



2017 Travelers Curling Club Provincial Championship – Men & Women

March 17 - 20, 2017

Estevan Curling Club

Competitor Guide

CURLSASK

This Guide provides an overview of information for the competition.
www.curlsask.ca and the CC Rules of Officiated Play (September 2014-2018)
for additional guidelines and rule information.

TRAVELERS CURLING CLUB CHAMPIONSHIP

HOST INFORMATION PAGE

KEY CONTACTS:

CURLSASK Liaison: Barb Swallow – 306-646-7725 – bswallow@sasktel.net

Host Committee Chairperson(s):

Pauline Ziehl-Grimsrud – Estevan Curling Club - estevancurling@accesscomm.ca

Devon Fornwald – Estevan Curling Club – estevancurling@accesscomm.ca

TEAM ACCOMMODATION:

HOTEL ROOMS

Curling Club Championships - Travelers

We have the following local hotels to help assist you in securing accommodations. Mar.17-20, 2017

Suburban Extended Stay - 306-634-8332- \$99.00 + taxes per night
2 Queen Beds (30 rooms blocked until Mar.10, 2017)code#2791709

Days Inn - 306-634-6456, (walking distance) \$99.00+ taxes per night
2 Queen Beds (20 rooms blocked until Mar.10, 2017) code#995-810542

Western Star-306-636-9000 - \$99.00 + taxes per night
2 Queen Beds (20 rooms until Mar.10, 2017)code#Travellers

Please refer to the Estevan Curling Club & the code # when booking your rooms to receive the above rates.

SOCIAL FUNCTIONS:

Luncheon tickets are provided for curlers. Extra tickets will not be available

Luncheon will be held at: McGillicky Oilfield Lounge in the Curling Club

Saturday evening will be “A Taste of Saskatchewan” in the McGillicky Lounge. This evening is open to everyone.

TICKET INFORMATION:

No admittance charge

Game Results are available on www.curlsask.ca

OFFICIATING PROCEDURES

This event has a **PARTIAL** Officiated System that includes the following officials.

1. Head Official/Alternate Head Official:
 - The Head Official has the general supervision of and shall govern any competition to which he/she is assigned.
 - Responsible for total officiating program and will handle any necessary enforcement of rules that are required during a game.
 - Head Official will attend to all measurements; (members of both teams, except vice-skips who may observe, must stay outside the house during the measurement).
 - The rules pertaining to on-ice violations cannot be appealed beyond the Head or Alternate Head Official.
 - The Head or Alternate Head Official may directly intervene at any time in any game and give such directions concerning conduct of the game and adherence to the rules as he/she considers proper.
 - The Head Official shall hear and determine appeals of decisions made by on-ice officials and supervisors. His/her decision is final.
 - The Head Official is authorized to make decisions on matters not covered by the rules and shall do so in accordance with equity.
 - The Head or Alternate Head Official may recommend expulsion or suspension of any player or coach to the official curling body having jurisdiction. The expulsion or suspension may involve the championship at hand or future championships governed by the curling body having jurisdiction.
 - The Head or Alternate Head Official may expel a player or coach from the game or competition area for what he/she considers to be abusive or unacceptable behavior as per the CURLSASK Code of Conduct Policy, including refusal to comply with the rules and direction provided by an official. This includes swearing.

2. Alternate Head Official:
Acts in the Head Official's capacity when required.

CURLSASK Head Official – Tim Baber

CURLSASK Alternate Head Official – Leonard Underwood

CURLSASK Chief Official; Mike McClelland – nipawinmike@yahoo.ca – 862-2802 or 862-6888

COMPETITION OVERVIEW

Competition Format (12 team 2 pools of 6 teams, with 4 teams advancing to sudden death playoff)

- Competing Teams will play teams in their pool once during round robin play.
- The top two teams in each pool after round robin/tie breakers from each pool will advance to the Playoff (sudden death). The Team ranked 1st in each pool will play the Team ranked 2nd in the opposite pool in the semi-finals.

Pre-Competition Practice:

- None

Pre-Game Practice (Pre-Playoff):

- Teams are allowed 8 minutes for a maximum of two rocks per player thrown to the away end and back to the home end.
- First practice is 20 minutes prior to game time. Second practice is 10 minutes prior to game time.
- Teams practice time will be determined through a coin toss conducted a minimum of 35 minutes prior to game time, with the winner of the toss has the choice of rock color or first or second pre-game practice time, but not both.
- If the winner of the toss chooses a practice time, the other team has choice of rocks and will practice at the practice time not chosen.
- If the winner of the toss chooses rock color, the other team will have the choice of first or second practice with the opposite rock color chosen.
- Pre-game practice is not mandatory, but teams must be in attendance for LSD (Last Stone Draw)

Rock Color Assignment and Last Rock Advantage (Pre-Playoff)

- A coin toss will be conducted a minimum of 35 minutes prior to game time, with the winner of the toss has the choice of rock color or first or second pre-game practice time, but not both.
- If the winner of the toss chooses rock color, the other team will have the choice of first or second practice with the opposite rock color.
- If the winner of the toss chooses a practice time, the other team has choice of rocks and will practice at the practice time not chosen.
- Note - The team practicing first will also have **choice of rotation** to be thrown for the Last Stone Draw (See procedure below).
- If a team is not present for the coin toss 35 minutes prior to the game time, the non-offending team will be given last rock advantage in the first end, choice of color and choice of practice time. Both teams will be required to complete the LSD at the end of pre-game practice for calculations of Skill Based Team Ranking Process.
- Last Stone Draw (LSD) will be completed for all pre-playoff games to determine last rock advantage.
 - 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 official will measure and record the distance from the tee. Stones that cannot be measured due to their close proximity to the tee shall be assigned a distance of 0. Stones that are located outside the 6 foot perimeter shall be assigned a distance of 185.4cm.
 - The team with the lesser LSD will have last rock advantage in the first end of play.
 - Stones finishing in the house are measured. If the measure can be inserted, the stone is measurable. If the stone is so close to the tee centre that the tape does not register a number, the stone is assigned one half of the first number that the tape displays; i.e. If the first number is 0.1 cm, the stone will be assigned a score of 0.05 cm.
 - The team practicing first will choose the clockwise or counter clockwise turn for their LSD. They shall notify the opposition and official before practice begins. The team practicing second will deliver the opposite turn for their LSD.
 - If the team with first practice records a distance of 0 or 185.4cm, another player from that team (different from 1st player) shall throw one more stone using the same turn to record a second distance to be used if ties occur. If the second player to deliver records a distance of 0 or 185.4cm, the team will leave the ice and the other team will practice.
 - If following the second's team practice, that team matches the first team in distance over two stones, another player from the first practice team will alternate throwing with the second practice team until last rock in the first end is decided.
 - Any team in the process of completing their LSD commits a rule infraction as observed by the Head Official (ex. Touched running stone, hogline violation) will record a distance of 185.4cm. If it is the team

with first practice, another player from that team shall throw one more stone to record a second distance to be used if ties occur.

- If an LSD draw that has come to a stop is moved by a team member prior to the measure by the official, the LSD will be assigned the distance to the next defined circle away from the button. Original position was:
 - o On or biting the button – assigned 15.2cm
 - o On or biting the four-foot – assigned 61.0cm
 - o On or biting the eight-foot – assigned 121.9cm
 - o On or biting the twelve-foot – assigned 182.9cm
- Any team that is not present for the LSD or significantly delays the process will forfeit last rock advantage in the first end for that game and will record a distance of 185.4cm. The Head Official will make the decision on forfeiture of last rock advantage in the first end and his/her decision will be final.
- The opposing team must remain in the viewing area behind the glass during the opponent's last stone draws.
- **During the event, each player on the team MUST throw a minimum of one (1) of the team's Last Stone Draws. Teams must declare to the official which player will deliver the LSD prior the beginning of the first practice.**

Team Ranking and Tiebreaking

- The following criteria (in order) will be used to rank the teams at the completion of the round robin pool play:
 1. Teams will be ranked according to their win/loss record;
 2. If two teams are tied, the team that won their round robin game will be ranked higher;
 3. 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):
 4. 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).

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.

Playoff Rock Selection & Last Rock Advantage & Pre-Game Practice Times

- For the semi-final and final, the higher ranked team will have choice of last rock advantage in the first end **or** first selection of color of rocks but not both.
- For all playoff games, teams will utilize the rocks on the sheet assigned.
- Any team pre-determined to have last rock advantage in the first end will practice first for Pre-Game practice.
- 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.

Team Meeting, Ceremonies and Sponsored Functions

- It is mandatory that all teams have representation at the CURLSASK Officials/Team meeting unless permission is granted by the Competition Liaison. Failure to do so will result in forfeiting last rock in the first end for the entire competition, including playoffs.
- It is mandatory that all team members will attend the opening ceremonies, official banquet/luncheon and other sponsored functions unless permission is granted by the Competition Liaison. Failure to do so will result in forfeiting last rock in the first end for the entire competition, including playoffs.

TEAM DEFINITION AND SUBSTITUTE/REPLACEMENT PLAYERS

- Following the registration of the four players received by the CURLSASK, should a player be unable to play due to extenuating circumstances, the team will be permitted one eligible substitute or replacement player.
- A substitute must meet the age eligibility requirements: be from the same club or Player's Pool provided by host committee and must play lead.
- A replacement player must meet the age eligibility requirements: be from the same club and must play lead.
- Alternate players/5th players are not recognized in CURLSASK competitions at any level.
- A substitute or player from the player's pool who joins a team prior to the start of a game must deliver stones in the lead 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.
- A substitute or player from the player's pool who joins a team between ends must deliver stones in the lead position. 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.
- Coaches are not recognized and will not be granted any ice access.

RULES OF PLAY & GENERAL INFORMATION

The Rules of Curling for Officiated Play will be followed – pages 22 to 52 of The Rules of Curling, published September, 2014.

No warnings will be issued –violations will be dealt with according to the rules.

1. **Game Duration and Conceding:**

- All games will be 8 ends of play, with ties being broken by extra end(s)
- Teams may concede the game to their opponent at any time during the game. Leave the rocks where they are.
- TV games - teams may concede after the minimum number of ends required are played or with the approval of the Head Official

2. **Timing:**

- No time clocks at this event.
- Teams are asked to ensure proper speed of play. The Head Official may request teams to speed up play as required.
- Delay of game in progress for any reason excluding accident or illness shall not exceed 3 minutes. At the discretion of the head official, if the delivery of a stone is delayed for 3 minutes, the official shall provide a team with a 45 second warning. Failure to complete the delivery of the stone within the 45 seconds shall result in forfeiture of the stone.
- Five-minute break after 4 ends. The ice will be cleaned.

3. **Game Starts:**

- Teams will be allowed a one (1) minute on-ice warm-up, timed by the Head Official.
- Each game shall start at the time designated by the 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.

4. **Free Guard Zone:**

- Let the rock finish its course before action is taken.
- In cases where there is a FGZ infraction request that the game clock be stopped so that the penalty can be dealt with.
- After delivery of each of the first three stones of an end, it is the responsibility of the throwing team to ensure agreement with the opposing skip whether or not the stone is in the FGZ.
- If they cannot agree – consult the Head Official.

5. **Hogline Violation:**

- In the delivery of a stone, the stone shall be released before the stone has reached the nearer hogline.
- No hogline officials are in place at this competition.
- If teams have concerns about potential violations, please discuss with the Head Official.
- The Head Official has the authority to watch the hogline and call infractions without the confirm system

- 6. Position and Movement:**
 - Be aware of – especially when the opposition is delivering.
 - Only the skip and vice-skip of the non-delivering team may stand behind the backline when the delivering team is in control of the house.
 - Single file and to the extreme side of the sheet when moving.
 - Members of the non-delivering team between the hoglines or 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.
 - Team discussions outside the house
 - Please remember to stand off the hogline to allow our officials a clear view.

- 7. Measurements:**
 - All measurements will be attended to by the Head or Alternate Head Official. We ask that both teams stay outside the house at this time, except the Vice-Skips, who may observe.

- 8. Line-up:**
 - If there is a change in your playing line-up, advise the Head Official prior to the game beginning. If there is a substitution notify the Competition Liaison and the Head Official.

- 9. Playoff Meeting:**
 - At least one team member will meet with the Head and/or Alternate Head Official and CURLSASK Competition Liaison immediately after the last draw prior to playoffs starting.

- 10. Unsportsmanlike conduct/foul language:**
 - Will not be tolerated – the Head Official (or the Alternate Head Official) has the authority to eject or suspend a player from any game.

- 11. Prohibited Substances:**
 - Smoking, chewing tobacco or drinking alcoholic beverages by a player or coach on or in proximity to the ice surface is prohibited.

- 12. Broom bags and club bags, cell phones:**
 - Any bags brought to the ice surface should remain to the side of the arena (or behind score boards). On-ice equipment such as throwing brooms, grippers, etc. should be kept on the side walkways or back boards, off of the ice surface.
 - Cell phones and electronic communicating devices that send and receive signals are prohibited in the playing area.

- 13. Dress Code:**
 - Visible advertising on team apparel will be permitted as long as there is no conflict with Provincial and/or National sponsors. The CURLSASK retains the right of refusal.
 - Caps are to be worn peak forward.
 - Shirts must be of appropriate length so as to not expose bare skin or undergarments.
 - Players are not required to wear coordinating jackets but it is recommended. If the team chooses to wear non-traditional curling pants, the players should have identical pants.

- 14. Prizes:**
 - Will be displayed when event finals are played.

- 15. Media:**
 - The media can be a valuable tool in the marketing of curling events and competitions and should be used fully where possible.
 - The media will be in attendance at the competition. We ask that you accommodate them with interviews.

17. Televised Games

When games are televised, the following is required of the players:

- wear microphones as requested by the television provider
- head shots to be taken
- delayed game starts for the TV Game
- breaks between ends may be more than 30 seconds
- between the hoglines - stand on opposite side of the sheet as the camera
- 4th end break interview with the commentators may be requested
- a minimum number of ends may be required to be played, the team will be informed of this by the Competition Liaison or Head Official

EXPULSION OF PLAYER/COACH (from CURLSASK Code of Conduct)

If a player/coach is expelled from a game by the Head/Alternate Official 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. In competitions where a coach is mandatory, and the coach is expelled, the team will be allowed a temporary coach for the remainder of that game.
6. 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.

SOCIAL MEDIA GUIDELINES

Unquestionably, the landscape has changed in terms of the ways that players, fans and the media interact, and it's recognized that the various forms of social media represent a valuable opportunity for communication. Competitors are encouraged to embrace these social media, as they present avenues to promote the game of curling as well as their own teams. But there must be certain responsibilities attached to the use of these social media outlets, particularly when competitors are participating in CURLSASK sanctioned and provincial championship events and visibility is at its highest.

With that in mind, here are some guidelines:

- Be aware of the fact that as competitors in a provincial event you are in the spotlight, and competitors are always representing not only themselves, but their teams, teammates, families and CURLSASK as participants in all CURLSASK events. There is no on-off switch when it comes to this responsibility.
- 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. Avoid using social media when angry or consuming alcohol. Also, during events it's recommended to avoid reading Twitter responses or Facebook posts to your team. It's a fact of life that there will be naysayers who take pleasure in trying to bring competitors and/or their teammates down. Responding to them achieves nothing. Avoiding them is the best idea. Ideally, have someone external to the team filtering the responses to prevent negative messages getting through.
- Be smart about what is presented as a message. There's never anything wrong with taking the high road when it comes to discussing events, officials or opponents. Competitors help their sport and their team by presenting a positive, respectful image to those who read your message. Thanking fans and praising teammates and opponents are good ways to do this.
- Competitors hurt the sport and hurt their teammates by sending out negative messages of their own, or by sharing/retweeting negative messages from other people. These can consist of criticism of opponents, teammates, officials, events, sponsors, facilities and playing conditions, or sexist, racist or homophobic slurs. This is a year-round consideration, but be aware that if it happens during a CURLSASK event, **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 official into “disrepute”.
 - 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 CURLSASK events, competitors should be conscious of sponsors. It is a given that the CURLSASK partnerships with companies are responsible for the successful operation of CURLSASK events. CURLSASK would ask competitors to respect those partnerships by not: A) distributing messages that may be seen as critical of the sponsors; and B) distributing messages praising direct competitors of our sponsors. This applies specifically during provincial events. CURLSASK acknowledges that some teams have partnerships with competing sponsors. The fact is, there are more than 340 days in a year to praise team sponsors who may be in conflict.
- 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. Teams can, however, appoint someone sitting in the stands or watching on television to send messages via social media so long as there is no direct contact with the players and/or coaches in the field of play.

SPONSORS

The following are CURLSASK Provincial sponsors:

- **SaskTel**
- **Viterra**
- **Ramada Hotels (Regina & Saskatoon)**
- **Affinity Credit Union**
- **Kruger Products**
- **SaskEnergy**
- **Saskatchewan Lotteries**
- **Travelers Canada**
- **Tim Hortons**
- **The Optimist Clubs of Saskatchewan**
- **Jiffy Lube**

Please be advised that the above are presently committed, to the sponsorship of curling and the utmost effort must be taken to utilize their products and/or services in the ensuing year.

CURLSASK requires all team players to visibly display any CURLSASK sponsor crests provided to the team on their on-ice attire for all on-ice activities.

