

# CURLSASK

## 2016/2017 Junior Qualification Bonspiels Team Information Sheet

- Three game guarantee. (triple knock-out draw)
- Four teams from each bonspiel will qualify for the Provincial Championship. The number of teams that qualify out of each bracket will be determined by the Competition Committee once the number of teams are confirmed and the draw is complete.
- **Once a team has qualified at a Qualification bonspiel, the team is ineligible to enter any further Q-Spiels.**
- All games will be 10 ends, with play continuing in the event of a tie at the completion of 10 ends.
- **\*\* Due to the lack of an official and time clocks at this level, an honour system regarding the length of any time out/break will be used.**
- A coin toss will be conducted a minimum of 25 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.
- **Pre-Game Practice** – First practice is 20 minutes prior to game time. Teams are allowed two rocks per player thrown to the away end and back to the home end **within 8 minutes**. (An official will time practice) Second practice starts after the first team's Last Stone Draw (LSD) has been completed; approximately 10 minutes prior to the game time.
- **Last rock advantage in the first end** will be determined by the Last Stone Draw (LSD).
  - 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. Teams 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.
  - If the team with first practice records a distance of 0 or 185.4cm, another player from that team (different from 1<sup>st</sup> player) shall throw one more stone 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, another player will deliver a 3rd stone to be measured.
- Inappropriate actions and language can result in the CURLSASK Representative and/or Host Facilitator in expelling or suspending a player from the game.
- Dress Code is in effect. (see back of this sheet for information)
- ZERO TOLERANCE regarding drugs and alcohol. (see back of this sheet for detailed information)
- The Host Facilitator has volunteered his/her time to this event, please treat them with respect. If you should have any concerns with the event contact CURLSASK directly.
- All draws originate with the CURLSASK Junior Committee. If you should have any questions or concerns regarding the draw please contact:

Ashley Howard, CURLSASK Competition Chairperson  
1-877-722-2875 Ext 1

## OBLIGATIONS OF COMPETITORS AND COACHES

(Excerpts... for entire Code of Conduct refer to the 2015-2016 CURLSASK Annual Yearbook)

- ❖ Avoid any action or conduct that would reasonably be expected to reflect adversely upon CURLSASK and its athletes, teams, coaches, employees, officers, directors, member or sponsors and to conduct themselves in a manner which will bring credit to CURLSASK and the specific parties named above;
- ❖ Avoid any action or conduct that would reasonably be expected to significantly disrupt or interfere with a competition or the preparation of any Competitor/Coach for a competition;
- ❖ Abide by the rules of the competition.
- ❖ No player/coach attending playdowns for the Juniors shall be allowed to consume alcoholic beverages or use mind-altering substances at any time during any level of play. That is from the time the player/coach arrives at the competition site until the time of departure from the competition site. Violation will result in immediate suspension from the competition and dismissal to home (at player/coach's own expense) for the player(s)/coach(es) involved, with potential of further disciplinary measures.
- ❖ The curling club licensed area shall be off limits to all players/coaches.
- ❖ A player/coach that has been eliminated from a competition but chooses to remain at the competition site as an observer is still considered a player/coach in the competition and will follow CURLSASK Code of Conduct, guidelines and rules until the competition is complete and the player/coach has departed for home.

### DRESS CODE

- ❖ Visible advertising on team on-ice apparel will be permitted as long as there is no conflict with Provincial and/or National Sponsors. At Provincials, any conflicting sponsors on team on-ice apparel must be removed or covered.
- ❖ Hats/caps must be worn peak forward.
- ❖ Shirts must be of appropriate length so as to not expose bare skin or undergarments.
- ❖ Coaches must be in appropriate curling attire and footwear to access their team for timeouts and breaks. (no jeans allowed)

### TIME-OUTS & BREAKS

- ❖ **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.
- ❖ **Each team will be provided a 5<sup>th</sup> end break (maximum 5 minutes) and if applicable, a break between the 10<sup>th</sup> end and first extra end (maximum 3 minutes)**
- ❖ Coaches running or jogging during the time-out will not be tolerated. The team will lose the time-out if this occurs.
- ❖ Time-outs can only be called by the team who is in charge of the house. The call for time-out must come from the players on the ice-surface. The coach may physically signal to their players a request for time-out but are only permitted to communicate with their players during the time-out.
- ❖ The coach of the team that called the time-out 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, however must remain at the home end.
- ❖ A time-out ends at the end of the 90 seconds or when the coach of the calling team leaves the playing surface.
- ❖ The coach can physically signal a request for a time-out to their team players on the ice.  
Acceptable signals/actions include:
  - The "T" sign with the hands
  - Standing up and waving your armsUnacceptable signals/actions include:
  - Banging/tapping on the glass
  - Physically going to the playing surface and requesting the team to stop