

# WECSSAA Curling Regulations 2015-2016

## 1. Rules of Play

- (1) The general playing rules will be the current Canadian Curling Association (CCA) Rules for Officiated Play, coupled with the supplemented competition rules of these regulations.
- (2) In case of conflict between these regulations and the CCA Rules for General Play, these regulations shall take precedence.
- (3) In case of conflict between these regulation and the WECSSAA Constitution, these regulations shall be modified to comply with the WECSSAA Constitution.
- (4) In case of a rules dispute, the skips are to consult the convenor/draw master. This is not charged as a time out.

## 2. Draw Master

- (1) The convenor, the past convenor, or Mark Masanovich will be the draw master at Roseland.  
Dr. Tony Braithwaite (Kingsville CC) will be the draw master at Kingsville.  
Mr. Jason Hebert will be the draw master at Beach Grove

## 3. Game Format / Times

- (1) Games are a maximum of 8 ends. There are no extra ends during regular season.
- (2) The Hammer, first warm up, and the top colour on the scoreboard goes to the team listed first on the schedule. If there is an even number of teams, this will be arranged such that each team will get the hammer half of the time. If there is an odd number of teams the convenor will use a coin toss to determine the hammer for the last game.
- (3) Game times are as follows.
  - (i) ROSELAND/ KINGSVILLE: First warm up at 3:30 pm  
Second warm up at 3:35 pm  
Games start at 3:40pm  
Buzzer at 5:45pm
  - (ii) BEACH GROVE: First warmup at 3:15 pm  
Second warmup at 3:20pm  
Game start at 3:30pm  
Buzzer at 5:35 pm
- (4) At the sound of the buzzer, and end may begin only if the previous end has finished. An end is considered finished when the final rock comes to rest.
- (5) A losing team may concede after the 6<sup>th</sup> end - all games should be a minimum of 6 ends unless there are extenuating circumstances (injury, illness, bad weather) in which the drawmaster may approve an early concession.
- (6) Teams may not enter the ice surface unless their designated teacher supervisor is present.
- (7) Late Arrival
  - i) Both teams are expected to arrive in time for the first warmup. Teams arriving late for warmup will start their warmup late or miss their warmup entirely.
  - ii) A team arriving after the game start time forfeits the end and a point. The game is considered to have started at the buzzer indicating end of second warmup
  - iii) One end and one point will be forfeited for every additional ten minutes after the game start time.
  - iv) If a team has not arrived after 40 minutes of scheduled game play, the game is considered forfeited.
  - v) Teams will be penalized for game forfeits according to the WECSSAA Constitution
- (8) If the buzzer is to sound earlier or later than the designated time, this will be made clear to the coach and skip of both teams before the start of the game. The convenor / drawmaster has the right to extend the game ending buzzer in the event of significant injury or illness during the game, use of fair play time outs, ice repairs or other unforeseen circumstances.

- (9) Any changes to start times as outlined in 3(3) due to weather or other extenuating circumstances will be made clear to the skip and coach of both teams before the start of the game. Games starting late due to weather can have a new buzzer time agreed upon by both coaches, within the limits of the club
- (10) When busses are cancelled in the county for any reason, all games involving county teams will be cancelled
- (11) Games cancelled due to weather will be played the NEXT POSSIBLE DAY, unless otherwise declared by the convenor.
- (12) If a school decides to cancel for any reason they must follow the WECSSAA constitution directions for cancellation / forfeits. The convenor AND the opposing team's principal must be notified by 1pm of that day. Forfeitures at game time may result in fines in accordance to the WECSSAA constitution.

#### **4. Warm Up**

- (1) The warm up shall consist of each team having **4.5 minutes** to warm up as outlined in 3(3). Buzzers will be sounded for the beginning and end of a warmup, with 30s of transition time. The hammer team will have first warmup.
- (2) Warm up shall be on the ice on which the team is scheduled to play and only with the stones that team will be using in the game. Coaches and alternates with appropriate footwear may be on the ice during the warmup.
- (3) Teams shall not warm up or be on the ice surface prior to scheduled time outlined in 3(3)

#### **5. Time-Outs**

- (1) Each team shall be entitled to one five minute break at the end of the fourth end and one three minute time out before the start of the first extra end (extra ends are in playoffs only).
- (2) Each team shall be entitled two sixty second time-outs, called by the skip, at any time during the game when the team has control of the house. A coach may signal a timeout (no banging on glass) to his/her team but the timeout must be called by the skip in order to proceed.
- (3) Upon seeing the skip signal for time-out, or acknowledge the coach's signal for a time-out, the coach will inform the opposing coach and drawmaster. Both coaches will then proceed together (with the drawmaster if during playoffs) to the same rink door. Coaches then go out from the same place, at the same time, for a controlled, timed period.
- (4) Teams may not leave the playing area during a time-out. The team that called the time out may access the playing surface. Coaches with appropriate footwear may access the ice surface to the back line (no entering the house). The team that did not call the time out may confer with the coach, but may not access the playing surface.
- (5) During playoffs, if the game goes into extra ends, each team may call one (1) one minute time out during each extra end. Time outs shall not be carried forward to extra end(s) or from one extra end to another.
- (6) In the spirit of sportsmanship, a time out should not be used as a means to delay the game past the designated buzzer time. If a timeout is taken at or near the time of the buzzer, the drawmaster has the right to extend the game time accordingly.
- (7) The use of electronic tablets is permitted by coaches during timeouts and any 4<sup>th</sup> end or extra-end breaks

#### **6. Scoring**

- (1) Scores are: 2 points for a win, 1 point for a tie, and zero points for a loss. Ends, points won and points given are tallied for tiebreaking purposes. If a team concedes after the 6<sup>th</sup> end in accordance to regulation 3(5), the winning team will receive credit for the forfeited ends only (no additional points won included). If a team forfeits their game according to 3(7) or 3(12), the non-forfeiting team will be credited with a win and receive 5 ends and 5 points.
- (2) Tie Breaking Procedures  
If at the end of the regular season a tie exists for the determination of the top four places the following procedure shall be used:  
(i) The head-to-head record between/among the tied teams, (ii) the number of ends won over the season, (iii) the number of points won over the season, (iv) the number of points given up over the season, (v) draw out of a hat.

- (3) A tie between fourth and fifth place shall be broken by an additional playoff game. If three or more teams are tied for playoff qualification (fourth spot), requiring two (or more) levels of play down games, then the bye (if required) be awarded to the team that won based on the tie breaking procedures above.
- (4) Score cards are to be completed by the winning vice, confirmed by the losing vice, and submitted to the convenor. Blank ends are scored as a half end for each team. Forfeited ends are counted in favour of the winning team. Ends that aren't played due to time are considered blank.

## 7. Playoffs

- (1) According to the WECSSAA constitution, sudden death playoff games are considered playoffs and therefore follow the same regulations as regular playoff games.
- (2) During playoffs, all teams must be complete (4 players). Teams with 3 players will forfeit.
- (3) Playoff games shall be played at Roseland Golf and Curling Club.
- (4) Games will be eight ends, within the time constraints of the club. Slow games will be warned by the convenor to keep pace.
- (5) In the event of a tie after eight ends of a playoff game, full ends shall be played back to the glass until a winner is declared. If there is not enough time for an extra end, the game will be decided by a draw to the button.
- (6) Randomly drawn sheets from 2-5 for all playoffs, except the championship finals which will be drawn from sheets based on the convenor/drawmaster's discretion.
- (7) For the first round of playoffs, the higher seeded team as a result of regular season shall have the choice of last rock or colour
- (8) Playoffs will follow the Page playoff format shown below
- (9) In the case that a team cannot represent WECSSAA at SWOSSAA, the loser of Game 3 will be considered the third place team and will be offered the position at SWOSSAA.



## 8. Eligibility of Players

- (1) Eligibility of players shall be determined by according to the WECSSAA Constitution. Complete eligibility forms for each team must be submitted electronically by email to WECSSAA 24 hours before the start of the first game. Students and coaches are also required to agree to the WECSSAA Code of Conduct, and complete the Code of Conduct Acknowledgement prior to the first game.
- (2) Teams may carry more than five players for eligibility, but must declare to the convenor five players for playoffs. These five players will be played throughout playoffs and will be the eligible team for SWOSSAA/OFSSA (if applicable)
- (3) Players declared for playoffs in 8(2) must have played at least one full regular season game, minimum six ends of play
- (4) Coaches will keep accurate attendance rosters for each game, and submit to the convenor prior to playoffs
- (5) Each school will be limited to one boys team and one girls team.

## 9. Direction

- (1) No coach, parent, or other individual shall instruct, direct, or interfere in any game at any time. Interference includes hand signals, banging on glass, waving, etc. which can be interpreted as interfering with or directing the game play. Reasonable non-direction related celebration is acceptable. Spectators should not be interfering with the coach or the coaching process. Coaches may indicate a timeout request to players only. Violations shall be subject to the disciplinary procedures outlined below.
  - i) A first violation will result in a verbal warning from the convenor, at the discretion of the convenor depending on the type of violation. Violating spectators may be asked to relocate to a new viewing position.
  - ii) A second violation of the code of conduct will result in ejection from the game / viewing location.
- (2) Parents, spectators, alternates are not allowed to enter the ice level playing area at any time during a game without explicit permission from the convenor. Alternates may accompany coaches during timeouts and fourth end breaks.

## 10. Player / Coach / Spectator Conduct

- (1) All players, coaches, spectators must abide to the WECSSAA code of conduct. Players and coaches are required to have read and signed to WECSSAA code of conduct before the start of the first game. Inappropriate behaviour will not be tolerated at any time in WECSSAA competition (eg. slamming or throwing of brushes in anger, willful damage to the curling club, offensive and or abusive language, etc.). Violations shall be subject to the disciplinary procedures outlined below.
  - i) A first violation of the code of conduct will result in a verbal warning from the convenor, at the discretion of the convenor depending on the type of violation. Violating spectators may be asked to relocate to a new viewing position. The convenor/coach may request a fair-play time out as outlined below in section 10(6). A second violation of the code of conduct will result in ejection from the game
  - ii) **The use of profanity about/toward or striking of any player, coach, or official will result in automatic ejection.**
- (2) No alcoholic beverages are allowed in the immediate viewing area of sheets 1-6 during high school games. Spectators consuming alcohol will be require to sit in the restaurant viewing area.
- (3) Priority seating is required for coaches and alternates in the seating area immediately behind the sheet. Spectators will be asked to move if seating is not available.
- (4) Competitors are required to wear proper athletic attire at all times. Not allowed are jeans, shorts, pants with holes, clothing with sharp items attached, clothing with any kind of alcohol or tobacco advertising.
  - a. A first violation of the dress code will result in a verbal and written warning to the player and coach. The player is expected to make every effort to acquire appropriate clothing for the game. The convenor has the right to cover any offensive and inappropriate clothing with tape.
  - b. A second violation of the dress code – the player will not be allowed to play until appropriate clothing is acquired
- (5) The use of cell phones, ipods, or any other electronic devices during game play is strictly prohibited. Exception is stopwatches and certified medical devices (hearing aids, etc).
- (6) Coaches' Fair Play Time-Out

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 player's on ice demeanor before the situation escalates, or to discuss a potential injury or illness with a player, or to counsel an athlete relative to adhering to the rules of the game. There shall be no discussion of strategy during a fair-play time-out.

  - i) A coach may request a one minute fair play time-out from the convenor / official at any time and is granted at the discretion of the convenor / official
  - ii) A coaches' fair play time-out shall only be implemented with the approval of the official.
  - iii) Only the coach who requested the fair play time-out may access the playing area accompanied by the official.
  - iv) A coaches' fair play time-out may be recommended or directed by an official.
  - v) The convenor / official has the right to accompany the coach for the time out to ensure no game strategy is discussed. If any aspects of game play are discussed at any time, the convenor / official will charge the team with a time-out.
- (7) An ejected player will be subject to Section 7.01 of the WECSSAA constitution.

## 11. Awards

- (1) A plaque and five medals will be awarded to the first place boys and girls teams. The Ed Swierenga Memorial Sportsmanship Award will be awarded to the boys team and the girls team voted for by the players. Voting will take place during the last week of the regular season. Each team will vote for their first and second choice.