

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 Board of Directors 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 with the following exception: for events in which free agents and birthright status curlers may be included on the roster, teams are only permitted to have up to half the players be non-residents (i.e. 2 players on a 4-person team, 1 player on a 2-person team).
- 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 and make-up 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 Board of Directors. Requests to register received after the closing date will not be accepted without a reason deemed acceptable to the Curl PEI Board of Directors.
- 9) An entry fee will be set by the Curl PEI Board of Directors. 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 Board of Directors.
- 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 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 Board of Directors, could face a penalty of not being able to enter CURL PEI events for balance of the current season and the entire following season. Clarification: If a team is registered for event A and wins event B, creating a calendar conflict for the team, after the deadline for event A, the team will be able to withdraw from event A without penalty. If the same thing happens to a single player, the team will be expected to attempt to replace the player however, will be allowed to withdraw without penalty.
- 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:

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.
 - i) Locations with accommodation include: Montague, Cornwall, Summerside, Mill River.
- 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.
 - i) Locations without accommodations include: Crapaud.

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.
- 16) Once a PEI Champion has been determined, no more than one player may be substituted for the next level of competition. In the case where a PEI Champion cannot field a team, the runner-up team shall represent PEI at the National Championship (adhering to only one player substitution). The Curl PEI Executive Director may appoint a team for the National Championship composed of members from the PEI Champion and runner up or another team from the Provincial event, if neither the Champion nor the runner-up team are available **or under extenuating circumstances**.

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 a team has not won a game during the preliminary play, they do not advance to the playoffs. Clarification: #2 will win P1 by default.
2. If the team who advances to the Finals has not lost during the preliminary play, they must be beaten twice.
3. 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.
 - a. When the round-robin win/loss record of the two teams involved in a playoff 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. 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.
5. The team delivering the last rock in the first end will practice first.
6. 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.
7. 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

Tiebreaker games will not be played. When teams are tied for a playoff position, their round robin game against each other will determine their ranking and therefore how the teams are positioned in the playoff draws. If there is an insolvable tie, the team ranking process will be used to determine the rankings.

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).

Notes:

- *All Round Robin events will deliver 2 Last Stone Draws unless noted otherwise in the Specific Rules of Play for the event.*
 - *For 4-person events, the first player will deliver the clockwise rotation while the second player will deliver the counterclockwise rotation.*
 - *For mixed doubles, both players throw the same turn. Teams practicing first will throw the clockwise rotation and teams practicing last will throw the counterclockwise rotation.*
- *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

Notes:

- *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.*
- Should the second-place team not be the team playing in the final game of the event, the second placed team will not be acknowledged at the presentation.

Specific Rules of Play for the Provincial U13

Note: As of the 2024/25 season this event will be the Provincial U12 to better align with the rest of Canada and the Long Term Curler Development.

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 gender identity 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 four (4) ends.
 - b. Tied games will be decided by extra end(s).

3. *Game Timing*
 - a. Time clocks will not be used.
 - b. There will be no mid-game break.

4. *Coach Interactions*

Coach interactions will be the same as Curling Canada's Coach Interaction Rules for U18. With the Rules still in the pilot phase, they will not be included in this document but instead will be distributed prior to the event.

5. *Pre-Game Practice*
 - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1st or 2nd 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. Each team, regardless of format, will throw only one LSD.
 - 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.

8. *Administrative Considerations*
 - a. There must be an official at all draws.

Specific Rules of Play for the Provincial U16

Note: As of the 2024/25 season this event will be the Provincial U15 to better align with the rest of Canada and the Long Term Curler Development.

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 gender identity 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. *Coach Interactions*

Coach interactions will be the same as Curling Canada's Coach Interaction Rules for U18. With the Rules still in the pilot phase, they will not be included in this document but instead will be distributed prior to the event.

5. *Pre-Game Practice*
 - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1st or 2nd 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. Each team, regardless of format, will throw only one LSD.
 - 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. 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 national competition.
 - b. Team registrations must consist of no less than 4 participants.
 - c. Teams require a coach who is, at minimum, Club Coach Trained or Intro Comp Coach Trained 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-four (34) minutes.
 - ii. Thinking time allotted to each team to complete an extra end shall be five (5) minutes.
 - b. A mandatory 4-minute break will take place at the conclusion of the fourth end.
4. *Coach Interactions*

Coach interactions will be the same as Curling Canada's Coach Interaction Rules for U18. With the Rules still in the pilot phase, they will not be included in this document but instead will be distributed prior to the event.
5. *Pre-Game Practice*
 - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1st or 2nd 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 (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) 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.
 - i. Triangulation may be used.
- 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 (U20)

- 1. *Competitors*
 - a. Competitors will be a maximum of 19 years of age on June 30 of the year prior to the national competition.
 - b. Teams must consist of no less than 4 participants.
 - c. Teams require a coach who is, at minimum, Club Coach Trained or Intro Comp Coach Trained 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 five (5).
 - b. A mandatory 4-minute break will take place at the conclusion of the fifth end.
- 4. *Coach Interactions*

Coach interactions will be the same as Curling Canada's Coach Interaction Rules for U21. With the Rules still in the pilot phase, they will not be included in this document but instead will be distributed prior to the event.
- 5. *Pre-Game Practice*
 - a. Teams are asked to be ready 30 minutes prior to game time for the coin toss for choice of 1st or 2nd 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 (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) 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.
 - i. Triangulation may be used.
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. 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 participants.
 - c. Only coaches who are, are minimum, Club Coach Trained or Intro Comp Coach Trained; 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 60 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 sixty (60) 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 1st or 2nd 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 (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) 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.
 - i. Triangulation may be used.
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. 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.

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 identity as the indisposed player.
 - iii. The skip and acting vice skip shall be of opposite gender identity and one of these two individuals shall deliver the final two (2) stones of the end for their team.
 - c. Only coaches who are, at minimum, Club Coach Trained or Intro Comp Coach Trained 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 60 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 sixty (60) 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 1st or 2nd 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. The team's playing order must be followed for sweeping and holding the target broom.
 - d. Each team member must deliver 1 LSD before any team member can deliver a second.
 - e. Within one (1) minute of the pre-game practice a player (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) between the two teams will receive the last stone advantage in the first end.
 - f. The draw to the button will be played toward the home end.
 - g. 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.
 - i. Triangulation may be used.
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.

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-two (22) 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 60 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 sixty (60) 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 1st or 2nd 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. The target broom holder is not required.
- d. Each team member must deliver 1 LSD before any team member can deliver a second.
- e. Within one (1) minute of the pre-game practice a player (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest

cumulative) between the two teams will receive the last stone advantage in the first end.

- f. The draw to the button will be played toward the home end.
 - g. 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.
 - i. Triangulation may be used.
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 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 participants.
 - c. Only coaches who are, at minimum Club Coach Trained or Intro Comp Coach Trained 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 60 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 sixty (60) 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 1st or 2nd 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 (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) 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.
 - i. Triangulation may be used.
 - g.
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.

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 participants.
 - c. Only coaches who are, at minimum, Club Coach Trained or Intro Comp Coach Trained 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 60 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 sixty (60) 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 1st or 2nd 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 (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) 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.
 - i. Triangulation may be used.
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. Delivery Sticks are approved equipment for the Masters.
 - b. Winners eligible to curl in the National Masters do so at their own expense.

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 participants.
 - 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 60 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 sixty (60) 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 1st or 2nd 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 (or two) from the team will throw a stone (or two) (full sweeping allowed) and the closest to the button (or lowest cumulative) 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.
 - i. Triangulation may be used.
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.

Specific Rules of Play for the Provincial Stick Curling Championships

1. All Canadian Stick Curling (CSCA) rules apply.
 - a. Please note, (2)b)i. Any commercially available non-hair curling brush may be used in 2-person stick competition.
 - b. No hair brooms are allowed.

2. The choice of rock colour or choice of first or last rock during practice will be determined by a coin toss 15 minutes prior to the game.
 - a. At least one representative must be present for the coin toss.
3. Prior to each game, the warm-up will consist of each player throwing 3 rocks from their end of the ice.
4. The last rock of the player throwing from the far end will be a draw to the t-line to determine choice of first rock or last rock for the first end.
 - a. The rock must finish on the side of the centre line which corresponds to the colour of the rock being thrown.
 - b. Any rock in play qualifies for determining the closest to the t-line.
 - c. If it is not possible to visually agree on which draw to the t-line is closer, the winner will be determined by a coin toss (no official measurements).

Notes:

- As of the 2023/24 season the CSCA has made the decision NOT to implement the no-tick rule.