

APPENDIX

2024 Wheelchair

Date: December 29-31, 2023 (Friday to Sunday)

Location: Lakeshore Curling Club

Registration Deadline: November 14, 2023

Entry Fee: \$400.00



Notice: NS Curling's Championship Rules may be changed, in whole or in part, prior to the playdown process. The rules for one year's championship will not be construed to give or imply any right for future championships. NS Curling policy is to publicize its rules in advance of the competition affected by those rules. Any mistakes, omissions or ambiguity may be subject to clarification by the Competitions Director. This document can be deemed final 14 days prior to the start of the championship.

Date Approved: July 31, 2023

Date Modified:

See below for competition specific details. The rules and details contained in the main body of the Competitor Guide apply to this competition. In the event there is a perceived conflict between the Competitor Guide and this document, this document is considered to take priority.

A. ELIGIBILITY

- 1) The provincial championship is an open entry with no qualification event.
- 2) Limited Entry: The Wheelchair championship is limited to 8 teams which will be based on a first come, first serve to register for the event in Curling IO.
- 3) If a full compliment of eight (8) teams is registered on Curling IO, teams may register to be placed on the waiting list.
- 4) Teams may consist of a maximum of four (4) players, plus an eligible coach.
- 5) All four (4) players must be Canadian citizens and residents of Nova Scotia. No age restriction.
- 6) All players must be a member in good standing of a NS Curling affiliated curling club but not necessarily the same club.
- 7) For more information regarding eligibility rules consult [Competitor Guide, Section D\(2\)](#).
- 8) The original four (4) players and coach must be registered in Curling IO. The host club or umpires shall not accept any personnel changes to the original roster. For more information regarding team registration or team rosters consult [Competitor Guide, Sections B\(3\) and B\(4\)](#).
- 9) Teams MUST be comprised of players of both genders for all games, in any combination.
- 10) Teams may play with three (3) players, both genders must be present in the game.
- 11) Motorized wheelchairs are permitted.
- 12) Individuals who are capable of delivering with a stick from a standing position are not eligible to participate.
- 13) All members of the team must abide by the Canadian Wheelchair Championship eligibility.
- 14) Any qualification rules imposed by Curling Canada as a requirement to attend the Canadian Wheelchair Championship will be qualification rules of this event.

B. HOSTING INFORMATION

- 1) A minimum of two (2) sheets of ice is required to host this championship.

- 2) Club must be accessible to persons who use wheelchairs and must have no barriers to accessibility.
- 3) The championship is scheduled for a maximum of four (4) days.
- 4) Club stones will be used.
- 5) Games will be timed.
- 6) There will be a pre-competition practice scheduled.
- 7) There will be a pre-game practice scheduled prior to each draw.
- 8) The event will be officiated.
- 9) Games will have live scoring on the NS Curling website.

C. UMPIRES

Once the competition starts the Chief Umpire has the general supervision and governance of the rules and procedures. The Chief Umpire shall have full authority to enforce the rules of the game as adopted by NS Curling. The decision of the Chief Umpire is final in all aspects involving judgment calls. In emergency situations, the Chief Umpire may have to act immediately in areas outside of rules, policy or precedent. In these situations, the Chief Umpire is the final authority.

The Chief Umpire may intervene at any time and give directions to any player or coach. They may suspend or expel a player or coach for abusive or unacceptable behaviour, including bad language. All conduct matters will be fully documented and filed with NS Curling for subsequent review and follow-up. For more information regarding officiating consult [Competitor Guide, Section C\(2\)](#).

D. COACHES

- 1) Coaches must be current with their competition specific NCCP qualifications and NS Curling requirements.
- 2) Coaches are considered a team member and must abide by all relevant policies and team expectations.
- 3) For more information regarding coach qualifications and requirements consult [Competitor Guide, Section B\(7\)](#)

E. CHAMPIONSHIP HISTORY

Year to Year Participation Information

	2023	2022	2021	2020	2019	2018	2017	2016	2015
# Teams	1	1	Covid	2	3	3	3	3	2
Date	Dec 29-31	Jan 14-16	Feb 11-14	Feb 14-16	Feb 22-24	Feb 2-4	Feb 3-5	Feb 5-7	Jan 30-Feb 1
Host	Lakeshore	Lakeshore	Lakeshore	Pictou	Bluenose	Bluenose	Bluenose	Bluenose	Lakeshore

F. PROVINCIAL CHAMPIONSHIP

GENERAL

- 1) The event is a designated Tier 2 NS Curling event, implying it leads to a Canadian Championship, but not a World Championship. Refer to [Competitor Guide, Section D\(1\)](#) for summary of competition format directives for each Tier Category.
- 2) Umpires will conduct all measurements.
- 3) Players and coaches cannot be in the ice shed at any time during the event without an Umpire present who has been assigned to and is working the event.

- 4) Teams are not permitted to practice at the host club within 24-hours of the start of competition, unless they are a regular member of the club with a regularly scheduled game during that 24-hour period.

RULES FOR ALL WHEELCHAIR CHAMPIONSHIPS

- 1) Consult the [Curling Canada Rules of Curling Supplemental Rules Page 55](#).
- 2) Sweeping is not permitted.
- 3) Stones are delivered from a stationary wheelchair positioned within 18 inches of the center line.
- 4) The feet of the player cannot touch the ice during delivery.
- 5) The stone is delivered using a conventional arm/hand delivery OR an approved delivery stick.

RANKING & DRAW PLACEMENT PROCEDURE

- 1) Teams will be ranked into the draw by self-seeding, if more than two (2) teams registered. The team ranking ballots received will be averaged to determine team placement into the draw.
- 2) For more information on ranking and draw placement procedures consult [Competitor Guide, Section D\(5\)](#).

COMPETITION FORMAT FOR PRELIMINARY PLAY

- 1) Teams may play a maximum of two (2) games per day
- 2) All games are eight (8) ends duration. A minimum of four (4) ends must be played.
- 3) If a game is tied after the allotted 8-ends, the teams shall play extra ends until a winner is declared.
- 4) Draw format guidelines is shown in Table A. NS Curling reserves the right to modify the draw format to meet the requirements of the championship.

Table A. Draw Format Guidelines

Number of Teams	Draw Format	Days to Complete
1	Declared Provincial Representative	0
2	Best 3 of 5	3
3	Double Round Robin. An undefeated team will be declared champion outright without playoffs. Otherwise, 2 team single elimination playoff.	3
4	Double Round Robin. An undefeated team will be declared champion outright without playoffs. Otherwise, 3 team playoff, 1 st place team goes straight to final.	3
5-6	Single Round Robin. 3 team playoff, an undefeated team will need to be beaten twice, 1 st place team goes straight to final.	4
7-8	TKO to 4 team Page Playoff	4

GAME TIMING

- 1) Time clocks will be used for all games. However, certain compromises could be made depending upon club space, available equipment, number of volunteers, etc.
- 2) Each team will receive 38 minutes of thinking time to complete the game.
- 3) Extra ends will be six (6) minutes of thinking time for each team.
- 4) The mid-game break is seven (7) minutes.
- 5) There will be a three (3) minute break before starting the extra end. Between all other ends, breaks will be "turn and go".
- 6) Each team will receive two (2) sixty (60) second time outs per 8 end game. Each team will receive one (1) sixty (60) second time out during any extra end of play.
- 7) For more information on Time-Outs consult [Competitor Guide, Section D\(6\)](#).

PRE-COMPETITION PRACTICE

- 1) A schedule will be created to allow the teams a twelve (12) minute practice session on each sheet of ice to be used. Please let the Competitions Director know if you are not going to attend your session.
- 2) For more information consult [Competitor Guide, Section D\(7\)](#).

PRE-GAME CALL

- 1) Thirty-five (35) minutes prior to the scheduled game time, when announced, teams will report to the designated coin toss area to confirm their line-up, readiness to play, and to receive any instructions. If a team is late, they will be deemed to have lost the toss.
- 2) When the stone handle colour has not been pre-assigned, teams will conduct a coin toss and will select either practice order or stone handle colour.
- 3) A draw to the button competition will be used to determine last stone advantage in the first end. Each team will name their player(s) who will deliver the last stone draw(s) (LSDs) for that game.

PRE-GAME PRACTICE

- 1) Thirty (30) minutes prior to scheduled game time, first practice will be announced.
- 2) It will consist of nine (9) minutes of practice time with a one (1) minute remaining warning, then, a one (1) minute time period for the Last Stone Draw(s). Second practice will follow the same format. Please follow the umpire's announcements

LAST STONE DRAW (LSD) FOR PRELIMINARY PLAY

- 1) Last stone advantage in the first end will be decided by a draw to the button contest immediately following the pre-game practice.
- 2) In Knockout format competitions one (1) LSD will be thrown
- 3) In Round Robin format competitions two (2) LSDs will be thrown.
- 4) Stones will be thrown with the rotation identified in the pre-game call.
- 5) For more information on LSD procedures consult [Competitor Guide, Section D\(11\)](#).

TIE-BREAKING PROCESS

- 1) No tie-breaker games will be played. Consult [Competitor Guide, Section D\(13\)](#).

PLAYOFF GAMES AND FINALS

- 1) The Chief Umpire will administer the process.
- 2) Playoff games and Finals will follow the procedures described in the [Competitor Guide, Section D\(14\)](#).