

## **CURL PEI Code of Ethics**

To ensure that all curlers are aware of their responsibilities when playing the game, Curling Canada and Curl PEI have adopted the following Code of Ethics as an official supplement to the Rules of Curling:

### **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 their 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 consistent demonstration of respect for teammates and opponents, whether they are winning or losing.
- Fair Play is consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them.
- Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.

## CURL PEI Provincial Championships - Rules of Play

The Curl PEI Executive has the right and the obligation to set the regulations for eligibility into Provincial Championships. All affiliated clubs shall apply these rules consistently.

1. Only those players who are members in good standing of a curling club affiliated with Curl PEI may participate.
2. All competitors must be affiliated with Curl PEI and adhere to Curling Canada's residency eligibility rules.
3. Curling Canada's rules of the game shall apply in all games at all Provincial Championships, unless superseded by Curl PEI Provincial Championships - Rules of Play.
4. **All competitions have specific rules governing that competition.** Failure to comply with competition rules, could result in disqualification or suspension of team and/or individual.
5. Curl PEI appoints a Head Umpire to Provincial Championships to determine rule interpretation and guidelines.
6. Team size will be dictated by the rules of the competition.
7. All Curl PEI Provincial Championships are open events, with no prequalifying events and no limit to the number of teams accepted with the exception of The Curling Club Championships which is limited to one (1) men's and one (1) women's team per member club.
8. The closing date for all team entries will be set by the CURL PEI Executive. Requests to register received after the closing date will not be accepted without a reason deemed acceptable to the Curl PEI Executive.
9. An entry fee will be set by the Curl PEI Executive (See Appendix A for current schedule of fees). Entry fees are due within one week of the entry closing date. Entry fees must be paid in full before the team is permitted to access the field of play at an event. Entry fees are non-refundable without a reason deemed acceptable to the Curl PEI Executive.
10. Although team entry and entry fee must be received on time, names on team rosters can be changed up to the start of the event, provided they are eligible for the event and they are not registered on another team in the event. No team can be completely changed, to maintain team entry requires 50% of the original four team members. Clarification: for competitions with four player teams, two original registered players will constitute 50%. The only exception is for the Curling Club Championships; a club may register a team without names on the roster however the names must be

submitted one week prior to the provincial start date. Entries will not be complete until the names are received. Failure to submit the names on time could result in the team not being included in the event.

11. Teams who wish to drop out of a competition after deadline without a reason deemed acceptable to the CURL PEI Executive, could face a penalty of not being able to enter CURL PEI events for balance of the current season and the entire following season.
12. Teams may play three games a day during Provincial Championships. No team shall be required to commence a game without having a rest period of at least one hour, excluding the pre-game practice. No draw shall commence after 10:00 pm except under extenuating circumstances.
13. The following inclement weather policy will be implemented by the Curl PEI Event Coordinator, when required:
  - a) Once an event has started:
    - a. If there are local accommodations available, the event will continue as scheduled, provided the necessary personnel (such as club staff and head event umpire) can safely get to the host club.
    - b. If no local accommodations are available, the CURL PEI Event Coordinator, Head Event Umpire, and the Club Event coordinator will work together to make the decision to cancel/postpone games after due consideration of existing weather conditions.
  - b) If an event has not started the CURL PEI Event Coordinator, Head Event Umpire, and the Club Event coordinator will work together to make the decision to cancel/postpone games after due consideration of existing weather conditions.

The Curl PEI Event Coordinator is responsible for ensuring that this policy is posted at all events. The posted notice will include the name and telephone number of the Curl PEI Event Coordinator.

The Curl PEI Event Coordinator is responsible for notifying teams of any delays, cancellations, and/or re-scheduled draws through direct contact.

14. No team member shall be allowed to advertise, wear or display a product which is in direct competition with a product sold by the sponsor of the event being played. Please check with the Curl PEI Executive Director if you are unsure about a product.
15. Should the team winning a Curl PEI Provincial Championship, be unable to continue to the next level competition, it shall be the duty of the skip of such team to notify the Curl PEI Executive Director, in writing (emails acceptable), immediately after the close of play. In such cases the runner up team in the same group (i.e. Finalists) shall be entitled

to the position rights and all other privileges of the defaulting team. The Curl PEI Executive Director shall notify the skip of the runner-up team accordingly.

**Rules for All Events That Are Round Robin - Playoffs**

			#1 if undefeated				
		#1			P3		
#2			P2			Champion	
		P1					
#3						P3 if necessary	

The following directive explains the various playoff scenarios for Round Robin competitions, following the preliminary play:

1. If the team who advances to the Finals has not lost during the preliminary play, they must be beaten twice.
2. In playoff games, last rock advantage AND choice of rock handle colour shall be awarded to the team with the best win/loss record during the preliminary play.
3. If the win/loss records are identical, the higher ranked team will have the choice of last rock advantage OR choice of rock handle colour.
4. The team delivering the last rock in the first end will practice first.
5. Selection of stones shall be done before the pre-game practice has started. Failure to comply shall result in allowing the other team to select; if both teams fail to comply it will result in stones being assigned. (moved)
6. The Provincial Event Coordinator shall make all final decisions with regard to the administration of playoffs. In the event the Provincial Event Coordinator is not available the Event Head Umpire will make all final decisions with regard to the administration of playoffs.

**Ties**

1. Teams tied for a playoff position shall only be eliminated from the playoffs by playing a tie-breaker game(s).
2. All tie-breakers will be played with the rocks from the sheet assigned. Rock handles shall not be changed from one set of rocks to another.
3. Tie-Breaking Process:
  - When teams are tied for a playoff position, their round-robin win/loss record against each other will determine their ranking and therefore how the teams are positioned in the playoff draw or tie-breaker game(s). If a complete ranking of the tied teams cannot be established a second comparison for ranking shall be made utilizing the win/loss records of only the remaining tied teams.

**Clarification:** No team, involved in a tie-breaking process will be placed more than one game ahead of other teams involved in the tie.

- When the ranking of tied teams eligible for playoffs cannot be established by successive comparisons of win/loss records, only those teams that remain tied after such comparisons shall be ranked by implementing the ranking based on LSD.
  - When the round-robin win/loss record of the two teams involved in a tie-breaker game(s) is the same, the team that won the game between the two during the round-robin shall have choice of either last stone **or** stone handle colour unless their ranking has been determined by the last stone draw, then those results shall provide choice of stone handle colour or second practice and teams will draw to the button for last stone advantage.
4. The Head Umpire will administer the tie-breaker scenario based on the tie-breaking sequences found in Appendix B.

#### **Team Ranking Process**

Prior to each Round Robin game each team will compete in the 'Last Stone Draw' for last rock advantage in the first end. A running total of Last Stone Draws will be kept and posted. As part of a team's ranking for tiebreaker scenarios, all LSD's will be totaled minus the highest (one or two) pre-game draw Last Stone Draw. The accumulated distance of the LSD's from the button shall determine each Team's LSD Total. (Clarification: the highest pre-game Last Stone Draw will be dropped from the total).

*Note: that during the Round Robin Play each player on each team will deliver a minimum number of Last Stone Draws.*

The least accumulated distance shall receive the highest ranking and so on until the ranking is completed.

## Rules for All Modified Triple Playoffs

		Z					
X				P2			
		P1			Champion		
Y							

Last stone advantage AND choice of rock handle colour shall be awarded to the higher ranked team. If the teams rank is equal, then the team who qualified first will have choice of last stone advantage OR choice of rock handle colour. The team delivering the last stone in the first end will practice first.

### ***The teams advancing to the Playoffs will be Ranked accordingly:***

- A. One (1) team goes undefeated (AAA) winning all three qualifiers.
  - No Playoff Games are required
- B. One team wins two qualifiers and a second team wins one qualifier (AAC, ABA, or ABB)
  - The team who won 2 qualifiers is ranked #1 – for all playoff games and has last stone advantage AND choice of rock handle colour in both games.
  - The other team is ranked #2
- C. Each qualifier is won by a different team (ABC)
  - The team who played in the most qualifying games is ranked #1
  - The team who played in the next most qualifying games is ranked #2
  - The team who played in the least qualifying games is ranked #3
    - o If there is a tie in qualifying games played; the tied teams rank is deemed equal. The team who qualified earliest (A qualifier > B qualifier > C qualifier) in each playoff game will have choice of last stone advantage OR choice of stone handle colour.

In the event that scenario A occurs and the second place team needs to be identified the process to do so will be:

- o The team who played in the most qualifying games is ranked #2
- o If there is a tie in qualifying games played; the team who played in the A qualifier is ranked #2

*Note: that during the Modified Triple Play each player on each team will deliver a minimum number of Last Stone Draws before any one player can deliver a second.*

## Specific Rules of Play for the Provincial U13

1. *Competitors*
    - a. Competitors will be a maximum of 12 years of age on June 30 of the year prior to the competition.
    - b. Teams can be made up of any combination of males and females but must consist of no less than 4 players.
    - c. All teams must have an adult coach or Chaperone on-site for each game. Minimum certification is not required to access field of play.
  
  2. *Games*
    - a. Games will be six (6) ends.
    - b. Tied games will be decided by extra end(s).
  
  3. *Game Timing*
    - a. Time clocks will not be used.
    - b. A mandatory 5-minute break will take place at the conclusion of the third end.
  
  4. *Timeouts*
    - a. Each team is allowed two 90 second timeouts per game.
    - b. Timeouts must be called clearly from the playing surface.
    - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
    - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
  
  5. *Pre-Game Practice*
    - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
    - b. Practice will be 5 minutes OR 1 rock each, up and back, whichever comes first.
  
  6. *Last Stone Advantage (hammer)*
    - a. First end hammer will be skill based.
    - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
    - c. Each team member must deliver 1 LSD before any team member can deliver a second.
    - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
    - e. The draw to the button will be played toward the home end.
    - f. There will only be one attempt at LSD from each team, if they are tied after the first rock, a coin toss will determine hammer.
  
  7. *Measurement*
    - a. If teams involved cannot decide, signal for an umpire to measure.
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8. *Administrative Considerations*
  - a. The U13 will not be held either weekend of the March break but the closest weekend prior to or after the March break that the Club is able to host them.
  - b. There must be an official at all draws.

### **Specific Rules of Play for the Provincial U16**

1. *Competitors*
  - a. Competitors will be a maximum of 15 years of age on June 30 of the year prior to the competition.
  - b. Teams can be made up of any combination of males and females but must consist of no less than 4 players.
  - c. All teams must have an adult coach or Chaperone on-site for each game. Minimum certification is not required to access field of play.
2. *Games*
  - a. Games will be eight (8) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
  - a. Time clocks will not be used.
  - b. A mandatory 5-minute break will take place at the conclusion of the fourth end.
4. *Timeouts*
  - a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
  - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.
6. *Last Stone Advantage (hammer)*
  - a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.

- f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
- a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
- a. The U16 will be held the last weekend in February or the first weekend in March whichever the host club has to offer.
  - b. There must be an official at all draws.

### **Specific Rules of Play for the Provincial U18**

1. *Competitors*
- a. Competitors will be a maximum of 17 years of age on June 30 of the year prior to the competition.
  - b. Teams must consist of no less than 4 males or 4 females.
  - c. Teams require a coach who is Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified on their registration form to participate in the event and on-site for each game.
    - i. The Head Event Umpire, under special circumstances, may allow a game to begin without a certified coach present.
2. *Games*
- a. Games will be eight (8) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
- a. Time clocks will be used.
    - i. Thinking time allotted to each team to complete an eight end game shall be thirty (30) minutes.
    - ii. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.
  - b. A mandatory 5-minute break will take place at the conclusion of the fourth end.
4. *Timeouts*
- a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
- a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.

- b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.
6. *Last Stone Advantage (hammer)*
- a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
- a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
- a. Winners eligible to curl in the National U18 Championships do so at their own expense.

### **Specific Rules of Play for the Provincial Juniors (U21)**

1. *Competitors*
- a. Competitors will be a maximum of 20 years of age on June 30 of the year prior to the competition. **Note: Beginning in 2021 competitors will be a maximum of 19 years of age on June 30 of the year prior to the competition. For Championships in 2021, 2022, and 2023 each team may have one (1) over age player who has turned 20 years of age between January 1 – June 30 the year prior to the event (ie. in 2021 one player can be born January 1- June 30, 2000).**
  - b. Teams must consist of no less than 4 males or 4 females.
  - c. Teams require a coach who is Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified on their registration form to participate in the event and on-site for each game.
    - i. The Head Event Umpire, under special circumstances, may allow a game to begin without a certified coach present.
2. *Games*
- a. Games will be ten (10) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
- a. Time clocks will be used.
    - i. Thinking time allotted to each team to complete a ten end game shall be thirty eight (38) minutes.
    - ii. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.

- b. A mandatory 5-minute break will take place at the conclusion of the fifth end.
4. *Timeouts*
- a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
- a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.
6. *Last Stone Advantage (hammer)*
- a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
- a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
- a. Games will reflect the number of ends to be played at the National event, if tied at that point will continue for extra end(s) until a winner is declared.
  - b. Juniors may play in the Men's, Women's, Mixed and Mixed Doubles play downs.
  - c. There will be a zero tolerance of consumption of alcohol or illegal substances.

### **Specific Rules of Play for Provincial Women & Provincial Men**

1. *Competitors*
- a. Competitors may be any age.
  - b. Teams must consist of no less than 4 males for the Men's and 4 females for the Women's.
  - c. Only coaches who are Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified or listed on Curling Canada's list of High Performance Consultants and listed on a team's registration form may access the ice surface during the event.

2. *Games*
  - a. Games will be ten (10) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
  - a. Time clocks will be used.
    - i. Thinking time allotted to each team to complete a ten end game shall be thirty eight (38) minutes.
    - ii. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.
  - b. A mandatory 5-minute break will take place at the conclusion of the fifth end.
4. *Timeouts*
  - a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
  - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.
6. *Last Stone Advantage (hammer)*
  - a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
  - a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
  - a. Games will reflect the number of ends to be played at the National event, if tied at that point will continue for extra end(s) until a winner is declared.

- b. Seeding will be based on total money earned in cash spiels open to all teams (both on and off Island spiels) in the same curling season as the playoff. All money earned from September 1 up to and including the Sunday two weeks prior to the start of the playoff will count toward a team's seeding position. The team earning the most money will receive #1 seed, the team earning second most money the second seed and so on. In cases where 2 or more teams are tied for a position, the team that qualified in the greatest number of qualifying events will be ranked higher. If still tied, the team that entered the higher number of eligible events will be ranked higher. If still tied, teams will be drawn at random to determine ranking. **Note: Commencing in the 2020-21 season, Seeding for the events will be determined by the current year's CTRS points. Teams without CTRS points will be seeded below those with CTRS points and will be drawn at random to determine ranking.**
- c. The time of the Scotties Tournament of Heart banquet will be at the discretion of the chair and the Kruger Products Representative.

### **Specific Rules of Play for Provincial Mixed**

#### **1. Competitors**

- a. Competitors may be any age.
- b. Teams must consist of no less than 2 males and 2 females.
  - i. The male and female players shall play alternate positions in the team's delivery rotation.
  - ii. If loss of a player during game, the affected team will be given 15 minutes to name a substitute player. The game must recommence within 30 minutes of the play being stopped.
    - 1. Each team must consist of four players to commence and continue all games at all levels.
    - 2. A substitute must be of the same gender as the indisposed player.
  - iii. The skip and acting vice skip shall be of opposite gender and one of these two individuals shall deliver the final two (2) stones of the end for their team.
- c. Only coaches who are Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified and listed on a team's registration form may access the ice surface during the event.

#### **2. Games**

- a. Games will be eight (8) ends.
- b. Tied games will be decided by extra end(s).

#### **3. Game Timing**

- a. Time clocks will be used.
  - i. Thinking time allotted to each team to complete an eight end game shall be thirty (30) minutes.
  - ii. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.
- b. A mandatory 5-minute break will take place at the conclusion of the fourth end.

4. *Timeouts*
  - a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
  
5. *Pre-Game Practice*
  - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.
  
6. *Last Stone Advantage (hammer)*
  - a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
  
7. *Measurements*
  - a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
  
8. *Administrative Considerations*
  - a. Games will reflect the number of ends to be played at the National event, if tied at that point will continue for extra end(s) until a winner is declared.

### **Specific Rules of Play for Provincial Mixed Doubles**

1. *Competitors*
  - a. Competitors may be any age.
  - b. Each team shall have one male and one female player. The male and female players shall play alternate positions in the team's delivery rotation and positions may change from end to end.
    - i. If loss of a player during game, the affected team automatically forfeits the game.
  - c. Only coaches who are Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified and listed on a team's registration form may access the ice surface during the event.

2. *Games*
  - a. Games will be eight (8) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
  - a. Time clocks will be used.
    - i. Thinking time allotted to each team to complete an eight end game shall be twenty-four (24) minutes.
    - ii. Thinking time allotted to each team to complete an extra end shall be three (3) minutes.
  - b. A mandatory 4-minute break will take place at the conclusion of the fourth end.
4. *Timeouts*
  - a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
  - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 6 minutes.
6. *Last Stone Advantage (hammer)*
  - a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
  - a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
  - a. Games will reflect the number of ends to be played at the National event, if tied at that point will continue for extra end(s) until a winner is declared.
  - b. Winners eligible to curl in the Canadian Mixed Doubles Championship do so at their own expense.



## Specific Rules of Play for Provincial Seniors

1. *Competitors*
    - a. Competitors must be at least 49 years of age as of June 30 of the year prior to the National Championship.
    - b. Teams must consist of no less than 4 males for the Men's and 4 females for the Women's.
    - c. Only coaches who are Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified and listed on a team's registration form may access the ice surface during the event.
  
  2. *Games*
    - a. Games will be eight (8) ends.
    - b. Tied games will be decided by extra end(s).
  
  3. *Game Timing*
    - a. Time clocks will be used.
      - i. Thinking time allotted to each team to complete an eight end game shall be thirty (30) minutes.
      - ii. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.
    - b. A mandatory 5-minute break will take place at the conclusion of the fourth end.
  
  4. *Timeouts*
    - a. Each team is allowed two 90 second timeouts per game.
    - b. Timeouts must be called clearly from the playing surface.
    - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
    - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
  
  5. *Pre-Game Practice*
    - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
    - b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.
  
  6. *Last Stone Advantage (hammer)*
    - a. First end hammer will be skill based.
    - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
    - c. Each team member must deliver 1 LSD before any team member can deliver a second.
    - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
    - e. The draw to the button will be played toward the home end.
-

- f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. Measurements
- a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
- a. Games will reflect the number of ends to be played at the National event, if tied at that point will continue for extra end(s) until a winner is declared.

### **Specific Rules of Play for Provincial Masters**

1. *Competitors*
- a. Competitors must be at least 60 years of age as of December 31 of the year prior to the National Championship.
  - b. Teams must consist of no less than 4 males for the Men's and 4 females for the Women's.
  - c. Only coaches who are Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified and listed on a team's registration form may access the ice surface during the event.
2. *Games*
- a. Games will be eight (8) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
- a. Time clocks will be used.
    - i. Thinking time allotted to each team to complete an eight end game shall be thirty (30) minutes.
    - ii. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.
  - b. A mandatory 5-minute break will take place at the conclusion of the fourth end.
4. *Timeouts*
- a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
- a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 9 minutes OR 8 rocks, up and back, whichever comes first.

6. *Last Stone Advantage (hammer)*
  - a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
  - a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
  - a. Games will reflect the number of ends to be played at the National event, if tied at that point will continue for extra end(s) until a winner is declared.
  - b. Delivery Sticks are approved equipment for the Masters.
  - c. The top two of men's and women's teams after completion of play-downs will advance to the Maritime Masters at own expense.
  - d. Winners eligible to curl in the National Masters do so at their own expense.
  - e. In the event that the winners are unable to attend the National Masters, the next placing teams have the option of attending.

### **Specific Rules of Play for Provincial Curling Club Championships**

1. *Competitors*
  - a. Each team must be made up of players who are eligible under the current Curling Club Championship Eligibility Requirements.
  - b. Teams must consist of no less than 4 males for the Men's and 4 females for the Women's.
  - c. Only coaches who are Club Coach Trained; Intro Comp Coach Trained; or old Level 1 Certified and listed on a team's registration form may access the ice surface during the event.
2. *Games*
  - a. Games will be eight (8) ends.
  - b. Tied games will be decided by extra end(s).
3. *Game Timing*
  - a. Time clocks will be used.
    - i. Thinking time allotted to each team to complete an eight end game shall be thirty (30) minutes.

- b. Thinking time allotted to each team to complete an extra end shall be four (4) minutes and thirty (30) seconds.
  - c. A mandatory 5-minute break will take place at the conclusion of the fourth end.
4. *Timeouts*
- a. Each team is allowed two 90 second timeouts per game.
  - b. Timeouts must be called clearly from the playing surface.
  - c. Only the coach of the team calling the timeout may go to the away end. The other may only meet their team at the home end. Both coaches should go out and come in together.
  - d. If an extra end(s) is required, each team will be allowed a ninety (90) second timeout during the extra end(s).
5. *Pre-Game Practice*
- a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1<sup>st</sup> or 2<sup>nd</sup> practice OR rock colour. Failure to be present means you forfeit both.
  - b. Practice will be 8 minutes OR 8 rocks, up and back, whichever comes first.
6. *Last Stone Advantage (hammer)*
- a. First end hammer will be skill based.
  - b. Last stone advantage (hammer) will be decided by a draw to the button (last stone draw – LSD) following each team practice, this measurement will be completed by the umpire.
  - c. Each team member must deliver 1 LSD before any team member can deliver a second.
  - d. Within one (1) minute of the pre-game practice a player from the team will throw a stone (full sweeping allowed) and the closest to the button between the two teams will receive the last stone advantage in the first end.
  - e. The draw to the button will be played toward the home end.
  - f. If a team records a distance of 0.0 or 199.6, a second person from that team will deliver a draw to the button.
7. *Measurements*
- a. All measurements for points will be done by the teams involved.
  - b. If teams involved cannot decide, signal for an umpire to measure.
8. *Administrative Considerations*
- a. Current National Championship rules of play will be followed unless otherwise specified.
    - i. The games will reflect the number of ends to be played at the National Championship with an extra end being played in case of a tie.
    - ii. Time Clocks will be used and time will be in accordance with the time set at the National Championship.
    - iii. Time outs will be in accordance with the rules set at the National Championship.
  - b. The bonspiel will accept all entries that meet the rules of eligibility, to a maximum of one men's and one women's from each club.

## Appendix A

### Curl PEI 2019/2020 Event Fees

Event	Price/Team	Competitors Fee Required (per person, per event)
Youth Jamboree	\$40	\$0
U13	\$140	\$0
U16	\$140	\$0
U18	\$180	\$30/team
U21	\$180	\$48
Women's	\$200	\$48
Men's	\$200	\$48
Mixed	\$200	\$48
Mixed Doubles	\$90	\$0
Senior's	\$200	\$48
Master's	\$200	\$0
Stick	\$75	\$0
Curling Club Championship	\$180	\$0

## Appendix B

### Curl PEI Tie-Breaking Sequences

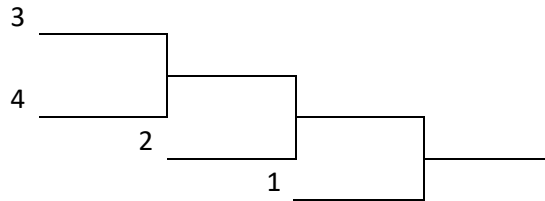
**\*Note\*** If the team who advances to the Finals has not lost during the preliminary play, they must be beaten twice and so, an additional game may be required.

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If 2 teams are tied for FIRST: No game.

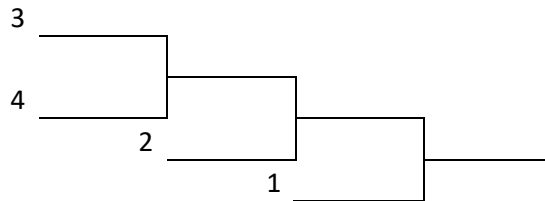
If 2 teams are tied for SECOND: No game.

If 2 teams are tied for THIRD:

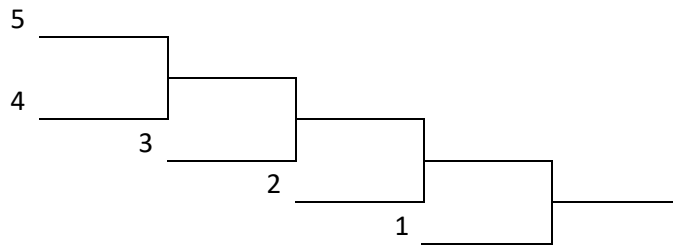


If 3 teams are tied for FIRST: No Game.

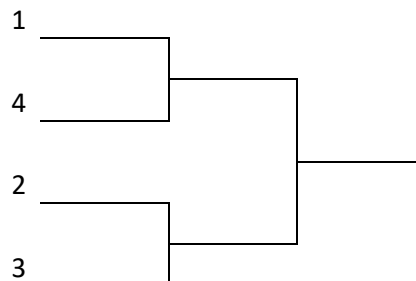
If 3 teams are tied for SECOND:



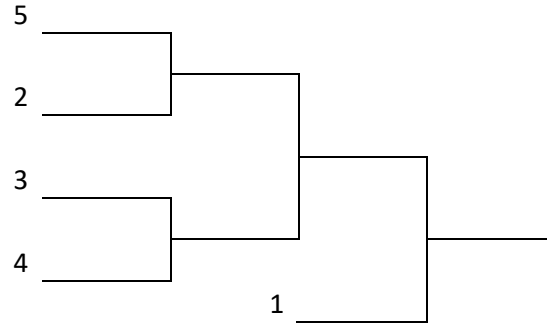
If 3 teams are tied for THIRD:



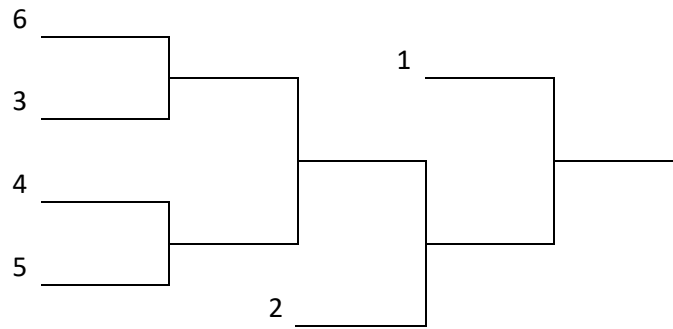
If 4 teams are tied for FIRST:



If 4 teams are tied for SECOND:

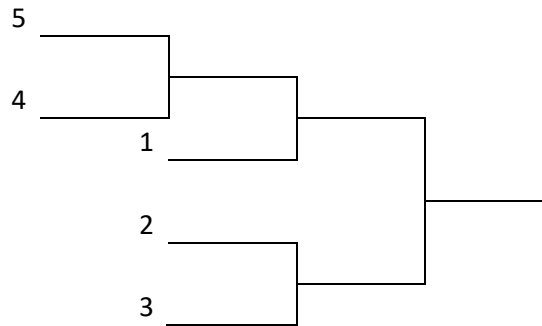


If 4 teams are tied for THIRD:

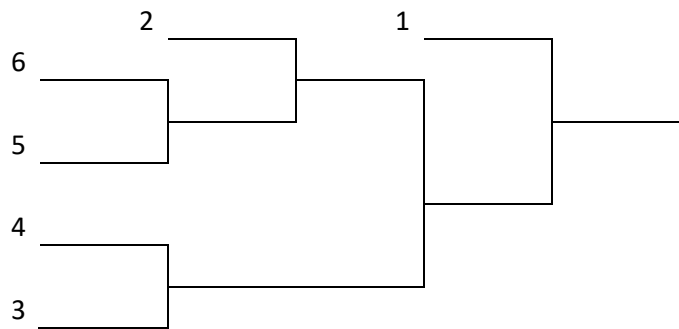


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If 5 teams are tied for FIRST:



If 5 teams are tied for SECOND:



If 5 teams are tied for  
THIRD:

