2026 TEAM BRIEFING DOCUMENT
BC WINTER GAMES – TRAIL, BC
February 26th - February 28th, 2026

Prepared by Chief Umpire: David Walker and Curl BC

The Chief Umpire and Curl BC will oversee all field of play action and assist players and coaches in the competition. The Trail Curling Club has worked hard to make this a successful BC Winter Games for you all.

Teams competing in the Championship:

If you have any questions **after** reading this information, please call, text, or email David Walker. Cell 250-833-8600 | Email: mcwalk@telus,net

COACH AND ATHLETE ELIGIBILITY:

See the 2026 Male and Female Technical Packages for the BC Games. Accessed through here: https://curlbc.ca/youth/bc-winter-games/

UNIFORMS:

Please see page 14 of the section titled "Uniform Standards" in the Curl BC Competitor Guide.

At the BC Games, teams are welcome to wear their own team uniforms. Teams may wear their Zone Hoodie that they ordered with the BC Games Registration.

HELMET POLICY:

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. Helmets or other forms of head protection are recommended for everyone and do not need to match at the BC Games.

FORMAT (same for Male and Female):

All Games are 8 ends with extra end(s) played if the score is tied. If after the 8th end or the extra end (9th) the score is tied and there is not enough time before a BC Games bus pick up to play a whole end, the Chief Umpire may step in and require the tie be broken by a 1 shot draw to the button (with sweeping).

Round Robin
2 pools of 4.

Each team will have 3 games in the Round Robin.

The top 2 teams in each pool will make the Semi-Finals. The remaining teams will play a consolation game during the Semi-Finals.

Pool rankings will be determined in this order:

- Win / Loss Record
- Head-to-Head Record
- Average LSD score (removing 2 largest distances out of the 6 LSD's)

All Games are eight (8) ends. (Thinking time – 32 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.

Game Umpire Officials: All measures will be done by the Game Umpires. Teams are asked to put up your score immediately after the end. The game umpires will prompt you if it is not done. They will be positioned at both ends (home and away end) and conduct all measurements.

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 4th end (5 minutes), Fair Play Time Out (1min), and any Technical Time Outs.

TIMEOUTS: Now replaced with 2026 Curling Canada's U18 Coach Interaction Rules.
Please refer to: https://curlbc.ca/wp-content/uploads/2025/11/2026-Curling-Canadas-U-18-U-20-Coach-Interaction-Rules-English.pdf

COACHES:

1. Only the designated coach for each game and the mentorship coaches may access the field of play during the Interaction. They must remain on the backboards or behind the hacks at the active end.
2. Coaches are reminded that clean shoes are required to access the field of play. Coaches must be dressed appropriately to access the field of play (jeans or sweatpants will not be allowed).
3. Coaches changing ends must travel using the extreme edge of the sheet if no walkway is accessible. Empty sheets may not be used during an **Interaction or travel**.
4. At the conclusion of the Interaction or when the team calling the Interaction concludes their discussion, both team coaches must return to their seats. The coach of the team that did not call the Interaction must give priority to the team calling the Interaction.

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 on ice demeanor before the situation escalates. Each coach shall be given a 1-minute 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.

CONCEDING A GAME: The skip of the losing team may concede after the teams complete a minimum of four (4) ends or as adjusted by the Chief Umpire.

Clarification of the score with a concession of the game:

1. When both teams still have stones to be delivered (at least 1 each) and there is a concession, no points are given and X's are placed on the scoreboard (if a team is mathematically eliminated - the game is over).
2. When one team has delivered all their stones and the other team has 1 stone remaining and there is a concession:
    a. If the team that delivered all their stones has stones counting and the game is conceded, X's are placed on the scoreboard.
    b. If the team that did not deliver all their stones has stones counting and the game is conceded, the points in the house are placed on the scoreboard.
    c. If after 15 stones are delivered and no stones are counting and the game is conceded, X's are placed on the scoreboard.
    d. If a game is conceded with more than 2 ends remaining, the first non-scored end will be marked with X's.

CurlTime will be used for timing games:

- 32 minutes to complete 8 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. 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.

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:

Teams will have an opportunity to practice on their first two game sheets. Teams will receive 20 mins to practice per sheet (on 2 sheets).

PRE-GAME PRACTICE:

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. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent's stones.

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 (lowest combined score will have hammer). 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. 4 different players must throw the 4 LSDs in the first two games, after the team's second game, any team member can throw the LSD in subsequent games.

(to start 30 minutes before draw time):

1. Teams listed first on the draw will throw Red stones and practice first; teams listed second will throw Yellow stones and practice second.
2. The first player will deliver the clockwise rotation while the second player will deliver the counterclockwise rotation. If both stones record a score of 199.6cm, a third stone is required but will not be recorded in the aggregate score.
3. The two highest thrown rock LSD scores will be removed from the calculation of the average team's LSD score. The average LSD score will be used for seeding (if necessary).
4. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent's stones.
5. No team may access the ice without an Umpire present. Second practice will wait until the Last Stone Draw in first practice has been **completed.**
6. LSD is conducted towards the Home End under the total direction of the Game Umpire. Any stone delivered prior to or 1 minute after this direction will receive an LSD score of 199.6cm.
7. One coach (Assistant or Head) may be on the ice (with curling shoes) during the 9-minute practice; they are to remain silent on the backboards during the LSD process.
8. If a team covers the button, triangulation measuring will take place (as long as the ice techs have put in the additional holes at 3 or 9 o'clock and 6 o'clock). If triangulation is not available, the measurement will be recorded as 0.00.
9. Should teams tie with their combined LSD throws, a coin toss will determine hammer.
10. Alternates may be on the ice and throw or sweep during pre-game practice.
11. A player or alternate that delivers, sweeps, or holds the target broom for an LSD stone does not have to play in that game. Any of the five players can deliver and/or sweep and/or hold the target broom for any LSD stone(s) if there are a minimum of three players and a maximum of 4 players on the ice during the LSDs. Only the players are allowed on the ice surface for the Last Stone Draw.

OTHER PRACTICE DURING THE EVENT:

Evening Practice: There will be no evening practice during this event.

COACHES:

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

Please note: The Head Coach or Assistant Coach and 5th (Alternate) players **will be positioned on the ice according to the U18 Coach Interaction rules** behind their coloured stones and should dress warmly. Coaches are responsible for keeping track and police the number of interactions used. Disagreements will be brought forth to the Chief Umpire.

ORIGINAL LINE-UP FORMS:

Teams must 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 form is required prior to the start of the pre-game practice and submitted to the Chief Umpire. 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. A change of line-up form will need to be submitted in game if a planned substitution is taking place.

SUBSTITUTIONS:

A. A substitute player must be team's designated alternate.
B. A team may play with three players with the first two players each delivering three consecutive stones in each end. Under no circumstance may a team play with fewer than three players delivering stones.
C. A substitute player who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.
D. A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of their team. The team may re-declare their delivery rotation at this time (and accounted for on the change of line-up form).
E. One substitution per game (not including injury substitutions).

EQUIPMENT MORATORIUM: Curl BC has adopted the sweeping moratorium and equipment recommendations from Curling Canada.

ALL ATHLETES AND COACHES should familiarize themselves with this document and adhere to it. This document is available on the Curl BC website.

Brush Inspection Procedures:
https://curlbc.ca/wp-content/uploads/2025/10/Broom-Inspection-Procedures.pdf

Please refer to: https://curlbc.ca/rules-documents/

All Players should start with a new brush sleeve for this competition. Brushes will be visually inspected prior to each draw, and Game Umpires/Chief Umpire may request that brush sleeves be changed if they appear to be very dirty and have a lot of debris.

Broom handles, plates and brushes will be inspected, and your boom handle will be taped prior to or during the team's pre-event practice. Teams will be expected to take apart their entire brush head for inspection. Players will be notified by the official on their compliance of their broom for play.

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

New Sweeping Technique Policy: This new rule/policy will **not** be implemented for these competitions. *In the spirit of curling, we still recommend that teams and athletes do not perform these techniques in an attempt to slow down the stone, as identified in the principles of sweeping, however officials at events this week will not have the authority to pull stones based on this policy.*

PLAYOFF INFORMATION:

The top 2 teams from each preliminary round pool, 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 cumulative LSD will be used to determine ranking

Playoff teams will be known as:

A1, A2, B1, B2

When the final playoff positions have been determined, each team involved will be asked to attend a short meeting with the Chief Umpire, see playoff section below.

Following the completion of the semi-final game, all team coaches involved will be asked to attend a short meeting with the Chief Umpire to make their choices for the Finals.

Semi Finals:

A1 will play **B2**
B1 will play **A2**

The winning team of each semi-final will advance to the gold medal game, and the losing teams will advance to the bronze medal game.

Playoff Stone Selection:

Teams will play with the stones assigned to their sheets.

- The team with the better win/loss record will have both hammer (1st practice) and stone colour in playoff games.
- If two teams have the SAME win/lose record (from different pools):
    - The team with the lower cumulative Last Stone Draw will have the choice of pre-game practice (1st or 2nd practice) OR stone colour. Hammer will be determined by Last Stone Draw at the conclusion of pre-game practice.
- If two teams have the SAME win/loss record (from the same pools):

- The higher ranked team will have a choice of pre-game practice (1st or 2nd practice) or stone colour. Hammer will be determined by Last Stone Draw at the conclusion of pre-game practice.

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 Curl BC Liaison Paul Cseke.

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

Good luck and Good Curling!

COMPETITION CONTACTS:

Provincial Advisor: Paul Cseke | pcseke@curlbc.ca
Chief Umpire: David Walker | mcwalk@telus,net
Deputy Chief Umpire: Jeannie Longhurst
Curl BC Rep: Sherri Taylor | staylor@curlbc.ca