The time-out will be a maximum of sixty (60) seconds plus any designated travel time for the coach (or alternate) to access the field of play. Additional travel time will be communicated to the teams at the pre-event practice.

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



Coaches or alternates will be positioned behind the scoreboards and will walk down **their sheet of ice during a timeout** (there are no walkways). **DO NOT RUN.**

Timeouts are to be signaled with the traditional "T". The team that did not request the timeout may communicate with their coach or alternate player for the same amount of time as the coach or alternate player of the team who called the timeout. The team that did not request the timeout may meet with their coach or alternate player at their coaches' bench/designated seating area but must give priority to the team calling the timeout. At the conclusion of the timeout the coach or alternate player **must leave the field of play immediately**. 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 the timeout will continue until time expires, or the stone reaches the nearer T-Line.

Only the coach or alternate 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 will travel to the playing end backboards to meet with their teams. Coaches must be dressed appropriately to access the field of play (matching team jackets or black jackets) (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 CHOICE OF STONE COLOUR:** Pre-game practice will be controlled by an umpire. Teams will be advised when they may access the ice surface. Notice will be given 1-minute prior to the start of each practice. Opposing teams must remain behind the scoreboards at their assigned end during their opponent's pre-game practice.

At least 45 minutes prior to posted game time, 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 and equal number of turns during the event (depending on the number of games played). A minimum of three (3) LSD (one clockwise and one counter clockwise) is required for the Women's event. A minimum of two (2) LSD (once clockwise and one counter clockwise) is required for the Men's event.

Women: The round robin stone color and pre-game practice is predetermined based on the draw. The team listed first delivers red stones and first practice.

Men: At least 45-minutes prior to the posted start time of the game, the teams will toss a coin; the winner will have the choice of practice order OR stone colour in the preliminary round.

Before each game each team will be allowed a 9-minute warm-up 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.



**LAST STONE ADVANTAGE IN THE FIRST END (HAMMER):** This is decided by a draw to the button following each team's pre-game practice. At least 45-minutes prior to the posted game time, the last stone draw sheet indicating the two identified players who will be delivering the last stone draws will need to be completed by both teams and given to the Chief Umpire.

Following the pre-game practice, under the direction of a Game Umpire/Chief Umpire, the first player will deliver a clockwise rotation while the second player will deliver the counterclockwise rotation. Players designated will deliver their stone (full sweeping allowed) and the lowest combined last stone draw distance between the two teams will receive last stone advantage in the first end.

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

Stones not delivered within the allotted time will be assigned 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.

Only the four 'game' players are allowed on the ice during the last stone draw.

**OTHER PRACTICE DURING THE EVENT:** There will be no evening practice provided at this event.

An optional practice will be provided for both the winners of the men's A v B game and women's 1 v 2 game on Sheet C.

**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. Coaches must be attired in similar clothing as the teams (team jacket or black jacket). No jeans or sweatpants will be allowed in the field of play.

Coaches and alternates will be situated behind the scoreboards in the field of play. The team delivering red stones will be at the home end and the team delivering blue stones will be at the away end.

**STRATEGY COMMUNICATON:** As coaches are at ice level please note that communication with teams to discuss strategy is between ends only. There is to be no strategy discussion during an end in progress.

**UNIFORMS:** All team sponsorships must be approved by Curl BC prior to the event. All team members must wear identical uniforms (matching jackets and shirts) when accessing the field of play (including evening practice) and during Opening/Closing Ceremonies. This includes the alternate player. Coaches must also wear matching on-ice attire. If not possible, attire should be either similar in colour and style or plain black. Coaches and players are not permitted to wear jeans or sweatpants in the field of play at any time or at any sanctioned Curl BC event.



Headwear (baseball hats, headbands) can be worn if they match and are free of any corporate advertising conflicting with Curl BC sponsors. Hats with professional sport teams or other commercially trademarked logos cannot be worn in the field of play. Any headwear worn must be the same for every player should any player choose headwear. The Chief Umpire will provide approval for all headwear.

**ORIGINAL TEAM LINE-UP FORMS:** Teams will submit an original team line-up form to the Chief Umpire prior to the start of the event. If there any changes to the original line-up (including a coaching change or player position 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.

**EQUIPMENT MORATORIM:** 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/>

Random 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.

No broom bags will be allowed in the field of play. Kit bags if they can be stored behind the scoreboards will be permitted. The locker rooms will be secure.

**ELECTRONIC DEVICES:** Devices that receive signals and or text messages must be set to airplane mode (including apple/smart watches). Devices that send or receive a signal cannot be used by a coach in the field of play. If using a device to track performances (Curl Coach) the device needs to be set to airplane mode during the game. Coaches and/or competitors are not allowed to manage/handle livestreaming of games or practices. Speed traps are permitted during pre-event practice.

**PLAYOFF INFORMATION:** There will be no tie-breaker games in this championship. If there are teams tied for the final playoff berth, the win/loss record of all tied teams will be used to determine playoff rankings. If the win/loss record cannot determine rankings, the accumulative LSD will be used to rank/eliminate the teams.

#### **Women's Playoff Format:**

- Top 4 teams from preliminary round advance to playoffs with teams being ranked as follows:
  - WIN/LOSS record
  - If teams are tied head-to-head
  - If head-to-head cannot break the tie the LSD will be used to determine ranking



- Page playoff: 1 v 2 and 3 v 4 (the winner of 1 v 2 advances to the final. The loser of 1 v 2 plays the winner of 3 v 4 in the semi-final. The loser of 3 v 4 is eliminated.
  - If the higher ranked team wins the 1 v 2 game, they will have both stone colour and last stone in the first end in the final. If the number 2 seed wins the 1 v 2 game, they will have choice of stone colour or last stone in the first end in the final if they play the number 1 seed. If they play either the number 3 or number 4 seed in the final they will have both stone colour and last stone in the first end in the final.
  - If the loser of the 1 v 2 game has a better win/loss record than the winner of the 3 v 4 game, they will have both stone colour and last stone in the first end in the semi-final.
  - If the loser of the 1 v 2 game has an equal win/loss with the winner of the 3 v 4 game, they will have choice of stone colour or last stone in the first end 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 stone colour or last stone advantage in the first end.
- If LAST STONE DRAW is 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 stone colour or practice. Teams will draw for hammer.

### **Men's Playoff**

#### Triple Knockout with a 4-team playoff

- The two C qualifiers will play each other in the playoffs. They will conduct a coin toss stone to determine stone colour or first/second practice and the 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 stone colour and last stone in the first end (first practice). The winner advances to the championship final and the loser drops to the semi-final.
- Semi Final – the loser of the A v B game will have BOTH stone colour and last stone in the first end (first practice).
- Final:
  - If the A winner wins the A v B game, they will have both stone colour and last stone in the first end (first practice).
  - If the B winner wins the A v B game and plays A in the final, the B winner will have choice of stone colour or last stone in the first end (first practice).
  - If the winner of the A v B game is A and they play a C qualifier in the final, A will have both stone colour and last stone in the first end (first practice).
  - If the winner of the A v B game is B and they play a C qualifier in the final, B will have stone color and last stone in the first end (first practice).



When the final playoff positions have been determined, each team involved will be asked to attend a short meeting with the Chief Umpire. Teams involved in the Women's 1 v 2 and 3 v 4 games will select stone colour from the sheet they are assigned to play on. Teams involved in the Men's A v B and C v C will select stone colour from the sheet they are assigned to play on.

Before leaving the meeting, stone colour choice must be identified to the Chief Umpire. 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-minutes.

At the conclusion of each playoff round, teams must be available for the next playoff meeting to make the appropriate selection(s) 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 decide, forfeit their choice(s) to which the team is entitled.

Teams may select any stones of the same colour from any of the sheets used during the championship for the **SEMI-FINALS AND FINALS** as they are not played at the same time.

Playoffs: In playoff games, the last stone advantage (first pregame practice) and choice of stone colour is awarded to the team with the best win/loss record. For the C qualifiers the teams will toss a coin to determine stone colour OR pregame practice order. The teams will deliver LSD stones to determine hammer in the first end.

If a lower ranked team in any game defeats a higher ranked team in a playoff game, the lower ranked team will have the choice of last stone advantage (first pregame practice) OR choice of stone colour moving forward (if playing the same team). If the A qualifier or B qualifier face the C qualifiers, the higher ranked team will have BOTH last stone advantage (first pregame practice) and choice of stone colour.

**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 if more than one game is played at a time. For the semi-finals and finals, as there is only one game being played, both Women's and Men's may select their stones from all five sheets.

For **ALL** combined events in the 2024-2025 championship year, 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/>

You are our sport ambassadors and you influence our younger athletes with your on-ice demeanor. What you demonstrate during a game is what they will emulate as they play their game.

Please refer to [Rules | Curl BC | Our House is Your House](#) for player fines for violations.



Any questions/concerns that are not 'on-ice related' should be directed to the Event Operations 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,

*Patti Caldwell*  
Chief Umpire