

2025 Junior Mixed (4-Player) U16 and U20 Categories



Date: March 8 - 10, 2025

Location: Bluenose Curling Club (New Glasgow)

Registration Deadline: February 10, 2025

Entry Fee: \$200.00

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.

See below for competition specific details. 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) This provincial championship is an open entry with no qualification event.
- 2) Limited Entry:
 - a) The U16 event is limited to 12 teams which will be on a first come, first served to register for the event on Curling IO.
 - b) The U20 event is limited to 12 teams which will be on a first come, first served to register for the event on Curling IO.
 - a) If a full compliment of 12 teams is registered on Curling IO, teams may register to be placed on the waiting list.
 - b) If one category does not reach the maximum registration of 12 teams and the other category has a waiting list, teams on the waiting list may be accepted
- 3) Teams **MUST** register two (2) male and two (2) female players and an eligible coach.
- 4) All four (4) players must be residents of Nova Scotia, and meet the category age requirements:
 - a) Under 16 – Less than 16 years of age on December 31, 2024.
 - b) Under 20 – Less than 20 years of age on December 31, 2024.
- 5) All players must be a member in good standing of a NS Curling affiliated curling club but not necessarily the same club.
- 6) 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)**.
- 7) All athletes under the age of 12 years old **MUST** wear a helmet while on the ice.
- 8) A delivery stick may be used.

B. HOSTING INFORMATION

- 1) A minimum of three (3) sheets of ice is required.
- 2) This event is scheduled for a maximum three (3) days (normally Friday to Sunday).
- 3) Club stones will be used.

- 4) The event will be officiated.
- 5) Games will NOT be timed.
- 6) There will NOT be a pre-competition practice scheduled.
- 7) There may be a pre-game practice scheduled, if time allows.
- 8) House buttons should be the same size with triangulation measurement points established.
- 9) Games will have live scoring on the NS Curling website.
- 10) A spare pool of age eligible players will be provided by the host club.

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) Each team MUST be accompanied by a certified coach. Coaches must be current with their competition specific NCCP credentials and NS Curling requirements.
- 2) Coaches are considered a team member and must abide by all relevant policies and team expectations. For more information regarding coaching consult [Competitor Guide, Section B\(7-10\)](#).
- 3) Coach Interaction Rules:
 - a. Curling Canada’s U18 Coach Interaction rules will be in effect for the U16 event.
 - b. Curling Canada’s U20 Coach Interaction rules will be in effect for the U20 event.
 - c. For more information on Coach Interaction Rules consult [Competition Special Rules](#).
- 4) The Curling Canada ‘Fair Play Time Out Rule’ shall be in effect. The Fair Play Time Out can not be taken during the final end of play.

E. CHAMPIONSHIP HISTORY

Prior to 2012 this event was sponsored by the Police Association of Nova Scotia and known as the PANS Junior Mixed, the event included three age categories: U15, U18 and U21. In 2013 and 2014 only an U15 age category existed. The event was not held in 2015. In 2016 the Junior Mixed was reintroduced with two age categories: U16 and U19. In 2024 the event will have a change in the age categories: U16 and U20.

Year to Year Participation Information

	2024	2023	2022	2021	2020	2019	2018	2017	2016
U16	9	13	Covid	Covid	13	10	10	20	8
U20	7	3	Covid	Covid	9	7	10	11	25
Date	Mar 15-17	Mar 16-19	Mar 18-20	Mar 19-21	Mar 19-22	Mar 16-18	Mar 16-18	?	Mar 18-20
Host	Lakeshore	Lakeshore	Lakeshore	Lakeshore	Lakeshore	Liverpool	Greenwood	?	Bridgewater

F. PROVINCIAL CHAMPIONSHIP

GENERAL

- 1) This event is a designated Tier 3 NS Curling event.
- 2) The WCF moratorium on brush heads is NOT in effect. Hairbrushes cannot be used.
- 3) Umpires will conduct all measurements.
- 4) 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.
- 5) In the event of a Force Majeure and the provincial championship is not able to be held, all entry fees will be refunded.
- 6) Players and coaches are prohibited from consuming alcoholic beverages or use any mind-altering substance from the time they leave home for travel to the event and until they arrive back at home after the conclusion of their event. Violation will result in immediate suspension of the player or coach involved, and subject to further disciplinary action.

RULES FOR ALL MIXED 4-PLAYER COMPETITIONS

- 1) The rules of the Mixed do not permit play with less than four players. Teams MUST play with four (4) players, two (2) male and two (2) female alternating delivery of stones.
- 2) This championship does not recognize team alternate players therefore teams cannot register a 5th player.
- 3) A designated spare pool will be provided and will include any eligible player who has not competed in the same event, at any level.
 - a) Teams will have equitable access to the spare pool for the entire event. In the event more than one team requires access to the spare pool at the same time, the Chief Umpire will determine the order of selection by random draw.
 - b) The team may select a different substitute from the spare pool for each game.
- 4) The skip must deliver fourth stones and the player acting as vice-skip must deliver third stones and be the opposite gender. The following are the accepted position/delivery rotations (no exceptions):
 - a) Male lead (first thrower), female second (second thrower), male third (third thrower) and female skip (fourth thrower).
 - b) Female lead (first thrower), male second (second thrower), female third (third thrower) and male skip (fourth thrower).

COMPETITION FORMAT IN THE PRELIMINARY ROUND

- 1) Teams may play a maximum of three (3) games per day
- 2) Each team is guaranteed three (3) games in the preliminary round.
- 3) The anticipated format for this championship is Round Robin play.
- 4) The number of participating teams will determine:
 - a) if teams will be divided into one (1) or more pools
 - b) the number of teams qualifying for the playoffs.
 - c) if there will be a pre-game practice.
- 5) Scheduled number of ends:
 - a) U16 games are six (6) ends duration.
 - b) U20 games are eight (8) ends duration.
- 6) If a game is tied after the allotted ends, one (1) extra end will be played.
- 7) If the game is not decided after the extra end is played, the game will be recorded as a tie.

RANKING & DRAW PLACEMENT PROCEDURE

- 1) Self-Seeding will be used to determine the ranking of teams into the draw. Teams are to seed only the teams in their category.
- 2) For more information regarding self-seeding consult the [Competitor Guide, Section D\(6\)](#).

GAME TIMING

- 1) Games will NOT be timed. Pace of play may be managed by the Chief Umpire. Coaches, please discuss ready curling with your team. For more information regarding the Pace of Play Rule consult [Competitor Guide, Section D\(7\)](#).
- 2) As per Curling Canada Coach Interaction Rules:
 - a. Maximum one (1) interaction per end.
 - b. One (1) interaction per extra end
 - c. The mid-game break is five (5) minutes.
 - d. There will be a three (3) minute break before starting an extra end.
 - e. There will be no timeouts.

PRE-COMPETITION PRACTICE

- 1) There will NOT be a pre-competition practice scheduled.

PRE-GAME CALL

- 1) Thirty (30) minutes prior to the scheduled game time, when announced, teams will report to the designated pre-game area to confirm their line-up, readiness to play, and to receive any instructions.
- 2) For round robin formats, the team listed first will be assigned dark-coloured handles.
- 3) If time allows a pre-game practice:
 - a) Dark coloured handles will practice first.
 - b) Teams practising first will throw the clockwise rotation, teams practising second will throw the counter-clockwise rotation.
 - c) A draw to the button competition will be used to determine last stone advantage in the first end. Each team will name their one player who will deliver the Last Stone Draw for that game.
- 4) If time does NOT allow a pre-game practice:
 - a) Teams will conduct a coin toss to determine last stone advantage in the first end. If a team is late for the coin toss, they will be deemed to have lost the toss.
 - b) Teams should be allowed on the ice (5) minutes prior to game time to allow slides and cool sliders but practice rocks cannot be thrown.

PRE-GAME PRACTICE (If time allows)

- 1) Twenty-five (25) minutes prior to scheduled game time, first practice will be announced.
- 2) It will consist of up to one-minute of slider cool-down with sliding, seven (7) minutes of practice time with a one (1) minute remaining warning, then, a one (1) minute time period for the Last Stone Draw. Second practice will follow the same format. Please follow the umpire's announcements.
- 3) Coaches are allowed access on the ice surface during practices with appropriate curling footwear.

LAST STONE DRAW (LSD) IN THE PRELIMINARY ROUND (If time allows a pre-game practice)

- 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) Each team will have one (1) player throw one (1) LSD.
- 3) Teams practising first will throw the clockwise rotation, teams practising second will throw the counter-clockwise rotation.
- 4) For more information on LSD procedures consult [Competitor Guide, Section D\(12\)](#).

SKILLS COMPETITION

- 1) The Chief Umpire will administer the skills competition process.
- 2) If time allows a pre-game practice:
 - a) If it is conceivable that a team could be in a playoff position, immediately following the team's third game, the one player who did not throw an LSD, plus any other player, will each throw one draw to the button with sweeping. Any rotation can be thrown. Teams will alternate throwing.
 - b) The best four of the five LSD/Skills Competition results will be used to determine the teams Accumulated Draw Shot Distance (ADSD).
- 3) If time does NOT allow a pre-game practice:
 - a) If it is conceivable that a team could be in a playoff position, immediately following the team's third game, all four game players will engage in a skills competition by drawing to the button, with sweeping. Any rotation can be thrown. Teams will alternate throwing.
 - b) The best three of the four Skills Competition results will be used to determine the teams ADSD.
 - c) If a team played with three (3) players in their third game then those three (3) measurements will determine the team's ADSD.
- 4) ADSD will be used to break any unsolvable ties in determining team rankings
- 5) For more information regarding ADSD consult [Competitor Guide, Section D\(13\)](#).

TIE-BREAKER GAMES

- 1) No tie-breaker games will be played.
- 2) For more information regarding the determination of playoff team rankings consult [Competitor Guide, Section D\(14\)](#).

TEAM RANKING AND PLAYOFF PROCESS

- 1) The Chief Umpire will administer the team ranking and playoff process.
- 2) Team ranking will determine placement into the playoff draw.
- 3) In the playoffs, the higher ranked team will always 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.
- 4) In all playoff games, teams will use the stones on the assigned sheet.