



**2017-2018 Tim Hortons
Mixed Provincial Championship**

**March 22 – 26, 2017
Meadow Lake Curling Club**

**Competitor
Guide**



This Guide provides an overview of information for the
competition.

Please refer to the www.curlsask.ca and the CC Rules of
Officiated Play (September **2014-2018**) for additional guidelines
and rule information.

MIXED TEAM PROVINCIAL CHAMPIONSHIP

HOST INFORMATION PAGE

KEY CONTACTS:

CURLSASK Liaison: Marg Mayotte, mmayotte@sasktel.net

Host Committee Chairperson: Shannon Heddon - manager@mlcurling.ca

TEAM ACCOMMODATION:

There is a block of rooms booked for all qualifying teams. Each team is guaranteed 2 rooms. The block of rooms are only saved until March 14, and then will be released for anyone to book.

Woodland Inn

Double Room - \$124.95

Single Room - \$116.95

Continental Breakfast

Super 8 Motel

Double Room - \$121.00

Restaurant

Nor Wester Motor Inn

Double Room - \$73.00

Single Room - \$62.00

Four Season Motel

Double Room - \$73.00

Single Room - \$62.00

Please call Shannon Heddon at 306-236-4314 to book your rooms and for further info.

SOCIAL FUNCTIONS:

With the schedule of the draw times during the week, there will be a “meet and greet” the team social on Wednesday evening after the team meeting has ended instead of an opening ceremonies. It will start at roughly 7:30. Every team must be in attendance and everyone is welcome to attend.

TICKET INFORMATION:

Admittance for curlers, members of CURLSASK and media will be provided at registration.

Day Pass - \$10.00

Event Pass - \$30.00

Draw Pass - \$5.00

Available at the Door

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/Alternate 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.
3. Game Observers:

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 Official/Assistant Head Official.
4. Game Timers:

Time clocks will be used for all games. Game timers are responsible for the operation of the time clock on the sheet to which they are assigned.

CURLSASK Head Official – Barry Whitehouse
CURLSASK Alternate Head Official – Christy Walker

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

COMPETITION OVERVIEW

Competition Format (16 team self-seeded triple knockout, 4 qualifier to page system playoff)

- 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. 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.

Pre-Competition Practice:

- None

Pre-Game Practice (Pre-Playoff):

- Nine (9) minutes on game sheet.
- First practice is 30 minutes prior to game time. Second practice is 20 minutes prior to game time.
- Teams practice time will be determined through a coin toss conducted a minimum of 45 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 (Pre-Playoff)

- A coin toss will be conducted a minimum of 45 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.
- If a team is not present for the coin toss 45 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.

Last Rock Advantage (Pre-Playoff)

- Last Stone Draw (LSD) will be completed for all round robin pool games to determine last rock advantage.
 - **At the conclusion of each of the team's pre-game practice, two different players per team will each deliver 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 better distance of the total of the two draws 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 have the option of delivering the **clockwise turn** or the **counter clockwise turn**. Both stones will be delivered using the same turn. The opposition and official will be notified prior to the first team practice of the names of the players delivering stones and the turn of choice.
 - If after two stones, the first practice team records a total of 0.00cm or 185.40cm or 370.80cm, the team shall leave the ice and the second team will practice. If the second practice team then matches the first practice team in distance over two stones, another player from the first practice team will alternate throws with the second practice team until the hammer 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.
- **Coaches must remain off the ice surface and NO COACHING is allowed during the team's LSD.**

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

- For the first playoff draw: (the following will be overviewed at the pre-playoff meeting)
 - In the 1-2 game, the A qualifier will have choice of last rock advantage in the first end **and** first selection of a set of rocks. The B Qualifier will have second selection of a set of rocks. (opposite color of the A Qualifiers selection). The team with last rock advantage in the first end will practice first in the pre-game practice.
 - In the 3-4 quarterfinal game, the LSD will be used to determine last rock advantage in the first end. Selection of a set of rocks OR pre-game practice time will be determined by the same coin toss process done for pre-playoff games.
- For the semi-final:
 - If the A qualifying team loses the 1-2 game and plays in the semi-final, they will have choice of last rock advantage in the first end **and** first selection of a set of rocks. The team with last rock advantage in the first end will practice first in the pre-game practice.
 - If the B qualifying team loses the 1-2 game and plays in the semi-final, the LSD will be used to determine last rock advantage in the first end. Selection of a set of rocks OR pre-game practice time will be determined by the same coin toss process done for pre-playoff games.
- For the final:
 - If the A qualifying team wins the 1-2 game, they will have choice of last rock advantage in the first end **and** first selection of a set of rocks. Selection of the A qualifying team's set of rocks for the final must be determined after the 1-2 game upon request by the Head Official. The team with last rock advantage in the first end will practice first in the pre-game practice.
 - If the B qualifying team wins the 1-2 game and the A team wins the semi-final, the LSD will be used to determine last rock advantage in the first end. Selection of a set of rocks OR pre-game practice time will be determined by the same coin toss process done for pre-playoff games.
 - If the B qualifying team wins the 1-2 game and plays a C qualifying team, the B qualifier will have choice of last rock advantage in the first end **and** first selection of a set of rocks. Rock selection will be completed immediately after the semi-final game upon request by the Head Official. The team with last rock advantage in the first end will practice first in the pre-game practice.
- The maximum time allowed for any rock selection will be fifteen (15) minutes. Failure to comply will result in rocks being 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.

Playoff Practice:

- The A event winner will be allowed a one half hour practice at an appropriate time as determined by the Head Official and Competition Liaison.

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 and coaches 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

- A team shall include a minimum of two players from the original registered team and one substitute, one replacement, or player(s) from the players pool if the rules of the competition so provide.
- At no time in Mixed play, shall a team play with three players.
- Alternate players/5th players are not recognized in CURLSASK competitions at any level, but may attend championship to be used as substitute/replacement players as per CURLSASK guidelines. Alternate players who attend championships do so at their own expense. Alternate players are not given ice access, do not march in ceremonies, are not recognized with the team at any functions, and do not receive any awards from the provincial sponsor or Curling Canada.
- A coach who has been coaching a team in the event is ineligible to be a substitute/replacement player during the event.

SUBSTITUTION

- Following the registration of their four 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 Official or the Event Competition Liaison), the team will be permitted one eligible substitute or the option of continuing with the remaining three players.
Exception:
 - In Mixed competition four players are required to commence and conclude a game, therefore two substitutes would be allowed.
 - When CURLSASK or Curling Canada Competition dates conflict, the team will be allowed to select a maximum of 2 substitutes. If a substitute becomes a replacement and that member is unable to play, the team will be allowed another substitute.

The following are criteria for all substitutes at all CURLSASK competitions:

- a) The substitute is a temporary player who may play the position of the indisposed player or lower.
- b) 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 Mixed Team competition.
For Provincials, 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 previously eliminated from Mixed competition.
- c) A substitute can substitute for multiple teams as long as that substitute meets the eligibility criteria of the specific competition.
- d) The team requiring the substitute must indicate if substitute is required for one game, multiple games, or the entire competition.
- e) Is committed to the team he/she substitutes until being released. He/she may then substitute for another team at that level.
- f) The substitute is not required to pay the Curling Canada participant fee.
- g) The Competition Liaison and Head Official involved must be advised of any substitution.
- h) At CURLSASK Provincial Competitions, the host club shall provide a pool of substitutes. Should a team require a substitute, they may select an eligible substitute as per the rules of competition OR a player from the substitute pool. The substitute pool is for use of emergency substitute situations and will only be available for selection during the competition.

REPLACEMENT

- Following the registration of their four 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 all replacements for all CURLSASK competitions:

- a) At all times a team must have at least two (2) original registered members.

- b) The replacement must be a member of an affiliated CURLSASK Club. The substitute is subject to the eligibility rules regarding gender and age of that competition
- c) The replacement is required to pay Curling Canada's participant fee.
- d) The Competition Liaison and Head Official involved must be advised of any substitution.

In special circumstances, a replaced player may apply to CURLSASK Chief Official 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 Official 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.

- A substitute or player from the player's pool who joins a team prior to the start of a game may deliver stones in the indisposed player's position or lower. A replacement in this situation may deliver stones in any position. The team shall re-declare their delivery rotation at this time if required.
Position of indisposed player is determined as follows:
 - If the substitute is required for the first game, at the first level of the competition, line-up will be as indicated on the playdown registration form.
 - 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.
- 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 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.

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:

- Thinking Time allotted to each team shall be thirty (30) minutes.
- Thinking Time allotted for each team in an extra end shall be four (4) minutes, thirty (30) seconds.
- Thinking Time:
 - o Both teams are off clock at the start of the game. If the team throwing the first stone in the first end significantly delays the start of the game, the Head Official has the authority to start that team's clock.
 - o Once all stones have come to rest in play or crossed the backline, the sweepers & player who just delivered has moved to the side of the sheet and the delivering team as relinquished control of the house, the clock of the delivering team begins to run.
 - o The delivering team's clock will continue to run until their delivered stone reaches the nearer t-line.
- Breaks:
 - o 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 stone. If a measure is required, the 30 seconds will start after the measure. If the player to deliver first does not deliver their stone by the time the 30 seconds elapses, their team clock shall be started, but would be stopped when the stone reaches the nearer tee line.
 - o Five-minute break after 5 ends is mandatory. The ice will be cleaned.
 - o An optional 3-minute break between conclusion of the 10th 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 shall be at the discretion of the Head Official.

3. Time- Outs:

- **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. The team will lose the time-out and 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. Players are encouraged to use the "T" signal with their hands above their head to ensure time-out is observed by officials. Coaches may physically signal a request for a time-out to their players on the ice.
- The coach is allowed to communicate with the team during time-outs and breaks as determined by the Head Official.

4. Game Starts:

- Teams will be allowed a one (1) minute on-ice warm-up, timed by the game clock.
- 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.

5. 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 – request the game clock be stopped and ask for the Head Official.

6. 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.

7. 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's time clock is running.
- 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.

8. 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.

9. 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.

10. Playoffs/Rock Selection:

- At least one team member and/or certified coach will meet with the Head and/or Alternate Head Official and CURLSASK Competition Liaison immediately after the last draw prior to playoffs starting

- 11. 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.
- 12. Prohibited Substances:**
- Smoking, chewing tobacco or drinking alcoholic beverages by a player or coach on or in proximity to the ice surface is prohibited.
- 13. Broom bags and club bags, cell phones:**
- Curling Canada Brush Moratorium & Penalties will be enforced in this competition.
 - All players and coaches must conform to these rules.
 - Brooms must be brought to the team meeting for inspection and marking by the officials. A CURLSASK Official or representative will mark all brooms and may request to inspect and mark broom heads before or during a draw.
 - Practice is considered part of the game, therefore once brooms are used at practice they are to remain in play area until conclusion of the game
 - Broom bags are not allowed in the field of play. Any club bags are subject to inspection.
 - On-ice equipment such as throwing brooms, grippers, throwing device, etc. should be kept on the side walkways or back boards, off the ice surface.
 - Cell phones and electronic communicating devices that send and receive signals are prohibited in the field of play for both players and coaches.
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- 14. 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 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.**
- 15. Prizes:**
- Will be displayed when event finals are played.
- 16. 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.
 - 5th 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.
- 18. R/F Microphones**
- The use of radio frequency (RF) microphones on players will only be allowed for CURLSASK competitions where there is an approved webcasting, television or media partner. The use of RF microphones for training purposes for coaching are not allowed in CURLSASK competitions.

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.

COACHES INFORMATION

COACHES REQUIREMENTS

The coach must be at least 21 years of age.

The coach must be minimum NCCP Competition Coach Certified in Curling or minimum old NCCP equivalent in curling. (ie. Level 2 Certified)

Coaches attending a National Championship must be confirmed by the CURLSASK Executive Director and the CCA.

CURLSASK requires that coaches in curling participating in CURLSASK sanctioned events 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 official will look to this area for the coaches. The official will not give extra time if the coach is not in the designated area.

RECORDING DEVICES & STATISTICAL ANALYSIS

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

TIME-OUTS

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.

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. The team will lose the timeout if this occurs.

Time-out ends for both teams when the coach of the calling team leaves the playing surface.

ICE ACCESS

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

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

Time-outs

- The team that called the time-out can communicate with their coach at either end of the sheet as long as getting to the away end (in the Head Official's view) 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. Coaches must have appropriate footwear to be allowed on the adjacent sheet of ice.
- If both discussions are at the same end and it is congested, the Head Official 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 Official will have to decide what he/she will allow when they do the pre-competition inspection.

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.

2017 - 2018 Tim Hortons Mixed Team Provincial



March 22 - 26
Meadow Lake Curling Club

A EVENT

Seed 1

Thurs 9:00am 1
Ice 1
loser to B16

Seed 16

Thur 4:00pm 9
Ice 4

Seed 8

Thurs 9:00am 2
Ice 2
loser to B16

loser to B22

Seed 9

Seed 12

Thurs 9:00am 3
Ice 3
loser to B18

Fri 9:00am 13
Ice 1
loser to B25

Seed 5

Seed 13

Thurs 9:00am 4
Ice 4
loser to B18

Thur 4:00pm 10
Ice 2
loser to B20

Seed 4

Seed 3

Thurs 12:30 PM 5
Ice 1
loser to B17

Fri 4:00pm 15
Ice 3
loser to B28

Seed 14

Seed 6

Thurs 12:30 PM 6
Ice 2
loser to B17

Thur 7:30pm 11
Ice 3
loser to B23

Seed 11

Seed 7

Thurs 12:30 PM 7
Ice 3
loser to B19

Fri 9:00am 14
Ice 2
loser to B24

Seed 10

Seed 15

Thurs 12:30 PM 8
Ice 4
loser to B19

Thur 7:30pm 12
Ice 1
loser to B21

Seed 2

Qualifier #1

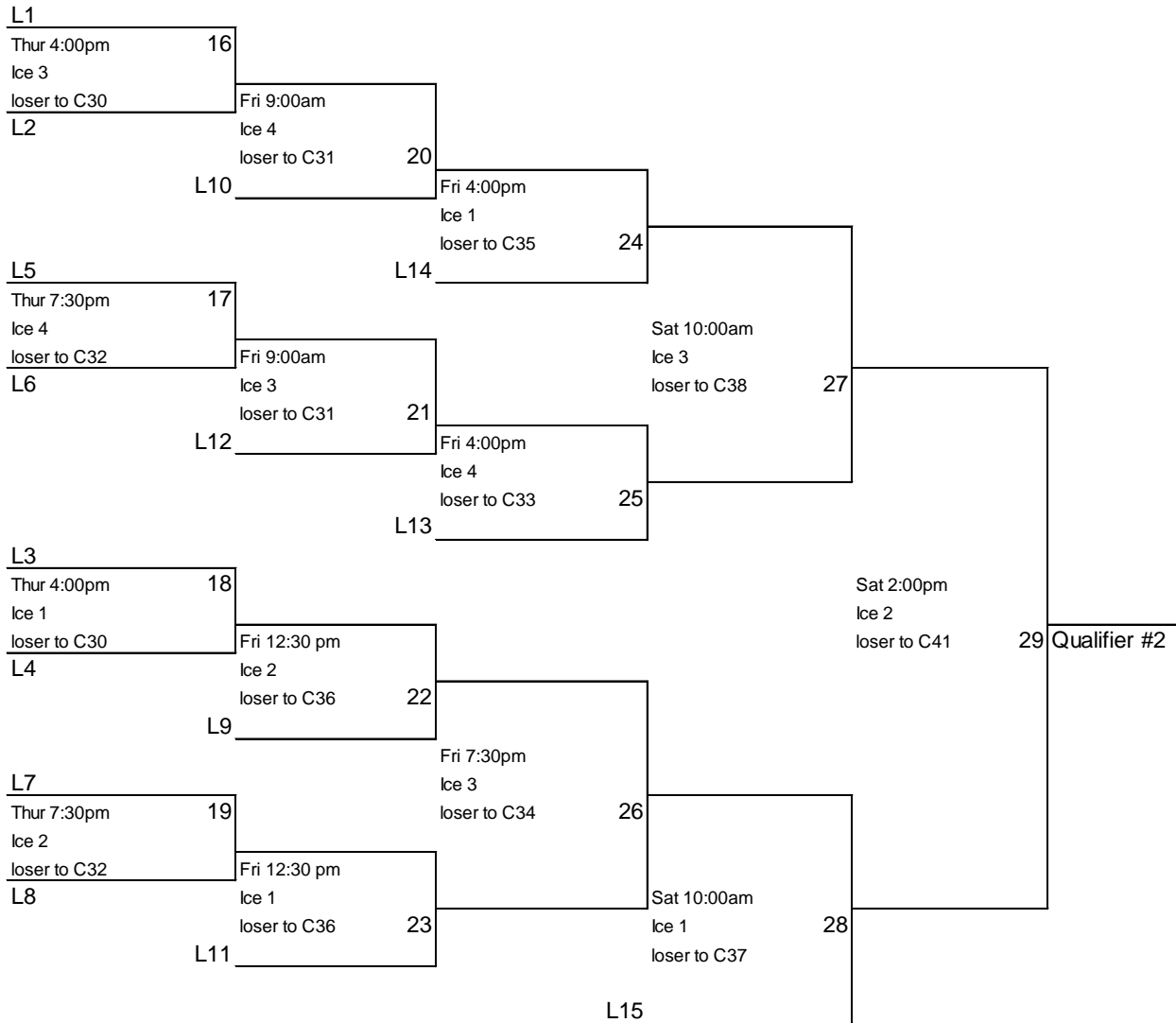




2017 - 2018 Tim Hortons Mixed Team Provincial

March 22 - 26
Meadow Lake Curling Club

B EVENT

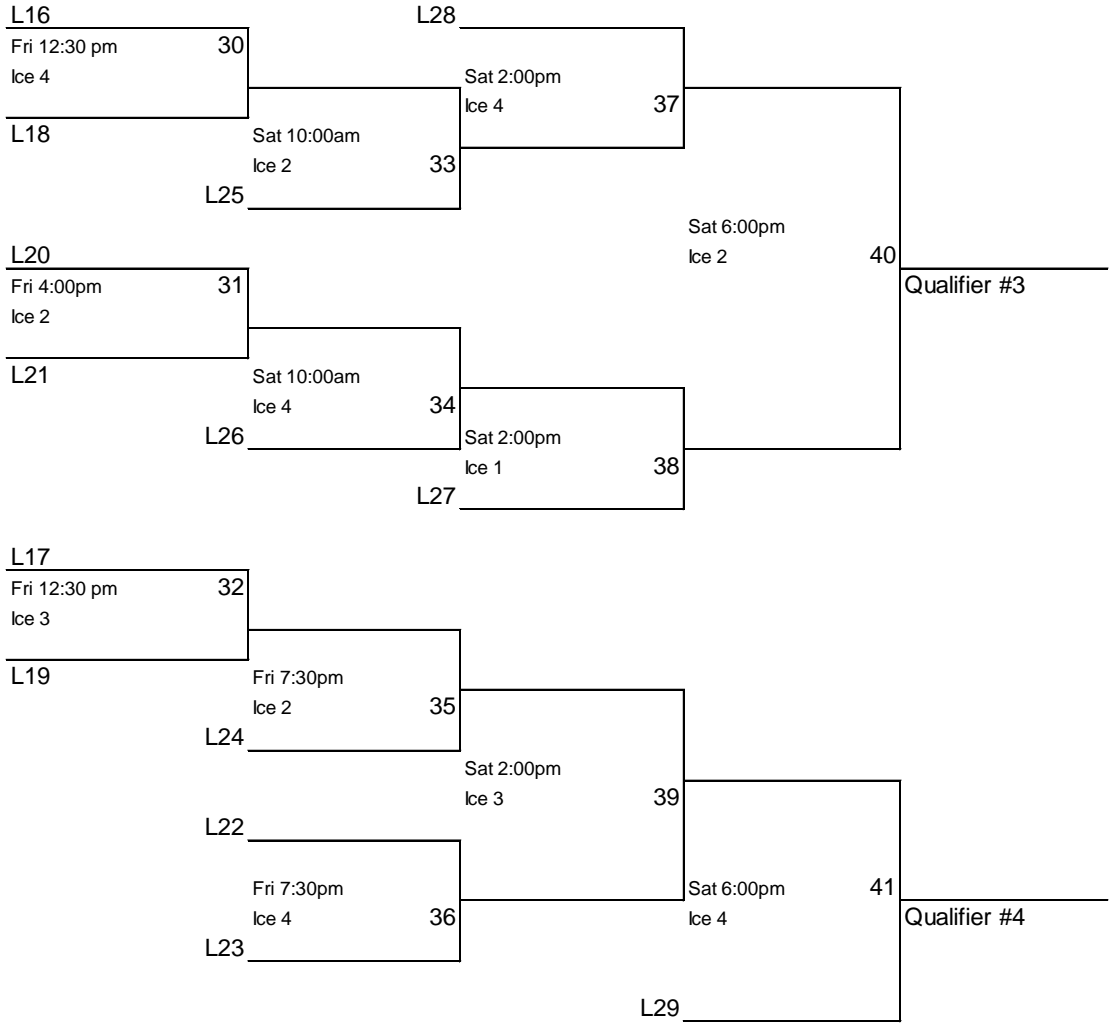


2017 - 2018 Tim Hortons Mixed Team Provincial



March 22 - 26
Meadow Lake Curling Club

C EVENT

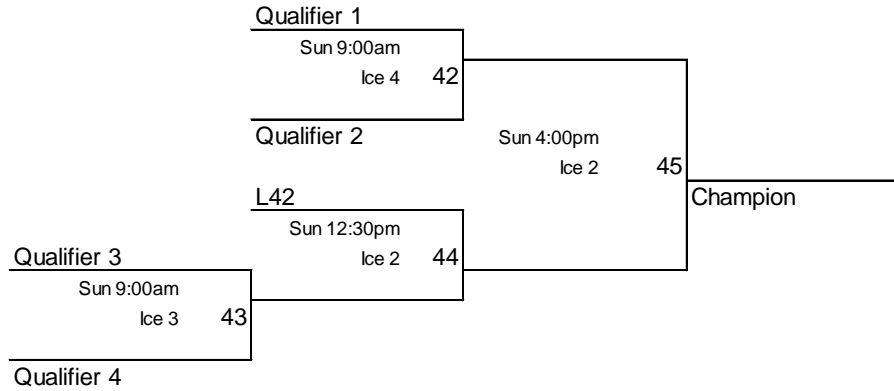




2017 - 2018 Tim Hortons Mixed Team Provincial

March 22 - 26
Meadow Lake Curling Club

Championship Event



Wednesday

Team Meeting 6:30 PM - 7:00 PM
Opening Social 7:00 PM

Thursday

Draw 1	9:00 AM	A - 1,2,3,4
Draw 2	12:30 PM	A - 5,6,7,8
Draw 3	4:00 PM	A - 9,10 B - 16,18
Draw 4	7:30 PM	A - 11, 12 B - 17,19

Friday

Draw 5	9:00 AM	A - 13, 14 B - 20,21
Draw 6	12:30 PM	B - 22, 23 C - 30, 32
Draw 7	4:00 PM	A - 15 B - 24, 25 C - 31
Draw 8	7:30 PM	B - 26 C - 35, 36

Saturday

Draw 9	10:00 AM	B - 27,28 C - 33,34
Draw 10	2:00 PM	B - 29 C - 37, 38, 39
Draw 11	6:00 PM	C - 40, 41

Sunday

Draw 12	9:00 AM	Playoff - 42,43
Draw 13	12:30 PM	Semi - 44
Draw 14	4:00 PM	Final - 45

