

**2025 Wheelchair
Provincial Championship**

February 22nd – 23rd, 2025



Delta, BC
11415-84th Ave

Prepared by Chief Umpire: Henry Wong

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

Congratulations to all! The Delta 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 henry.wong@telus.net , cell # 604-315-8778

FORMAT: The BC Championship is an open entry in Delta, Feb 22nd & 23rd, 2025. The Wheelchairs Championship consists of two teams competing in double knockout format. Games are Eight (8) ends (Thinking time – 38 Minutes).

Teams Curling Canada-sanctioned wheelchair competitions require that all participating teams be comprised of players of both genders for all games. Teams may play with three (3) assuming both genders are present.

OFFICIATING:

- 1 Chief Umpire, 1 Game Umpire, 1 Timer.
- Rule enforcement and unresolvable on-ice situations are to be directed to the Game Umpire. The decision of the Chief Umpire is final.

On-Ice Officials: There will be a Game Umpire assigned to the sheet of play. Umpire will do all measurements and put up the score. Teams must be confirmed with the Game Umpire to ensure accuracy.

FREE GUARD ZONE: 5 Rock Free Guard Zone apply.

NO TICK RULE: No Tick rule does not apply to Wheelchair curling competition.

Timing Officials: Timer will be located behind the glass at the home end. A timeout request should be called directly to your timer so your clock can be stopped. Timeouts must come from a player on ice while their time clock is running. Signals are "T" for game timeout or "X" for technical timeout. Between end-breaks will be one (1) minute. **Teams are expected to be in position ready to deliver their first stone at the end of one minute.**

Conceding a game: The skip of the losing team may concede a non-televised game provided the following criteria have been met: In eight (8) end games a minimum of five (5) ends must be

played. In all playoff, semi-final, and final games, a minimum of six (6) ends must be played (or as adjusted by a 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:

- 38 minutes to complete 8 ends.
- Mid-game break is 7 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 6 minutes with a 3-minute break prior to the start of the extra end.

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

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 seconds in length plus any designated travel time for the coach (or alternate) to access the field of play.

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

Both coaches are asked to cooperate and make sure to stop if a player is in the process of delivering before crossing the end of their sheet. Your consideration will be noted and extra time added.

Timeouts are to be signaled with the traditional "T". If the play is at the away end, the team that did not call the timeout will not meet with their team until the coach of the team that called the timeout reaches the backboard at the away end. At the conclusion of the timeout or when the team calling the timeout concludes their discussion, the timeout is over for both teams and the coaches **must leave the field of play immediately**. The coach of the team that did not call the timeout will have access to their team at the home end backboards only, and must give priority to the team calling the timeout. Coaches that call the timeout can access their teams at the backboards of the playing end (use of empty adjacent sheets will not be allowed).

If the full time out is not used in the timeout discussion, it will continue until time expires, or the stone reaches the nearer Hog-Line.

Only the coach or 5th player (not both) may access the field of play during the timeout.

Coaches are reminded that clean curling shoes are required to access the field of play. Coaches going to the away end will travel to the away end backboards to meet with their teams behind the backline. Coaches must be dressed appropriately to access the field of play (jeans or sweatpants will not be allowed).

PRE-COMPETITION PRACTICE: There is no pre-competition practice.

PRE-GAME PRACTICE AND CHOICE OF STONE COLOR: Teams will toss a coin before practice a minimum 45 minutes prior to the game; the winner will have the choice of practice order OR rock colour in the preliminary round.

Each team will be allowed a 9-minute warm-up 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 two players who will be delivering the last stone draw. All players will throw an equal number of last stone draws during the event (depending on the number of games). Notice will be given 1 minute prior to start of each practice and teams will be advised when they may access the ice surface. Opposing teams must remain in the viewing area behind the glass during their opponent's pre-game practice.

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

Following the pre-game practice, under the direction of the Chief Umpire, two identified players from each team will deliver an LSD. The first player will deliver a clockwise rotation while the second player will deliver the counter clockwise rotation. Players designated will deliver their stone 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.

OTHER PRACTICE DURING THE EVENT: There will be no additional practices.

COACHES: All certified coaches must receive approval from Curl BC prior to the championship. Only one coach will be permitted (from the original line-up form) to participate in the pre-game practice.

ORIGINAL LINE-UP FORMS: Teams will submit an original line-up form to the Chief Umpire prior to the start of the event. If there 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.

Please refer to all the rules associated to this event here: <http://www.curlbc.ca/curlers/rules/>

Equipment checks will take place at the discretion of the Chief Umpire throughout the championship.

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.

Curlers are reminded of the Curlers' Code of Ethics (which is located on our website at the below link. Unsportsmanlike behavior will not be tolerated
<https://www.curlbc.ca/resources/rules/>

Please refer to: [Rules | Curl BC | Our House is Your House](#) 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,

Henry Wong

Chief Umpire