

COMPETITION GUIDELINES

RULES OF PLAY

Except where noted below, WFG Canadian Junior Cup & Runback U18 Championship events follow Curling Canada's Rules of Curling for General Play. In addition, all teams must follow the World Curling Federation standard for brushes and sweeping. Any clarification or interpretation of the aforementioned rules is at the sole discretion of the event convenor.

The following details supersede the above rules for WFG Canadian Junior Cup and Runback U18 Championship events.

WARM-UP

Warm-up begins 30 minutes prior to game time with practice starting 24 minutes prior to game time. Teams must flip a coin to determine choice. The winner of the coin toss will have the choice of **either rock color or all warm-up options***.

The official will start this process no later than 30 minutes prior to game time. Warm-up consists of two rocks up and two rocks back for each player or 7 minutes, whatever comes first. **THE SELECTION MUST BE COMMUNICATED TO THE ORGANIZATION AT A MINIMUM 30 MINUTES BEFORE THE SCHEDULED DRAW TIME.**

The teams will execute their draw to the button after their own practice. ***The team that ends up with warm-up options gets to pick the order of practice and on which side of the sheet they choose for their draw to the button.**

DRAW TO THE BUTTON CONTEST

The chosen player will first deliver a rock towards the home end with the help of brushers. If the player covers the pin hole completely, the same shooter will then deliver a second draw to the button without brushers.

Should both teams cover again, a coin toss will be used to determine the hammer. A different player from each team must execute the draw to the LSD in the first 3 games. All 3 original draws will count towards the Shootout rankings.

ATTENDANCE

If a team is not prepared to warm-up 30 minutes prior to match start time, that team will forfeit their warm-up and choice of rock color. The late team will also throw last in the draw to the button for hammer, following the other team's warm-up and draw to button (no warm-up throws permitted). If they are not present at start of draw to the button, they will also forfeit the hammer. If not present for the start of the game, they will forfeit

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1 point, 1 end, the hammer and 4 minutes will be removed from both team's match clock. If after a 10-minute period the team is still not present they will forfeit 1 more point, 1 end, the hammer and a further 4 minutes from each team's match clock will be removed. If a team is still not present 20 minutes after scheduled start time, that team will forfeit the match.

ROCK MEASUREMENTS

All rock measurements, whether for scoring or free guard zone purposes, are to be completed by the players. If it is determined by the players that the head official is required, the head official will be called in to measure, and the head official ruling will be final.

TIME/TIMEOUTS

All matches are 8 ends. Each team will have 30 minutes, plus two (2) x 90 second timeouts including travel time. all timeouts are held at the near end of the sheet unless otherwise specified. Timeouts must be signaled from the ice surface.

Extra end: Teams get 4 minutes and 30 seconds to complete an extra end regardless of how much time they finished the 8th end. Each team gets one (1) x 90 seconds timeout regardless of how many timeouts they had remaining after the 8th end. If a team runs out of time in the extra end, they will stop delivering stones.

PLAYOFF QUALIFICATION

Following POOL PLAY, top 50% or less teams will qualify for the playoffs.

U21 Women - 8 teams

U21 Men - 8 teams

U18 Women - 2 teams

U18 Men - 4 teams

They will be ranked by Win/Loss, then by tiebreaker criteria.

TIEBREAKER FOR PLAYOFF QUALIFICATION

In 2 team ties, if available, head to head record will be used. In all other cases, the draw shot challenge from the cumulative LSD will be used.

In the case where two or more teams with equal tiebreaker scores, the team with the lowest single shot score is deemed to have won the shootout. Should both teams have the same lowest single shot (for example two pinned stones), then the next lowest single shot will be used. If no solution can be found, a coin toss will be used.

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PLAYOFFS

The team with the better win-loss record during POOL PLAY gets: Choice of “hammer in the first end” or rock color. The team with the hammer will warm up first.

If teams have the same win-loss in POOL PLAY, a draw to the button will determine last rock. The team with the better LSD will get the choice. This must be declared prior to the practice.

SPIRIT OF CURLING

WFG Canadian Junior Cup & Runback U18 Championship events adhere to the Spirit of Curling. The Spirit of Curling is a commonly used term that refers to the respect curlers show, not only to one another but also to the sport itself. It is encapsulated by the principle that a curler would rather lose than win unfairly. Respect is one of the fundamental principles which underpin the Spirit of Curling. Event competitors are expected to uphold the spirit of curling on and off the ice. The Spirit of Curling generally sees no player attempt to gain an advantage in the game through any malice, whether by breaking the rules, distracting opponents or acting in an unsporting manner, which would effectively disadvantage their opponents. It is expected that if a player should do so then they admit to their fault. Broom slamming, profanity and unsportsmanlike behaviour are not acceptable.

The Spirit of Curling demands good sportsmanship, kindly feeling and honourable conduct among coaches and spectators too. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the ice.

The Spirit of Curling plays a crucial role in events where there are no referees or officials, however, event conveners will keep events running smoothly and help to iron out any concerns. Rules are based on the Spirit of Curling and every curler should adhere to this etiquette when playing.

– this information courtesy of the World Curling Federation