

2025 PRE EVENT ITEMS

1) COMPETITION GUIDELINES

- a) We expect all athletes and coaches to follow the:
 - i) Anti-Bullying Policy
 - ii) Rowan's Law/Concussion Guidelines
 - iii) Spirit of Curling
 - iv) WCF Broomhead Guidelines
 - (1) EXCEPTION: Teams will not be required to change broomheads each game.

2) RECORDING AND AUDIO DEVICES

A) LIVE STREAMING

- i) **NO** live streaming or recording is permitted for any reason on sheets 4 and 6.
- ii) Live streaming on other sheets may be permitted as long as it is using your own cellular network.

B) AUDIO DEVICES

- i) **NO** audio recording devices and microphones will be permitted on the ice, whether actively recording or not.

3) RULES OF PLAY

A) PRE-GAME

- i) Flip for colour OR practice
- ii) Last stone draw is delivered towards the glass
- iii) Measurement of the LSD can be observed by any opposition player
- iv) In the case of a tie, the hammer is determined by a coin toss

B) PRE GAME PRACTICE

- i) Practice will be 5 minutes for each team followed by a 1 minute Last Stone Draw (LSD) for hammer.
- ii) Any player participating in the first end can throw the LSD.
- iii) Pre-game practice will commence 15 minutes before the draw start time.

C) GAME DURATION

- i) You can not start an end after 2 hr and 5 min of play (including 4th end break if you choose to have one). Cut off time will be posted on the glass.
- ii) Each team has 2 one minute timeouts (once the coach gets there)
 - (1) They will receive one additional time out in an extra end.
- iii) You will play 8 full ends unless a team chooses to concede or is mathematically eliminated
- iv) If required, in round robin play, a draw to the button will break a tie after 8 ends. In the playoffs ,a full end will be played toward the glass.
- v) If tied after an extra end, one player from each team delivers a draw to determine the winner.

D) TIMEOUTS

- i) Each team is allowed 2 timeouts of 1-minute duration.
- ii) Timeouts must be called by the team on the ice
- iii) The convenor must be told when a timeout is called. Sheet # and stone colour of the team calling the timeout
- iv) Both coaches may visit their teams
- v) Time starts when both coaches arrive at the near end of the ice
- vi) Coaches must take the timeout from the boards and should not step onto the ice surface
- vii) Please wait for both coaches to be present before discussing strategy
- viii) All timeouts are held at the near end of the sheet
- ix) Visual aids (Curl Coach, Paper Notes, Strategy Board) may be used only to confirm the situation at the far end of the sheet and as a reference for the discussion.
- x) If you need a fair play timeout, technical timeout or rule explanation / etc. please ask the convenor to handle the timeout with/for you.

E) PLAYOFF QUALIFICATION

- i) The top 4 teams in the round robin based on record will qualify directly for the playoff round in the WFG Canadian Junior Cup & the Runback U18 Men's. Teams ranked 5 through 12 will play a qualification game (5 vs 12, 6 vs 11 etc). Teams will be reranked with the highest ranked team of the qualification game playing rank 4 and so on..

- ii) All 8 teams in the Runback U18 Women's will qualify for the playoffs.

F) TIEBREAKER SHOOTOUT

- i) The shootout is the first tiebreaker for determining playoff berths in the case of equal round-robin records
- ii) Record a 0 if the stone covers the pin
- iii) Record an "M" or "Max" if the stone is not on the rings when it comes to rest
- iv) Record the measured value from the pin (in inches to the closest $\frac{1}{2}$ inch)
- v) 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, etc. Should this be tied on all records. A coin toss will be used. The shootout score will be adjusted by adding 0.5 inches to the team that did not win the shootout.

G) PLAYOFF GAMES

- i) During playoff games, the following rule changes apply
 - (1) the team with a higher position in the round-robin standings has the choice of hammer OR stone colour
 - (2) the higher-seeded team must declare their preference at least 10 minutes prior to the practice
- ii) All other rules with respect to game duration and timeouts remain unchanged.