

2008



CURLING TECHNICAL PACKAGE

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2008 ARCTIC WINTER GAMES

CURLING

1. **RULES:** This competition will be conducted under the rules of the World Curling Federation (WCF) except as modified by the Arctic Winter Games International Committee as noted in Section 6.

2. **CATEGORIES:**

Junior Male:	Born on or after July 1, 1989
Junior Female:	Born on or after July 1, 1989

3. **EVENTS:**

Tournament competition

4. **TEAM COMPOSITION:**

Junior Male:	4
Junior Female:	4
Coaches	2

If qualified coaches are available, one must be female and one male.

5. **MEDALS:** Individually by team:

GOLD	- 10
SILVER	- 10
BRONZE	- 10

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6. Arctic Winter Games Rule Modifications

Spares

- a. The Host Society will provide each unit with a list of spares that may be used in place of athletes that are unable to compete. Teams are not allowed to provide their own spares.

Ranking and Tie Breaking

- b. During the pre-competition practice, each of the four-team members shall deliver one draw shot to the tee with sweeping allowed. Each individual's rock that can be measured shall be measured to determine its distance from the tee up to a distance of 6 feet (1.829m) then shall be removed from play. Stones that cannot be measured due to their close proximity to the tee shall be assigned a distance of 0. Stones that are located outside the 6-foot perimeter shall be assigned a distance of 6 feet 1 inch (1.854 m). The team's accumulated total distance from the tee shall determine their ranking. The least accumulated distance shall receive the highest ranking and so on until ranking is completed.
- c. When teams are tied for a playoff position, the round robin win/loss record of those teams against each other shall be used to determine their ranking and therefore how the teams are positioned in the playoff draw or tiebreaker game(s). If a complete ranking of the tied teams cannot be established by a single comparison of the win/loss record of all tied teams, and ties still remain, a second comparison for ranking shall be made utilizing the win/loss records of only the remaining tied teams.

When the ranking of tied teams eligible for playoffs, cannot be established by successive comparisons of win/loss records as defined above, only those teams that remain tied after such comparisons shall be ranked by implementing the Skill Based Team Ranking Process.

When the round-robin win/loss record of the two teams involved in a playoff or tie-breaker game(s) is the same, the team that won the game between the two during the round-robin shall have choice of either last rock or rock colour handle

- d. In playoff games last rock advantage and choice of rock handle colour shall be awarded to the team with the best/win loss record during the round robin. If teams have had an equal win-loss record, the team ranked higher in the

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skills competition shall have their choice of first end last rock advantage or choice of rock handle colour.

Uniforms

- e. Athletes and coaches shall wear the identical uniforms as detailed in the WCF Rulebook (Section 15).

Scoring

- f. The on-ice official will conduct the measuring of stones as instructed by the teams.

System of Play

- g. A time clock or stopwatch will be used to enforce the WCF rule respecting allowable playing time per team.
- h. Each team will be allowed 10 minutes practice prior to each game, the team listed first on the draw shall practice from 30 minutes prior to 20 minutes prior to game time, teams listed second shall practice from 20 minutes until 10 minutes prior to game time.
- i. Each team shall receive 73 minutes of playing time for a ten-end game. When an extra end is required, each team shall receive 10 minutes of playing time regardless of the time remaining at the conclusion of 10 ends. Between the tenth and eleventh end 3 minutes of dead time will be given.
- j. A mandatory break of 5 minutes shall take place at the conclusion of the fifth end. The delivering team's game clock shall be started at the conclusion of this break. Time clocks will be used and time will be recorded and visible to teams throughout the game.
- k. All games shall be not less than six (6) ends in duration.

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Timeouts

- l. Each team may call two 60-second time-outs per game excluding any extra ends. Each team may call one-60 second time-out during each extra end. Time-outs shall not be carried forward to the extra ends or from one extra end to another. Time-outs shall be called from the playing surface by a player of the team whose game time clock is running. Between ends the team who shall deliver the first stone of the subsequent end may call a time-out to commence at the completion of the break between ends. The coach shall only communicate with their team during a time-out that they or their opponent have called. Coaches may physically signal a request for a time-out to their team players on the ice. The coach of the team who called the time-out may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface. Time-outs will begin when the coach of the team calling the time-out reaches their team. The team that did not call the time-out may communicate with their coach at either end of the sheet but the coach shall not access the playing surface.
- m. A coaches' Fair Play time out may be as detailed in the WCF Rulebook.

Other Rules

- n. The 'Free Guard Zone' rule shall apply as detailed in the WCF Rulebook.
- o. The 'Delivery' rules as detailed in the WCF Rulebook shall apply.
- p. The 'Touch Running Stone' rule as detailed in the WCF Rulebook shall apply.
- q. The 'Displaced Stationary Stone' rule as detailed in the WCF Rulebook shall apply.