CURLSASK

2026-2027

Competitor Guide

September 2026

HOW TO USE THE GUIDE

This guide has been amended to reflect several changes in policy and procedures since the previous season. Procedures contained within this guide apply except where amended within a specific category appendix.

The guide has been split into sections to clearly identify the policies and procedures that apply to each level of competition.

Section 1 refers to general competition rules and information

Section 2 refers to all CURLSASK competitions, including Provincial Qualifiers and Provincial Championships

It remains the responsibility of the competitors and coaches to read and adhere to all policies contained in the most recent publication of this document on the CURLSASK website. Any questions should be directed to the CURLSASK office.

Additional policies and procedures can be found of the CURLSASK website curlsask.ca

CONTACTS 2

COMPETITION COMMITTEE 2

JURISDICTION 2
AUTHORITY 2
SPONSORS AND PARTNERS 2
SECTION 1: GENERAL INFORMATION 2
CURLSASK POLICIES & PROCEDURES 2
GENERAL INFORMATION 2
CONDUCT 2
SAFE SPORT 2
CONCUSSION PROTOCOL 2
ELECTRONICS 2
CURLSASK CRESTS 2
DRESS STANDARDS 2
TEAM SPONSORSHIP 2
SOCIAL MEDIA 2
MEDIA 2
RF MICS 2
TEAM MEETING & CEREMONIES 2
REGISTRATION & ROSTERS 2
WITHDRAWALS & REFUNDS 2
PROHIBITED SUBSTANCES 2
DRUG TESTING AND ANTI-DOPING PROGRAM 2
COACHES 2
REQUIREMENTS 2
SIDELINE LEARNING 2
TEAM STRUCTURE 2
ALTERNATES, SUBSTITUTIONS AND REPLACEMENTS 2
ALTERNATES (5TH PLAYERS): 2
SUBSTITUTE: 2
REPLACEMENT 2
ELIGIBILITY 2
COACH & FIFTHS 2
TEAM NAME & CLUB REPRESENTATION 2
SEEDING POLICY & DRAW PLACEMENT PROCEDURES 2

DRAW MAKING 2
RULES & REGULATIONS 2
OFFICATING 2
EQUIPMENT 2
GENERAL 2
BROOMS 2
EQUIPMENT PENALTIES 2
RULES OF CURLING 2
5 ROCK FREE GUARD ZONE 2
HOGLINE VIOLATIONS 2
SECTION 2: COMPETITON 2
PRE-COMPETITION PRACTICE 2
PRE-GAME PRACTICE 2
PRE-GAME PRACTICE DETERMINATION 2
PRE-PLAYOFF PRACTICE 2
GAME STARTS 2
TIMING 2
GAME TIMES: 2
TIME-OUTS: 2
EXTRA ENDS: 2
LAST STONE DRAW 2
LAST STONE DRAW (LSD) PROCEDURES: 2
DRAW SHOT CHALLENGE (DSC)The DSC will include the cumulative distance of all the pre-game LSD's to the pin for last stone advantage in the first end of all-round robin games. 2
YOUTH COMPETITIONS (U18, U20 and Rotating 4's) 2
YOUTH COACHING INTERACTIONS 2
YOUTH FAIR PLAY TIMEOUT 2
COMPETITION FORMAT AND PROCEDURES OVERVIEW 2

CONTACTS

CURLSASK
613 PARK STREET
REGINA, SASK.
(306) 780-9202
https://curlsask.ca/

EXECUTIVE DIRECTOR
STEVE TURNER
Ed@curlsask.ca
(306) 780-9202 ext. 2

EVENT COORDINATOR
LYDIA ZUKEWICH
Events@curlsask.ca
(306) 780-9202 ext. 3

DIRECTOR OF HIGH PERFORMANCE
PAT SIMMONS
Hp@curlsask.ca
(306) 780-9202 ext. 6

COMPETITION COMMITTEE

Role: Oversee CURLSASK Competitions and events through support, education, awards, high-performance development and opportunities for athletes, coaches, umpires and volunteers.

Composition: Gaylene Simpson (Chair), Kevin Glessing, Adam Bukurak, Amy Hogemann, Pat Simmons and Lydia Zukewich

JURISDICTION

The Provincial Curling Championships governed by CURLSASK are:

- Bunge Women's Prairie Pinnacle
- SaskTel Men's Tankard
- Mixed Championships
- Mixed Doubles Championships
- Biktrix Senior Championships
- Masters Championships
- Curling Club Championships
- U20 Championships
- 2 Person Stick Championship
- Wheelchair Championship
- U20 Mixed Doubles Championship
- U18 Championships
- SaskMilk Rotating 4's Cup

AUTHORITY

CURLSASK has the authority to make decisions related to its competitions and points, as it considers necessary, to handle any situation not covered by its rules and policies.

CURLSASK is the policy decision forum for Provincial Championships, all the provincial qualifiers, as well as its other sanctioned events and Tour Points. All matters of concern should initially be directed to CURLSASK Event Coordinator or Executive Director.

During a championship or qualifier, CURLSASK policies and procedures interpretations are the responsibility of the CURLSASK in consultation with the event's Chief Umpire and/or the CURLSASK 's Head of Officials, Liaison and/or Host Chair. Interpretations on the Rules of Curling are the responsibility of the event's Chief Umpire. In the event further interpretation is required the Event Team will contact the Competition Committee for further review

SPONSORS AND PARTNERS

The sponsors of curling contribute substantially to the sport. There are currently many different sponsors at the national, provincial, regional, local, and team levels. In addition, the federal, provincial, and municipal governments provide funds for our sport.

At CURLSASK, our sponsorship agreements are continually evolving to meet both the needs of the sport and those of the sponsors. We ask you, as curlers, to recognize the importance of the support curling receives from these partners. Without the contributions of our corporate and government partners, the quality of our competitions would be greatly diminished.

Below is a list of our current sponsors:

- SaskTel
- Bunge
- Biktrix
- SaskMilk
- SGI
- Original 16

SECTION 1: GENERAL INFORMATION

CURLSASK POLICIES & PROCEDURES

1) Event Discipline Policy
2) Code of Conduct
3) Concussion Policy & Protocol

4) Social Media Policy
5) Safe Sport Policy

GENERAL INFORMATION

Curling is based on a code of ethics, good sportsmanship, and personal integrity. Players and coaches are expected to follow this tradition and the rules of the game throughout the competition.

All events will be played under the "Rules of Curling for Officiated Play" as specified in the latest edition of the rulebook published by Curling Canada (CC) including all subsequent rule changes and interpretations adopted by CC as of the start of the competition. "Rules of Curling for Officiated Play" may be supplemented by rules in this Competitors Guide and/or the related Appendix for a specific event.

CONDUCT

Competitors and coaches are required to conduct themselves on and off the ice in an appropriate manner and abide by the rules of the competition. The Chief Umpire and CURLSASK may intervene at any time if a team, player, or coach is displaying inappropriate behavior. Competitors and coaches agree to abide by the CURLSASK Code of Conduct Policy as listed in the CURLSASK Policies available on its website.

1) Expulsion of a Player
    a) If a player/coach is expelled from a game for on-ice misconduct, the following shall apply:
        i) The player/coach must leave the ice surface immediately. If the player/coach refuses to leave the ice surface, the team will forfeit the game.
        ii) For the remainder of the game, the player/coach may not be in the viewing area of the facility or on the ice surface.
        iii) Once a player/coach has been expelled, further suspension for the remainder of the competition will be determined as per the CURLSASK Code of Conduct and Event Discipline Policy.
        iv) An expelled player will not be allowed a substitute for the remainder of that game. In Mixed and Mixed Doubles play, where a minimum number of players are mandatory, the team will automatically forfeit the game.
    b) 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 substation for that competition. The substitute certified coach must have the proper qualifications as per CURLSASK guidelines.

SAFE SPORT

CURLSASK is committed to creating a safe and welcoming space. Should your team wish to advise CURLSASK of any issues or concerns, submit a report online.

CONCUSSION PROTOCOL

If a suspected head injury occurs, the Concussion Protocol will be in effect, and athlete(s) may be removed from competition. The Competition liaison will have a copy of the Concussion Protocol.

ELECTRONICS

In the playing area, electronic devices that provide communication are NOT permitted (e.g. cell phones, iPods, smartwatches, etc.) and must be placed on silent or airplane mode.

1) The use of speed traps is permitted during the PRE-EVENT practice as long as it does not delay the practice schedule.
2) Teams may livestream games that are not already being streamed by CURLSASK streaming partnerships. All streaming equipment, with the exception of microphones, must be on the warm side of the glass and may not interfere with the coaches'/players' area.
3) Listening devices are permitted for the purpose of training only; however, the coach cannot have access to them during the game. Non-compliance will result in removal from the field of play, including the coaches' bench. Active game listening is strictly prohibited. Coaches can only use it for post-game training purposes.

CURLSASK CRESTS

If crests have been provided for an event, recommended positioning is on the front of the jacket or the sleeve. ALL crests **MUST BE** visible and secured properly prior to team meeting.

DRESS STANDARDS

- Visible advertising on team apparel will be permitted if there is no conflict with Provincial sponsors. CURLSASK retains the right of refusal.
- Players and coaches are not required to wear coordinating jackets, but it is recommended.
- Pants must be of matching colour. If the team chooses to wear non-traditional curling pants, the players and coach must have identical pants.
- Shirts must be of appropriate length to not expose bare skin or undergarments.
- Headwear may be worn; if baseball style hats are worn, peaks must be forward (appropriate logos only)
- Protective headgear is permitted, and team members do not require protective head gear to match.
- Coaches are permitted to wear parkas in the ice area.
- Players and coaches must be in appropriate curling attire and footwear to access the playing area. Jeans are not acceptable in the Field of Play.

TEAM SPONSORSHIP

CURLSASK has placed restrictions on the display of team sponsors and commercial messages on team uniforms to protect the value of its event properties. At the same time, CURLSASK recognizes the importance of team sponsors and values their participation in the sport. CURLSASK will review the prominence of team sponsors at Provincial Championships.

If a team sponsor conflicts with an existing CURLSASK category exclusive sponsor, there shall be no presentation of any kind within the host site. This includes, but is not limited to:

1) Clothing;
2) Signs;
3) Products;

4) Equipment;
5) No commercial representation of any kind will be allowed in the ice area, including but not limited to, signage, or equipment (flexibility will be allowed for media interviews involving photographs and TV after games);
6) Teams will be allowed to wear sponsor clothing in the off-ice area, including all areas of spectator seating;
7) Teams/players in the Under 20 age division and younger cannot display advertising representing companies that are in the alcohol, cannabis or tobacco industries.

Below is a list of our current sponsors:

- SaskTel
- Bunge
- Biktrix
- SaskMilk
- SGI
- Original 16

Sponsor Conflicts:

Bunge
Richardson Pioneer, Cargill, P&H, Paterson, G3, AGT Foods, CHS, Johnston's, Providence Grain, GrainsConnect, Scoular, GrainBridge

SaskTel
Access, Bell, Shaw, other TV/Internet/Phone providers

SOCIAL MEDIA

All participants acknowledge and agree to follow the CURLSASK Social Media Policy.

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 social media, as they present avenues to promote curling and their own teams. However, there must be certain responsibilities attached to the use of these social media outlets.

There is no such thing as "off the record" when it comes to communication via social media. Hitting the "send" 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 emotions are heightened.

MEDIA

Players are required to cooperate with the media and grant interviews when requested. Players must always conduct themselves in an appropriate manner with the media and recognize that the media can be a valuable instrument in positive sport marketing and promotion.

RF MICS

Members of your team may be required to wear a radio frequency (RF) microphone. Wearing the RF microphone comes with the responsibility of "watching your language". Swearing on air is strictly forbidden, and players will be fined and/or suspended, as per the Event Discipline Policy. Television partners have received stern warnings from the CRTC (Canadian Radio-television Telecommunications Commission) concerning profanity and inappropriate language on air during broadcasts. This concerns our organization

greatly, which could ultimately jeopardize the broadcasting of curling games in Saskatchewan. Therefore, all competitors are asked to refrain from any language that might be considered offensive. Offensive language on air will result in fines that can and will escalate to suspensions as necessary.

TEAM MEETING & CEREMONIES

All competitors (including coaches and 5^{ths}) must attend any designated competition ceremonies, meetings and socials when held in conjunction with the competition. If a competitor must be absent from the ceremonies because of illness, accident, or other extenuating circumstances, prior permission must be granted by CURLSASK.

1) Team Meetings
    a) At least one team member and/or coach (coach is required for U20 and younger divisions) as listed on the roster, from each team must attend the team meeting hosted by the Chief Umpire. The meeting is one hour prior to the team's first game, unless otherwise stated in the official schedule of events. If a team fails to attend as required, the team will be penalized with a loss of hammer in their first game. At that time, any questions regarding officiating or rule interpretation should be presented for clarification. The competitors will be advised at this time of the level of officiating that they may expect at the event.
2) Formal Obligations
    a) The entire team, including alternates (5th players) where applicable, mandatory coaches (Under 20 age division and younger) are expected to attend and participate in event ceremonies. Your cooperation is expected as a show of sportsmanship. If a team fails to attend as required, the team will be penalized with loss of hammer in their next game.

REGISTRATION & ROSTERS

Registrations for provincial qualifiers or open provincial championships will close immediately following the registration deadline.

Registration information for each event prior to the registration deadline will be published online in real time and available publicly, where technology allows. Rosters are not considered official until validated by CURLSASK and payment from team is received.

The official rosters will be created as per the information submitted by the teams through the online registration process. The official rosters will be posted online within three days of the start of the competition. These rosters will carry forward through each level of competition unless a change is submitted to CURLSASK by email and confirmed.

Teams are responsible to properly complete and verify their registration, which is confirmed by receipt of the email from Curling I/O Support with the subject of 'Order Submitted - Curling I/O'. If you have received this confirmation, there is no need to contact the CURLSASK office. Once this confirmation is received, all team members must ensure that they have signed the waiver for the current season and have an up-to-date curler profile in Curling I/O. For clarity, players who already have a curler profile which was created in a previous season should not create a new one.

CURLSASK must be notified of any changes to the roster with the addition of a coach, alternate or replacement by email. To clarify, the office does not need to be notified if there is a position change within the originally registered roster. It is the team's responsibility to ensure eligibility. Roster or registration changes are not considered valid until verified by the CURLSASK staff or Chief Umpire in writing.

It is the team's obligation to ensure the coach is listed on the official roster prior to the start of the event. If the coach is NOT listed, CURLSASK staff should be notified immediately.

Official roster changes are not permitted during an event, except in special circumstances as approved by the Chief Umpire. If an injury or illness occurs during an event, teams must first utilize a substitute if alternate is not already named.

WITHDRAWALS & REFUNDS

Teams may withdraw from an event prior to the registration deadline by contacting CURLSASK.

Withdrawals after registration deadline will not receive a refund, unless approved by CURLSASK. Under special circumstances, a written letter may be submitted to the competition committee for consideration. Approved refunds after the registration deadline will be subject to a 25% administration fee.

In the event of a competition being cancelled, a full refund will be issued minus an admin fee of $20.

PROHIBITED SUBSTANCES

Smoking, vaping, chewing tobacco, use of cannabis, or drinking alcoholic beverages by a player or coach on or in proximity to the ice surface is prohibited. Players/coaches attending playdowns for Under 20 age division and younger shall not be allowed to consume alcoholic beverages or recreational drugs at any time throughout the competition event, including breaks between games and outside of scheduled play.

DRUG TESTING AND ANTI-DOPING PROGRAM

Athletes must be aware that random drug testing may occur at National Championships. To identify what substances and recreational drugs are prohibited, please go to the Canadian Centre for Ethics in Sport at https://www.cces.ca/.

COACHES

REQUIREMENTS

- The coach must be at least 21 years of age.
- The coach must be Sideline Learning Certified to participate in CURLSASK Championships
- Coaches attending a National Championship must be confirmed by CURLSASK Executive Director and Curling Canada.
- To determine coaches' requirements per division, reference coaching chart below
- Curling Canadas Coaching Requirements

DIVISION	PROVINICAL Requirements	NATIONAL Requirements	Other Requirements

Men's/Women's	Competition Coach Certified	Competition Development Certified or in training	Sideline Learning
U20	Competition Coach Trained	Competition Coach Certified	Sideline Learning
U18	Competition Coach Trained	Competition Coach Certified	Sideline Learning
Seniors	Competition Coach Trained	Competition Coach Certified	Sideline Learning
Masters	Competition Coach Trained	Competition Coach Trained	Sideline Learning
Mixed Doubles	Competition Coach Trained	Competition Coach Certified	Sideline Learning
Mixed	Competition Coach Trained	Competition Coach Certified	Sideline Learning
Club	Competition Coach Trained	Competition Coach Certified	Sideline Learning
Rotating 4's	N/A	N/A	Sideline Learning

SIDELINE LEARNING

Coaches need to be certified by Sideline Learning. For help with this, please contact curling@curlsask.ca

- Criminal and Vulnerable Sector Background Check obtained within 3 months of application
- Respect in School or Respect in Sport Certificate (valid within the last 4 years)

*Certification is valid for 3 years.

TEAM STRUCTURE

Excluding Mixed Doubles, U20 Mixed Doubles and 2-Person stick, a team must register with a roster of four original players (as of the registration deadline). A full team roster must be completed upon registration; teams that register with less than 4 are not considered registered until the roster has been filled. A team may also include a fifth player, acting as an alternate and team officials.

A team is not permitted to play with less than four players at Provincials or qualifying events, including Last Chance. In the event where a player is unable to deliver one or both of their allocated stones in an end, the team may:

a) Immediately bring in an alternate in the position of the departing player. The replaced player may not re-enter the game. If desired the team may change the line-up at the start of the next end. The revised rotation and functions will then apply for the rest of that game; or
b) Continue to play with three players for the remainder of that game. A player who leaves for the game and does not deliver all their stones in any given end, may re-enter only at the start of an

end. At the completion of the game, the team must continue the competition with four players delivering stones either by having the departing player return or by bringing in an alternate.

c) A team is required to play with four players at their next scheduled game. If a team is unable to play with four players due to a legitimate and extenuating circumstance the team may apply to the technical committee for an exemption. Exemptions will be considered on a case-by-case basis and may be granted at the sole discretion of the competition committee.

For additional information and clarification regarding the modified four person ruling please refer to Four Player Rule

Teams may name an alternate for all categories, except U20 Mixed Doubles, Mixed Doubles and 2-Person Stick. Alternates for mixed 4's must be the same gender as the player they are replacing.

Coaches must be identified a minimum of a week prior to the start of the competition to be considered a member of the team. Coaches are mandatory for the U20, U18, and Rotating 4's.

A team shall include a minimum of **two** players from the **original registered team** and one substitute or one replacement or one player from the player's pool. All players must be a member in good standing of an affiliated CURLSASK Club.

Examples:

1) A team registers 4 players, during the competition someone becomes ill, the team may play with 3 pending an exception granted as per point C above or have a substitution
2) A team registers 4 players and an alternate (5th), if one players becomes ill they may play with 3 pending an exception granted as per point C above or have their alternate play
3) A team registers 4 players and an alternate (5th), if two players are ill the 5th is required to play, no sub can be brought in the team must play with 3 pending an exception granted as per point C above

For complete substitution rules please refer to Rule for General Play Section R3. Teams

- Mixed Teams must always have four players on the ice with two men and two women, and under no circumstances can a Mixed team play with less than four players.
- Mixed doubles teams must always have two players on the ice, one man and one woman, and under no circumstances can a Mixed Doubles team play with less than two players.

ALTERNATES, SUBSTITUTIONS AND REPLACEMENTS

Alternates, substitutes and replacements must:

1) Meet eligibility requirements;
    a) specific age, gender, competition rules (Club Championships) and residency
    b) be affiliated with a CURLSASK member* Centre
    c) alternates and replacements must not have competed in any level of competition within that category as a registered player. That is, subs may play for more than one team and at different levels in a category as they are not considered registered players. It is the team's responsibility to ensure eligibility is met.

2) The CURLSASK office must be notified of any changes to the team by email, including addition of an alternate or a substitute or replacement of a coach or a curler.
3) Once competition has begun, it is the team's responsibility to inform the Chief Umpire of any substitute or roster change prior to stepping onto the ice.

ALTERNATES (5TH PLAYERS):

1) Alternates are considered team members and are expected to follow all guidelines
2) Alternates are not permitted in U20 Mixed Doubles, Mixed Doubles and 2-Person Stick competitions.
3) An alternate player may be declared on the team's entry form at registration or via email after receiving a qualifying berth.
4) An alternate cannot be added during an event, except with Chief Umpire approval.
5) Alternates may play in any game, at any position on the team;

Teams continuing on to national events will be subject to the rules of the body governing the national event regarding alternates.

SUBSTITUTE:

1) A substitute is a temporary player, replacing a player on a game-by-game basis. The substitute can play in any position. The original player may return to any game at any level of competition;
2) A substitute may be utilized at any time for any reason provided he/she is eligible and is not a member of another registered team (including alternates) at any level of competition within that category.
3) In Mixed Doubles, U20 Mixed Doubles or 2-Person Stick competition, a substitute is not permitted. In the event any one (mixed) doubles competitor becomes unable to compete, the team would be required to replace the player prior to the start of competition. If both original players are absent, the team will forfeit their games until they are able to field a team.

REPLACEMENT:

1) A replacement is a permanent substitution, and the original team member being replaced will no longer be eligible to compete. This action is considered a roster change, the amended roster will be used for any subsequent team recognition (e.g. Banners, awards);
2) Should a team decide to permanently replace a player (meaning the new player becomes a registered member of the team), the original player replaced shall be disqualified from further play in that and any subsequent levels of play in the province in that competition for that year,
    a) In special circumstances, a replaced player may apply to CURLSASK 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 at least three days prior to wanting to compete with any other team at any level of competition. A player may only request to be reinstated once for each competition.
3) For Mixed Doubles and U20 Mixed Doubles, prior to any qualifying or provincial competition, a replacement will be granted if one team member is unable to participate.

a) A Mixed Doubles team cannot replace more than one player after qualification for the event.

Replacement players are considered registered players but are not considered to be originally rostered members.

ELIGIBILITY

Each player must meet all age, gender, policy and residency/citizenship requirements, and must be a member* of a CURLSASK affiliated curling club but not necessarily the same club (this includes free agents). Any team to be found with an ineligible member on a roster or on the ice will be disqualified and subject to further disciplinary action.

1) It is the team's responsibility to cross reference Curling Canada's Residency and Eligibility Policy at https://www.curling.ca/events/competitor-information/residency-exemption-application/
    a) Teams have to submit required residency/citizenship forms as needed
2) *A "Member" within the bounds of the CURLSASK is defined as follows:
    a) A curler who has paid a fee known as a "Membership Fee" or equivalent to a CURLSASK affiliated organization known as a curling club, curling centre, curling association or equivalent.
    b) A curler who has paid league dues or similar registration fees to a CURLSASK affiliated curling club, curling centre, curling association or equivalent, within which is included a membership fee or an inferred membership privilege in such curling club, curling centre, curling association or equivalent.
3) A "curler" can be a member of more than one curling club, curling centre, curling association or equivalent, but will only be identified as a member once within CURLSASK.

COACH & FIFTHS

See the chart below for the difference between a fifth player and a coach's roles and capabilities:

	5th Player Capabilities*	Coach Capabilities*
Substitute Player	Yes	No
Timeouts on-ice access*	Yes	Yes
Pre-Competition Practice Access	Yes	Yes
Pre-Competition Practice Throwing	Yes	No
Pre-Competition Practice Sweeping	Yes	Yes
Pre-Competition Practice Holding Broom	Yes	Yes
Pre-Game Practice Access	Yes	Yes

Pre-Game Practice Throwing	Yes	No
Pre-Game Practice Sweeping	Yes	Yes
Pre-Game Practice Holding Broom	Yes	Yes
Playoff Practice Access	Yes	Yes
Playoff Practice Throwing	Yes	No
Playoff Practice Sweeping	Yes	Yes
Playoff Practice Holding Broom	Yes	Yes
Coaches Chair	Yes	Yes
Award Presentation	Yes	Yes
Opening and Closing Ceremonies	Yes	Yes

* Either Fifth **or** coach, but not both.

TEAM NAME & CLUB REPRESENTATION

Team names on all provincial draws and sanctioned publications (with the exception of Rotating 4's) will be the last name of the person who is in control of the house. Teams must declare what club they are representing; at least one player must be in good standing at that club.

SEEDING POLICY & DRAW PLACEMENT PROCEDURES

Teams will be placed in the draw based on their seeded order.

1) Provincial Qualifiers & Provincial Championships:
    a) The following points will be used to place teams into the draw for the following categories.
        i) U18 pre-event seeding shall occur using a win percentage from the Saskatchewan Junior Curling Tour (SJCT). In the event it was a mixed competition, only games where the same gender played each other will be calculated. In the case of teams being tied or not having games, they will be seeded at random.
        ii) U20 pre-event seeding shall occur using a win percentage from the Saskatchewan Junior Curling Tour (SJCT). In the event it was a mixed competition, only games where the same gender played each other will be calculated. In the case of teams being tied or not having games, they will be seeded at random.

    iii) Team in the Men's, and Women's categories will qualify based on the Saskatchewan Curling Tour (SCT), Canadian Team Ranking System (CTRS) and qualifying events.

        (1) Teams will be ranked for provincials at the points cutoff deadline set by CURLSASK and the Saskatchewan Curling Tour

iv) Mixed Doubles seeding will occur using Canadian Team Ranking System (CTRS), teams not on CTRS will be placed at random
v) Rotating 4's will be seeded at random
vi) Mixed will be seeded at random
vii) Club Championship, teams from the same club will be separated and placed in the draw by random selection.
viii) Seniors and Masters will be seeded based on previous year's results, new teams will be placed at random

CURLSASK reserves the right to amend the seeding procedure at the discretion of the Competition Committee.

DRAW MAKING

1) Draws will be created and approved by CURLSASK.
2) At minimum, the official draw will be emailed to the primary team contact and/or coach of each team at least one week prior to the start of competition. The host committee and umpire will receive the official draw and roster at this time as well.
3) The draw and roster will also be published on the CURLSASK website three (3) days prior to the start of competition.
4) The official draw, including draw times, is subject to change after being published. If any changes are made, teams and the host committee will be notified by email.
5) Once the draw is posted at the host club, changes may be made by the Chief Umpire in consultation with the Competition Coordinator. Any issues or concerns should be brought to the attention of the Chief Umpire, whose decision will be final and unappealable.

RULES & REGULATIONS

OFFICATING

1) Chief Umpire - The Chief Umpire shall be named by CURLSASK and is responsible for rule enforcement and interpretation. During a competition, the Chief Umpire assumes responsibility to interpret and administer the CURLSASK Competitors' Guide, Appendices, Code of Conduct and Disciplinary Policies as listed on the CURLSASK Website.
    a) The Chief Umpire is authorized to make decisions on matters not covered by the rules and shall do so in accordance with equity.
    b) Have the authority to initiate disciplinary measures like expulsions or suspensions for both players and coaches.
    c) The Chief Umpire shall hear and determine appeals of decisions made by on-ice umpires and supervisors. The Head Umpire is the final decision.
2) Timers – A Time Clock Operator may be assigned to each sheet of ice and is responsible for the timing of that game.
3) Game Umpires – The Game Umpire may be responsible for game measurements and may accept any rule related questions or refer the same to the Chief Umpire.

EQUIPMENT

GENERAL

1) A CURLSASK Umpire or representative may inspect all equipment before, during or after a draw.
2) Any bags are subject to inspection.
3) On-ice equipment such as throwing brooms, grippers, throwing devices, etc. should be kept on the side of the walkways or on the backboards, off the ice surface.
4) Fifth player and coach's brooms must be removed from the playing area prior to the start of the game.
5) Delivery sticks are allowed in Masters, Club, 2 Person Stick and Wheelchair.

BROOMS

1) All players and coach brush heads, including 'target' brooms must be WCF compliant. It is the players and coaches' responsibility to ensure compliance. Hair brooms and corn brooms are banned as sweeping devices, they may be used as throwing devices. Visit the WCF website for the up to date code list and for more details: https://worldcurling.org/competitions/brushes/
    a) With the exception of recreational divisions (Rotating 4's)
6) Each person must declare their one (1) sweeping device that will be used for the entire game and only that player may use that sweeping device. This declaration must take place prior to the first pre-game practice (brooms will not be marked).
7) A player may only change a brush head during a game with approval from the Chief Umpire.
8) A sweeping device broken during the game cannot be replaced, except at the sole discretion of the Chief Umpire.
9) A fifth player/substitute who enters a game must use the broom of the player they are replacing, as per the Curling Canada Rules of Curling.

EQUIPMENT PENALTIES

1) If a player uses an illegal brush head, the game is forfeited AND:
    a) For a 1st offense, the offending player is removed from the game and cannot continue in the specific competition - they cannot be replaced.
    b) For a 2nd or subsequent offense, the entire team is disqualified from the specific competition and suspended from any CURLSASK competition for 365 days.

RULES OF CURLING

CURLSASK implements the 5-rock free guard zone and no tick rule at all levels of competition unless otherwise noted. All events will be played under the "Rules of Curling for Officiated Play" as specified in the latest edition of the rulebook published by Curling Canada (CC) including all subsequent rule changes and interpretations adopted by CC as of the start of the competition.

5 ROCK FREE GUARD ZONE

The FGZ is the area between the hog line and the tee line, excluding the house. The 5-rock free guard zone rule can be found in its entirety in the World Curling Rules of Curling

NO TICK RULE

The No-Tick Shot rule now being used for all CURLSASK events* as follows:

1) If, prior to the delivery of the sixth stone of an end, a delivered stone causes either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to:
    a) *Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or*
    b) *Leave all stones where they came to rest.*
        i) If the stone is moved from the centre line to an out-of-play position, then the FGZ rule applies.

**This does not apply for Wheelchair Curling, Mixed Doubles or U20 Mixed Doubles competitions.*

HOGLINE VIOLATIONS

1) In the delivery of a stone, the stone shall be released before the stone has reached the hogline at the delivering end
2) No hogline officials will be in place at competitions
    a) If teams have concerns, they are to be discussed with the Head Official
    b) The Head Official has the authority to watch the hogline and call infractions

SECTION 2: COMPETITON

The rules and procedures contained within this section apply to all competitions except where amended within a specific category. Refer to the COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW table of this guide for all procedures and information.

PRE-COMPETITION PRACTICE

1) Practice ice may be available prior to competition. Arrangements are to be made by the teams directly with the host.
2) When pre-event practice is sanctioned, the schedule will be provided by CURLSASK. Teams are not required to participate.
3) Dual events are considered one event.
    a) ie. U18 boys may start a day earlier than the girls (based on entries) but the girls practice must take place prior to the boys event starting.

PRE-GAME PRACTICE

1) Refer to the COMPETITION FORMAT, PROCEDURES AND RULES OVERVIEW table of this guide for length of pre-game practice.
2) Teams will be allowed up to one minute of sliding time immediately prior to their pre-game practice.
3) Teams are permitted to practice across the entire sheet.
4) Practice sliding after completion of the practice is not permitted.
5) Pre-game practice is not mandatory, but teams' attendance for LSD is required.
6) Coin toss (if required) to determine pre-game practice will happen 45 minutes before game time

7) For Provincial events, there are no restrictions on the number of rocks thrown during Pre-Game Practice, except in Rotating 4's
8) Practice is not allowed during/after round robin or bracket games (including evenings)
9) For 4-person events;
    a) In a timed practice an unlimited number of stones can be thrown by any player
    b) In a non-timed practice and in a qualifying event, players are limited to their assigned game rocks and each rock may only be delivered twice

        i) For Mixed Double Events

    c) Limited to your 6 pre-assigned game stones
    d) In a timed practice an unlimited number of stones can be thrown by any player

PRE-GAME PRACTICE DETERMINATION

1) Round-Robin
    a. Colour and practice will be pre-determined, this will be listed in the draw details
    b. In the situation that there is an odd amount of games the first game will be determined by a coin toss during the team meeting
2) Triple Knock-Out
    a. Colour and practice will be determined by a coin toss

PRE-PLAYOFF PRACTICE

If required, playoff teams will be allowed a one half hour practice at an appropriate time as determined by the Head Official and Competition Liaison. The scheduling decision of the Chief Umpire will be final.

1) This practice will be allowed if it has been 24 hours or more than from the start of the teams last game
    a. Ex) If a team plays at 9:00am on a Saturday and their next game is not until 9:00am or later on Sunday, they will be offered an optional practice

GAME STARTS

1) Teams will be allowed a one (1) minute on-ice warm-up, sliding will be permitted during this time, timed by the game clock.
2) Each game shall start at the time designated by CURLSASK.
3) 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.

TIMING

GAME TIMES:

Games may be timed. The penalty for violation will be enforced as per the Curling Canada Rulebook. If games are NOT timed, the Umpire has authority to enforce 'pace of play' to assist with keeping the games on schedule.

1) The between-end break shall be to a maximum of 60 seconds
    a) If an extra end is required there is an optional 3 minute break teams may take
2) The mid-game break shall be to a maximum of 5 minutes
3) Rotating 4's, Under-18 & Under-20 game times are referenced in Youth Competitions
4) Thinking Time allotted for adult competitions:
    a) Eight (8) end games have a time of 30 minutes.
    b) Ten (10) end games have a time of 38 minutes.
    c) Eight (8) end Mixed Doubles games have a time of 22 minutes

TIME-OUTS:

Timeouts are only applicable at Men's, Women's, Mixed, Mixed Doubles, Club, Seniors, Masters and Wheelchair

1) Each team will be allowed to call one (1) time-out per game and one (1) time-out for each extra end
2) Each time-out will last 90 seconds which includes travel time for the coach.
3) 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.
4) 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.
5) The coach is allowed to communicate with the team during time-outs and breaks as determined by the Head Official.

EXTRA ENDS:

If extra ends are required, each team will be given one (1) timeout per extra end. Timeouts cannot be carried over.

LAST STONE DRAW

LAST STONE DRAW (LSD) PROCEDURES:

1) LSDs will be delivered toward the home end only.
    a. If a team delivers the wrong rotation, they receive the maximum distance
2) A maximum of one minute will be given to deliver the LSD.
    a. Stones not delivered within the one minute receive the maximum distance

3) Coaches and fifths are not allowed to stand on the ice during the delivery of the LSD. The opposing team should remain behind the glass or scoreboard until after the LSD has been delivered.
4) The team with the lesser LSD distance has the choice of delivering first or second stone in the first end. It is assumed that the team winning the LSD will want the last stone in the first end and therefore deliver second.
    a. If a team does not want the last stone, IF they win the Last Stone Draw, they must inform the Umpire.
5) A stone that is moved by a team member, prior to the measure, will be assigned the distance of the next defined circle away from the button
6) Stones that finish so close to the pin that they cannot be measured are recorded as 0.0 cm, except if triangulation measurements are done with a laser.
7) Full sweeping is allowed; however, one of the players must hold the target broom (in mixed doubles a target broom holder is not required). In Mixed team competition, the team's playing order must be followed for sweeping and holding the target broom.

Rock Location	Measurement with Laser
On or touching the button	29.44cm
In or touching the four foot	75.16cm
In or touching the eight foot	136.12cm
In or touching the twelve foot	197.08cm
Out of the rings	199.60cm
the distances above have the radius of the rock included in the total	

DRAW SHOT CHALLENGE (DSC) The DSC will include the cumulative distance of all the pre-game LSD's to the pin for last stone advantage in the first end of all-round robin games.

a. The final DSC calculation is made by taking the average distance of the Last Stone Draws (LSD), excluding the least favourable LSD(s), and used, if required, to assist in the determination of ranking after a round robin.

b. The DSC may be used to rank teams for the playoff round, any tiebreakers, rock selection and it is possible for teams to be eliminated from playoffs based on DSC (when head-to-head records result in a tie or ties)

2) Per player delivery requirement(s).
    a) Teams must declare to the Umpire which player will deliver the LSD prior to the beginning of the first practice
    b) The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Lineup form, the four players must

fulfil the minimum number of LSD deliveries **(number of clockwise and counterclockwise deliveries not applicable to Mixed Doubles)**.

# of Round Robin Games	Minimum for Each Player
3	1 stone
4-6	2 stones, 1 clockwise + 1 counterclockwise
7-8	3 stones, 1 clockwise + 1 counterclockwise
9-11	4 stones, 2 clockwise + 2 counterclockwise

YOUTH COMPETITIONS (U18, U20 and Rotating 4's)

Division	Duration	Timing	Interactions
Rotating 4's	6 Ends	N/A	2 interactions per end, 2 for extra end
Under 18	8 Ends	32 Minutes of continuous run time, 5 minutes per extra end	2 interactions per half, 1 per extra end
Under 20	8 Ends	32 Minutes of continuous run time, 5 minutes per extra end	2 interactions per game, 1 per extra end
Under 20 Mixed Doubles	8 Ends	22 Minutes of continuous run time	1 interaction per game, 1 per extra end

YOUTH COACHING INTERACTIONS

1) Unused interactions cannot be carried over.
2) During a Coach Interaction, opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication.
3) Coach Interactions may last between 5-60 seconds, but not longer. If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.
4) During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline. The team calling the interaction gets priority of the position of where they want to meet.
5) Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
6) Time between ends will be 60 seconds
    a) Coaches will be allowed up to forty-five (45) seconds of talking time with their team between ends and coaches may meet with their team either on the backboard or on the sideline between the hog lines
7) If there is an alternate player, they can sit with the coach at both ends at the curling centre and the arena (if space permits). The alternate can take part in the team talking time between ends and

during the mid-game break. The alternate cannot take part in any Coach Interactions during an end.

Penalties

a) There will be absolutely no talking or body language by the coach/alternate to their team unless between when they transfer control of the house until the other team's rock crosses the far hog-line, during an interaction, opposition interaction, or between ends. Body language includes hand, body gestures, signaling, or any other form of communication.

b) Coaches are allowed to use their phone or tablet to record game statistics, write notes or take photos of game scenarios, but they are not permitted to use those devices or smart watches for communication purposes.

   i) First Offense - verbal and written warning.

   ii) Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid-game break).

   iii) Third Offense – the coach will be removed from play and will sit in the spectator seating for the remainder of the event. These infractions will be handled by the Chief Umpire

YOUTH FAIR PLAY TIMEOUT

The purpose of the Coaches Fair Play Time-Out is to provide the coach with the opportunity to diffuse a potentially negative situation regarding a players on ice demeanor before the situation escalates or to counsel an athlete relative to adhering to the rules of the game.

1) Each coach shall be provided the opportunity to request one minute fair play time-out per game. The clock will be stopped.
2) A coach's fair play time-out shall only be implemented with the approval of the Chief Umpire.
3) Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.
4) A game umpire may recommend a coach's fair play time-out.

COMPETITION FORMAT AND PROCEDURES OVERVIEW

	Rotating 4's	Under-18	Under-20	U20 Mixed Doubles
Format	Open entry and gender	Open Entry	Open Entry	Open Entry
Pre-Comp Practice	N/A	TBD in event Schedule	TBD in event Schedule	TBD in event Schedule
Draw Shot Challenge	N/A	TBD based on event format	TBD based on event format	TBD based on event format

Pre-Game Practice	2 rocks per player each direction 20 mins before game	9mins/unlimited rocks 30 mins before game	9mins/unlimited rocks 30 mins before game	7 mins/unlimited throws, 6 rocks pre-assigned (select 5 for game) 30 mins before game
Rock Colour Assignment Pre-Playoffs	Coin Toss	TBD based on event format 45 mins before game	TBD based on event format 45 mins before game	TBD based on event format 45 mins before game
Hammer Allocation	Coin Toss	Cumulative LSD	Cumulative LSD	Cumulative LSD
No Tick Rule	Yes	Yes	Yes	N/A
Game Start	1 min	1 min	1 min	1 min
Game Duration	6 ends	8 ends 32 mins continuous run time, 5 min for EE	8 ends 32 mins continuous run time, 5 min for EE	8 ends 22 mins continuous run time, 3.5 mins for EE
Timeouts/ Coach Interactions	2 Interactions per end, 2 for EE	2 Interactions per half, 1 for EE	2 Interactions per game, 1 for EE	1Interaction per game, 1 for EE
Mid-Game Break	N/A	5 min	5 min	5 min
Inter End Break	1 min talking time, EE 3 min (opt)	1 min talking time, EE 3 min (opt)	1 min talking time, EE 3 min (opt)	1 min talking time, EE 3 min (opt)

	Womens & Mens Last Chance	Women Provincial	Men Provincial	Mixed
Format	Open entry, TKO, 3 Qualifiers	9 Full round robin, top 4 advance	9 Full round robin, top 4 advance	Open Entry
Pre-Comp Practice	N/A	10 mins/sheet	10 mins/sheet	N/A
Draw Shot Challenge	N/A	2 Pre-Game LSD's for RR games	2 Pre-Game LSD's for RR games	TBD based on event format
Pre-Game Practice	2 rocks per player each direction Max of 9 mins 30 mins before game	9mins/unlimited rocks 30 mins before game	9mins/unlimited rocks 30 mins before game	9mins/unlimited rocks 30 mins before game
Rock Colour Assignment Pre-Playoffs	Coin toss 45 mins before game	N/A	N/A	Coin toss 45 mins before game
Hammer Allocation	Cumulative LSD	Cumulative LSD	Cumulative LSD	Cumulative LSD
No Tick Rule	Yes	Yes	Yes	Yes
Game Start	1 min	1 min	1 min	1 min
Game Duration	10 ends	10 ends 38 min thinking time 4min 30sec for EE	10 ends 38 min thinking time 4min 30sec for EE	8 ends 30 min thinking time 4 min 30 sec for EE
Timeouts/ Coach Interactions	1 – 90 sec/ team 1 per EE	1 – 90 sec/ team 1 per EE	1 – 90 sec/ team 1 per EE	1 – 90 sec/ team 1 per EE
Mid-Game Break	5 min	5 min	5 min	5 min
Inter End Break	30 seconds EE 3 min (opt)	30 seconds EE 3 min (opt)	30 seconds EE 3 min (opt)	30 seconds EE 3 min (opt)

	Senior Provincial	Master Provincial	Club Championship	Mixed Doubles
Format	Open entry	Open entry	Open entry	8 Teams
Pre-Comp Practice	N/A	N/A	N/A	TBD in event Schedule
Draw Shot Challenge	TBD based on event format	TBD based on event format	TBD based on event format	TBD based on event format
Pre-Game Practice	9mins/unlimited rocks 30 mins before game	9mins/unlimited rocks 30 mins before game	9mins/unlimited rocks 30 mins before game	7 mins/unlimited throws, 6 rocks pre-assigned (select 5 for game) 30 mins before game
Rock Colour Assignment Pre-Playoffs	TBD	TBD	TBD	N/A
Hammer Allocation	Cumulative LSD	Cumulative LSD	Cumulative LSD	Cumulative LSD- both players on same side
No Tick Rule	Yes	Yes	Yes	No
Game Start	1 min	1 min	1 min	1 min
Game Duration	8 ends 30 min thinking time 4 min 30 sec for EE	8 ends 30 min thinking time 4min 30sec for EE	8 ends 30 min thinking time 4min 30sec for EE	8 ends 22 min thinking time 3min for EE
Timeouts/ Coach Interactions	1 – 90 sec/ team 1 per EE	1 – 90 sec/ team 1 per EE	1 – 90 sec/ team 1 per EE	1 – 90 sec/ team 1 per EE
Mid-Game Break	5 min	5 min	5 min	5 min
Inter End Break	30 seconds EE 3 min (opt)	30 seconds EE 3 min (opt)	30 seconds EE 3 min (opt)	30 seconds EE 3 min (opt)