

2025 Junior Mixed Doubles CWG and U21 Categories



Date: January 10 to 12, 2025 (Friday to Sunday)

Location: Berwick Curling Club

Registration Deadline: November 26, 2024

Entry Fee: \$150.00

Junior Mixed Doubles debuted in the Canada Winter Games in February 2023. On July 17, 2024 World Curling announced the inaugural World Junior Mixed Doubles Championship will be played May 6-11, 2025 in Edmonton, Alberta.

NS Curling is committed to facilitate the growth and development of Mixed Doubles in junior aged curlers by sanctioning a Mixed Doubles provincial championship for CWG and U21 aged athletes.

Age requirement for the 2025 U21 - athletes must be 20 years of age or less as of June 30, 2024.
Age requirement for the 2027 CWG - athletes must be 20 years of age or less on June 30, 2026 (18 years of age or less on June 30, 2024).

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) The provincial championship is an open entry with no qualification event.
- 2) Limited Entry:
 - a) The CWG event is limited to 16 teams which will be on a first come, first served to register for the event on Curling IO.
 - b) The U21 event is limited to 8 teams which will be on a first come, first served to register for the event on Curling IO.
 - c) If a full compliment of teams is registered on Curling IO, teams may register to be placed on the waiting list.
 - d) If one category does not reach the maximum registration and the other category has a waiting list, teams on the waiting list may be accepted.
- 3) Teams **MUST** register one (1) male and one (1) female player and an eligible coach.
- 4) Both players must be residents of Nova Scotia, and meet the category age requirements:
 - a) **CWG - 18 years of age or less on June 30, 2024.**
 - b) **Under 21 - 20 years of age or less on June 30, 2024.**
- 5) Both players must be a member in good standing of a NS Curling affiliated curling club but not necessarily the same club.

- 6) The original two (2) 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 is NOT allowed.

B. HOSTING INFORMATION

- 1) A minimum of four (4) sheets of ice is required.
- 2) The 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 may not be a pre-competition practice scheduled.
- 7) There will be a pre-game practice scheduled prior to each draw.
- 8) House buttons should be the same size with triangulation measurement points established.
- 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) 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 CWG Mixed Doubles event.
 - b) Curling Canada's U20 Coach Interaction rules will be in effect for the U21 Mixed Doubles 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

This event was introduced in 2017 and included three age categories: U15, U18 and U21. The U21 age category has been experiencing low participation numbers. In 2024 the event had two age categories: U16 and U21. Beginning in 2025 the event will have a CWG and a U21 category.

Year to Year Participation Information

	2024	2023	2022	2021	2020	2019	2018	2017
Total	22	7	Covid	Covid	26	24	26	30
U16	10	0	X	X	12			
U18	N/A	7	X	X	10			
U21	12	0	X	X	4			
Host	Liverpool	Liverpool	X	Chester	Chester	Liverpool	Liverpool	Lakeshore
Dates	Jan 12-14	Jan 19-22	Mar 18-20	Mar 26-28	Jan 30-Feb 2	Feb 1-3	Mar 23-25	Feb 18-20

Note: Registration information by age category is unavailable for 2017, 2018, and 2019.

F. PROVINCIAL CHAMPIONSHIP

GENERAL

- 1) Currently, 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 DOUBLES COMPETITIONS

- 1) Consult the Curling Canada Rules of Curling Supplemental Rules Pages 56 to 59.
- 2) There is no Mixed Doubles spare pool. A team must forfeit any game(s) in which it fails to have both athletes playing for the entire game.
- 3) At the start of every end, the team with 'hammer' will decide on the horizontal placement of the positioned stones (center or which side).
- 4) Vertical stone placement (depth of guard in front of the rings) is decided by the Chief Umpire with consultation with the players after the pre-competition practice and remains the same throughout the event. In the case where sheets may be different in curl stone placement may vary sheet to sheet.
- 5) Each team is allowed one (1) powerplay per game, determined by the team with hammer. The powerplay can not be used in the extra end.
- 6) In mixed doubles, no stone, including the two (2) positioned stationary stones, can be removed from play prior to the delivery of the fourth (4th) stone of the end.
- 7) Teams are not required to have a broom holder.

COMPETITION FORMAT IN THE PRELIMINARY ROUND

- 1) Teams can expect to play up to four (4) games per day, to avoid an extra day.
- 2) Each team is guaranteed three (3) games in the preliminary round.
- 3) The anticipated format for this event 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-competition practice.
- 5) All games are scheduled for eight (8) ends duration (1:40 to play)
- 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 i.e. CWG or U21.
- 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) The mid-game break is five (5) minutes.
- 3) There will be a three (3) minute break before starting an extra end.
- 4) There will be no timeouts.

PRE-COMPETITION PRACTICE

- 1) There may 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) Dark coloured handles will practice first. Teams practising first will throw the clockwise rotation, teams practising last will throw the counter-clockwise rotation.
- 4) 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.

PRE-GAME PRACTICE

- 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.
- 4) Teams can throw all eight (8) stones in pre-game practice and then select only five (5) stones to throw for game play. Teams must keep those five (5) stones for the entire game. The non-

delivered stones or pre-positioned stones should be identified. Identifiers will be provided by the Chief Umpire.

LAST STONE DRAW (LSD) IN THE PRELIMINARY ROUND

- 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 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.
- 3) The best four (of five) LSD/Skills Competition results will be used to determine the teams Accumulated Draw Shot Distance. ADSD will be used to break any unsolvable ties in determining playoff positions.
- 4) 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.