

SECTION XIII - CURLING

1. Rules

- A. The rules governing ASAA Curling shall be the blended rules of the Curling Canada, with the following modifications:
- i. Each team is permitted to take two 60-second time outs per game. The time outs must be taken when the team is in possession of the rock. They may be called by the skip or coach. The time outs cannot be carried forward to the extra end(s).
 - ii. One 60-second timeout is available to each team for each extra end.
 - iii. A five minute break is allowed after the 4th end.
 - iv. In the event of a 4-end tie-breaker, one 60-second time out per team will be permitted.
- B. ASAA Provincial competitions shall use the five rock free guard Zone rule currently used by Curling Canada.
- C. The following limited broom head rule will be used at ASAA Provincial competitions
- i. Broom heads used for sweeping can be any fabric that is commercially purchased. No homemade heads and modifications to commercial heads will be permitted.
 - ii. No hair brooms or corn brooms will be used to sweep a rock. Additionally, the plastic insert from Hardline brooms must be removed. The WCF approved fabric is NOT required for ASAA provincial curling.
 - iii. A player may use any device (including hair and corn brooms) to deliver the stone; however, the device may not be used to sweep unless it complies with i and ii
 - iv. Failure to comply with the above will result in the loss of hammer if used during practice, removal of stone if used during a game, or forfeiture if a replacement head in compliance with these rules cannot be found.

2. Season of Play

The Season of Play for Curling shall be October 1 to the Provincial championships on the first Friday and Saturday in March. The Season of Play is not intended to include July and August. See SECTION V – ACTIVITIES, Item 3, pages 54-57 for more information.

3. Eligibility

- A. Schools are required to submit the names of their Curling athletes in the Sport Registration System by the registration deadline. All students on the Curling team are eligible to compete on any of the school Curling

teams; however, the athletes that play together at all qualifying events for Provincials (e.g., districts, Zones) are the ones that form the team that moves on to the Provincial competition.

- B. Each boys and girls team will consist of five students and mixed teams will consist of six students. Mixed teams shall comprise two girls and two boys, with girls and boys alternating at the various team positions.
- C. Only one team per category may compete per school.

4. Teams

- A. All games must be started with the rink having four players. Any rink not having its full complement of four players shall be disqualified. If a player withdraws from play and there is no substitute, the first two curlers will throw three stones, with the skip throwing two stones. No rink may continue to play with fewer than three players.
- B. Substitutions may be made during or between games by using the non-playing team member(s) for any team positions (in mixed play, a boy can only be substituted for a boy, and a girl for a girl, following 3.B. above). In mixed play, if a substitute of the correct gender is not available then the team will continue the game with three players in their existing order, throwing 3, 3, and 2 stones. All team members must meet ASAA eligibility requirements and cannot be members of other school representative Curling teams as established at the qualifying events for Provincials (see 3 above). All teams must continue throughout the competition with the listed team members as constituted in the first post-district game of the competition.

5. Events

A. Format

- i. Each Provincial competition shall be a 10 team spiel with each Zone having one entry in each of the three categories.
 - 1. The host school will be granted a berth in each of the three categories
 - 2. In each category, a wildcard berth will be awarded. The ASAA office will calculate Provincial Championship history for teams representing their Zones for the three years prior to the current school year. Teams that win the gold medal will receive 3 points. Teams that won the silver medal will receive 2 points. Teams that win the bronze medal will receive 1 point. The Zone that has the highest total will receive the additional berth in that category.
 - 3. There will be a maximum of 3 representatives from a Zone (includes the host teams) in any Category.
- ii. All games will be eight ends duration. If tied at the completion of eight ends, an extra end or ends shall be played.

- iii. Competition in each event shall be two section round robins. At the completion of the round robin, the first place team from each pool will play the second place team from the opposite pool. The winners play to determine the gold and silver medal winners, and the losing teams play to determine the bronze medal winner.

B. Hammer

Practice and Draw to the button procedures for Round Robin, Tie Breakers and Medal Games:

- i. 30 minutes prior to the scheduled start time, the thirds will flip a coin. The winner of the coin toss will choose second practice or colour of rocks.
At the end of the practice, an extra stone will be delivered as a draw to the button.
- ii. This stone can be delivered by any player on the team with sweeping allowed.
- iii. This stone must be measurable in the house.
 1. If the stone is in the free-guard Zone or not in play, the stone must be delivered again, by different team member, and a score of 72" or 189 cm will be recorded. This process is repeated until a stone is measurable in the house. If the second team's rock does not stop in the house and the first team had a measurable stone, the second team does not throw again.
 2. If the stone covers the pin, the stone must be delivered again, by a different team member, and a score of 0" or 0 cm will be added to measurement. This process is repeated until a stone is measurable in the house. If the first team does not cover the pin and the second team covers the pin, the second team does not throw again. A score of 0" will be recorded for any team covering the pin during their first attempt for tie breaker purposes (see section 5,C. Tie Breaker Policy).
- iv. The same player may deliver the 1st draw to the button attempt in all games. Rotation of players is only required if the 1st attempt is not measurable.
 1. The team with the lower measure at the end of each team's practice will be awarded hammer in the first end of play.
 2. The measurements of the three round robin games will be recorded and totalled for tie breaking placing and determining the hammer in medal games
 3. All measurements will be done by the thirds and agreed upon by both teams. Measurements are recorded on paper and are collected by the Host to be tallied, only the first delivered rock is recorded, the distances of additional rocks is only used should the opposing team's first rock not reach the house, or covers the pin, they determine hammer in the first end.

4. 1 vs 2 crossover playoff game - The team which finished first in their pool will be rewarded with hammer in this game, thus the extra delivered stone is not required as part of the practice. Teams will still flip a coin to determine order of practice and colour of stones. The team with hammer receives first practice, the other team selects rock colour.
5. For the medal games, the team with the lower combined total from the draws to the bottom from the round robin games will be awarded hammer and first practice. The other team will select rock colour and have second practice.

C. Tie Breaker Policy

- i. If two teams are tied for first, the game between the two teams will determine first and second places.
- ii. The tie-breaking procedure will include a draw to the button to take place after the conclusion of each practice, by all teams involved in the competition. The measurements of the three round robin games will be recorded and totaled for tie breaking placing only.
 1. If three teams are tied for first, the team with the lowest total draw to the button will be awarded 1st place in the pool. The other two teams will play a four-end game to determine the 2nd place team. Extra ends will be played if necessary.
 2. If three teams are tied for second place, the team with the lowest total draw to the button will be awarded a bye. The other two teams will play a four-end game with the winner then playing the team with the bye in another four-end game to determine 2nd place in the pool. Extra ends will be played if necessary.

D. Practice Time

- i. Each team will have a practice of a maximum of five (5) minutes to deliver one (1) rock per player down and back.