



**Competitor Guide
For All NS Curling
Competitions**

2023-2024

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Update #1 – October 17, 2023 (amendments highlighted in Yellow)

AUTHORITY

The Nova Scotia Curling Association (hereafter referred to as NS Curling) is the policy decision forum for curling, and shall govern all sanctioned Championships in Nova Scotia including provincial qualifiers.

NS Curling has the power to make decisions it considers necessary to handle any situation not covered by the rules including the authority to amend the rules where emergency situations so warrant. All decisions shall be final and binding. All matters of concern should initially be directed to NS Curling's Competitions Director.

The Competitions Director is delegated the authority to make pre-event policy interpretations. If the Competitions Director is in a position of conflict, that individual shall be recused, and the Executive Director shall act as their replacement.

Once a competition starts, NS Curling policy and procedure interpretations and interpretation of the Rules of Curling are the responsibility of the event's Chief Umpire, in consultation with the NS Curling Competitions Director and/or the NS Curling Coordinator of Officials.

ACCOUNTABILITY

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 NS Curling website. Any questions should be directed to the Competitions Director.

APPLICATION

This Competitor Guide will apply to any competition to which these rules are made applicable by NS Curling, and forms an integral part of the rules for the event and shall be enforceable as part of the rules. NS Curling reserves the right to amend or repeal any of the foregoing rules.

COMPETITION ADVISORY PANEL

The Competition Advisory Panels is a decision-making group that meets from time to time to address and render a decision on significant competition issues. The panel is made up of the following:

- 1) Competitions Director, Chairperson
- 2) Executive Director
- 3) Technical Director
- 4) High Performance Coach
- 5) Coordinator of Officials

NSCA CONTACTS

For all competition related inquiries

Competitions Director Bruce Lohnes blohnes@nscurl.com

For all **Curling IO** and financial related inquiries

Executive Director Virginia Jackson vjackson@nscurl.com

For all coaching credential related inquiries
Technical Director Jill Brothers jbrothers@nscurl.com

For all officiating related inquiries
Co-ordinator of Officials Greg Thorbourne greg.thorbourne@ns.sympatico.ca

For all Junior Team Ranking System (JTRS) and **Coach Interaction Rule** inquiries
High Performance Coach Kevin Ouellette kouellette@nscurl.com

SECTION 1. NS CURLING CHAMPIONSHIPS

A. GENERAL INFORMATION

In addition to the information contained herein, this Competitor Guide also includes the following:

- 1) 2022-2026 Curling Canada Rules of Curling for Officiated Play (including addendums and moratorium statements)
- 2) The following NS Curling documents, available on the website:
 - a) NSCA Specific Championship Appendices
 - b) NSCA Competition Special Rules
 - c) NSCA Competition Directives
 - d) NSCA Policies (refer to Competition Directive #1)

B. TEAMS

1. CONDUCT

- 1) To ensure that all curlers, coaches and umpires are aware of their responsibilities, Curling Canada has adopted the following Code of Ethics as an official supplement to the **Curling Canada Rules of Curling (Pages 26-27)**. NS Curling has adopted these Codes in respect of all competitions organized and sanctioned by NS Curling:
 - a. Curlers' Code of Ethics (Page 26)
 - b. Coaching Code of Ethics (Page 26)
 - c. Fair Play (Page 26)
 - d. Fair Play Code for Umpires (Page 27)
- 2) 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 may intervene at any time if a team, player, or coach is displaying inappropriate behaviour.
- 3) At all NS Curling youth championships, each coach shall be given a one-minute fair play time out per game. Only the coach calling the fair play time out may enter the field of play and will be accompanied by an Umpire. This is not an opportunity for a coach to discuss strategy.
- 4) Competitors and coaches agree to abide by the **NS Curling Code of Conduct (Policy 5.01)**. The latest version can be found on the NS Curling website.

2. FORMAL OBLIGATIONS

- 1) With the exception of non-mandatory coaches and 5th players, the FULL team must attend any designated competition ceremonies and any banquet/social when held in conjunction with the competition. If a competitor must be absent from the ceremonies or banquet because of illness, accident, or other extenuating circumstances, prior permission must be granted by the Competitions Director. Non-attendance by a FULL team will result in the loss of hammer for the duration of the event. In addition, violations may also result in further disciplinary action.
- 2) Any team defaulting a game or not playing the required minimum number of games, in a NS Curling Provincial Championship for reasons other than extenuating circumstances (weather, multiple injury, etc) will be dealt with as follows:
 - a. All members of that team (including alternate and coach) will be disqualified from further play in that competition and will not be allowed to compete in any NS Curling sanctioned competition for the remainder of the season in which the default takes place.
 - b. As well, all team members involved will not be allowed to participate in any NS Curling sanctioned competition for the year (season) following the infraction.

3. ON-LINE TEAM REGISTRATION

- 1) NS Curling shall determine the processes and procedures for submitting 'on-line' entries to championships.
- 2) Prior to registering a team for an event, please ensure that eligibility rules (Section D(2)) are read to ensure the registering team (players and coach) meet the criteria listed for the specific competition.
- 3) All entries are the sole responsibility of the individual who entered the team. This person is the only person authorized to alter an entry, therefore maintaining the team's eligibility.
- 4) Registration information for each event will be published on-line in real time and available publicly, where technology allows.
- 5) Registration for provincial qualifiers or open provincial championships will close immediately following the registration deadline. **The registration deadline for all provincial championships is 45-days prior to the event.** These deadlines are subject to change which will be communicated through email, website, and/or social media.

Competition Advisory Panel Decision (September 25, 2023)

If, at an event Registration deadline, there are zero (0) teams registered for a Provincial Championship that leads to a National Championship, NS Curling may not send a representative team to that National event.

- 6) Late team registrations will only be accepted in the case of an administrative / technical error by NS Curling.
- 7) A teams' on-line entry of their team players and coach and fee payment must be received before midnight of the event entry deadline date.
- 8) Excluding Mixed Doubles and Junior Mixed Doubles, **a team MUST register with a roster of four original players.** Teams may also name an alternate, if the competition allows.
- 9) If the team chooses to name an alternate or replacement, that player is not considered as one of the four original roster players.
- 10) Coaches must be identified and are considered a member of the team. A Coach must be registered with the team prior to the registration deadline.

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

4. TEAM ROSTER

- 1) If there are insufficient number of teams (less than 6 teams – see **NSCA Policy 3.06 Event Cancellation Compensation**) registered for an event at the registration deadline, Nova Scotia Curling reserves the right to cancel the event.
- 2) The official rosters will be created as per the information submitted by the teams through the online registration process. These rosters will carry forward through each level of competition unless a change is submitted to the Competitions Director by email, and confirmed.
- 3) Any player, or coach, having registered at any level of a Championship shall not be eligible to participate for more than one team in that Championship.
- 4) Rosters or registration changes are not considered official until validated by NS Curling.
- 5) The Competitions Director must be notified of any changes to the team roster by email, including addition of an alternate, coach or replacement player.
- 6) Any player or coach changes must be made no later than 48 hours prior to the events scheduled first game. **The host club or umpires shall not accept any personnel changes to the original roster.**
- 7) Roster changes, including alternates, are subject to the following administration fees:

If submitted prior to registration deadline	\$0
If submitted between the registration deadline and 10 days before the start of the event	\$40
If submitted within 9 days of the start of the event	\$100

- 8) It is the team's obligation to ensure the coach is listed on the official roster. If the coach is NOT listed, the Competitions Director should be notified immediately.
- 9) The Technical Director will ensure each coach meets eligibility requirements.
- 10) Coaches are required to provide to the Technical Director their Criminal Record Check.
- 11) Official roster changes are NOT permitted during an event, except in special circumstances as approved by the Chief Umpire. Rather, if an injury or illness occurs during an event, teams must first utilize an alternate, if named, and if the championship allows. If a four-person team loses two (2) or more players, they will default until they can field at least three (3) players.
- 12) Teams may be required to confirm their throwing line-up at the host site of a Championship at least one (1) hour prior to the posted start of their first game.
- 13) Once the competition has begun, it is the team's responsibility to inform the Chief Umpire of any game line-up changes to the original line-up prior to stepping onto the ice.

5. WITHDRAWALS AND REFUNDS

- 1) The deadline date for electronic entry is also the deadline for withdrawing from the competition.
- 2) Until the deadline date, the registration fee shall be returned, excluding the competitor card fee, and subject to an admin fee of 20% of the team's total entry costs.
- 3) Withdrawals after registration deadline, without good and sufficient reason, will not receive reimbursement of their entry fee.

- 4) In the event of a Force Majeure and a provincial championship is not able to be held, all entry fees will be refunded. If the championship is a Tier 1 or Tier 2 event the selection of the team to represent NS at Nationals will be governed by the Competitions Advisory Panel.

6. ALTERNATES, SUBSTITUTIONS AND REPLACEMENTS

- 1) Alternates, substitutes, and replacements must:
 - a. meet eligibility requirements as per **Section D(2)**; specifically age, gender and residency;
 - b. be affiliated with a NS Curling member club; and
 - c. have NOT been registered in any level of competition within that championship.
 - d. It is the team's responsibility to ensure eligibility is met.
- 2) Alternates (5th Players)
 - a. Alternates are not permitted in Mixed Doubles and Mixed 4-Player competitions.
 - b. An alternate player may be declared on the team's entry form at registration, otherwise the change is subject to an administration fee. An alternate cannot be added once a championship has started.
 - c. Teams may identify an eligible alternate player no later than 48 hours prior to the events scheduled first game by submitting a written request to the Executive Director. **Entry fees for the alternate player must be received by the Executive Director.**
 - d. Alternates must pay the Curling Canada competitor card fee (if fee is required to compete in that event). **Competitor card fees for the alternate must be received by the Executive Director.**
 - e. An alternate will remain with the team until completion of that competition.
 - f. Alternates are considered team members and are expected to follow all guidelines. Conduct policies will be strictly applied to alternate players.
 - g. Alternates may play in any game, at any position on the team and may be used to distribute playing time among more than four (4) players during competition;
 - h. **The alternate shall not be eligible to receive any prizes or awards as presented to the winning team.** The Provincial winning banner may include the name of the alternate at the request of the winning team; and
 - i. Teams continuing on to national events will be subject to the rules of the body governing the national event regarding alternates.

Note: Although it is permitted, NS Curling does not encourage the use of an alternate in the youth championships wherever possible. Rather, players are encouraged to find a team on which they can gain regular playing experience.

- 3) Substitute
 - a. A substitute is a temporary player, replacing a player on a game-by-game basis. The original player may return to any game at any level of competition
 - b. A substitute may be utilized at any time for any reason provided they are eligible, and is not a member of another registered team (including alternates) at any level of competition within that championship.
 - c. In Mixed or Junior Mixed competition, a spare pool of substitute players will be provided at the Provincial Championship. The substitute player must be the same gender as the missing player and play either position appropriate for their gender.
 - d. In Mixed Doubles or Junior Mixed Doubles 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 is disqualified.

4) Replacement

- a. A four-person team losing a player to catastrophic reasons will be allowed to replace that player with an eligible player. Catastrophic is defined as unable to play for the remainder of the event due to physical injury as determined by a third-party physician.
- b. 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 and is subject to an administration fee. The amended roster will be used for any subsequent team recognition (eg. banners);
- c. Between levels in a Championship event, teams may change one (1) player on their team with an eligible player by submitting a written request to the Competitions Director. Three (3) members of the original team must remain intact. CTRS/JTRS points will be revised for that team to reflect the player change, if applicable.
- d. For Mixed Doubles and Junior Mixed Doubles, and only prior to any qualifying or provincial competition, a replacement will be granted if one team member is representing Nova Scotia or Canada at national or international competition in another category with a conflicting date.
- e. A Mixed Doubles team cannot replace more than one player.
- f. Replacement players are considered registered players, but are not considered to be an originally rostered member.

5) Medical Replacement

- a. Teams may request a 'medical replacement' for a team member that has been declared 'unfit to play by reason of medical condition or injury' with a written statement from a provincially certified medical doctor. Teams must identify an eligible replacement player no later than 48 hours of the events scheduled first game by submitting a written request to the Executive Director. Entry fees for the replacement player must be received by the Executive Director at that time.
- b. Should a team member die before an event, the team may replace the deceased member of the team with an eligible player up until the day of the event being played by submitting a written request to the Executive Director. Entry fees for the replacement player must be received at that time.

7. COACHES

- 1) Coaches are considered volunteers and as such are required to comply with the NS Curling Volunteer Screening Policy (Human Resources, Policy 2.08).
- 2) A coach must be at least 21 years of age to coach in a Tier 1 or Tier 2 event.
- 3) A coach must be 18 years of age to coach in a Tier 3 or Tier 4 event, exception is U21 Mixed 4-Player and U21 Mixed Doubles where the coach must be at least 21 years of age.
- 4) Each NS Curling championship that leads to a national championship has competition specific National Coaching Certification Program (NCCP) qualification requirements. All coaches must complete Curling Canada's mandatory training requirements inclusive of Safe Sport, Match Manipulation and Concussion Training.
- 5) Coaching qualifications apply at all levels of competition (i.e., Provincial Qualifiers and Provincial Championships).
- 6) **A coach must complete all certification requirements prior to the event registration deadline.**

- 7) In youth competitions a coach is MANDATORY and must have a valid Criminal Record Check (CRC) on file with NS Curling. CRC's will expire with NS Curling every three years. For example, if the check was completed in December 2020, you are required to submit a new one prior to December 2023. To complete your Criminal Record Check on-line, visit myBackCheck.com.
- 8) Coaches must be registered with the team prior to the competition registration deadline. If a coach change is required after registration the team must register a qualified replacement coach through the **Competitions** Director. Any coach roster change must occur no later than 48 hours prior to the events scheduled first game. No coach will be allowed to register with a team at the Event check-in registration.
- 9) A person can only be registered as a coach on the roster of one team at a NS Curling championship.
 - a. At a combined event, where more than one championship is being played (i.e. gender specific championships or age specific championships).
 - i. A person cannot be registered as a coach on both a male and female team at a gender specific event (i.e. U18 event with separate U18 boys championship and U18 girls championship).
 - ii. A person cannot be registered as a coach on two teams at an age specific event (i.e. Junior Mixed Doubles with separate U16 championship and U21 championship).
 - b. A person cannot be registered as a coach on one team and as a player on a second same gender team.
 - c. A person may be registered as a coach on one team and as a player on a second opposite gender team. However, if both teams are on the ice at the same time the person cannot play and coach, they must declare to the Head Umpire which team they are associated with for that particular draw. They are not allowed any interactions with the non-associated team, including: pre-game practice, timeouts, etc.
- 10) Only a qualified registered coach will be permitted access to the ice shed area.
- 11) Seating will be provided for all coaches. Coaches will not be allowed to reserve seating other than what has been designated by the organizer. In venues where coaches are offered restricted seating (i.e. away from the general population), only the designated and approved coaches are allowed in the restricted area. Where the Coach Interaction Rules are in effect, coaches will have designated on ice seating as long as space and facility permit. Refer to the NS Curling 'Coach Interaction Rules' in the **Competition Special Rules**.
- 12) Mentor Coach:
 - a. A 'mentor coach' is an experienced coach who helps a less experienced coach accelerate their personal development to achieve the levels of coaching competency required by a certification level.
 - b. A 'mentee coach' is a coach who receives advice, knowledge, or guidance from a more experienced mentor over a period of time. A mentee may often have a specific competency they want to learn from a more experienced mentor.
 - c. A coach who does not meet the required NCCP qualifications for a specific competition can apply for a one-time one-year exemption of the applicable NCCP qualifications, as a 'mentee coach'.
 - d. The 'mentee coach' must have completed the Competition Coach workshop, at a minimum.
 - e. The 'mentor coach' must have a minimum certification of Competition Coach.
 - f. The 'mentor coach' must be on site for the duration of the championship.
 - g. The request for a one-year exemption must be received by the Technical Director prior to the event registration closing.
 - h. Both the 'mentor coach' and 'mentee coach' will be allowed ice shed access; the 'mentor coach' as an observer only. The 'mentor coach' will not be allowed access to the ice surface.

13) Assistant Coach:

- a. Teams in youth competitions (U21, U18, U15, U13, U11, Junior Mixed 4-Player and Junior Mixed Doubles) may register an Assistant Coach who meets all NCCP coaching qualifications and NS Curling requirements.
- b. Teams in Tier 1 and Tier 2 non-youth competitions, if the competition allows, may register an Assistant Coach who meets all NCCP coaching qualifications and NS Curling requirements.
- c. An Assistant Coach MUST be registered prior to the event registration closing.
- d. Only one coach will be allowed ice shed access for pre-competition practices.
- e. Teams must name a 'Game Coach' prior to the start of each game.
- f. Only the 'Game Coach' will have on-ice access for that game, which includes pre-game practice, time-outs, mid-game break and extra end break.

14) As a minimum, coaches must have the below competition specific qualifications, as per Curling Canada's On-Ice Credentials for National Championships, effective May 8, 2023:

Tier 1 Events (Leads to a World Championship)

CHAMPIONSHIP	CERTIFICATION REQUIRED	TRAINING REQUIRED
Men's (Tankard) Women's (Scotties)	<p>Certified Competition Development Coach OR Certified Competition Coach and Competition Development 'In-Training'** OR Approved Curling Canada "High Performance Consultant" OR Mental Performance Consultant with one of the following qualifications:</p> <ul style="list-style-type: none"> - Licensed member of the Canadian Psychological Association - Graduate degree in sport and performance psychology or related field - Member of the Applied Association for Sport Psychology <p>** A coach may use this status for a maximum of two Canadian Men's / Women's Championships.</p>	<p>For all Tier 1 events the following is required:</p> <ul style="list-style-type: none"> - Police Background Check (within 3 years). Visit www.mybackcheck.com - NCCP Safe Sport Training - NCCP Making Ethical Decisions (register at www.coachingns.com) - NCCP Making Headway in Sport <p>Coaches competing at a Curling Canada Championship will be required to complete 'Match Manipulation' training prior to participating.</p> <p>Effective 2023/24: All Certified Coaches must be "RENEWED" – meaning they are current with their NCCP Maintenance of Certification.</p>
Mixed Doubles Seniors Mixed (4-Player)	<p>Competition Coach Certified OR Approved Curling Canada 'High Performance Consultant'</p>	
Under 21	Competition Coach Certified	

Tier 2 Events (Leads to a National Championship)

CHAMPIONSHIP	CERTIFICATION REQUIRED	TRAINING REQUIRED
Curling Club Championship Wheelchair	Competition Coach Certified OR Approved Curling Canada 'High Performance Consultant'	<p>For all Tier 2 events the following is required:</p> <ul style="list-style-type: none"> - Police Background Check (within 3 years). Visit www.mybackcheck.com - NCCP Safe Sport Training - NCCP Making Ethical Decisions (register at www.coachingns.com) - NCCP Making Headway in Sport <p>Coaches competing at a Curling Canada Championship will be required to complete 'Match Manipulation' training prior to participating.</p> <p>Effective 2023/24: All Certified Coaches must be "RENEWED" – meaning they are current with their NCCP Maintenance of Certification.</p>
Under 18 Masters	Competition Coach "Trained" (Competition Coach Workshop + MED)	
Canada Winter Games	Certified Competition Development Coach OR Certified Competition Coach with the following two Competition Development Courses - "Manage A Program" and "Health and Wellness"	

Tier 3 Events (NSCA Championships)

CHAMPIONSHIP	CERTIFICATION REQUIRED	TRAINING REQUIRED
Junior Mixed Doubles (U16 and U21) Junior Mixed 4-Player (U16 and U21) Under 15	Club Coach	<p>For all Tier 3 events the following is required:</p> <ul style="list-style-type: none"> - Police Background Check (within 3 years). Visit www.mybackcheck.com - NCCP Safe Sport Training <p>Required by the 2024/25 season - NCCP Making Ethical Decisions (register at www.coachingns.com)</p>

Club Series	Coaches are not permitted	N/A
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Tier 4 Events (Participation Bonspiels)

CHAMPIONSHIP	CERTIFICATION REQUIRED	TRAINING REQUIRED
Under 13 Under 11	Chaperone OR Any coaching certification	For all Tier 4 events the following is required: - Police Background Check (within 3 years). Visit www.mybackcheck.com - NCCP Safe Sport Training

C. RULES AND REGULATIONS

1. APPLICATION

- 1) 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.
- 2) All Provincial events will be played under the “Curling Canada Rules of Curling for Officiated Play” as specified in the 2022-2026 edition including all subsequent rule changes and interpretations adopted by Curling Canada. These rules may be supplemented by this Competitor Guide and the related specific championship appendix.
- 3) Host Club publications or directions shall never take precedence over the NS Curling Competitor Guide, Specific Championship Appendices, Competition Special Rules, or Competition Directives.

2. OFFICIATING

- 1) In curling, as in most sports, umpiring is performed by dedicated volunteers without whom the sport could not progress. The role of the Umpire has been established to ensure fair play between two or more teams in any competition.
- 2) The Officials Co-ordinator shall appoint umpires as necessary to properly control the play.
- 3) The Chief Umpire, during a competition, is responsible:
 - a. to interpret the Competitor Guide, Specific Championship Appendices, Competition Special Rules, Competition Directives, and Code of Conduct.
 - b. for rule enforcement and interpretation in all areas covered by the Rules of Curling for Officiated Play, board policy or precedent. Their decision will be final except in matters involving disciplinary action. The NSCA Board shall be responsible for all matters involving disciplinary action and the Chief Umpire, should refer such matters to the assigned NS Curling liaison.
 - c. in emergency situations, to act immediately in areas outside of rules, policy or precedent. In these situations, the Chief Umpire is the final authority.
- 4) The Board of Directors of NS Curling has the power to make decisions it considers necessary to handle any situation not covered by the rules, including the authority to amend the rules where emergency situations so warrant. All decisions shall be final and binding
- 5) All competition Officials and Umpires are required to report any incidents of misconduct to the Chief Umpire. The Chief Umpire may intervene at any time and give directions to the players. They

may suspend or expel a player or a Coach for abusive or unacceptable behaviour, including bad language. All conduct matters will be fully documented and filed with the NSCA for subsequent review and follow-up.

- 6) Time Clock Operators – A Time Clock Operator may be assigned to each sheet of ice and is responsible for the timing of that game.

3. SWEEPING EQUIPMENT

- 1) Only WCF approved sweeping brushes and brush heads listed on the WCF 'Approved Code List' will be allowed in competitions that lead to national championships.
- 2) All brush heads, including 'target' brooms must be WCF compliant. It is the responsibility of the players and coaches to ensure compliance.
- 3) Hair brooms and corn brooms are banned as sweeping devices.
- 4) Refer to the [Curling Canada Rules of Curling for Officiated Play Section 11 \(Page 42\)](#) for more information

4. ELECTRONIC DEVICES and SOCIAL MEDIA

- 1) In the playing area (ice shed), electronic devices that provide communication are NOT permitted (e.g. cell phones, iPods, smartwatches etc.) and must be placed on silent or airplane mode only. In the club house area, coaches and alternates will refrain from using their cellular communication devices during the game. Refer to [Competition Directive #4](#) for more information.
- 2) [Microphone/receivers that allow one or two-way communication, to or from a competitor, is prohibited.](#)
- 3) [Team streaming of games is not allowed during events that are being streamed by NS Curling. Events not being streamed by NS Curling may be streamed by teams as long as permission has been granted from their opponent prior to the start of the game.](#)
- 4) Players, coaches, and alternates 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. If messages sent during a championship event (Provincial, National, World, or any other event operated by the NS Curling or Curling Canada) are deemed inappropriate by NS Curling, disciplinary action may be taken. Refer to [Competition Directive #3](#) for more information.

The use of speed traps is permitted during the Pre-Competition practice as long as it does not delay the practice schedule. Speed traps are not permitted during a pre-game practice.

5. HELMETS

- 1) Helmets are mandatory for all competitors under the age of 12. For further information refer to the [NS Curling Helmet Use Policy 5.05](#).

D. COMPETITION

The rules and procedures contained within this section apply to all competitions except where amended within a specific championship appendix.

1. COMPETITION TIERS

Each of NS Curling's sanctioned competitions have been placed into a specific Tier Category. Each Tier has specific competition guidelines. See below for a summary of competition format guidelines for each Tier Category. There are four (4) Tier Categories:

- 1) Tier 1 events lead to a World Championship
- 2) Tier 2 events lead to a National Championship
- 3) Tier 3 events are strictly NSCA Championships
- 4) Tier 4 events are Participation Bonspiels.

	Tier 1	Tier 2	Tier 3	Tier 4
Maximum number of days event is scheduled for	5	4/5	3/4	3
Moratorium on brush heads in in effect	Yes	Yes *	No	No
Pre-competition practice to be scheduled	Yes	Yes **	No	No
Pre-game practice prior to each draw	Yes	Yes	No	No
Games will be timed	Yes	Yes	No	No
Draw to button contest for hammer in first end	Yes	Yes	No	No
Teams will be ranked in the draw by self-seeding	Yes ***	Yes +	Yes	No
Umpires will conduct all measurements	Yes	Yes	Yes	No
NSCA stones have been assigned for the event	Yes	No	No	No
Live scoring on the NS Curling website	Yes	Yes	Yes	Yes++

*Exception Wheelchair

**Exception CCC (if time allows)

***Exception U21 (using JTRS)

+Exception U18 (using JTRS)

++ Depends on club resources

2. ELIGIBILITY

- 1) Each player must meet all age, gender, and residency/citizenship requirements, and must be a member of a NS Curling affiliated curling club but not necessarily the same club (this includes Free Agents). Below are the age requirements for each NS Curling sanctioned event.

Tier 1 Events (Leads to a World Championship)

Men's (Tankard)	No age restriction
Women's (Scotties)	No age restriction
Mixed Doubles	No age restriction
Mixed 4-Player	No age restriction
Under 21	20 years of age and under on June 30, 2024.
Seniors	Fifty (50) years of age and over on June 30th in the year of the Canadian championship

Tier 2 Events (Leads to a National Championship)

Under 18	17 years of age and under on June 30, 2023.
Wheelchair	No age restriction
Curling Club Championship	Three (3) of the four (4) players must be a minimum of nineteen (19) years of age and older on November 1st prior to the year of the championship.
Masters	Sixty (60) years of age and older on December 31st the year prior to the championship.
Canada Winter Games	TBD

Tier 3 Events (NSCA Championships)

Junior Mixed Doubles (U16 and U21)	U16 – 15 years of age and under on June 30, 2023. U21 – 20 years of age and under on June 30, 2024.
Club Series	19 years of age and older on Dec. 31, 2023.

Under 15	14 years of age and under on June 30, 2023.
Junior Mixed 4-Player (U16 and U21)	U16 – 15 years of age and under on June 30, 2023. U21 – 20 years of age and under on June 30, 2023.

Tier 4 Events (Participation Bonspiels)

Under 13	12 years of age and under on June 30, 2023.
Under 11	10 years of age and under on June 30, 2023.

- 2) “Bonafide Member” within the bounds of the NS Curling is defined as follows:
 - a) A curler who, as of December 1, 2023:
 - i. Is a voting member of a Member Club, and
 - ii. Has met their financial responsibilities to the Member Club, and
 - iii. Whose rights to participate in NS Curling events are not in suspension either as a consequence of disciplinary proceedings or by operation of some specific provision in the bylaws or policies of NS Curling.
- 3) All participating curling clubs must be affiliated with NS Curling. They must be in good standing with all applicable dues paid in full.
- 4) A player who competes in any Championship of another Member Association leading to a Canadian Championship may not compete in the comparable NS Curling championship in the same curling season.
- 5) **All players entering any NS Curling Championship must comply with the Curling Canada directive on Residency** and the rule governing Free Agents, and as such may be asked to sign a letter of compliance prior to their first game of their first NS Curling Championship event; be it a qualifier or provincial championship. Only one letter needs to be signed for a given Championship season. It is the team’s responsibility to cross reference Curling Canada’s Residency and Eligibility Policy, and Free Agents, [website here](#).
- 6) Free Agent players from other Member Associations eligible to play in a NS Tankard or Scotties Curling Championship must be registered on the NS Curling team 45 days prior to the event being played. The Free Agent application form is available on the NS Curling website and must be submitted to the Competitions Director.
- 7) Only one (1) free agent player per team is allowed.
- 8) 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.

3. OFFICIAL DRAW PREPARATION

- 1) The format type and schedule can vary from one year to the next, depending upon:
 - a. The number of participating teams
 - b. The number of sheets of ice available, and volunteer base availability.
 - c. The number of days scheduled for the event.
 - d. The number of scheduled ends.
 - e. If there is a guaranteed number of games for each team.
 - f. If there is a pre-competition and pre-game practice.
- 2) Draws will be based on the formats stated in the [specific championship appendix](#).
- 3) NS Curling will supply the official draw and schedule for all sanctioned provincial qualifiers and championships.
- 4) The official draw will be emailed to the registered team contact two (2) weeks prior to the first draw of the competition. The host committee, umpire(s), and [event liaison](#) will receive the official draw and roster at this time.

- 5) The draw will be published on the NS Curling website no later than three (3) days prior to the start of competition. If there are any delays due to unforeseen/unavoidable circumstances, NS Curling will advise affected teams of the reason for the delay and the estimated time of completion.
- 6) 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.
- 7) Once the championship has started, if changes to the draw schedule are required, the Chief Umpire in consultation with the Competitions Director may make any necessary changes. This information will be posted publicly at the host club. Any issues or concerns during the competition should be brought to the attention of the Chief Umpire, whose decision will be final and unappealable.

4. TEAM NAME & CLUB REPRESENTATION

- 1) Team names on provincial draws and sanctioned publications will be the last name of the skip.
- 2) Teams must declare which member club they are representing; at least one player must be a member in good standing at that club. **New in 2023/24 - No team should register as representing the 'NSCA'.**
- 3) For the Curling Club Championship, the team's name will be the curling club that they are representing.

5. RANKING & DRAW PLACEMENT PROCEDURE

At a Provincial Championship or Qualifier event there will be a ranking of the participating teams. The ranking will be used to determine the initial position in the Championship draw.

- 1) Provincial Qualifiers & Provincial Championships:
 - a. Men's (Tankard) and Women's (Scotties)
 - i. Pre-Qualification
 - a) A maximum four (4) teams will pre-qualify for the Provincial Championship.
 - b) The two (2) finalist teams from the 2023 Provincial Championship (champion and runner-up). Team must retain 3 of 4 original players, alternate players do not qualify as an original team member.
 - c) Top two (2) CTRS ([website here](#)) points leaders as of **November 21, 2023**, who do not pre-qualify as a 2023 provincial finalist identified above.
 - d) If one or both 2023 provincial finalist team(s) do not retain 3 of 4 original players the next highest CTRS points leader will pre-qualify.
 - ii. Qualification Event
 - a) four teams will qualify for the Provincial Championship.
 - b) Teams will self-seed
 - iii. Provincial Event
 - a) A Maximum of eight (8) teams will qualify for the Provincial Championship
 - b) Teams will self-seed
 - b. U21 and U18
 - i. Teams will be seeded into the draw as per the NS Junior Team Ranking System. **The cut-off dates for JTRS points inclusion in the seeding process will be: (Under 18 – December 4, 2023, and Under 21 – December 20, 2023).**
 - ii. If teams have accumulated zero JTRS points they will be randomly seeded.
 - iii. Ties in JTRS points will be broken by a random draw.
 - iv. Teams will be placed in the draw based on their seeded order.

- v. Refer to **Competition Special Rules** for more information regarding JTRS.
 - c. CWG Trials
 - i. Teams will be ranked according to how they qualified at the CWG Pre-Trials event(s).
 - d. U13 and U11
 - i. Teams will be placed into the draw by random selection.
 - e. All other Provincial Championships
 - i. Teams will self-seed
- 2) Self-Seeding Process
- a. Self-Seeding is used to determine the ranking of teams entered into the draw at some Championships.
 - i. Any team participating in a self-seeding event will receive an email after the entry deadline with a request to self-seed all teams, except their team.
 - ii. There is one (1) ballot for each team competing.
 - iii. The first submission from the team will be considered their official self-seeding ballot.
 - iv. Ballots received by the deadline will be included in the overall ranking process.
 - v. The Competitions Director will tally the ballots
 - vi. Teams will be ranked based on the ballots received and placed into the draw accordingly
 - vii. In the case of a tie, the teams tied will be placed in the draw in random order
 - viii. Once the self-seeding process is complete the draw will be created and teams will be placed in the draw according to their seeding.

Standard Pool Seeding Placement

Pool A		Pool B		Pool C		Pool D	
Team	Seed	Team	Seed	Team	Seed	Team	Seed
A1	1	B1	2	C1	3	D1	4
A2	8	B2	7	C2	6	D2	5
A3	9	B3	10	C3	11	D3	12
A4	16	B4	15	C4	14	D4	13
A5	17	B5	18	C5	19	D5	20
A6	24	B6	23	C6	22	D6	21

6. GAME TIMING

- 1) Game duration for Provincial Championships.
 - a. Minimum Length of Game:
 - i. In ten (10) end games, a minimum of five (5) ends must be played.
 - ii. In eight (8) end games a minimum of four (4) ends must be played.
 - iii. In all playoff, semi-final, and final games, a minimum of six (6) ends must be played (or as adjusted by a Chief Umpire, e.g. for TV games).
 - iv. At all Provincial Championship events, all scheduled games must be played. Refer to **Section B(2)** for more information.
- 2) Timing
 - a. All games may be timed. Consult **specific championship appendix** for details.
 - b. The penalty for violation will be enforced as per the **Curling Canada Rules of Curling (Page 51)**.

- c. If games are NOT timed, the Umpire will enforce the 'Pace of Play Rule'.
- d. Thinking time allocated to each team:
 - i. Ten (10) end game shall be thirty-eight (38) minutes.
 - ii. Eight (8) end game shall be thirty (30) minutes.
 - iii. Extra ends shall be four minutes, thirty seconds.
- e. Where the Coach Interaction Rule (refer to Competition Special Rules) is in effect, timing may vary slightly, however it is the responsibility of the team to ensure a pace of play is maintained.
- f. When an end is replayed, the clock is reset to the time recorded at the completion of the previous end.

3) Time-outs:

- a. Where the competition allows, each team may request two (2) timeouts per game.
- b. Each timeout will be 60 seconds in length, excluding any travel time that may be allocated.
- c. If extra ends are required, each team will be given one (1) timeout per extra end. Timeouts cannot be carried over.
- d. Only the players on the field of play may signal for a timeout. Coaches/Alternates may signal their team without interfering with the field of play (ie. Banging on glass, opening field of play doors, etc).
- e. The coach OR alternate player of the team who requested the timeout may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface.
- f. The team that did not request the timeout may communicate for the same amount of time as the coach who called the timeout, however, they must stay at the home end. They shall not cause any delay to the stone being delivered.
- g. Umpires may call a timeout at any time.
- h. To call a time out, please signal (T) directly to Time Clock Operators. The Timer will stop the clock and raise arm to show acknowledgement.

4) Pace of Play Rule

- a. Where no time clocks are used the 'Pace of Play Rule' will be effect. Players are expected to keep up a reasonable pace of play during competition (approximately 15 minutes per end). Should any game fall behind the next slowest game by a full end, the official shall inform both skips that they are behind the pace of play and are now subject to the "45 Second Rule"
- b. Under the 45 Second Rule, the official will time each rock from when the skip takes control of the house to when the rock crosses the near t-line. Any rock that is delivered after the 45 second mark shall be removed from play. Each team will be able to use their remaining allowed time-outs while the 45 Second Rule is in effect. The 45 Second Rule shall be enforced until the game is back on pace.
- c. Where games do not begin at the same time, it will be noted by the official at what point games are starting their first end in relation to the other games already being played.
- d. If the game concludes under the Pace of Play Rule and an extra end is required, the Pace of Play rule will remain in effect.

5) Maximum Number of Games Per Day

- a. No team shall be required to play more than three (3) games per day unless:
 - i. Noted in a specific championship appendix
 - ii. As determined by the Chief Umpire at officiated events or the NS Curling Championship Liaison at an un-officiated event.
 - iii. In the semi-finals or finals when both teams involved consent to do so and have the approval of NS Curling (applies to games of 8-ends or less)

- iv. In the case of Force Majeure and NS Curling is forced to revise a schedule during a championship event.

7. PRE-COMPETITION PRACTICE

- 1) General
 - a. A schedule may be created to allow teams a pre-competition practice. Consult **specific championship appendix** for more details.
 - b. The time clock will not start until teams have had an opportunity to cool their slider and have one (1) slide.
 - c. Alternate players on teams are allowed to deliver stones and brush stones.
 - d. Coaches may NOT deliver or brush stones; they are only able to hold the target broom. The coach's broom must be WCF compliant.
 - e. All equipment (footwear, grippers, brooms and playing equipment) may be inspected during the pre-event practice. Umpires will request that any inferior items be removed from play for the duration of the competition.
- 2) Qualifier Events
 - a. Practice ice may not be available prior to the competition. Arrangements are to be made by the team directly with the host facility, with the expectation that they will not practice within twenty-four (24) hours of the events scheduled first game. Dual events are considered one event and the first draw is considered the scheduled first draw, if your team is not participating in this draw.
 - b. Competitors who play regularly in a league at the host facility are exempt from the twenty-four (24) hour rule if participating in a scheduled league game.
 - c. No extra in-competition practice will be allowed.
- 3) Provincial Championships
 - a. Prior to the start of a competition NS Curling may sanction and schedule practice ice time for all teams, giving each team an equal amount of time on relevant sheets of ice. A schedule will be provided to all teams prior to the event. Consult **specific championship appendix** for more details.
 - b. If practice ice is not scheduled as part of the event, arrangements can be made by the team directly with the host facility, with the expectation that they will not practice within twenty-four (24) hours of the events scheduled first game.
 - c. When pre-event practice is scheduled, the schedule will be provided with the draw schedule.
 - d. Competitors who play regularly in a league at the host facility are exempt from the twenty-four (24) hour rule if participating in a scheduled league game.
 - e. No extra in-competition practice will be allowed.

8. PRE-GAME PRACTICE

- 1) Prior to the start of a game, when time allows, teams may be permitted a pre-game practice, with their stones. Consult **specific championship appendix** for details.
- 2) Coaches may NOT deliver or brush stones in the pre-game practice.
- 3) Speed traps are NOT allowed in the pre-game practice.
- 4) Teams will be allowed up to one-minute of sliding time immediately prior to their pre-game practice.

9. STONE SELECTION FOR PRELIMINARY PLAY

- 1) For all competition formats that are not round-robin, including pool play, a flip of the coin will determine stone handle colour.
- 2) For round robin competition formats, the team listed first (or on top) will be assigned dark-coloured handles. Dark coloured handles will practice first.
- 3) Only the stones on the assigned sheet may be used.

10. LAST STONE ADVANTAGE (HAMMER) IN THE FIRST END

- 1) Unless otherwise stated in the **specific championship appendix**, last stone advantage in the first end (hammer) will be determined by a draw to the button contest (triangulation used where required) following each team's pre-game practice. This is referred to as the Last Stone Draw (LSD).

11. LAST STONE DRAW (LSD) FOR PRELIMINARY PLAY

When last stone advantage in the first end is decided by a draw to the button (last stone draw) the following procedure shall be followed:

- 1) During the Pre-Game Call teams will name the player(s) delivering the last stone draw(s), including which turns will be thrown.
- 2) Each team will deliver their Last Stone Draw(s) immediately following their pre-game practice.
 - a. Last Stone Draws (LSDs) shall be delivered toward the home end only.
 - b. A maximum of one minute will be given to deliver an LSD. A stone not delivered within the one (1) minute will be assigned a distance of 199.6 cm.
 - c. A stone delivered prior to the LSD announcement, or not delivered within the time allotted, will be assigned 199.6 cm.
 - d. All stones finishing in the rings will be measured. Stones that do not finish in the rings are recorded as 199.6 cm.
 - e. Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm (except if triangulation measurements are done with a laser).
 - f. Only the 'game' players are allowed on the ice surface for the LSD. Full sweeping is allowed, one player must hold the target broom (exception Mixed Doubles).
 - g. The opposing team shall remain behind the glass until after the LSD has been delivered (applies to both practice sessions).
 - h. A stone that is moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
 - On or touching the button = 29.4 cm (when a one-foot button)
 - In or touching the four foot = 75.1 cm
 - In or touching the eight foot = 136.1 cm
 - In or touching the twelve foot = 197.1 cm
 - i. If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
- 3) The team with the better (lower) total distance has the choice of delivering the 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. If a team does not want the last stone if they win the LSD, they must inform the Umpire before the start of the first practice.
- 4) If an alternate player is used, they may deliver LSD(s) for the player they are replacing. Teams may only use an alternate player's LSD(s) for one player.

- 5) 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. Where there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6 cm.
- 6) In Knockout format competitions (DKO or TKO) only one LSD is required to determine hammer:
 - a. Each team will name one (1) player who will deliver one (1) LSD.
 - b. The team with first practice will always deliver their LSD in the clockwise rotation, the team with the second practice will deliver their LSD in the counter-clockwise rotation.
 - c. **During preliminary play each player must throw one (1) LSD before another player is allowed to throw a second LSD.**
 - d. If a stone covers the centre pin hole, then a second team member will be required to deliver a measurable stone (unless triangulation measures are used). The second LSD stone will be used for determining hammer purposes only.
 - e. If a stone does not finish in the rings, then a second team member will be required to deliver a measurable stone. The second LSD stone will be used for determining hammer purposes only.
- 7) In Round Robin / Pool format competitions two LSDs will be required to determine hammer
 - a. Each team will name two (2) players who will deliver one (1) LSD each.
 - b. The first player will deliver the clockwise rotation while the second player will deliver the counter-clockwise rotation, except for Mixed Doubles.
 - c. During preliminary play each player must throw one (1) clockwise and one (1) counter-clockwise LSD before another player is allowed to throw a third LSD, not applicable to Mixed Doubles.
 - d. In Mixed Doubles, both players will throw the same turn. Teams practising first will throw the clockwise rotation and teams practising last will throw the counter-clockwise rotation.
 - e. Should the team with first practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (clockwise rotation). If the third player records 0.0 cm or 199.6 cm, a fourth player, different from the first three throwers, will deliver (counter-clockwise rotation) and so on until a number other than 0.0 cm or 199.6 cm is registered (Mixed Doubles will alternate throwers).

12. ACCUMULATED DRAW SHOT DISTANCE (ADSD)

- 1) The Accumulated Draw Shot Distance (ADSD) is used to rank teams in unresolvable ties (when head-to-head records result in a tie or ties).
- 2) At the conclusion of preliminary play, depending on the overall number of LSDs delivered, some of the individual recorded LSD distances may be discarded to establish the ADSD.

If 1 to 4 LSDs are thrown	Do not discard any LSD measurements
If 5 to 8 LSDs are thrown	Discard one (1) LSD measurements
If 9+ LSDs are thrown	Discard two (2) LSD measurements

- 3) The team with the overall lowest ADSD will always be ranked higher.
- 4) If teams have the same ADSD total, then the next highest individual recorded LSD distance will be eliminated from each team until the tie is broken.

13. TIE-BREAKING PROCESS

- 1) **Tie-breaker games will not be played.** On April 17, 2023 Curling Canada announced they have brought all Canadian championship events in line with the World Championships and Olympics by eliminating tie-breaker games. To better prepare our provincial champions NS Curling is adopting the Curling Canada course of action by eliminating tie-breaker games in determining playoff teams.
- 2) Playoff team ranking will be determined:
 - a. through head-to-head records first, then
 - b. any unsolvable ties will be determined through ADSD.
- 3) Ties are not considered across pools and ADSD only must be used.
- 4) Once ADSD ranking is used, it is the only ranking factor and head-to-head results are not used.

14. PLAYOFFS

The ranking of teams and determination of last stone advantage in the first end, stone selection and practice order shall be as follows:

Modified Triple Knockout qualifying three (3) teams for the Modified Playoffs

- 1) If one (1) team goes undefeated (AAA) winning all three qualifiers.
 - a. No Playoff Games are required.
- 2) If one team wins two qualifiers and a second team wins one qualifier (AAC, ABA, or ABB)
 - a. The team who won two (2) qualifiers is ranked #1 for all playoff games. They will have last stone advantage in the first end AND choice of stone handle colour AND first practice, in all games.
 - b. The other team is ranked #2.
- 3) If each qualifier is won by a different team (ABC)
 - a. The team who played in the most qualifying games is ranked #1.
 - b. The team who played in the next most qualifying games is ranked #2.
 - c. The team who played in the least qualifying games is ranked #3.
 - i. In each of a, b, or c above the team with the higher ranking will have choice of last stone advantage in the first end OR choice of stone handle colour. The team with last stone advantage in the first end will practice first.
 - d. If there is a tie in qualifying games played; the tied teams rank is deemed equal. The team who qualified earliest (A qualifier > B qualifier > C qualifier) in each playoff game will have choice of stone handle colour OR practice order. LSD will be required to determine last stone advantage in the first end.
- 4) In the Final, stones may be selected from any sheet, if not a dual event. If a dual event, the Chief Umpire will make the decision which sheets stones may be selected from. In all other playoff games teams must use stones from the assigned sheet.

Triple Knockout - 4 Team Page Playoff

- 1) **3v4 Game.** The two C qualifiers will playoff using stones from the assigned sheet. They will conduct a coin toss to determine either practice order OR stone handle colour. LSD will be required to determine last stone advantage in first end. The winner advances to the semi-final; the loser is eliminated.
- 2) **1v2 Game.** The A and B qualifiers will playoff using stones from the assigned sheet. The A winner will have last stone advantage in the first end AND stone handle colour AND first practice. The winner advances to the championship final and the loser plays in the semi-final.
- 3) **Semi Final.** The loser of the 1v2 game will have last stone advantage in the first end AND stone handle colour AND first practice.

- 4) Final.
 - a. If the 'A' winner wins the 1v2 game, they will have last stone advantage in the first end AND stone handle colour AND first practice.
 - b. If the 'B' winner wins the 1v2 game and plays the 'A' winner in the final, the 'B' winner will have choice of last stone advantage in the first end OR stone handle colour. The team with the last stone advantage in the first end will practice first.
 - c. If the 'B' winner plays the 'C' winner in the final, the 'B' winner will have last stone advantage in the first end AND stone handle colour AND first practice.
- 5) In the Final, stones may be selected from any sheet, if not a dual event. If a dual event, the Chief Umpire will make the decision which sheets stones may be selected from. In all other playoff games teams must use stones from the assigned sheet.

Triple Knockout - Single Elimination Playoff

- 1) Teams are ranked by the event (A/B/C) they qualify from and the higher ranked team will have last stone advantage in the first end AND stone handle colour AND first practice.
- 2) If teams qualified from the same event. Teams will conduct a coin toss to determine either practice order OR stone handle colour. LSD will be required to determine last stone advantage in the first end.
- 3) In the Final, stones may be selected from any sheet, if not a dual event. If a dual event, the Chief Umpire will make the decision which sheets stones may be selected from. In all other playoff games teams must use stones from the assigned sheet.

Round Robin - 3 Team Playoff

- 1) The team with the better W/L record will have last stone advantage in the first end AND choice of stone handle colour AND will practice first.
- 2) If the teams have the same W/L record the higher ranked team (winner of RR game) will have the choice of last stone advantage in the first end OR choice of stone handle colour. The team with last stone advantage in the first end will practice first.
- 3) If the ranking has been determined by ADSD, then the higher ranked team based on ADSD has choice of stone handle colour OR practice order. LSD will be required to determine last stone advantage in the first end.
- 4) In the Final, stones may be selected from any sheet, if not a dual event. If a dual event, the Chief Umpire will make the decision which sheets stones may be selected from. In all other playoff games teams must use stones from the assigned sheet.

Pool Play – 4 Team Page Playoff (2 Pools with 2 teams advancing from each Pool)

- 1) Game #1 - Quarter-Final. The two teams ranked 2nd in each pool will playoff. The team with the better W/L record (if tied best ADSD) will have choice of stone handle color, and will practice second. LSD will be required to determine last stone advantage in the first end. Stones from the assigned sheet will be used.
 - a. The winner advances to a Game 3; the loser is eliminated.
- 2) Game #2 - Semi-Final. The two teams ranked 1st in each pool will playoff. The team with the better W/L record (if tied best ADSD) will have choice of stone handle color, and will practice second. LSD will be required to determine last stone advantage in the first end. Stones from the assigned sheet will be used.
 - a. The winner advances to the championship final; the loser drops to a semi-final Game 3.
- 3) Game #3 - Semi-Final. Winner of Game #1 and loser of Game #2 will playoff. The loser of Game #2 will have choice of last stone advantage in the first end OR choice of stone handle colour. The team with last stone advantage in the first end will practice first. No LSD required.

- 4) Game #4 - Final. The winners of the two semi-final games will play off to determine a champion. The winner of Game #2 will have last stone advantage in the first end AND choice of stone handle colour AND first practice. NO LSD required.
- 5) In the Final, stones may be selected from any sheet, if not a dual event. If a dual event, the Chief Umpire will make the decision which sheets stones may be selected from. In all other playoff games teams must use stones from the assigned sheet.

Pool Play – Single Elimination Playoff

- 1) When teams are from the same pool:
 - a. If a team has a better W/L record they will receive last stone advantage in the first end AND choice of stone handle colour AND will practice first. No LSD required.
 - b. If teams have the same W/L record, the team that won the round robin game will have choice of last stone advantage in the first end OR stone handle colour. The team with last stone advantage in the first end will practice first. No LSD required.
 - c. If teams have the same W/L record and the ADSD was used to rank teams, the team ranked higher will have choice of stone handle colour OR practice order. LSD will be required to determine last stone advantage in first end.
- 2) When teams are NOT from the same pool:
 - a. If a team has a better W/L record they will have choice of last stone advantage in the first end OR stone handle colour. The team with last stone advantage in the first end will practice first. No LSD required.
 - b. If teams have the same W/L record, and the ADSD was used to rank teams, the team ranked higher will have choice of stone handle colour OR practice order. LSD will be required to determine last stone advantage in the first end.
- 3) In the Final, stones may be selected from any sheet, if not a dual event. If a dual event, the Chief Umpire will make the decision which sheets stones may be selected from. In all other playoff games teams must use stones from the assigned sheet.

15. PRACTICE SESSIONS DURING PLAYOFFS

- 1) Special considerations will be provided to teams if they were deemed to have been off the ice for an excessive period of time (typically more than 24 hours), the decision will be made by the Chief Umpire.
- 2) The normal allocation will be 20 minutes.
- 3) An Umpire shall supervise all practice sessions.

16. STONE SELECTION (PLAYOFFS)

- 1) Prior to each playoff game, the teams involved shall be asked by the Chief Umpire to select their choice of handle colour. Each team shall be allowed a maximum of fifteen (15) minutes to make its selection. Failure to comply shall result in a set of stones being assigned. Upon the conclusion of each playoff draw, the same process shall be implemented again.
- 2) When stones can be chosen from any sheet, teams will provide the Chief Umpire with a list of eight selected stones no less than 60 minutes prior to the game they are going to play. The Chief Umpire will assign stones in the event of non-compliance.
- 3) In a dual event, the Chief Umpire will determine which ice each gender may choose stones from in the Final game.

17. PENALTIES AND RULE ENFORCEMENT

- 1) All competitions are played under these rules, those contained in specific championship appendices, and the “Curling Canada Rules of Curling for Officiated Play” as specified in the latest edition of the rulebook published by Curling Canada, including all subsequent rule changes and interpretations adopted by Curling Canada or NS Curling as of the start of the competition.
- 2) Note: There are no warnings for any infraction unless it is stated in the Rules or brought to your attention by the Chief Umpire or Competitions Director prior to the start of competition.
- 3) THE CHIEF UMPIRE MAY SUSPEND A PLAYER OR COACH FROM PLAY.**
- 4) Refer to [Competition Directive #5](#) for more information.

SECTION 2. NATIONAL CURLING CHAMPIONSHIPS

The winner of the Provincial Championship will represent Nova Scotia at their respective National Curling Championships, unless they are deemed ineligible. These champions, or the replacement team, become a provincial team representing Nova Scotia rather than representing their local club. National event paperwork must be completed immediately following the Provincial Championship closing ceremonies.

Provincial Championship Teams: Three (3) of the original four (4) members of a Provincial Championship team must go on to represent Nova Scotia at the subsequent National Championship. Eligibility requirements must be met by any replacement and 5th players. If these conditions are not met, the second place (or runner-up) team will replace the Championship team.

If a Provincial winner is declared and there is no Canadian Championship there will be no provincial team assistance or provincial uniforms issued to the winning team.

1. DRUG TESTING AND ANTI-DOPING PROGRAM

Athletes proceeding to a National Championship are reminded that mandatory drug testing may occur. To identify what substances and recreational drugs are prohibited, please go to the Canadian Centre for Ethics in Sport at <https://www.cces.ca/>. For more information, refer to Curling Canada’s Website: <https://www.curling.ca/team-canada/hp-athletes/policies-guidelines/antidoping-program/>

2. CURLING CANADA’S RESIDENCY POLICY

It is the team’s responsibility to reference Curling Canada’s Residency and Eligibility Policy. Visit the Curling Canada website to view the policy: <https://www.curling.ca/residency-eligibilityrequirements/>