

CURLSASK

**Competitor
Guide**

2021-2022

DATE MODIFIED: November 8, 2021



CURLSASK SPONSORS

CURLSASK Sponsors (see above) make substantial contributions to the sport of curling in Saskatchewan. For this reason, we ask all competitors to recognize the support curling receives from these partners. Without the contributions from these partners, the quality of our competitions would be greatly diminished.

CURLSASK INFORMATION PAGE

CURLSASK Office

613 Park Street
Regina, SK S4N 5N1
(306) 780-9202 Fax: (306) 780-9404
www.curlsask.ca

PRESIDENT

Jim Wilson
jim.wilson@curlsask.ca

VICE PRESIDENT

Helen Fornwald
helen.fornwald@curlsask.ca

EXECUTIVE DIRECTOR

Ashley Howard
ashley.howard@curlsask.ca

EVENT MANAGER

Steve Turner
steve.turner@curlsask.ca

COMPETITION COMMITTEE

Role: Oversee CURLSASK Competitions and events through support, education, awards, high performance development and opportunities for athletes, coaches, umpires and volunteers.

Composition: Pat Simmons, Kory Kohuch, Jim Wilson and Kelly Schafer.

COMPETITION LIAISON

Role: Provide a link between the Host Chairperson/Committee, the CURLSASK Staff and CURLSASK Board of Directors and be the official spokesperson of CURLSASK at opening/social functions.

AUTHORITY

CURLSASK is the policy decision forum for Provincial Championship and all Provincial Qualifying events. All matters of concern to a Host Committee should initially be directed to the CURLSASK Event Manager or Competition Committee Chairs.

During a CURLSASK Championship, policy interpretations are the responsibility of the events Chief Umpire in consultation with the event liaison and CURLSASK Office.

SPECIAL NOTE:

This guide has been the subject of substantial review and has been amended to reflect a number of changes in policy and procedure.

It remains the responsibility of the players and coaches to read and adhere to the policies contained in this guide. Any questions should be directed to the CURLSASK Office.

TABLE OF CONTENTS

TABLE OF CONTENTS.....	4
2021 – 2022 DATES AND SITES	5
REVISION CHANGES	6
GENERAL COMPETITION INFORMATION.....	7
DEFINITION OF A TEAM	10
OFFICIATING PROCEDURES	13
COMPETITION OVERVIEW	14
COACH INFORMATION	21
2021-2022 CURLSASK COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW	22
2021-2022 CURLSASK COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW	23
FEBRUARY JUNIOR PLAYOFF HAMMER AND ROCK SELECTION GUIDE	24
MASTERS PLAYOFF HAMMER AND ROCK SELECTION GUIDE	25
MARCH CLUB CHAMPIONSHIPS PLAYOFF HAMMER AND ROCK SELECTION GUIDE.....	26
MD AND MIXED TEAM PLAYOFF HAMMER AND ROCK SELECTION GUIDE	27
SENIOR MEN AND JUNIOR WOMEN (FALL PROV) HAMMER AND ROCK SELECTION GUIDE ...	28
MEN/WOMEN PLAYOFF HAMMER AND ROCK SELECTION GUIDE	29
MIXED REPLAY/CLUB REPLAY/JUNIOR MEN OPEN FALL 2021 EVENT PLAYOFF HAMMER AND ROCK SELECTION GUIDE	30
APPENDIX A: CURLSASK JUNIOR PROVINCIAL CHAMPIONSHIPS	31
APPENDIX B: VITERRA SCOTTIES WOMEN’S AND SASKTEL MEN’S PROVINCIAL CHAMPIONSHIP	33
APPENDIX C: CURLSASK SENIOR PROVINCIAL CHAMPIONSHIP	35
APPENDIX D: CURLSASK MASTERS PROVINCIAL CHAMPIONSHIP PRESENTED BY SGI CANADA.....	36
APPENDIX E: CURLSASK CURLING CLUB PROVINCIAL CHAMPIONSHIP	37
APPENDIX F: CURLSASK U18 PROVINCIAL CHAMPIONSHIP	38
APPENDIX G: CURLSASK U18 MIXED DOUBLES PROVINCIAL CHAMPIONSHIP	40
APPENDIX H: CURLSASK MIXED DOUBLES PROVINCIAL CHAMPIONSHIP	42
APPENDIX I: CURLSASK MIXED (FOURS) PROVINCIAL CHAMPIONSHIP	43
APPENDIX J: FIFTH/COACH RULES AND REGULATIONS	44

2021 – 2022 DATES AND SITES

Event	Event Title	Category	Deadline	Event Date	Location
Mixed	Open Provincial	Mixed	Sept 27	Oct 13-17, 2021	Prince Albert
Junior	Open Provincial	Women	Sept 27	Oct 29-31, 2021	Tisdale
Junior	Open Provincial	Men	Sept 27	Oct 28-31, 2021	Tisdale
CC	Provincials	Men/Women	Closed	Oct 29-Nov 1	North Battleford
U18 MD	Provincial	Mixed	No Competition Due to Sask Winter Games		
Women	Last Chance	Women	Dec 6	Dec 16-19, 2021	Highland
U18	Open Provincials	Men/Women	Nov 30	Dec 27-30, 2021	Humboldt
Women	Provincial	Women	Pre-qualify	Jan 5-9, 2022	Assiniboia
Junior	Q-Spiel #1	Men	Dec 22	Jan 14-16	Wadena
Junior	Q-Spiel #1	Women	Dec 22	Jan 14-16	Watrous
Junior	Q-Spiel #2	Men	Jan 19	Jan 28-30	Moose Jaw
Junior	Q-Spiel #2	Women	Jan 19	Jan 28-30	Moose Jaw
Junior	Provincial	Men/Women	Pre-qualify	Feb 24 -28	Martensville
Points	Points Cutoff	Women	Dec 6		
Points	Points Cutoff	Men	Jan 10		
Points	Points Cutoff	Mixed Doubles	Jan 17		
Men	Last Chance	Men	Dec 6	Jan. 20-23	Nutana
Men	Provincial	Men	Pre-qualify	Feb. 9-13	Regina
Senior	Q-Spiel #1	Men	Dec 14	Jan 14-16	Swift Current
MD	Last Chance	Mixed	Jan 17	Jan 28-30	Callie
Senior	Q-Spiel #2	Men	Jan 4	Feb 4-6	Humboldt
Senior	Provincial	Men	Pre-qualify	Mar 2-6	Aberdeen
Senior	Open Provincial	Women	Jan 4	Mar 2-6	Aberdeen
Masters	Open Provincial	Men	Jan 10	Mar. 10-13	Estevan
Masters	Open Provincial	Women	Jan 10	Mar. 10-13	Estevan
CC	Regions	Men/Women	Feb. 16	Mar. 4-6	TBD by region
CC	Provincial	Men/Women	Pre-qualify	Mar. 25-28	Kindersley
MD	Provincial	Mixed	Pre-qualify	Feb. 18-21	Aberdeen
Mixed	Provincial	Mixed	Feb 23	Mar 16-20	Swift Current

REVISION CHANGES

Revision 3.1: 2021-2022 Competitor Guide Start of Season

Revision 3.2: Updated junior reference to 6 minutes instead of 4 minutes (page 31)

Revision 3.3: Updated competition format and overview table for timing (page 22)

GENERAL COMPETITION INFORMATION

CODE OF CONDUCT

CURLSASK Provincial Championships are the showcase events of curling in Saskatchewan and are highly viewed. Players are required to follow our Code of Conduct Policies as stated on Pages 58-60 of the Yearbook both on and off the ice. The Chief Umpire may intervene at any time if a player, coach or team is in breach of the Code of Conduct. Penalties may include fines or suspensions.

CURLSASK CRESTS

If crests have been provided for an event, recommended positioning is on the left breast over the heart or the right shirt sleeve. All crests **MUST BE** visible and secured properly prior to team meeting.

CURLSASK DRESS CODE

CURLSASK Provincial Championships are our marquee championship events of the curling calendar. As such we are implementing a suggested dress code which applies to all athletes and coaches as described below with the exception of Mixed Team, Mixed Doubles and Club events. Teams will be required to wear the following when on ice:

- **At Provincials similar/matching jackets, sweaters, or vests.** Shirts must be of a matching colour if they are worn without the jacket.
- Pants must be of the same colour (applicable for Juniors/Women's/Men's).
- Visible advertising on team apparel will be permitted if there is no conflict with Provincial and/or National sponsors. CURLSASK retains the right of refusal.
- Headwear may be worn - baseball type hats must be peak forward. It is suggested all headwear matches the team uniform, is plain black or be representative of CURLSASK. Headwear can display advertising (as long as it is appropriate) and does not conflict with our sponsors (as per previous point above). If more than one team member is wearing headwear, they must all match. Protective head gear is permitted and is not required to match.
- Shirts must be of appropriate length to not expose bare skin or undergarments.
- Players and coaches are not required to wear coordinating jackets, but it is recommended. If the team chooses to wear non-traditional curling pants, the players and coach should have identical pants.
- Coaches must be in appropriate curling attire and footwear to access the playing area. **NO JEANS** are allowed.

TEAM SPONSORSHIP

CURLSASK recognizes the importance of team sponsorship. However, we also need to honour the importance of our own sponsors. Sponsorship not in conflict will be permitted unless otherwise noted.

If you are unsure whether your sponsorship is permitted, please contact the CURLSASK Office.

If a team sponsorship is in conflict with an existing CURLSASK or Curling Canada sponsor, there shall be no presentation of any kind within the host site or on Social Media during a CURLSASK Competition. This includes but not limited to: clothing, signs, products and equipment.

OPENING CEREMONIES, TEAM MEETINGS AND HOST EVENTS

Teams are required to have the entire team (including coaches where applicable) attend opening ceremonies and all other host events. Teams will be required to have a minimum of one representative, coach and/or athlete attend the Team Meeting.

If a member of your team cannot attend an event, an exemption must be granted by the CURLSASK Event Liaison. Failure to do so will result in monetary fines to the applicable teams.

ELECTRONIC DEVICES

No electronics Devices of any type will be permitted in the playing area except Stopwatches. Smart Watches must be placed in Airplane Mode.

MEDIA

Players are required to cooperate with the media and grant interviews when requested. Players must conduct themselves in an appropriate manner when corresponding with the media and recognize that the media will be a valuable tool in positively marketing and promoting curling in Saskatchewan.

When games are televised, the following may be required:

- players wear microphones as requested by the television provider
- players have head shots taken by the television provider
- delayed game starts as requested by the television provider
- breaks may be longer than thirty seconds between ends
- movement and stationary positions between the hoglines should occur on the opposite side of the sheet as the television camera
- be available for interviews prior, during 5th end break and following games
- play a minimum number of ends as requested by the television provider; the team will be informed of this by the CURLSASK Competition Liaison or Head/Alternate Umpire.

SOCIAL MEDIA GUIDELINES

Social media represents a valuable opportunity for communication. Competitors are encouraged to embrace social media, as they present avenues to promote the game of curling as well as their own teams. There also must be certain responsibilities attached to the use of these social media outlets,

particularly when competitors are participating in CURLSASK events.

With that in mind, here are some guidelines:

- There is no on-off switch when it comes to Social Media and it often cannot be deleted/taken back once it has been posted.
- There is no such thing as “off the record” when it comes to communication via social media. Hitting the “return” button on a Tweet makes it part of the public record, and it can be distributed to thousands of people in just a few seconds.
- Follow the CURLSASK Code of Conduct when posting on social media and remember to be respectful to all parties involved including but not limited to players, coaches, umpires, host committee and all others related to CURLSASK. Keep posts positive and reserve negative comments for more appropriate avenues.
- **Competitors will be held accountable as per the CURLSASK Code of Conduct** for anything that CURLSASK decides is bringing the sport, an event, or an event Umpire into “disrepute”. **Fines may be levied for this breach of the code of conduct.** The following is an excerpt from CURLSASK’s Code of Conduct:

As it relates to discussion on any social media, all athletes/coaches agree not to use any obscene or offensive language, place any material that is libelous, abusive, or hateful, constitutes unauthorized advertising, invades anyone's privacy, or encourages conduct that would constitute a criminal offense. This includes, but is not limited to under-age drinking. If athletes/coaches post about a CURLSASK event, you are responsible for ensuring that any material posted (text, images, or other multimedia content) does not violate or infringe upon the copyright, patent, trademark or any other personal or proprietary rights of any third party. All postings will be respectful of CURLSASK Rules and Curling Canada Rules for General Play and all other individuals/parties discussed.

- **During Championship events, out of respect for the integrity of the game, players and coaches who are on the field of play will be prohibited from using any form of social media from 15 minutes prior to games until the completion of the game.**

PLAYER FINES

A fine system is in place to deal with both on and off-ice activity. If a team or player has violated a code of conduct CURLSASK may implement the following fines depending on the severity:

1st Offence: \$75 - \$250 fine / 2nd Offence: \$250 – \$500 fine / 3rd Offence: up to \$500 and suspension

Fines must be paid within 90 days of notice. Failure to pay fines may lead to suspension from further competitions.

DEFINITION OF A TEAM

DEFINITION OF TEAM (EXCEPTION MIXED DOUBLES)

- A team shall include a minimum of **two** players from the **original registered team** and one substitute, one replacement or player(s) from the player's pool.
- A team may play with three players, with the first two players each delivering three stones in each end. Under no circumstances may a team play with less than three players delivering stones.
EXCEPTION: Mixed Teams under no circumstances can play with less than 4 players and players are not permitted to leave the ice surface for the duration of the game.
- Alternate/fifth players may attend Championship to be used as substitute/replacement players ★ as per CURLSASK guidelines. Alternate/fifth players who attend Championship do so at their own expense.
- A coach who has been coaching a team in the competition is ineligible to be a substitute/replacement player during the competition.
- For fifth/coach rules and regulations, please see [Appendix J](#).

Position of Substitute/Alternate for indisposed player is determined as follows:

- A substitute or player from the player's pool who joins a team prior to the start of a game may deliver stones in any position. A replacement in this situation may deliver stones in any position. The team shall re-declare their delivery rotation at this time if required. If the substitute is required for the first game, at the first level of the competition, line-up will be as entered on the play down registration.
- If the substitute is required for first game, at subsequent levels of competition, the line-up will be as indicated on the competition winning form submitted to the CURLSASK office.
- If the substitute is required for any other games in the competition, the line-up will be determined by the previous game line-up.
- Alternate may play any position.
- If a substitute or player from the player's pool is activated prior to the start of a game, the original player requiring the substitute will not be allowed to rejoin the team until the next game or subsequent games unless the team loses subsequent player(s) and is therefore placed in a default position.
- A substitute or player from the player's pool who joins a team between ends may deliver stones in the indisposed player's position or lower. Players may move up or down the delivery rotation only as required to position the substitute or player from the player's pool and the team shall re-declare their delivery rotation at this time.

- A substitute or player from the player's pool who joins a team during an end in play, because a player(s) is unable to complete the delivery rotation declared by the team at the start of the game, would replace the sidelined player(s) in the team's delivery rotation. At the beginning of the next end, the team may re-declare their delivery rotation subject to the above point. The substitute, pool player or replacement may only enter a game during an end if they deliver a stone(s) within the end. The sidelined player shall not rejoin the team until the next game unless the team loses subsequent player(s) and is therefore placed in a default position.
- A team that commences a game with three players and expects the fourth player to join the team during the game, must establish the team's four player delivery rotation prior to commencing the game.
- A player who is late for a game may enter the game between ends or may enter an end in progress provided he/she is able to deliver a stone(s) within the team's established delivery rotation.
- A player who has left the game may re-enter the game between ends or during an end in progress providing he/she is able to deliver a stones(s) within the team's established delivery rotation. If an eligible substitute has been activated, the sidelined player shall not rejoin the team until the next game unless the team loses subsequent player(s) and is therefore placed in a default position.

SUBSTITUTE

- Following the registration of their four or five players by the entry deadline and, at any level of the competition, should a player be unable to play due to extenuating circumstances (as approved by CURLSASK Chief Umpire or the Event Competition Liaison), the team will be permitted one eligible substitute or the option of continuing with the remaining three players.

The following are criteria for substitutes:

The substitute is a temporary player who may play the position of the indisposed player or lower.

- a) The substitute must be a member of an affiliated CURLSASK Club. The substitute is subject to the eligibility rules regarding gender, age, and any specific substitution rules of the competition. For Provincial, a substitute may come from anywhere in the province, not be a registered member of a team competing in the Provincial event but could be from a registered team who has been eliminated from the competitions leading up to the Provincial.
- b) A substitute can substitute for multiple teams if that substitute meets the eligibility criteria of the specific competition.
- c) The team requiring the substitute must indicate if substitute is required for one game, multiple games, or the entire competition.
- d) Is committed to the team he/she substitutes until being released. He/she may then substitute for another team at that level.
- e) The substitute is not required to pay the Curling Canada participant fee.
- f) The Competition Liaison and Head Umpire involved must be advised of any substitution.

REPLACEMENT

- Following the registration of their four or five players by the entry deadline should a team decide to permanently replace a player (meaning the new player becomes a registered member of the team) the original player being replaced shall be disqualified from further play in that and any subsequent levels of play in the Province in that competition for that year.

The following are criteria for replacements:

- At all times a team must have at least two (2) original registered members.
- The replacement must be a member of an affiliated CURLSASK Club. The replacement is subject to the eligibility rules regarding gender and age of that competition
- The replacement is required to pay Curling Canada's participant fee.
- The Competition Liaison and Head Umpire involved must be advised of any replacements.
- A replacement player may deliver stones in any position
- In special circumstances, a replaced player may apply to CURLSASK Chief Umpire for reinstatement of eligibility in order to enter the competition with another team. Application must be made in writing (e-mail is sufficient) to CURLSASK Chief Umpire at least 3 days prior to wanting to compete with any other team at any level of the competition. A player may only request to be reinstated once for each competition.

OFFICIATING PROCEDURES

1. Head Umpire/Alternate Head Umpire:
 - Responsible for the total officiating program and will handle any necessary enforcement of rules that are required during a game.
 - Have the authority to initiate disciplinary measures like expulsions or suspensions for both players and coaches.
 - The Head Umpire shall hear and determine appeals of decisions made by on-ice umpires and supervisors. His/her decision is final.
 - The Head Umpire is authorized to make decisions on matters not covered by the rules and shall do so in accordance with equity.
2. Game Observers (Men and Women Competitions Only):

Primary responsibility is **OBSERVATION**; keep strategy board up to date and mark scores.

Game Observers Involvement: Limited to observation and assisting with any on-ice problems (example - rocks deflecting off sideboards). Game Observers will not interfere with play unless so directed by the Head Umpire/Assistant Head Umpire.
3. Game Timers:

Game timers are responsible for the operation of the time clock on the sheet to which they are assigned and must attend a training course by the Head/Alternate Umpire prior to the event.

CURLSASK Umpire Advisory Council (UAC) – positions to be determined ★

A set of three experienced umpires to handle all umpire related duties

PLEASE NOTE: If there is a discrepancy in the Competitor Guide, the Head Umpire will have the final ruling.

COMPETITION OVERVIEW

PRE-COMPETITION PRACTICE

- The time clock will not start until all teams have had an opportunity to cool their slider and have a minimum of one (1) to a maximum of three (3) practice slides.
- Where curling ice is being installed in a hockey arena, competing team members and coaches will not be allowed to play, practice or match rocks prior to their scheduled competition practice(s) at CURLSASK competition events. The penalty for such an infraction is that the offending team will forfeit last rock advantage in all their games in that level of competition.
- Pre-competition practice is not mandatory.

SKILL BASED TEAM RANKING SYSTEM (SBTRS)

- The SBTRS will include the cumulative distance of all of the pre-game Draw Shots to the tee for last stone advantage in the first end of all-round robin games.
- The SBTRS may be used to rank teams for the playoff round and any tiebreakers and rock selection.

PRE-PLAYOFF ROCK SELECTION

- For non-round robin competitions, a coin flip will determine rock colour and practice session.
- For round robin competition, the team listed first (or on top) will be assigned the dark coloured handles and will begin practice 25 minutes before the draw. The team assigned the light coloured handle will begin their practice 15 minutes prior.

PRE-GAME PRACTICE

- Refer to the CURLSASK COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW table of this guide for length of pre-game practice.
- For Qualifying events; each player is permitted to throw two rocks to the away end and two rocks to the home end. Each rock may only be delivered twice. If three (or less) people are practicing, 3 rocks are permitted to all players but the person throwing the LSD (only two rocks). This is followed by the LSD (Last Stone Draw).
- For Provincial events, there is no restrictions on the number of rocks thrown during Pre-Game Practice.
- Practice is not permitted after the pre-playoff games unless a team competing in the playoff round had a bye. In this case, said team will be permitted a 30-minute practice prior to their first playoff game.
- Pre-game practice is not mandatory, but teams should be in attendance for LSD.

LAST STONE DRAW (LSD)

- Last Stone Draw (LSD) will be completed for all round robin games and qualifying bracket events to determine last rock advantage.
 - In Round Robin events **each player on the team MUST throw a minimum of one (1) of the team's Last Stone Draws (exception is qualifier events).**
- **Teams must declare to the Umpire which player will deliver the LSD prior to the beginning of the first practice (exception is qualifier events).**
- At the conclusion of each of the team's pre-game practice, one player per team delivers one stone to the tee toward the home end with brushing. The Umpire will measure and record the distance from the tee.
- If the pin is covered (0.00 cm) triangulation will be used to measure the stone.
- If the distance is 0.00 cm or 199.60 cm, a different player from the team will deliver a stone, which will be measured. The second team will now practice. If the team with second practice then registers the same first stone distance as the team with first practice, a second player from the team with second practice will deliver a stone, which will be measured. If the distances are still tied, the teams will alternate delivering one (1) stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
- Only the first stone delivered will be registered for the accumulated distance.
- Stones that are located outside the 6-foot perimeter shall be assigned a distance of 199.60cm.
- The team with the lesser LSD will have last rock advantage in the first end of play.
- Any team in the process of completing their LSD commits a rule infraction as observed by the Head Umpire (i.e. touched running stone, hogline violation) will record a distance of 199.60cm.
- If an LSD draw that has come to a stop is moved by a team member prior to the measure by the Umpire, the LSD will be assigned the distance to the next defined circle away from the button. Original position was:
 - On or biting the button – assigned 29.4 cm
 - On or biting the four-foot – assigned 75.2 cm
 - On or biting the eight-foot – assigned 136.1 cm
 - On or biting the twelve-foot – assigned 197.1 cm
- If any team is not present for their LSD or significantly delays the process, the Head Umpire or Alternate Head Umpire has final decision and will record their LSD distance as 199.60cm and give hammer in the first end to the non-offending team.

- The opposing team must remain in the viewing area behind the glass during the opponent's LSD.
- **Coaches must remain off the ice surface and NO COACHING is allowed during the LSD.**

TEAM RANKING AND TIEBREAKING

- The following criteria (in order) will be used to rank the teams at the completion of the round robin:
 - Teams will be ranked according to their win/loss record;
 - If two teams are tied, the team that won their round robin game will be ranked higher;
 - Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then the record of the games between the remaining teams that are still tied shall determine the ranking):
 - For all remaining teams whose ranking cannot be determined by 1. or 2. or 3., ranking is determined by the Skill Based Team Ranking System (SBTRS).
- When teams are tied for a playoff position they shall only be eliminated from the playoffs by playing a tiebreaker game(s) - **Exception Mixed and Mixed Doubles Events and Junior Women's Fall Provincials.**
- The Competition Liaison shall make all final decisions with regard to the administration of tiebreakers.

PLAYOFF ROCK SELECTION & LAST ROCK ADVANTAGE

- Immediately after the playoff positions have been determined and prior to each playoff game, each team involved shall be asked by the Chief Umpire to select their choice of handle colour.
- Refer to the section "Playoff Hammer and Rock Selection Guide" for event specific details.
- Each team shall be allowed a maximum of fifteen (15) minutes to make its selection. Failure to comply shall result in a set of stones being assigned. Upon the conclusion of each playoff/ tiebreaker draw, the same process shall be implemented again.
- **The team with last stone advantage in the first end will practice first unless their ranking has been determined by the cumulative LSD distance. Those results shall provide choice of colour and second practice and teams will draw to the button for last stone advantage.**
- Rock handles shall not be changed from one set of rocks to another.
- Teams may be able to choose rocks from one or more sheets used during the round robin depending on the event (see Playoff Hammer and Rock Selection Guide).
- For tiebreaker games, the team that won the round robin game will have choice of last stone advantage or first selection of rocks.

- All tiebreaker games shall be played with the rocks from the sheet assigned.
- If the LSD is not required for playoff games, pre-game practice will be 10 minutes for each team.
- The Competition Liaison shall make all final decisions with regard to the administration of the playoffs.
- The Semi-Final and Final may occur on the same sheet of ice.
- Any discrepancy between the above and the Playoff Hammer and Rock Selection Guide, the latter will take precedence.

TIMING (EXCEPT U18/JUNIOR & MIXED DOUBLES)

- Time clocks will be used for all Provincial Championship except Masters and U18 Mixed Doubles.
- Thinking Time allotted to each team for 10 ends shall be 38 minutes and for 8 ends shall be 30 minutes.
- Thinking Time allotted for each team in each extra end shall be 4 minutes 30 seconds.
- Both teams are off the clock at the start of the game. If the team throwing the first rock in the first end significantly delays the start of the game, the Head Umpire has the authority to start that team's clock.
- At the conclusion of an end, when the score is determined and all rocks are cleared from the house and placed behind the back line, the team delivering first will have 30 seconds to commence delivery of the next rock. If the player to deliver first does not deliver their rock by the time the 30 seconds elapses, their time clock shall be started, but will be stopped when the rock reaches the nearer tee line.
- Five-minute break after 5 ends (for 10 ends) 4 ends (for 8 ends) is mandatory. The ice may be cleaned.
- An optional three-minute break between conclusion of the last end and start of the first extra end (if both teams agree, play can continue). A 30 second break will be allowed between additional extra ends.
- Delay of the game for any reason, excluding accident or illness, is at the discretion of the Head Umpire &/or Alternate Head Umpire.

TIME- OUTS (EXCEPT U18/JUNIOR)

- **Each team will be ALLOWED to call two (2) time-outs per game and one (1) time-out for each extra end**
- Each time-out will last **90 seconds** which includes travel time for the coach.
- Coaches running or jogging during the time-out will not be tolerated and will result in the team losing the time-out. The clock will start if this occurs.

- Time-outs may only be requested from the playing surface by a player of the team that is in control of the house and whose clock is running. Players are encouraged to use the “T” signal with their hands above their head to ensure time-out is observed by Umpires. Coaches may physically signal a request for a time-out to their players on the ice but may only access the playing area after the signal comes from the ice surface.
- The coach of the team that called the time-out (must meet with the team on the back board closest to the rocks in play but may not be on the ice surface unless approved by the Umpire/liaison.) The coach may access the playing area **adjacent to** or at the end of the sheet but **shall not access the playing surface**. The team that did not call the time-out may communicate with their coach for the same time as the team who called the time-out. They must remain away from the team that called the time out (with the coach on the back/side board not on the ice surface).
- Time outs end for BOTH teams when the coach of the team calling the time-out leaves their team.
- The coach is allowed to communicate with the team during time-outs and breaks as determined by the Head/Alternate Umpire.
- Coaches may request a Fair Play Time out as required.
- Time-outs may only be called from the playing surface by a player of the team that is in control of the house. Coaches may physically signal a request for a time-out to their players on the ice.

GAME STARTS

- Teams will be allowed a 90-second on-ice warm-up, timed by the Head Umpire or game clock. Sliding will be permitted during this time.
- Each game shall start at the time designated by CURLSASK. If a team is unable to commence play at the designated time, the following takes place:
 - a) if the delay of the start of play is 10 - 19 minutes, then the non-offending team receives one point, and will have last stone in the first end of actual play, one end is considered completed
 - b) if the delay of the start of play is 20 - 29 minutes, then the non-offending team receives one additional point, and will have last stone in the first end of actual play, two ends are considered played
 - c) if play starts, the playing time allotted to each team is reduced by 4 minutes for each end considered played.
 - d) if play has not started after 30 minutes, then the non-offending team is declared the winner by forfeit. A forfeited game is recorded as 1 point in the first end, 1 point in the second end and the third end is marked with X's. The final score is 2 - 0.

5 ROCK FREE GUARD ZONE

- Let the rock finish its course before action is taken.
- Where there is a FGZ infraction request that the game clock be stopped to rectify the situation.
- After delivery of each of the first four stones of an end it is the responsibility of the throwing team

to ensure agreement with the opposing skip whether the stone is in the FGZ.

- If they cannot agree – request the game clock be stopped and ask for the Head Umpire.

HOGLINE VIOLATION

The Head Umpire or Liaison (if no Umpires) has the authority to watch the hogline and call infractions without the confirm system.

POSITION AND MOVEMENT

- Only the skip and vice-skip of the non-delivering team may stand behind the backline when the delivering team is in the process of delivery.
- Non-delivering players will stay in single file and to the extreme side of the sheet between the hoglines when moving. If you are the next player to deliver you may take a position by the backboard to the side of the sheet, remaining silent and motionless.

MEASUREMENTS

At all events that have a Head Umpire the measurements will be attended to by the Head or Alternate Head Umpire. We ask that both teams stay outside the house at this time, except the Vice-Skips, who may observe.

PROHIBITED SUBSTANCES

Smoking, chewing tobacco, use of cannabis or drinking alcoholic beverages by a player or coach on or in proximity to the ice surface is prohibited. Competitors/coaches attending playdowns for Junior/U18 Competitions shall not be allowed to consume alcoholic beverages or recreational drugs at any time during any level of play.

EQUIPMENT GUIDELINES

- [Curling Canada Brush Moratorium](#) and [Penalties \(Part One 1-9\)](#) to be enforced at all competitions.
- A CURLSASK Umpire or representative may inspect all equipment before, during or after a draw.
- All sweeping devices are to be declared prior to pregame practice.
- Any bags are subject to inspection.
- On-ice equipment such as throwing brooms, grippers, throwing devices, etc. should be kept on the side of the walkways or on the backboards, off the ice surface.
- Delivery sticks are allowed in Masters, Club and Wheelchair Playdowns.

CONCUSSION PROTOCOL

If a suspected head injury occurs the [Concussion Protocol](#) will be in effect and athlete(s) may be ★ removed from competition. The Competition Liaison will have a copy of the Concussion Protocol.

EXPULSION OF PLAYER/COACH

If a player/coach is expelled from a game by the Head/Alternate Head Umpire for on-ice conduct, the following shall apply:

1. The player/coach must leave the ice surface immediately. If the player/coach refuses to leave the ice surface, the team will then forfeit the game.
2. For the remainder of the game, the player/coach may not be in the viewing area of the facility or on the ice surface.
3. Once a player/coach has been expelled by the Head/Alternate, further suspension for the remainder of the competition will be determined as per the CURLSASK Code of Conduct.
4. An expelled player will not be allowed a substitute for the remainder of that game. In Mixed play, where four players are mandatory, the team will automatically forfeit the game.
5. A team will be allowed a substitute/replacement player or substitute certified coach if further suspension is carried out. The substitute/replacement player must follow the rules of substitution for that competition. The substitute certified coach must have the proper qualifications as per CURLSASK guidelines.

PRIZES

Prizes will be displayed on a prize table during the final.

COACH INFORMATION

COACHES REQUIREMENTS

- The coach must be at least 21 years of age.
- Coaches attending a National Championship must be confirmed by the CURLSASK Executive Director and Curling Canada.
- To determine coaches requirements per division go to: [Coaching Requirements Chart](#)

Coaches participating in CURLSASK events must have completed the online Respect in Sport (RiS) certification. Certification can be completed on-line at <https://sasksrc.respectgroupinc.com>

COACHES SEATING

Seating will be reserved for coaches at the home end and they must access the ice from the home end during timeouts or fifth end breaks*. When a time-out is called the Umpire will look to this area for the coaches. The Umpire will not give extra time if the coach is not in the designated area.

**2022 SaskTel Tankard will reserve seating for coaches at the away end. ★*

RECORDING DEVICES & STATISTICAL ANALYSIS

Coaches are allowed to have recording devices and/or electronic devices in their reserved seating area for the purpose of game recording and statistical analysis. If the reserved seating is in the playing area, all devices must have their 'send and receive' functions disabled.

ICE ACCESS

Practices (Pre-Competition, Pre-Game, Playoff Practice)

- Coaches are allowed access on the ice surface during all practices with appropriate curling footwear, **but are not allowed to deliver stones or brush stones in any practice session.**

TIME-OUTS

- The team calling the time-out can communicate with their coach at either end of the sheet as long as (in the Head Umpire's view) it does not distract other players or disrupt other games.
- The team that did not call the time-out will meet with their coach at the home end.
- If there is an open sheet adjacent to the game sheet, the coach calling the time-out can access the area adjacent to the house at either end provided they have proper footwear.
- If both discussions are at the same end and it is congested, the Head Umpire may allow the team calling the time-out to conduct their discussions on the ice behind the backline.
- Because each rink is different, the Head Umpire will have to decide what he/she will allow when they do the pre-competition inspection.

2021-2022 CURLSASK COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW

	Junior Q-Spiels (2)	Junior Provincial	U18 Open Provincial	Sask Winter Games	Women & Men Last Chance	Women Provincial	Men Provincial
Umpires Overview	Liaison & HO	HO & AHO Timers	HO & AHO Timers	HO & AHO Timers	Liaison & HO	HO & AHO Observers, Timers	HO & 2 AHO Observers, Timers
Competition Format	Open Event Jr: 4 Qualifiers From each event	Fall - 10TKO Men, Women 5 RR Feb - 8 Team Round Robin 4 Team Page Playoff	Men & Women: Open Entry – Draw determined by Competition Committee	9 Teams - 2 pools (5 & 4) Top 2 advance to playoff	Open Events min. 4 qualifiers	12 team TKO A, B and 2 C qualifiers to 4 team Page Playoff	12 team TKO A, B and 2 C qualifiers to 4 team Page Playoff
Pre-Comp Practice	None	Fall - none Feb - 10 min/sheet	None	10 min/sheet	None	10 min/sheet	10 min/sheet
Skill Based Team Ranking System (SBTRS)	N/A	Pre-Game LSD's for RR games gives SBTRS	N/A	Pre-Game LSD's for RR games gives SBTRS	N/A	N/A	N/A
Pre-Game Practice	9 mins/ team (<i>max of 2 rocks per player thrown each direction</i>), starts 20 min before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before to game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before to game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before to game time	9 mins/ team (<i>max of 2 rocks per player thrown each direction</i>), starts 20 min before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before game time
Rock Color Assignment: Pre-Playoff	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD.	Fall – coin toss winner chooses a practice time or rock color (but not both) Feb - Pre-Determined. Team practicing first throws clockwise rotation for LSD.	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD.
LSD for Hammer	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Game starts & Warm-up	1 min or when all LSD's are complete	1 min count down on clock	1 min count down on clock	1 min count down on clock	1 min or when all LSD's are complete	1 min count down on clock	1 min count down on clock
Game Duration	10 ends	10 ends 38 min/team thinking time + 6 min coaching time	8 ends 30 min/team thinking time + 4 min coaching time	8 ends 30 min/team thinking time	10 ends	10 ends 38 min/team thinking time	10 ends 38 min/team thinking time
Timeouts	*on ice coaching*	on ice coaching	on ice coaching	on ice coaching	2 – 90 sec/ team	2 – 90 sec/ team	2 – 90 sec/ team
Mid-Game Break	4 min	4 min	4 min	2 min	3 min	5 min	5 min
Between Ends	1 min EE 3 min (opt)	1 min EE 5.5 min (opt)	1 min EE 5.5 min (opt)	1 min EE 3 min (opt)	30 sec EE 3 min (opt)	30 sec EE 3 min (opt)	30 sec EE 3 min (opt)

2021-2022 CURLSASK COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW

	Senior Men Qualifiers (2)	Senior Provincial	Master Men and Women Provincial	Fall and March Club Championship Provincial	2022 Mixed Provincial	Mixed Doubles	Mixed Doubles Last Chance
Umpires Overview	HO	HO & AHO Timers	HO	HO & AHO Timers	HO & AHO Timers	HO & AHO Timers	Liaison and HO
Competition Format	Open Event 4 qualifers / event	Men 8 Team Round Robin - 3 team playoff Women TBD based on entries	Open Entry – Draw determined by Competition Committee	Fall Prov – TKO with 3 qualifiers March Prov -12 Team - 2 pools of 6 teams. Top 2 teams from each pool to Page Playoff	Open Entry to 24 teams	18 team – 3 pools of 6. Top team in each pool and the next 5 records advance to an 8 -team playoff	Open Entry 4 Qualifiers
Pre-Comp Practice	None	None	None	None	None	none	None
Skill Based Team Ranking System (SBTRS)	N/A	Pre-Game LSD's for RR games gives SBTRS	Pre-Game LSD's for RR games gives SBTRS	Fall prov – N/A March prov -Pre-Game LSD's for RR games gives SBTRS	Pre-Game LSD's for RR games gives SBTRS	2- Pre-Game LSD's for RR games gives SBTRS	N/A
Pre-Game Practice	9 mins/ team (<i>max of 2 rocks per player thrown each direction</i>), starts 20 min before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before game time	9 mins/ team with 1 min to complete LSD, starts 25 mins before game time	9 mins/ team including LSD, 6 rocks pre-assigned (select 5 for game) Starts 25 minutes before game time	9 mins/ team including LSD, 6 rocks pre-assigned (select 5 for game) Starts 25 minutes before game time
Rock Color Assignment: Pre-Playoff	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD.	Pre-Determined. Team practicing first throws clockwise rotation for LSD.	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD..	Fall Prov – coin toss winner chooses practice time or rock color (but not both) March Prov -Pre-Determined. Team practicing first throws clockwise rotation for LSD.	Pre-Determined. Team practicing first throws clockwise rotation for LSD.	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD (home end).	Coin toss - winner chooses a practice time or rock color (but not both) Team practicing first throws clockwise rotation for LSD (home end).
LSD for Hammer	Yes	Yes	Yes	Yes	Yes	Yes - 1 per player same side of sheet home and away	Yes - 1 per player same side of sheet home and away
Game starts & Warm-up	1 min or when all LSD's are complete	1 min count down on clock	1 min or when all LSD's are complete	1 min or when all LSD's are complete	1 min count down on clock	1 min or when all LSD's are complete	1 min or when all LSD's are complete
Game Duration	8 ends	8 ends 30 min/team thinking time	8 ends	8 ends	8 ends 30 min/team thinking time	8 ends 22 min/team thinking time	8 ends 22 min/team thinking time
Timeouts	2 – 90 sec/ team	2 – 90 sec/ team	2 – 90 sec/ team	Fall – none March 2 – 90 sec/ team	2 – 90 sec/ team	2 – 90 second/ team	2 – 90 second/ team
Mid-Game Break	3 min	5 min	5 min	5 min	5 min	4 min	4 min
Between Ends	30 sec EE 3 min (opt)	30 sec EE 3 min (opt)	30 sec EE 3 min (opt)	30 sec EE 3 min (opt)	30 sec EE 3 min (opt)	45 sec EE 3 min (opt)	45 sec EE 3 min (opt)

FEBRUARY JUNIOR PLAYOFF HAMMER AND ROCK SELECTION GUIDE

Round Robin (PAGE)

Playoff Game	Top Ranked Clearly ahead based on record	Tied Records Ranked using LSD*	Tied Records Ranked using Head- Head	Rock Selection
1 vs 2	Choice of Rocks AND Hammer	Pre-playoff Process	Higher rank Choice of Rocks OR Hammer	Your sheet
3 vs 4	Choice of Rocks AND Hammer	Pre-playoff Process	Higher rank Choice of Rocks OR Hammer	Your sheet
Semi Final	Choice of Rocks AND Hammer	Pre-playoff Process	Higher rank Choice of Rocks OR Hammer	Your sheet
Final				
2 beat 1 and plays 1		2 has choice of Rocks OR Hammer		Any same coloured rock from any sheet**
2 beat 1 and plays 3 or 4		2 has choice of Rocks AND Hammer		
1 beat 2 and plays anyone		1 has choice of Rocks AND Hammer		

*Higher ranked team gets choice of colour and second practice for LSD.

**If other games played during finals rock selection will be split between sheets.

MASTERS PLAYOFF HAMMER AND ROCK SELECTION GUIDE

Draw to be determined based on entries

Hammer and Rock Selection will follow other competitions that use the same draw

MARCH CLUB CHAMPIONSHIPS PLAYOFF HAMMER AND ROCK SELECTION GUIDE

Top Two Teams in Each Pool Advance to Semi-Finals.

Playoff Game	Top Ranked Clearly ahead based on record	#1 in pool has same or worse RR record then #2 in other pool	Tied Records Ranked using LSD	Tied Records Ranked Using Head- Head	Rock Selection
Semi Final	Choice of Rocks OR Hammer	Pre-playoff Process*	Pre-playoff Process*		Your sheet
Final	Choice of Rocks OR Hammer	Pre-playoff Process*	Pre-playoff Process*	Choice of Rocks OR Hammer	Any same coloured rock from any sheet**

*Higher ranked gets choice of colour and practices second for LSD.

**if two finals played rock selection will be split between sheets.

MD AND MIXED TEAM PLAYOFF HAMMER AND ROCK SELECTION GUIDE

Round Robin pools (8 team bracket playoff) Top team in each pool then next 5 best records (MD)

Round Robin Pools (8 team bracket playoff) top two teams in each pool (Mixed Team)

Playoff Game	Clearly ahead based on RR record	Tied Records After RR*	Tied Records ranked by Head-Head	Rock Selection
Round of 8	Choice of Rocks OR Hammer	Use Pre-Playoff Process	Choice of Rocks OR Hammer	Rocks on your sheet
Semi Final	Choice of Rocks OR Hammer	Use Pre-Playoff Process	Choice of Rocks OR Hammer	Sheet 2 game - sheets 1+2+4 (MD only) Sheet 3 game - sheets 3+5+6 (MD only) Mixed is rocks on sheet
Final	Choice of Rocks OR Hammer	Use Pre-Playoff Process	Choice of Rocks OR Hammer	Any same coloured rock from any sheet

*Higher ranked team gets choice of colour and second practice for LSD.

SENIOR MEN AND JUNIOR WOMEN (FALL PROV) HAMMER AND ROCK SELECTION GUIDE

8 Team Round Robin (three team playoff) 1st place to Final, 2nd and 3rd to Semi-Final

Playoff Game	Clearly Ahead Based on Record	Tied Records Determined by LSD*	Tied Records Determined by Head-Head	Rock Selection
Semi Final	Choice of Rocks AND Hammer	Use Pre-Playoff Process	Choice of Rocks OR Hammer	Rocks on your sheet
Final	Choice of Rocks AND Hammer	Use Pre-Playoff Process	Choice of Rocks OR Hammer	Any same coloured rock from any sheet**

*Higher ranked team gets choice of colour and second practice for LSD.

** if more than one final played simultaneously rock selection will be split between sheets.

SENIOR WOMEN

Draw to be determined based on entries

Hammer and Rock Selection will follow other competitions that use the same draw

MEN/WOMEN PLAYOFF HAMMER AND ROCK SELECTION GUIDE

Triple Knockout

Playoff Game (Using Curling Canada Brier/Scotties Guidelines)	A Winner	B Winner	C Winners	Rock Selection
1 (A) vs 2 (B)	Choice of Rocks AND Hammer	Second choice of rocks		Rocks on your sheet
3 (C) vs 4 (C)			Pre-playoff Process	Rocks on your sheet
Semi Final <i>A vs C</i>	Choice of Rocks AND Hammer		Second choice of rocks	Rocks on your sheet
Semi Final <i>B vs C</i>		Choice of Rocks OR Hammer	Pending B choice	Rocks on your sheet
Final <i>A vs B (A wins 1 vs 2 and B wins semi)</i>	Choice of Rocks AND Hammer	Second choice of rocks		Any same coloured rock from any sheet*
Final <i>B vs A (B wins 1 vs 2 and A wins Semi)</i>	Pending B Choice	Choice of Rocks OR Hammer		Any same coloured rock from any sheet*
Final <i>A vs C</i>	Choice of Rocks AND Hammer		Second choice of rocks	Any same coloured rock from any sheet*
Final* <i>B vs C</i>		Choice of Rocks AND Hammer	Second choice of rocks	Any same coloured rock from any sheet*

* If more than one final played simultaneously rock selection will be split between sheets.

**MIXED REPLAY/CLUB REPLAY/JUNIOR MEN OPEN FALL 2021 EVENT
PLAYOFF HAMMER AND ROCK SELECTION GUIDE**

Playoff Game (Using Curling Canada Brier/Scotties Guidelines)	A Winner	B Winner	C Winner	Rock Selection
1st (A) vs 2nd (B)	Choice of Rocks AND Hammer	Second choice of rocks		Rocks on your sheet
Semi Final <i>A vs C</i>	Choice of Rocks AND Hammer		Second choice of rocks	Rocks on your sheet
Semi Final <i>B vs C</i>		Choice of Rocks OR Hammer	Pending B choice	Rocks on your sheet
Final <i>A vs B (A wins 1 vs 2 and B wins semi)</i>	Choice of Rocks AND Hammer	Second choice of rocks		Any same coloured rock from any sheet*
Final <i>B vs A (B wins 1 vs 2 and A wins Semi)</i>	Pending B Choice	Choice of Rocks OR Hammer		Any same coloured rock from any sheet*
Final <i>A vs C</i>	Choice of Rocks AND Hammer		Second choice of rocks	Any same coloured rock from any sheet*
Final <i>B vs C</i>		Choice of Rocks AND Hammer	Second choice of rocks	Any same coloured rock from any sheet*

APPENDIX A: CURLSASK JUNIOR PROVINCIAL CHAMPIONSHIPS

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

Please be advised that competitors and coaches are prohibited from consuming alcohol or mind-altering substances at a Junior or U18 event sanctioned by CURLSASK. This shall include the entire timeframe from departure to the competition through to and including arrival at home from the endorsed event.

Coaches

- Coaches will have access to the ice surface and be permitted access to both ends of the rink between ends. Please dress accordingly.

On-Ice Coaching for Provincials

- Coaches will be allowed a maximum of two (2) interactions per end including extra end(s). Opposing coaches will also be allowed interaction with their respective team until the interaction has concluded.
- Interactions can be called by the player in control of the house or the coach – if the coach is calling they can vocalize to the player in control of the house.
- Coaches behind the glass can call interactions in the same way (whether behind the glass for part of the game or its entirety) although this method will use more thinking time.
- Coaches are responsible for keeping track and policing the number of interactions used per end. Sheets will be available for every draw for coaches to record each end when calling an interaction. These sheets will be saved for research purposes. Disagreements will be brought forth to the head umpire.
- In non-timed events the expectation is that interactions will last between 30-60 seconds but not longer. A mid-game break still exists as in timed events.
- Six (6) minutes of extra thinking time will be added to your clock at the start of the game to be used for these interactions. Time clocks will run during these interactions as normal thinking time.
- Coaches will be allowed one (1) minute of talking time between ends and four (4) minutes at the mid-game break.
- Coaches are allowed on the backboards during the games and can travel to either end being respectful of games on adjacent sheets between ends.
- Coaches are to stay on the backboards at the ends of the sheet for all interactions – in the event room is an issue this may be changed to behind the backline at the discretion of the head umpire.
- Coaches are prohibited from signaling, coaching, body language or any form of talking outside of interactions or between ends. Teams communicating outside of allotted times will be assessed the following penalties:
 - First offence – warning
 - Second offence – loss of an interaction same or following end

- Third offence (before mid-game break) – leaves the field of play and loss of interactions for that game (after mid-game break) this game plus next game loss of interactions
- Interactions should not exceed three (3) minutes in total – head umpire can use discretion to ask the interaction be over if it goes beyond this duration.
- Same rules apply for extra ends with an extra one (1) minute added for interactions.

A. Provincial Qualifiers

While CURLSASK provides a Liaison and/or Umpire at the Junior Q-Spiels, the intent is for the teams and coaches to manage the rules, time outs and pace of play without a full officiated system.

Team players and coaches are responsible for:

- If no umpire - Last Stone Draw and in game measurements (opposing team should view measurement to confirm).
- Timeout calls and timeout management, between end breaks. Ensure pace of play (3.0 hours to complete a 10-end game).
- Respecting the host curling club, volunteers, Umpires/liaisons and fellow competitors.

Competition Format

- The format includes two (2) Qualification Bonspiels with four teams from each bonspiel qualifying for the Provincial Championship.
- Once a team has qualified at a Qualification bonspiel, the team is ineligible to enter any further Q-Spiels.
- Draw is a triple knockout or modified triple which guarantees 3 games.
- Each game will be ten ends, plus extra end(s) if tied.
- On-ice Umpires will not be used at this level, therefore, an honor system regarding the length of timeouts is expected. We expect the games to last no longer than 3 hours.

B. Provincial Championship

Fall Provincials is an open competition and draw is based on number of teams.

February Provincials:

- The Provincial Championship is an eight-team full round-robin with four team page playoffs.
- See **Round Robin (PAGE)** - Playoff Hammer and Rock Selection Guide.
- Games will be timed.
- Games may be covered on CURLSASK webcast.
- The Men's and Women's finals may be played at different times to allow for webcast coverage of both games. CURLSASK will inform all teams at the playoff meeting of the playoff schedule.

APPENDIX B: VITERRA SCOTTIES WOMEN'S AND SASKTEL MEN'S PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

While CURLSASK provides a Liaison and/or Umpire at the Last Chance Qualifier, the intent is for the teams and coaches to manage the rules, time outs and pace of play without a full officiated system.

Team players and coaches are responsible for:

- If no umpire - Last Stone Draw and in game measurements (opposing team should view measurement to confirm).
- Timeout calls and timeout management, between end breaks. Ensure pace of play (2.5 hours to complete a 10-end game).
- Respecting the host curling club, volunteers, Umpires/liaisons and fellow competitors.

A. Last Chance Qualifier

The Last Chance will qualify four (4) teams to advance to the Provincial Championship. Seeding will be determined by the Championship Committee.

- The format is a triple knockout with 1A, 1B and 2C qualifying for Provincials.
- Each game will be ten ends, plus extra end(s) if tied.

B. Provincial Championship

Competition Format

- The 12 teams will self-seed and be placed in a seeded draw based on the rankings.
- The Provincial draw will qualify 4 teams (A Event Qualifier, B Event Qualifier, Two C Event Qualifiers) to the page system playoff.
- In the playoffs, the first round sees the A Event Qualifier play the B Event Qualifier and the two C Event Qualifiers will play each other. The winner of the A vs B game advances to the Championship Final and the loser to the semi-final. The winner of the C1 vs C2 game advances to the semi-final and the loser will be eliminated from further play.
- Where curling ice is being installed in a hockey arena, competing team members and coaches will not be allowed to play, practice or match rocks prior to their scheduled competition practice(s) at CURLSASK competition events. **The penalty for such an infraction is that the offending team will forfeit last rock advantage in all their games in that level of competition.**
- **Tankard: Coaches will be at the away end.**
- All games are 10 ends plus extra end(s) if needed and timed.
- See **Triple Knockout** - Playoff Hammer and Rock Selection Guide.

Other

- The A event winner will be allowed a one-half hour practice at an appropriate time as determined by the Head Umpire and Competition Liaison.
- Non-resident “free agents” and/or 5th players are permitted in this competition. Free agents and 5th players must be a member of a CURLSASK affiliated club. Relevant rules and procedures are found here:
 - [Residency and Free Agent Rules](#)
 - [5th players](#)

C. Team Funding Policy: Tournament of Hearts and Brier

- Curling Canada team funding for the Tournament of Hearts and Brier will include four (4) players and one (1) coach only.
- Teams will be allowed to bring one (1) alternate player with them but at their own team’s expense including on-ice clothing. Alternates cannot be a Free Agent if the team already has a Free Agent in the line-up.
- The alternate must meet the eligibility requirements of the Member Association they represent. An alternate for Team Canada must be a resident of the Member Association they represent. For example, Saskatchewan wins the Brier. Next year as Team Canada, their alternate (their choice) must meet CURLSASK’s eligibility (unless they are a free agent with no other free agent on the team). Teams may play with three (3) players at any time, even with an alternate on the team. If a team loses more than two (2) players, they will default until they can field at least three (3) players.
- A team of four (4) players losing a player to catastrophic reasons will be allowed to replace that player with an eligible alternate player at the discretion of Curling Canada. Catastrophic is defined as unable to play for the remainder of the event due to physical injury as determined by a third-party physician.
- Alternate Player Pools in all other Curling Canada events are no longer offered.

APPENDIX C: CURLSASK SENIOR PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

All games will be 8-ends.

A. Men's Provincial Qualifiers:

While CURLSASK provides a Liaison and/or Umpire at the qualifying events, the intent is for the teams to manage the rules, time outs and pace of play without a full officiated system.

Team players are responsible for:

- If no umpire - Last Stone Draw and in game measurements (opposing team should view measurement to confirm).
- Timeout calls and timeout management, between end breaks. Ensure pace of play.
- Respecting the host curling club, volunteers, Umpires/liasons and fellow competitors.

Men: Once a team has qualified for the Provincial Championship they are not permitted to enter the second qualifier spiel.

B. Provincial Championship

Men: Competition Format (8 team round robin)

- All competing teams will play each other once in round robin play.
- The top three teams after the round robin and/or tiebreakers will advance to the playoffs.
- The second-place team will play the third-place team in the semi-final with the winner advancing to play the first-place team in the Provincial Final.
- Rock Colour is assigned for all round robin games. Team listed first on the draw throw red-handled stones.
- See **8 Team Round Robin (three team playoff)** Playoff Hammer and Rock Selection Guide.

Women: Competition Format

- Draw to be determined by CURLSASK Competition Committee after entry deadline and hammer and rock selection will follow other guidelines.

APPENDIX D: CURLSASK MASTERS PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

All games will be 8-ends.

Men and Women: Open Provincial Championship.

A. Provincial Championship

Competition Format

- Draw to be determined by CURLSASK Competition Committee after entry deadline and hammer and rock selection will follow other guidelines.

APPENDIX E: CURLSASK CURLING CLUB PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

- **All games will be 8 ends**

Please note that each curling club is permitted to send more than one representative to the regional playdowns. The 8 Regions will each declare one club team per gender to advance to the Provincials. The host club will also get one spot. The final three berths are awarded to the three regions with the highest number of entries (each region gets one extra spot). If we have an unsolvable tie, the region with the higher number of entries the previous year gets the extra spot. If regions are still tied a random draw is used to determine the extra berth.

A. Provincial Qualifiers (Regionals)

For the regionals, the intent is for the teams to manage the rules, time outs and pace of play without a full officiated system.

Team players are responsible for:

- Measurements for Last Stone Draw (opposing team should view measurement to confirm).
- In game measurements (opposing team should view measurement to confirm).
- Timeout calls and timeout management, between end breaks. Ensure pace of play.
- Respecting the host curling club, volunteers, Umpires/liaisons and fellow competitors.

B. Provincial Championship

Fall Provincials is a triple knockout competition (see Hammer and Rock Selection Guide page XX).

March Competition Format (2 pools of 6)

- Competing Teams will play teams in their pool once during round robin play.
- The top two teams after round robin/tie breakers from each pool will advance to the Page-System Playoff. The number one ranked team in each pool will meet in a playoff game, with the winner advancing to the final and the losing team advancing to the semi-final. The number two ranked team in each pool will meet in a playoff game with the winner advancing to the semi-final and the losing team being eliminated from further play.
- See Club Championships - Playoff Hammer and Rock Selection Guide.

APPENDIX F: CURLSASK U18 PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

- **All games will be 8 ends**

Please be advised that competitors and coaches are prohibited from consuming alcohol or mind-altering substances at a Junior or U18 event sanctioned by CURLSASK. This shall include the entire timeframe from departure to the competition through to and including arrival at home from the endorsed event.

Coaches

- Coaches will have access to the ice surface and be permitted access to both ends of the rink between ends. Please dress accordingly.

On-Ice Coaching for Provincials

- Coaches will be allowed a maximum of two (2) interactions per end and extra end(s). Opposing coaches will also be allowed interaction with their respective team until the interaction has concluded.
- Interactions can be called by the player in control of the house or the coach – if the coach is calling they can vocalize to the player in control of the house.
- Coaches behind the glass can call interactions in the same way (whether behind the glass for part of the game or its entirety) although this method will use more thinking time.
- Coaches are responsible for keeping track and policing the number of interactions used per end. Sheets will be available for every draw for coaches to record each end when calling an interaction. These sheets will be saved for research purposes. Disagreements will be brought forth to the head umpire.
- In non-timed events the expectation is that interactions will last between 30-60 seconds but not longer. A mid-game break still exists as in timed events.
- If time clocks are used, four (4) minutes of extra thinking time will be added to your clock at the start of the game to be used for these interactions. Time clocks will run during these interactions as normal thinking time.
- Coaches will be allowed one (1) minute of talking time between ends and four (4) minutes at the mid-game break.
- Coaches are allowed on the backboards during the games and can travel to either end being respectful of games on adjacent sheets between ends.
- Coaches are to stay on the backboards at the ends of the sheet for all interactions – in the event room is an issue this may be changed to behind the backline at the discretion of the head umpire.
- Coaches are prohibited from signaling, coaching, body language or any form of talking outside of interactions or between ends. Teams communicating outside of allotted times will be assessed the

following penalties:

- First offence – warning
- Second offence – loss of an interaction same or following end
- Third offence (before mid-game break) – leaves the field of play and loss of interactions for that game (after mid-game break) this game plus next game loss of interactions
- Interactions should not exceed three (3) minutes in total – head umpire can use discretion to ask the interaction be over if it goes beyond this duration.
- Same rules apply for extra ends with an extra one (1) minute added for interactions.

A. Open Provincial Championship

Competition Format

- Each player must be 17 years of age or under as of June 30, 2021.
- Draw to be determined by CURLSASK Competition Committee after entry deadline and hammer and rock selection will follow other guidelines.

Not Applicable this year due to Sask Winter Games holding a Mixed Doubles Competition

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

- Teams will enter on a first come first serve basis. A waiting list will be kept.
- Teams are considered entered when a complete line up and all fees have been received by CURLSASK.

Please be advised that competitors and coaches are prohibited from consuming alcohol or mind-altering substances at a Junior or U18 event sanctioned by CURLSASK. This shall include the entire timeframe from departure to the competition through to and including arrival at home from the endorsed event.

Coaches

- Coaches will have access to the ice surface and be permitted access to both ends of the rink between ends. Please dress accordingly.

On-Ice Coaching for Provincials

Teams will have one interaction per end during each of the 8 ends of play. As these events are not timed, it is expected to not exceed 90 seconds. Coaches for both teams may engage with their respective teams during a timeout. Between ends teams will receive a one (1) minute break to consult with their coach. Fourth end break will be two (2) minutes. Coaches are prohibited from signaling, coaching or any form of talking outside of timeouts or between ends. As this is not a fully officiated system, coaches are to use the honour system and should not exceed their allotted time. The Head Umpire may intervene if these rules are abused.

Same rules apply for extra ends.

A. Provincial Championship

- Draw format will depend on the number of entries.
- All games are 8 ends. A minimum of 4 ends must be played; 6 ends in playoff games.
- See **Round Robin Pools (12 team bracket playoff)** - Playoff Hammer and Rock Selection Guide.
- Pre-Game practice is 9 minutes per team. Teams will draw for hammer (LSD) as per table on page 23.

- No stone in play, including the positioned stones and those in the house, can be moved to an out of play position prior to the delivery of the fourth (4th) stone of the end. The fourth delivered stone is the first stone that can remove any stone from play.
- At the start of every end, the team with `hammer` will decide on the placement of the positioned stone. The pre-determined positions will remain the same in each game.
- Each team is allowed one Power Play per game determined by the team with hammer.
- If the end was blanked, the team that delivered first in that end shall determine the placement of the positioned stones.
- Teams are not required to have a broom holder.
- Teams must have 1 male and 1 female. There is no mixed doubles spare pool. Mixed Doubles are not permitted a substitute and therefore a team would be disqualified if the original 2 players were unable to compete. However, a permanent replacement for one of the players may be granted by CURLSASK, if the circumstances are deemed appropriate by policy. See the CURLSASK Competitor's Guide for player replacement criteria and procedures.

The Provincial Championship will be an open provincial competition to a maximum of 24 teams. After the entry deadline, the draw will be sent to all players who have provided email addresses and posted on curlsask.ca.

While CURLSASK provides a Liaison and/or Umpire at the U18 Provincials, the intent is for the teams and coaches to manage the rules, time outs and pace of play without a full officiated system.

Team players and coaches are responsible for:

- Measurements for Last Stone Draw (opposing team should view measurement to confirm).
- In game measurements (opposing team should view measurement to confirm).
- Timeout calls and timeout management, between end breaks. Ensure pace of play (1.5 hours to complete an 8-end game).
- Respecting the host curling club, volunteers, Umpires/liaisons and fellow competitors.
- On-ice official's **will not be used** at this level, **therefore**, an honor system regarding the length **of timeouts is expected**. We expect the games to last no longer than 1.5 hours.

APPENDIX H: CURLSASK MIXED DOUBLES PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

A. Game Rules and Format

- All games are 8 ends. A minimum of 4 ends must be played; 6 ends in playoff games.
- Games may be timed; thinking time is 22 minutes; extra ends are 3 minutes.
- Each team has two 90 second timeouts; and one timeout in each extra end.
- The fourth (4th) end break is four (4) minutes.
- Pre-Game practice (including LSDs) is 9 minutes per team. Teams will draw for hammer (LSD) as per table on page 23.
- No stone in play, including the positioned stones and those in the house, can be moved to an out of play position prior to the delivery of the fourth (4th) stone of the end. The fourth delivered stone is the first stone that can remove any stone from play.
- At the start of every end, the team with `hammer` will decide on the placement of the positioned stone. The pre-determined positions will remain the same in each game.
- Each team is allowed one Power Play per game determined by the team with hammer.
- If the end was blanked, the team that delivered first in that end shall determine the placement of the positioned stones.
- Teams are not required to have a broom holder.
- Teams must have 1 male and 1 female. There is no mixed doubles spare pool. Mixed Doubles are not permitted a substitute and therefore a team would be disqualified if the original 2 players were unable to compete. However, a permanent replacement for one of the players may be granted by CURLSASK, if the circumstances are deemed appropriate by policy. See the CURLSASK Competitor's Guide for player replacement criteria and procedures.

B. Provincial Championship

- The provincial Championship format is an 18 team event with 3 pools of 6 teams. The top team in each pool and next 5 best records advance to an 8-team playoff.
- The pools will be seeded in advance of the Championship based on how teams qualify.
- See **Round Robin pools (8 team bracket playoff)** – Hammer and Rock Selection Guide.
- In all round-robin games, teams deliver two (2) pre-game Last Shot Draws (LSD) to determine hammer in the first end; one by each player on the same side of the sheet (one home, one away). Each stone's distance from the pin hole is measured. The combined total is your last stone draw distance. Full sweeping is permitted.
- For the purpose of Skill Based Team Ranking (SBTR), the highest combined distance of the round robin will be discarded. The remaining total distance for the round robin will be used to rank teams.
- Playoffs will be seeded amongst the 8 qualifiers;
 - firstly, by a team's placing in their respective pools; first place teams are ranked 1-3, and next eight best records are ranked 4-8.
 - secondly by overall (SBTR) score.
 - SBTR scores may be used as round-robin tiebreaker criteria, as well as to assist as necessary with playoff seeding. Consult the main guide for tiebreaking rules (teams tied after round robin play). Teams with a losing record may be eliminated by SBTR. Only one tie-breaker draw is available.

APPENDIX I: CURLSASK MIXED (FOURS) PROVINCIAL CHAMPIONSHIP

See below for competition specific details. The rules and details contained in the main body of the competitor's guide apply to this competition. In the event there is a conflict between the Competitors Guide and this Appendix, this appendix is considered to take priority.

A. Game Rules and Format

- All games will be 8 ends.
- Each team must register its four players prior to the commencement of play. Each team must have two male players and two female players, and the male and female must play in alternate positions.
- Teams will enter on a first come first serve basis. A waiting list will be kept.
- Teams are considered entered when a complete line up and all fees have been received by CURLSASK.

B. Provincial Championship

- The Provincial Championship will be an open provincial competition to a maximum of 24 teams. After the entry deadline, the draw will be sent to all players who have provided email addresses and posted on curlsask.ca. Draw to be determined by CURLSASK Competition Committee after entry deadline and hammer and rock selection will follow other guidelines.

In Mixed curling, must have four players on the ice with two men and two women alternating delivery of stones. The skip must deliver fourth stones and the player acting as vice-skip must deliver third stones and be the opposite gender.

- Note: all four members of a team must be on the ice for every shot, of every end, of every game.

APPENDIX J: FIFTH/COACH RULES AND REGULATIONS

See below chart for the difference between a 5th player and a coach roles and abilities:

GURLSASK	Substitute Player	Timeouts on-ice access	Practice on-ice access	Practice hold broom	Practice Sweep	Coaches Chair	Award Presentation	Opening and Closing Ceremonies
5th	yes	yes*	yes*	yes*	no	yes*	no	no
Coach	no	yes*	yes*	yes*	no	yes*	yes	yes

*either 5th OR coach but not both and must be declared before each game.

If the 5th is acting as a substitute they have the same rights as the player they are replacing.