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**EVENT PROCEDURES**

**DOCUMENT**

**2024 GNCC Mixed Playdowns**

**Belfast Maine January 10-12, 2025**

**ALL ATHLETES AND COACHES**

**ARE EXPECTED TO HAVE READ THIS DOCUMENT**

To ensure that all competing teams are properly informed about Event Procedures, the Chief Umpire, together with the Organizing Committee, provides the following document before the start of the Championships.

All players, coaches and other team officials are reminded that the event will be conducted in accordance with the procedures described in this document as an adjunct to the WCF Rules dated July 2024 (Attached) There will also be final instructions given during the Team Meeting. Teams are reminded that, "One player and coach are required to attend this meeting, if the team has no coach, 2 players from the team must attend. Failure to do so, without approval of the Chief Umpire, will result in the forfeit of the last stone advantage for that team in its first game".

**If, due to exceptional circumstances outside their control, a team or any of its members are going to be delayed they should notify the Chief Umpire Grayland Cousins(graylandcousins@gmail.com) as soon as possible.**

This document is adopted from the World Curling Federation (WCF) Team Meeting Document (Sample) and has been reformulated to correspond specifically to the Rules and Procedures of USA Curling (USAC). We greatly appreciate the generosity of the WCF in allowing production of this version of their Document.

1. Team Meeting

Location: Belfast Curling Club warm room

Time: 12:30 PM Friday January 10th

a. Confirmation of the presence of the Competing Teams

b. Introduction and Welcoming Comments

Rachel Peterson

c. Umpires / Officials

Chief Umpire: Grayland Cousins.

d. Ice Technicians

Belfast CC Ice Crew

2. Team Line-Up Form

The team delivery rotation, skip and vice-skip positions, and coach must be listed on the team line-up form (at the end of this document), and must be submitted to the Chief Umpire at the end of the Team Meeting. Any changes to the team line-up must be submitted to the Chief Umpire at least 15 minutes prior to the first pre-game practice. For the first violation the team will receive a warning. For a second violation the coach will be removed from the coach’s bench for that game.

Teams are reminded that for this Mixed event, the genders of delivery positions must alternate Male-Female. Therefore, a team with a Male Skip must have a Female Third, and Vice Versa. Also note that no alternates are allowed. A team suffering an injury or disqualification will have to continue the event with 3 players. See WCF Rule 23 for full details.

**3. Anti-Doping Control**

Testing for prohibitive substances may take place by random selection. All players are advised they should carry photo ID with them. This may be required by Anti-Doping Control. Although there will be no testing done at this regional qualifier, teams selected for Nationals and potential World competition should be aware of this possibility and be prepared.

4. Team Information

Any information distributed to teams during the event will be posted and/or emailed. Please make sure to indicate a contact person on your team line-up card.

5. Ice Access (Footwear)

At all times the footwear worn within the playing area by players, coaches and officials must be clean (i.e. not worn outside). The acceptable routes for entering and exiting the Field of Play (FOP) will be identified at the Team Meeting.

6. Ice Access (Uniform)

It is encouraged but not required for team members to have identical uniforms when accessing the Field of Play for games or practice sessions. Teams should ensure they are in compliance with cresting and advertising guidelines. Coaches/Other Team Officials are invited to wear a team uniform or team jacket when accessing the Field of Play for games or practice sessions. Please note that jeans are not considered as appropriate clothing. Anyone in denim will be denied access to the field of play.

**7. Equipment**

Please switch off mobile telephones and other devices before entering the Field of Play. Photos should not be taken by participants from inside the Field of Play.

1. All field of play equipment used at USCA competitions must meet WCF Equipment Standards, as defined and published on the WCF website. Reasons for equipment being considered non-approved include, but not restricted to: damage to the ice surface, non-conformance with existing rules or standards (i.e. - electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the WCF office by the deadline date**.**

Note: Fitbit and Smart watch type electronic devices capable of external communication (ie via WiFi or Cellular data) are not considered stop watches and as such the use of these electronic devices during the game are forbidden. A Fitbit or Smart watch MAY be worn during the game ONLY IF if it capable of being put into a No-Communication mode (“Airplane” mode or similar mode which prevents external data communication to the watch), and that mode is active during the entire time the player is in the FOP.

c. The penalty for using equipment that does not conform to standards for Competition Equipment established by the WCF: (i) First team offense during a competition – the player is disqualified from the competition and the team forfeits the game. (ii) Second team offense during a competition – the team is disqualified from the competition and all players are not permitted to play in USCA competitions for a 12-month period (365 days).

Players are reminded of the equipment rules regarding brushes, including the requirements for approved brush heads, and the “one broom per player” rule.. Using an unapproved brush head or violating the one broom per player rule is an equipment violation, and the above penalty will apply. Initial broom inspections will be done before each team takes the ice for their first game’s pregame practice. Broom inspections may occur at the conclusion of any draw. If you need to replace a broom or head due to wear/breakage, please consult with the CU or DCU and get approval before doing so.

**8. Rules**

The rules for this Championship are the current WCF Rules dated June 2024 (appended). 2021-2022. Any variation from these rules will be indicated in this Event Procedures Document and/or at the Team Meeting.

**9. System of Play**

The Championship(s) will be played as a Single Round-Robin. The team with the best record from that stage will be crowned the GNCC Champion. If two or more teams are tied at the end of the round robin, they will be ranked by the tie breaking procedures found in WCF C9b.

10. The Draw / Schedule of Games

A copy has been sent to all Teams. Any changes will be advised at the Team Meeting.

11. Games: 8 ends are scheduled

There is no minimum number of ends that must be played for this event.

12. Stones

The curling stones used at this Championship are those belonging to, and supplied by, the Belfast Curling Club. Any further details will be made available at the Team Meeting.

All games during the round robin and tie-breaker games will be played with the stones on the sheet allocated.

13. Color of Stones and practice order

Unless otherwise noted in the draw schedule, the team listed first in the draw will play the stones with the dark colored handles and practice first; the team listed second will play the stones with the light colored handles and practice second.

Please note, red is considered to be the dark color. Blue is the dark color on the sheet where red stones are not used.

14. Game Timing

Time clocks will be used and team time-outs as covered under the WCF Rules of Curling and Competition. In all games where an Umpire determines that a team is unnecessarily delaying a game, the Umpire will notify the skip of the offending team and, after the notification, if the next stone to be delivered has not reached the tee line at the delivering end within 45 seconds, the stone will be removed from play immediately.

There will be a 5 (five) minute break at the completion of the fourth (4) end at which time teams are allowed to meet with a coach and one other registered team official (maximum 6 people) within the Field of Play (FOP). Please be aware that other games may be in progress when entering and leaving the FOP. Those entering the FOP are reminded that the correct uniform must be worn.

**Team Time-outs** - Players are reminded to call team time-outs with one of the On-Ice Supervisors (OIS). Travel time will be permitted and the amount allowed will be advised at the Team Meeting. All teams (including those without a coach) will be allowed the full travel time plus 60 seconds for the time-out.

**Procedures for team time-outs are as follows:**

* Only the players on the ice may call a team time-out.
* Team time-outs may be called by any on ice team player **only** when that team's game clock is running.
* Players signal a team time-out by using a "T" hand signal. The game clock is stopped during the travel time and the time-out.
* Only one person, who is sitting in the designated coaching area, of the team that called the team time-out is allowed to meet with the team.
* Coaches will be advised at the Team Meeting where to enter the Field of Play and also where they can walk and stand.
* The team is notified when there are 10 seconds remaining in the team time-out.
* When the team time-out has expired, the person from the coach's bench must stop conferring with the team and leave the playing area immediately.

**Technical Time-Out -** A technical time-out may be called by a team to request a ruling, for an injury, or in other extenuating circumstances. Game clocks will be stopped during technical time-outs.

**Procedures for technical time-outs are as follows:**

* Only the players on the ice, or On-Ice officials, may call a technical time-out.
* Players signal a technical time-out by using an "X" signal with their arms.
* The OIS will determine the validity of the technical time-out.
* The team's game clock will be controlled on instruction by the OIS to the Timing Supervisor.

Where time adjustments are required, they will be made between ends except for the final end where adjustments will be made stone by stone.

15. Last Stone Draw (LSD) - to decide who has last stone in the first end

For round robin games, at the conclusion of the team's pre-game practice, any one player will deliver one stone to the tee at the home end, with a clockwise rotation with sweeping allowed, followed by a different player using a counterclockwise delivery of a second stone. A team member will hold the brush in the house at the home end for each delivery. Normal sweeping rules apply. Only the four players can be on the ice surface during the LSDs. The team with the lesser total LSD distance will have the choice of delivering first or second stone in the first end. When LSD totals are the same, the individual LSDs will be compared and the best unequaled LSD will have the choice of delivering first or second stone in the first end. Only when both teams have the exact same LSD stones, would a coin toss decide which team has the choice. During the LSDs, the coach /certified team official within the FOP should take up a position behind the scoreboard (if space available) at the home end, or at the coaches' bench. Each player must fulfil the minimum number of clockwise and counterclockwise deliveries based on the number of games in the round robin. It is assumed that any team that wins the LSD will choose to deliver the second stone in the first end, if this is not the case for any game, the team must tell the On-Ice Supervisor before the start of its pre-game practice.

Teams are given a maximum of 60 seconds to deliver each LSD. If the stone has not reached the tee-line at the delivering end within 60 seconds (observed by an Umpire) it will be recorded as 199.6 cm.

Prior to the team’s pre-game practice, teams are requested to inform the On-Ice Supervisors as to which players will be throwing which LSD stones. Teams are allowed to change their assignments prior to the throws – but must inform the On-Ice Supervisor.

Each player must throw One Clockwise and one Counter-Clockwise LSD during the Round Robin portion of the event. A minimum of two stones for each player.

16. Draw Shot Challenge

The DSC is the average distance of the Last Stone Draws, which were played by a team during the round robin portion of the competition. The two least favorable LSD stone are automatically eliminated before calculating this average distance. If the DSCs are equal, the team with the best non-equal counting receives the highest ranking. Where all are equal, the teams flip a coin.

17. Team Ranking Procedure

Teams will be ranked at the conclusion of the round robin in accordance with WCF Rules, Section C9. First place will be the GNCC Champion and our representative to the USAC Mixed Nationals. Second place will be the alternate to the Nationals.

18. Practice Before Round Robin Games

Players and coaches must have their brooms marked by an umpire prior to the pre-game practice time of their first game.

There will be a nine (9) minute practice followed by the Last Stone Draws for both teams before each game, with the first practice starting thirty (30) minutes before the game start time.

For the round robin games the team that is named first in the schedule will have first pre-game practice unless the game is designated as a “flip” game in which teams flip a coin for choice of practice.

For all pre-game practices only the 4 declared team players, the team coach, and a 2nd registered team official, (maximum 6 people) may enter the playing area.

The team not practicing should remain outside the field of play whenever possible. Those entering the Field of Play area are reminded that the correct uniform must be worn.

19. Practice Control

An Umpire will control all practices. The following clear instructions will be given. Please wait for the appropriate announcement before beginning practice, or checking the stones.

One minute prior to the start of first practice, sliders may be cooled but please no practice slides.

- First practice may begin.

- *After eight minutes* – one minute to the end of first practice.

- *After nine minutes* – practice is over, please prepare for your Clockwise Last Stone Draw. (There will be an approximately 20 second delay)

- Please deliver your Clockwise Last Stone Draw (you have one minute to deliver).

- Allow time for measurements.

- Please deliver your Counterclockwise Last Stone Draw (you have one minute to deliver).

(Down time of approx. thirty seconds to allow players to leave the ice after the Last Stone Draw is completed)

- Second practice teams your sliders may be cooled, but no practice slides. Please be aware of any stones that still need to be measured.

- Second practice may begin.

- *After eight minutes* – one minute to the end of first practice.

- *After nine minutes* – practice is over, please prepare for your Clockwise Last Stone Draw. (There will be an approximately 20 second delay)

- Please deliver your Clockwise Last Stone Draw (you have one minute to deliver).

- Allow time for measurements.

- Please deliver your Counterclockwise Last Stone Draw (you have one minute to deliver).

- Please assist the ice crew by returning all stones to the home end.

Following practice the ice will be cleaned, and if deemed necessary by the Chief / Deputy Chief Ice Technicians, the slide paths will be re-pebbled.

Two further announcements will be made:

- Games will begin in one minute (First stones may not be thrown until the one minute timer reaches 0)

- The ice is yours; good luck and good curling.

20. Recently changed and added rules

Rules R6 Free Guard Zone (FGZ) and R7 No-Tick Shot have been recently changed or added. Please insure that you are aware of the these rules and their application.

21.Scoring

After the score has been agreed upon for an end, please advise the On-Ice Official of the color that scored and the number of points. The score and total will then be marked on the scoreboard. If there are not an adequate number of On-Ice-Observers you may be asked to post your own scores.

Only one score card will be used for each game and should be completed in full for that game. At the end of the game it is the responsibility of a player from each team to confirm the score by signing the scorecard.

22. Measures

LSD stone measurements will be displayed as the distance from the tee to the center of the stone. The official radius of the stone is 14.2 cm. The distance for stones not touching the house is 199.6 cm. Stones covering the tee will be measured from two locations (90 degrees from each other) at the edge of the four foot circle.

Where a measure is required at the completion of an end, players are asked to clear away all stones not involved in the measure and to move either to the hog line or behind the hack leaving the ice free for the Umpire. The players in charge of the house at the completion of the end will be allowed to observe the measure provided there is no attempt to either interfere with, or influence, the Umpire.

Where a Free Guard Zone measure has to be made visually by an Umpire and provided that stone, or stones, remain untouched for the remainder of that end, no measure by instrument will be made as the visual decision will stand.

23. Improper Conduct

Improper conduct, foul or offensive language, equipment abuse, or willful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s).

24. Damage to Ice Surface

No player shall cause damage to the ice surface by means of equipment, hand prints, or body prints. Procedures:

1st incident = 1st official on-ice warning, repair damage

2nd incident = 2nd official on-ice warning, repair damage

3rd incident = repair damage and remove player from the game

25. Hog Line Violations

No electronic handles. When electronic handles are not available for an event, personnel may be utilized to observe deliveries which are detailed in Section I, R5 of the USCA Rules of Curling and Competition. Please note, a stone is in play, and considered delivered, when it reaches the tee-line at the delivery end and a stone must be clearly released from the hand before it reaches the hog line at the delivery end.

26. Post-Game Procedure

To avoid interference with games still in progress, at the end of games, coaches and team officials are not allowed to enter the Field of Play but must wait for their team to exit the playing area.

**27. Position of Players** **during the process of delivery**:

The player who is in charge of the house is positioned inside the hog line, and has at least one foot on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery. If a stone is delivered when the proper player is not in this position, the delivered stone is removed from play, and any displaced stones are replaced to their original positions by the non-offending team. The vice-skip can be in charge of the house when the skip is not on the ice.

Non-delivering team players should take stationary positions along the side lines **between the courtesy lines**.

The skip/vice-skip of the non-delivering team may take stationary positions behind the back line at the playing end providing they are not interfering with the choice of place of the skip / vice skip of the delivering team.

The player who is to deliver next may take a stationary position to the side of the rink behind the hacks at the delivering end.

28. Coach Bench

All coaches (and team officials) are required to pass a USCA background check and complete SafeSport at least 10 business days prior to the event to ensure that their checks can be completed in a timely manner.

Special seating has been arranged and will be advised at the Team Meeting. Power points (electrical outlets) for lap top computers will be provided. Only one person, seated in the designated coaching area, of a team calling time out is allowed to meet with the team. This person must use the designated route to reach the team and stand where permitted as described at the Team Meeting.

There will be a maximum of two positions for each team (for a coach and another certified team official). Communication, verbal or otherwise, between persons on the Coach Bench and teams on the ice is not allowed and is considered unacceptable conduct. There shall also be no communication of any sort from the Coach Bench to anyone who is not sitting in that designated area. Violation of this rule could result in that person being ejected from the competition area for that game by the Chief Umpire or Deputy Chief Umpire.

Coaches and/or other team personnel sitting on the coaches’ bench cannot view and/or listen to broadcasts.

Coaches and certified Team Officials must be identified on the Team Line-Up Form.  Onecertifiedteam official and One alternate rule.  This would be subject to approval of the Chief Umpire.

Displaying a team mascot or flag is not allowed, and the Coach Bench must be "clean" at all times. Team cheers and yelling are not permitted.

When the team is delivering the dark colored stones, coaches will sit on the right side (as you face the Field of Play) and when delivering the light colored handled stones on the left side (as you face the Field of Play).

Alcohol in the playing area and on the Coach Bench is not allowed.

Access to the Coach Bench will only be allowed when your team is playing.

The proper dress code must be adhered to when occupying a position on the Coach Bench, or access will be denied. This means no blue jeans.

29. Kit Bags / Clothing

Arrangements of where to store kit bags and clothing will be advised at the Team Meeting. Due to the new sweeping/broom policies, no broom bags or equipment bags will be allowed into the FOP. Clothing and any other apparatus (delivery devices, water bottles, gloves, grippers, etc.) needs to be kept out of walkway areas for everyone's safety.

Please help to keep the Field of Play tidy by placing all your rubbish in the bins provided and at the end of the game, by clearing away allrubbish.

Clothing discarded during games should not be dropped directly behind or to the side of the ice. At the end of games all team and personal equipment must be removed from the Field of Play.

Please help to keep the Field of Play tidy by placing all your rubbish in the bins provided and at the end of the game, by clearing away all rubbish.

30. Mobile Telephones

Please switch off mobile telephones and other devices before entering the Field of Play. Photos should not be taken by participants from inside the Field of Play.

31. Smoking

Smoking (including e-devices) is prohibited in the venue.

32. Media

Curling requires media support. Players and coaches are requested to co-operate with all reasonable requests, but should you have any problems please refer to the Chief Umpire or Deputy Chief Umpire

**33. Social Media**

General conversation on social media is acceptable but posts relating to race, faith, disability, sexual orientation or which are interpreted as inappropriate comments directed towards officials, athletes or coaches, risk punishment and possible exclusion from the competition. All athletes and coaches are responsible for content posted on their accounts regardless if third parties run them. Copying posts and re-tweeting inappropriate content also incurs such penalties. Social Media Guidelines are also available in the Resources section of the WCF website (http://www.worldcurling.org/social-media-guidelines) but if you have any questions about social media please speak to the USCA Director of Communications.

34. Decision Making

It is hoped that all players and coaches will conduct themselves in a fair and sporting manner and that the Umpires do not have to get overly involved in games. If an Umpire is asked to make a ruling this will be done in complete fairness, and always according to the rules. Should a team wish to challenge a ruling on violations or other infrasctions levied by the Chief Umpire, the challenge must be made in a timely manner and the appeal will be heard by a pasnel consisting of Ken McPartlin, Joe Rockehbach, and Herb Kupchick.

**35. Violation Penalty Guidelines**

The Chief Umpire at each event will give athletes, coaches and other team officials a standard warning regarding rules of play and conduct at the Team Meeting.

Rule Violations: A number of “rule violations” and associated penalties are addressed specifically within the USAC Rules of Curling & Competition, Those include:

Section I –

(R5) Hog Line infractions

(R7) Sweeping Violations

(R8) Touched Running Stones

(R9) Displaced Stationary stones

(10) Damage to Ice Surface

(R16) Prohibited Substances

(R17) Inappropriate Behavior

Section II

(7) Uniforms

(8) Equipment

(9) Advertising/Cresting

**36. Etiquette**

Etiquette is the backbone of curling and the following statement can be found in the US Curling Association 'Rules of Curling and Competition' book.

**THE SPIRIT OF CURLING**

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honored traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

Good luck and good curling

Chief Umpire Grayland Cousins

**Date** December 27, 2024

**ADDENDUM**

Reminder on timing procedures: Between ends, there is a one minute break, which is followed by a 10 second delivery period during which neither team’s thinking time clock runs, and a countdown is shown in White Background on the game clocks. The first stone of the end must be delivered during this delivery period. If the delivery period ends before the stone is delivered, the game clock for the team will be started. If the stone is delivered before the delivery period begins (ie during the one minute break), the stone may be subject to removal from play. NOTE: At Nationals and Worlds, this rule will be subject to strict enforcement, so it is best to get into that good habit now. You may (and should) prepare to deliver the shot during the one minute break, you just may not “slide out” until the 10 seconds begins. If you have any questions, please ask them during the Team Meeting so all teams have the same understanding.

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| ***THE MOST RECENT WCF PUBLICATIONS REGARDING BROOMS AND SWEEPING CAN BE FOUND AT:***  [*http://www.worldcurling.org/brushes*](http://www.worldcurling.org/brushes) |  |

**USCA Team Lineup Card**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TEAM: |  | | | | EVENT: | | **2024 GNCC Mixed Championships** | | | | |
|  | | Draw # |  | Draw # | |  | | Draw # |  | Draw # | | |  |
|  | | Date: |  | Date: | |  | | Date: |  | Date: | | |  |
|  | | Time: |  | Time: | |  | | Time: |  | Time: | | |  | |
| **Broom Color** | | ***Shooting Order*** | | ***Shooting Order*** | | | | ***Shooting Order*** | | | ***Shooting Order*** | | | | |
|  | | Fourth |  | Fourth | |  | | Fourth |  | Fourth | | |  |
|  | | Third |  | Third | |  | | Third |  | Third | | |  |
|  | | Second |  | Second | |  | | Second |  | Second | | |  |
|  | | Lead |  | Lead | |  | | Lead |  | Lead | | |  |
|  | |  |  |  | |  | |  |  |  | | |  |
|  | | Coach |  | Coach | |  | | Coach |  | Coach | | |  |
|  | | Coach |  | Coach | |  | | Coach |  | Coach | | |  |
| Contact Person | |  |  | Phone: | |  | |  | E-Mail: |  | | |  |
|  | | Draw # |  | Draw # | |  | | Draw # |  | Draw # | | |  |
|  | | Date: |  | Date: | |  | | Date: |  | Date: | | |  |
|  | | Time: |  | Time: | |  | | Time: |  | Time: | | |  |
| **Broom Color** | | ***Shooting Order*** | | ***Shooting Order*** | | | | ***Shooting Order*** | | ***Shooting Order*** | | | |
|  | | Fourth |  | Fourth | |  | | Fourth |  | Fourth | | |  |
|  | | Third |  | Third | |  | | Third |  | Third | | |  |
|  | | Second |  | Second | |  | | Second |  | Second | | |  |
|  | | Lead |  | Lead | |  | | Lead |  | Lead | | |  |
|  | |  |  |  | |  | |  |  |  | | |  |
|  | | Coach |  | Coach | |  | | Coach |  | Coach | | |  |
|  | | Coach |  | Coach | |  | | Coach |  | Coach | | |  |

***Designate skip with \* Designate vice skip with \*\****

Only certified and listed coaches may sit on coaches bench and enter field of play

**Team lineup remains valid until changed on this card.**