Championships
Policies & Procedures Manual

UPDATE as of: November 16, 2026

All updates from October 2026 to November 10, 2026, are no longer highlighted

Update: November 16, 2026, further clarification on Doping Control: Doping Control

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1) Curling Canada Website resources

Curling Canada's Website https://www.curling.ca/ has many resources for Athletes and Coaches. Please take time to review the many resources available.

2) Championship Details

Tie-Breaker games will NOT be played in any Championships

Olympics Qualifying Events

Pre-Trials

Both genders will each compete in an eight team round robin with three teams of each gender advancing to the playoff round. The first-place team will receive the bye to the best of 3 finals, and the second-place team will play the third-place team in the semifinal. All games are 10 ends in length.

Trials

Both genders will each compete in an eight team round robin with three teams of each gender advancing to the playoff round. The first-place team will receive the bye to the best of 3 finals, and the second-place team will play the third-place team in the semifinal. All games are 10 ends in length.

Mixed Doubles Trials

Sixteen teams will qualify to compete at the Canadian Mixed Doubles Curling Trials. Teams will be seeded into 2 pools of 8 using the CMDR. Teams will play a 7-game round robin within their pool. The top 3 teams from each pool will advance to the playoff round.

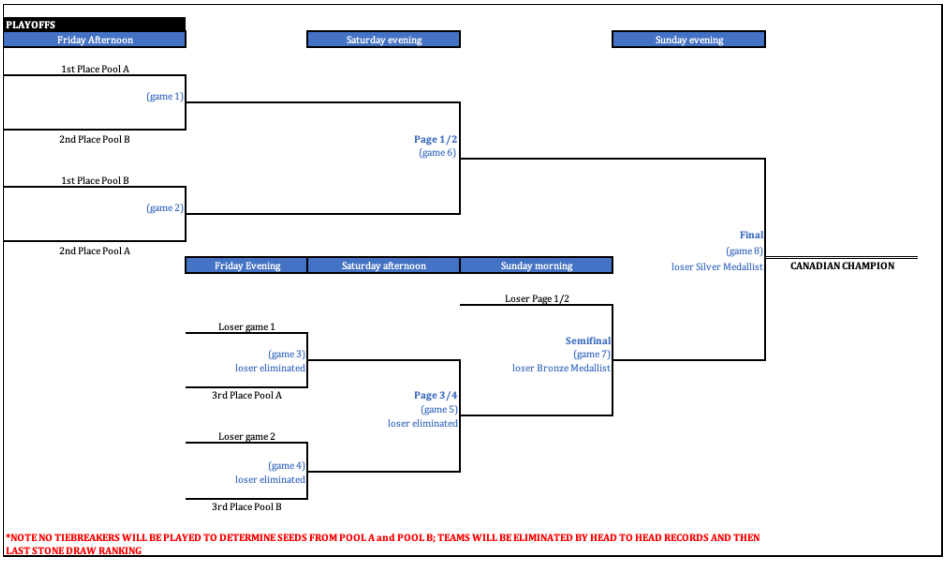
The top 2 teams in each pool will play a crossover game with the other pool to determine the two teams to compete in the 1v2-page playoff game. The losers of the two crossover games will drop to compete against the 3rd place team in each pool to advance to the 3v4-page playoff game. This format mirrors the playoff format used at the Scotties and Brier Championships.

Season Of Champions Events

Season of Champions events are scheduled for 10 ends.

Scotties Tournament of Hearts & Montana's Brier

Teams will be split into two pools of 9. Teams will play eight games in their respective pools. At the conclusion of the eight games, the top three teams in each pool will advance to the playoffs.



Playoffs

Teams ranking 1 through 6

1. Two teams in first place in their pools are ranked #1 & #2.
2. Two teams in second place in their pools are ranked #3 and #4.
3. Two teams in third place in their pools are ranked #5 and #6.
4. If the two teams FROM DIFFERENT POOLS have the same win-loss record in their round robin, the lowest DSC will rank the teams.

Last stone First End and Colour Selection

All games up to but not including the Final

- If the higher ranked team (ex: #1 v #3 in six-team ranking) has a better win loss record in their round robin, they will receive both Last Stone in the First End and Stone Colour Selection. The higher ranked team will practice first.
- If the higher ranked team has the same or worse win loss record in their round robin, the higher ranked will receive choice of Stone Colour Selection or Second Practice, and the teams will draw for Last Stone in the First End.

Final

If the winner of the 1 v 2 Page Playoff Game has a better win loss record in their round robin, they will receive both Last Stone in the First End and Stone Colour Selection OTHERWISE,

- The team winning the 1 v 2 Page Playoff Game is awarded the choice of Last Stone in the First End OR Stone Colour Selection.

Stone selection

If teams are allowed to choose stones from various sheets, the stones selection will be released to broadcast when the teams have verified and signed off that the correct stones have been placed on their game sheet. This will be done a maximum of one hour prior to draw time.

1) Stones selected do not all have to come from the same sheet but must be the same colour.
2) The reserve stone may only be used if one of the eight game stones is damaged and becomes unsuitable for play as confirmed by the Chief Ice Technician.
3) Teams will advise the Chief Umpire no later than thirty minutes before the start of their pre-game practice which specific stones they wish to use for the pre-game practice and game.
4) The stones selected by each team will be released to Media / Broadcast a maximum one hour prior to game time.
5) Teams may re-select stones for any subsequent playoff game.

Two games on the draw (Friday)

1) Teams playing on Sheet B, may select any eight game stones and one reserve stone of the same colour from Sheets A / B.
2) Teams playing on Sheet C, may select any eight game stones and one reserve stone of the same colour from Sheets C / D.

One game on the ice (Saturday & Sunday)

1) Teams may select any eight game stones and one reserve stone of the same colour from any of the sheets.

Non-Season of Champions Events

All Non-Season of Champions events are scheduled for eight ends.

Mixed Championship

Teams will be seeded into two pools of 7 teams. Each pool (A & B) will play a six-game round robin.

The top four teams will advance to the Championship Pool where they will compete against the top four teams from the opposite pool. Teams will carry forward their win/loss records to the Championship Pool.

The bottom three teams will advance to the Seeding Pool where they will compete against the bottom three teams from the opposite pool. Teams will carry forward their win/loss records to the Seeding Pool.

After the Championship Pool games, the top four teams will advance to the playoffs. The team finishing first overall will meet the team finishing 4th in one semi-final, while teams finishing #2 and #3 will meet in the second semi-final. Both winners will meet for the gold medal while both losers will meet for the bronze medal.

Curling Club Championships

There shall be 14 teams competing in each of the Men's and Women's Canadian Club Curling Championships representing the 14 Member Associations of Curling Canada under the following format:

Teams will be seeded into two pools of 7 teams. Each pool (A & B) will play a six-game round robin.

The top four teams will advance to the Championship Pool where they will compete against the top four teams from the opposite pool. Teams will carry forward their win/loss records to the Championship Pool.

The bottom three teams will advance to the Seeding Pool where they will compete against the bottom three teams from the opposite pool. Teams will carry forward their win/loss records to the Seeding Pool.

After the Championship Pool games, the top four teams will advance to the playoffs. The team finishing first overall will meet the team finishing 4th in one semi-final, while teams finishing #2 and #3 will meet in the second semi-final. Winners will meet for the gold medal while losers for the bronze.

Senior Championships

There shall be 14 teams competing in each of the Men's and Women's Canadian Senior Curling Championships representing the 14 Member Associations of Curling Canada under the following format:

Teams will be seeded into two pools of seven teams. Each pool (A & B) will play a six-game round robin.

The top four teams will advance to the Championship Pool where they will compete against the top four teams from the opposite pool. Teams will carry forward their win/loss records to the Championship Pool.

The bottom three teams will advance to the Seeding Pool where they will compete against the bottom three teams from the opposite pool. Teams will carry forward their win/loss records to the Seeding Pool.

After the Championship Pool games, the top four teams will advance to the playoffs. The team finishing first overall will meet the team finishing 4th in one semi-final, while teams finishing #2 and #3 will meet in the second semi-final. Winners will meet for the gold medal while losers for the bronze.

U18 Championships

The first stage will involve 42 teams: twenty-one teams of each gender.

Each gender has three pools of 7 teams.

These pools will be seeded based on results (win/loss records) from the previous two Under-18 championships.

Each Team will play six round robin games.

All games will be eight ends.

At the conclusion of the Round Robin games, the teams will be ranked from 1-7 based on their win/loss record.

Teams ranked from 1-4 in their pool will proceed to the Championship Playoff round while those ranked 5-7 may play ranking game(s) or skills competition.

College Curling Championships & University Curling Championships

Each gender will play a round robin of seven games, plus playoffs. At the conclusion of the round robin, the top four teams will advance to the championship semi-finals. The first-place team will play the fourth-place team while the team finishing second will play the third-place team. The winners of these semi-final games will advance to the championship final, and the losers will play in the bronze medal game.

Mixed Doubles Curling Championships

The 28 qualified teams will be seeded into 4 separate pools of seven teams. After the 6-game round robin pool play is complete, 12 teams will advance to the single-knockout championship round. The winners of each pool will advance to the quarterfinal stage, while the teams with the next best 8 records will compete in the Round of 12 to advance to the quarterfinals.

U21 Mixed Doubles Curling Championships

The 8 qualified teams will play a 7-game round robin. After the round robin is complete, the team ranked #1 will have a bye to the final. Teams ranked #2 and #3 will play in a semi-final with the winner advancing to the final.

U20 Curling Championships

The Under-20 will involve eighteen teams of both genders

Two pools of nine teams per gender (eight round robin games).

These pools will be seeded based on results (wins) from the previous year championships.

At the conclusion of the eight games, the top three teams in each pool will advance to the Championship Round.

Wheelchair Curling Championships

Teams will be seeded into two pools of 6 teams. Each pool (A & B) will play a five-game round robin.

The top three teams in each pool will advance to the Championship Round. The bottom three teams in each pool will play in the consolation round.

3) Mandatory Sport Integrity

Curling Canada is committed to creating a safe and welcoming environment for all participants of its events. All athletes (including alternates) and coaches must complete Curling Canada's Mandatory Sport Integrity Program prior to the event. The program's activities are housed on Sideline Learning. Instructions on how to access sideline learning will be emailed to participants at least three weeks prior to the event. If you already have a Curling Canada Sideline learning account you can access it here: https://curlingcanada.sidelinelearning.com/login address anything that is incomplete, rejected, or expired.

Participants who have not fully completed the Sport Integrity Program prior to the first day of the event will be denied access to the ice.
Questions about this program should be sent to Jennifer Ferris, Head of Sport Integrity and Education (jennifer.ferris@curling.ca).

Coaching Standards

Only coaches with the appropriate coaching training/certification standards will be permitted access to the ice. No exemptions to training/certification standards will be provided for national events.

Event standards can be found here: On-Ice Access Credentials for National Championships

Questions about coaching standards should be directed to your Member Association or Curling Canada's Sport Safety and Education Officer - Jennifer Ferris at jennifer.ferris@curling.ca

4) Doping Control

Curling Canada has adopted the **Canadian Anti-Doping Program (CADP),** the set of rules that govern anti-doping in Canada. The program is administered by Sport Integrity Canada. During any competition, Sport Integrity Canada may randomly select athletes to collect samples to test athletes for WADA banned substances. To learn more about the Canadian Anti-doping Program Rules, find education links, check your medications or nutritional supplements or to file a Therapeutic Use Exemption please consult this webpage: https://www.curling.ca/events/competitor-information/canadian-anti-doping-program/.

5) Officials

Curling is based on a code of ethics, good sportsmanship, and personal integrity. You are expected to follow this tradition and the rules of the game throughout the competition. The Officials are responsible for adherence to the rules of the game, and consist of:

Director Event Operations and/or Event Manager - is responsible for all aspects of the championship that apply to game operations, including statisticians, officials, ice, stones, etc.

Chief Umpire – is responsible for rule enforcement and interpretation in all areas covered

by the *Rules of Curling*, board policy, or precedent. His or her decision will be final except in matters involving disciplinary action in which Curling Canada will make final decisions.

Game Umpires – will be positioned in the field of play and will be the immediate line of communication between the officiating crew and the players.

Time Clock Operators – one operator is assigned to each sheet to time that game.

Officiated Games

Each game will have a Game Umpire assigned to it to conduct all measures, provide rulings, and regulate breaks between ends and team timeouts (between end breaks and team timeouts will be displayed).

Umpires

Curling Canada appoints a Chief Umpire and the Deputy Chief Umpire(s) for every Curling Canada Championship.

The umpire determines any matter in dispute between teams, whether or not the matter is covered by the rules.

An umpire may intervene at any time during a competition, and give directions concerning the placement of stones, the conduct of players and adherence to the rules.

The Chief Umpire, when authorised, may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.

An umpire may delay a game for any reason and determine the length of the delay.

All matters pertaining to the rules are adjudicated by an umpire. If there is an appeal against an umpire's decision, the decision of the Chief Umpire (or in their absence the official delegated to act as Chief Umpire) is final.

For Season of Champions events, the Chief Umpire may eject any team member from a game for what is unacceptable conduct or language. The ejected person must leave the competition area and take no further part in that game. If a player is ejected from a game, an alternate player may not be used in that game. The team will immediately forfeit the game.

The Chief Umpire may recommend to the curling organisation having jurisdiction the disqualification, or suspension, of any player or team official from present or future competitions.

6) Team Accreditation

Accreditation will only be provided to the 4-6 members of the team (maximum 4-5 players, 1-coach). If you have a family member who is reporting to local media, we regret that they will not be granted "media" status under any circumstance.

7) Medical Services

Curling Canada will provide a list of preferred and recommended local providers. Athletes are responsible for any costs incurred. All players are asked to bring their Provincial / Territorial health card with them.

8) Uniforms

The Cresting guidelines for all Non-Season of Champions Championships are located here: NON_SOC_CRESTING_MANUAL_2026-2027.pptx

All team members including Coaches must wear proper, identical uniforms when accessing the Field of Play, including the opening and closing ceremonies, pre-competition practice, pre-game practice and evening practices. You will not have access to the Field of Play if you are not dressed in your team uniform.

Jeans are not permitted in the Field of Play.

Coaches MUST remove any outerwear before attending team timeouts or mid-game breaks.

Umpires will have discretion as to clothing for all practice sessions excluding pre-game practice.

Awareness ribbons, armbands or any other awareness symbols are prohibited in the field of play.

A team member with an improper uniform shall be denied access to the field of play.

Where applicable, the coach may be expected to parade with their team in all official ceremonies during the championship and will be dressed the same as the other players.

All players must wear matching, identically coloured pants**.** Pants do not have to be the same manufacturer or style. Any violation of the dress code will result in fines.

Team members can wear different styles of headgear. If a team has multiple items of the same type, such as two caps, two beanies, or two headbands, those items must be identical. The headgear must be a continuation of the uniform design or neutral colour. Headgear worn for religious or cultural reasons (such as hijabs, turbans, or yarmulkes), is permitted, and is excluded from the uniform colour/design regulations but must follow this policy regarding identification marks. The Chief Umpire will have final approval on all headgear.

Only standard manufacturers' labels can appear on equipment used during the Event. This includes mascots and bags, and any other items brought into the arena / ice area or any item that will be seen on camera. Any equipment brought to the ice area shall be placed behind the scoreboards.

If any portion of a team's uniform or equipment (including gloves, shoes, hats, brooms, etc.) has a manufacturer's label attached, the following standards shall be followed:

1. The only identification allowed on any equipment or uniform is a manufacturer's label and shall not appear more than once per item of clothing and once per item of equipment.

2. Any equipment manufacturer's mark that is greater than 10% of the surface area that is exposed during competition shall be deemed to be marked conspicuously; however, there shall be no manufacturer's identification greater than 60 cm^2 (23.4 in^2).
3. Any hats and gloves identification which is greater than 12 cm^2 (4.7 in^2) shall be deemed to be marked conspicuously.
4. Any clothing identification which is greater than 12 cm^2 (4.7 in^2) shall be deemed to be marked conspicuously.
5. It is acceptable to display the normal distinctive design pattern for shoes of 6 cm^2 (2.3 in^2), either as part of the normal distinctive design pattern or independent of the normal distinctive design pattern.

9) Supplemental Competition Rules

A team must start every game with four players (two for Mixed Doubles) delivering stones. A team will forfeit each game where they cannot start the game with four players (two for Mixed Doubles). In extenuating circumstances, and with approval from a panel of three persons (Director Event Operations or Representative, event Manager, and event Chief Umpire) a team may be allowed to play or complete game(s) with three players. There are no exceptions for Mixed Doubles. If required, an appeal would be heard by the Curling Canada CEO or his/her representative.

Only the designated team players will be allowed to throw during pre-event practice or at night practice (if offered). Coaches are not allowed to throw stones at any time.

A team shall not take into the ice area any piece of equipment, including broom bags, mascots, water bottles, etc., which has any form of advertising or inappropriate message attached. An appropriate location in each arena or rink shall be determined by Curling Canada for teams wishing to attach banners providing that there is no advertising or message attached to the banner, sign, etc.

A team shall not throw or kick throw or kick objects of any kind on and around the ice area or into the crowd. The throwing of objects on and around the ice area and into the crowd has the potential to result in a liability issue for Curling Canada, host committee, sponsor, and arena and individual athletes / coaches.

All members of a team participating in a Curling Canada Championship shall arrive at the championship site at the day and time scheduled by Curling Canada. If a team does not arrive at the site of a championship in time to play its first, or any subsequent game(s), the team involved will forfeit the game(s) and be awarded a score of 0 - 10. Illness, accident, or extenuating circumstance will not be considered unless a sufficient number of teams are involved, thus making it impossible for the competition to commence or continue.

If the team arrives too late to participate in the draw to the button for the purpose of determining last stone advantage, they will deliver the first stone of the first end and will receive the maximum distance(s) for that game.

Clarification of Position of Players (R4.)

Player(s) who are NOT on the ice or in the field of play are not considered absent or in an improper position. A player only must be back in time to deliver their stones.

10) Field of Play Etiquette

Water Bottles

IF Curling Canada sponsor branded water bottles are supplied, they are the only water bottles allowed in the field of play.

Arena setting: Water Bottles are to be kept off the ice next to the bumpers at the end of your sheet, on a coach's bench, or on the walkways between the hog lines. Please keep water bottles off the walkways where the camera operators are stationed.

Curling Club setting: Water Bottles are to be kept off the ice and may be placed at the end of the sheet or if a walkway is present, on a walkway between the hog lines.

Teams are to always travel on the opposite side of the camera operators if you are on a broadcast sheet.

11) Coach Bench

On Ice Access will only be permitted to coaches who meet the coaching certification standards for that event. Standards can be found here:

https://www.curling.ca/get-involved/coach-education-programming/coaching-certification-standards/

While a game is in progress, the coach, the alternate player, may communicate with their team from their position on the Coach Bench. This only applies when a team is the non-delivering team. Yelling is not allowed, and the team must not distract the delivering team and must be aware of the player position as the non-delivering team.

For any violation, the offending person will be removed from the Coach Bench for that game. Any further violation will result in the team no longer having anyone on the Coach Bench for the remainder of the event.

Persons situated on the coach bench must remain behind and within the scoreboard area during a game, except when attending the mid-game break, time-out, or traveling out of and into the field of play.

During an end, the time-out may only be requested from the playing surface by a player of the delivery team. A team's coach or alternate player may physically signal a time-out request to their players on the ice but are only permitted to communicate with their players during the time-out.

No advertising or branding of any sort is allowed on the bench. This includes team mascots.

Team cheers and yelling are not permitted.

No unauthorized communications or broadcasts are permitted from the coach's bench.

The persons on the Coach Bench may watch (no sound allowed) the broadcast / stream on the coach bench **IF ALL games on that draw are being broadcast/streamed**. Teams will be required to use their own internet connection (using the buildings WIFI is not allowed) and subscription. No sound is allowed (also not with using headsets). If there is any violation, the team Coach will be removed for that game from the bench. If a violation happens a 2nd time, the Coach will be removed from the bench for the reminder of the event. – Please remember, if a Coach is not on the bench (i.e. removed for the event), they have no FOP access for pre-game practice, time-outs, evening practice etc. Players playing in that game are not allowed to view either the live broadcast / stream or replays of the broadcast / stream until after the game has been completed.

Calling or receiving a call on your cell phone is not allowed at the coaches' bench. If you need to make or answer a call, please leave the playing area.

Sending or receiving electronic communications on the coach bench is allowed if it is not related to any strategy or situations relating to the game being played. Any electronic communication is not to be shared with the players playing in that game until after the game has been completed.

Taking photos or videos of on ice strategic situations for post-game review is allowed. Players playing in that game are not allowed to view the photos or videos until after the game has been completed.

Please help to keep the Coach Bench tidy by placing all your garbage in the bins provided and at the end of the game by clearing away all personal equipment.

Alcohol on the Coach Bench is not allowed.

Access to the Coach Bench will only be allowed when your team is playing. No players who have finished their game can access the bench.

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, proper footwear, and either the team uniform or the Association jacket. A warm jacket may be worn over the uniform but must be removed before entering the Field of Play (area between the scoreboards).

Arena setting

The coach bench for the Red Team will be at the away end. The Yellow Team coach bench will be at the home end.

Curling Club setting

Coaches will sit on the same side of the bench as their team's stones on ice.

Coaches chair/table will be available in the ice area dependent of the amount of space available at the end(s) of the sheets.

12) Streaming

For Non-Season of Champions events, games may only be streamed from outside the field of play, NOT from the coach bench, and only when Broadcast is NOT on that sheet. You must use your own data source (not the club's Wi-Fi). Team sponsors are allowed on the broadcast. Live commentary on private streams is not allowed. Players may wear their own microphones on their private streams, but no communication is allowed between anyone watching the stream to any team member or coach while the game is being streamed. Streaming from the Coach Bench / position is NOT allowed. Watching and/or listening to your own private stream (or the oppositions private stream) from the Coach Bench / position is NOT allowed.

13) Ice Conditions

Consistent ice preparation will take place at each venue prior to each draw. At the mid game break, the ice will be cleaned and if necessary, the hack slide area will be pebbled. Please respect the playing surface by keeping your hands, knees etc. off the ice and refrain from ice damage by brooms or equipment.

The goal is approximately 4' - 5' of curl with a speed of 14 to 15 seconds hog-to-hog.

14) Field of Play Inspection

Results of the field of play inspection to be shared electronically before play commences ONLY if any substantial irregularities are noticed.

15) Original Team Line-up

An Original Team Line-up form is to be completed by each team and submitted to the Umpire crew prior to the teams' first game of the Championship. Only the persons listed on this form will have access to the field of play. The Original Team Line-up will start each game unless a Change of Line-up or Permanent Change of Team Line-up has been submitted or noted by the umpire crew.

16) Change of Team Line-up

A Change of Team Line-up is to be submitted to the Umpire crew prior to the change occurring. This may involve a form to be submitted where player statistics are being kept, or the change noted on the Game Umpire form where statistics are NOT being kept. The change includes change of vice-skip, change of order, or using the alternate. Please note that a change of positions cannot occur during a game unless an Alternate or Spare from the Spare Pool is coming into the game.

17) Permanent Change of Team Line-up

This form is to be submitted when a permanent Change of Team Line-up is being put into place. This is after the teams' first game of the Championship. This form is intended to be used when the team is changing the team line-up on a permanent basis for the remainder of the Championship.

18) Length of Games

In competitions in which 10-ends are scheduled, a minimum of 8-ends must be completed in play-off games, and a minimum of 6-ends must be completed in all other games.

In competitions in which 8 ends are scheduled, a minimum of 6-ends must be completed.

19) Field of Play Access

General

Access to the Field of Play is possible in the following circumstances

- An Umpire who is assigned and is working that event is present inside the Field of Play.
- The team is participating in that draw.
- Practice sessions – training day, pre-game, and evening practice.
- Team time-out (restricted to coach or 5th player) will be allowed into the Field of Play. **Note**: There will be no access to the Field of Play at the end of the games. Coaches and 5th players may meet with their teams outside the Field of Play so as not to interrupt other games in progress.
- A maximum of 6 team members (5 players and 1 coach) are allowed inside the Field of Play for practice sessions.
- Where accreditation is issued – all players/coaches/umpires must have appropriate accreditation for access to Field of Play. If a player leaves to use the restrooms during a game, they do not have to take accreditation with them.
- Only the authorized entrance(s) / exit(s) to and from the Field of Play MUST be used when accessing or exiting the Field of Play. Players are NOT permitted to go over the boards.
- Media access to Field of Play will be restricted to those with appropriate accreditation and will be regulated by the Director, Communications & Media Relations, in cooperation with the Umpires.
- The Chief Ice Technician will regulate ice crew access.
- Any team member ejected from a game is denied access to the Field of Play and the Coach Bench for the duration of the suspension.

20) Pre-Competition Practice or Competition Practice

Pre-Competition Practice will be made available, where possible, for each competing team. Additional practice times MAY be made available during the competition. These times will be predetermined and scheduled. Teams may deliver any stones from the sheet during these assigned practice sessions. Only the official team members are permitted access to practice time. Coaches may not deliver stones during pre-competition practice or any practice during the competition. Speed traps are permitted. The schedule(s) will be distributed to the teams prior to the event.

A team that has a bye for a scheduled game because of an opposition team forfeiting the game will have second pre-game practice and throw their LSD's (if required for possible team standings) AND will have 30-minutes of practice time using all stones on the sheet starting at the start of games.

21) Pre-Game Practice

Prior to the start of every game, each team is allowed a pre-game practice on the sheet on which it will be playing.
Coaches may NOT deliver stones in the pre-game practice or any practice associated with the event. Speed traps are NOT allowed in the pre-game practice.
The duration of the pre-game practice is 7 minutes for Mixed Doubles and 9 minutes for any other event.
If the Chief Ice Technician deems it necessary, the ice will be cleaned, and the slide path re-pebbled, after the pre-game practice.

Round Robin Play

The teams listed on the top / first in the draw will practice first and will be assigned dark handled stones. The team throwing light-handled stones will have the same period of practice starting immediately following the dark handled stone draws for last stone advantage.

First practice will commence 30 minutes prior to the posted draw time.

Post Round Robin Play

When the Last Stone First End has been pre-determined, the team delivering the last stone in the first end practices first.

First practice will commence 25 minutes prior to the posted draw time if there are 2 or less sheets being played on for that draw.

22) Evening Practice

IF evening practice is offered, it will start approximately fifteen minutes after the last draw of

the day is completed (when the Ice Technicians have cleaned the sheets and have pebbled the slide paths of each sheet). Teams will be allowed ten-minutes of practice on the sheet(s) they will be playing on the next day. The schedule is to be included in the Team Information Document or posted on the Curling Canada website. Teams may deliver any stones from the sheet during assigned practice session. Only the team members and coach are permitted practice time. Speed traps ARE allowed during evening practice. Coaches may NOT deliver stones during any practice.

Teams MAY be moved up if vacant slots are available. IF a team misses their time slot, they MAY be slotted later in the evening practice. Teams may NOT be allocated additional practice times in addition to their scheduled times.

23) Game Timing

"Thinking Time" will be used: "thinking time" is the allotted time for each team to complete a game. The time clocks will operate while a team deliberates about choice of shot.

The game, and each end, starts when the allotted break time expires. The delivering team's game clock will not run during the start of the game/end unless that team is delaying the start (no forward motion from the hack, or the stone not released from the delivery stick), then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.

Once all the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:

1. all stones have come to rest or have crossed the back line and out of play stones are moved behind the back line; and
2. stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their positions prior to the violation; and
3. the playing area has been relinquished to the other team, i.e., the person that was previously in charge of the house has moved out of the way of the person now in charge of the house and the deliverer and sweepers have moved to the sides of the sheet.

The clock will stop by the time the delivering team's stone reaches the nearer tee-line (hog line in wheelchair curling).

A team delivers stones only when its game clock is running or scheduled to be running.

If stones need to be repositioned due to a violation caused by an external force both game clocks are stopped.

Game clocks are stopped at any time an umpire intervenes.

After the teams have agreed on the score for an end, a break occurs, when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is as follows:

Season of Champions Events: All ends except for the mid-game break: 1:30 minutes. Mid-game break: 5:00 minutes.

Non-Season of Champions Events: All ends except for the mid-game break: Turn and Go up to 1:00 minute. Mid-game break: 5:00 minutes (wheelchair and wheelchair mixed doubles 7:00 minutes).

When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. Teams are not to deliver the first stone of the next end before the end of a break. If the first stone of any end is delivered within 10 seconds after the break has elapsed, the game clock will not start. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery. In Mixed Doubles, when players are responsible for placing the stationary stones before each end, 30-seconds will be added to the time between ends.

During these breaks, players can communicate with the team members on the Coach Bench, if the venue layout allows.

There will be a break at the completion of the end that defines the halfway point in the game. Teams are allowed to meet, within the field of play, with any player and team official that is authorised to be on the Coach Bench for that game.

If a player is allowed to redeliver a stone, the umpire decides if the time required is to be deducted from the game time for that team.

If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.

If an umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in wheelchair curling) at the delivery end within 45 seconds, the stone is removed from play immediately.

Each team must complete its part of a game within the time given or forfeit the game. If a stone reaches the tee line (hog line in wheelchair curling) at the delivery end before time expires, the stone is considered delivered in time.

Each team receives a designated amount of thinking time, which is recorded and visible to the teams throughout the game:

- For 10-end games: 38 minutes.
- For 8-end games: 30 minutes (U18 & U20: 32 minutes).
- For wheelchair curling: 38 minutes.
- For wheelchair mixed doubles curling: 26 minutes.
- For mixed doubles curling: 22 minutes.

When extra ends are required, the game clocks are reset and each team receives:

- For 10-end and 8-end games: 4 minutes 30 seconds.
- For wheelchair curling: 6 minutes.
- For wheelchair mixed doubles curling: 4 minutes.
- For mixed doubles curling: 3 minutes.

If there is a malfunction of a display of a time clock, the time clock will not run until the clock's display is operational. Once the display is operational, the time clock will once again operate as normal.

24) Game Clock Adjustments

Periodically a timing error may be experienced. Time lost by a team will be added to the appropriate game time clock at the completion of the end (or on a shot-by-shot basis in the last end of a game). A Game Umpire will inform the skips and the coaches of all adjustments more than 10 seconds.

- A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.
- A team whose time clock did not run due to a timing error (no clock running) will not have time deducted from its time clock, but the appropriate amount of time will be added to the other team's time clock.
- A team whose clock did not stop due to a timing error (clock running too long) will have the agreed time added back to its clock.

When a team delays the start of a game, the thinking time allotted to each team is reduced by the designated amount for each end which was considered completed (rule R12(k) applies):

- For 10-end and 8-end games: 3 minutes 45 seconds.
- For wheelchair curling: 4 minutes 45 seconds.
- For wheelchair mixed doubles curling: 3 minutes 15 seconds.
- For mixed doubles curling: 2 minutes 45 seconds.

25) Last Stone Draw (LSD)

Teams are responsible to sign up the Last Stone Draw throwers (not applicable to Mixed Doubles) a minimum of 45:00 minutes prior to draw time. The Umpire team will provide a sign-up table and the forms where teams can fill in their throwers. Teams MUST have the person(s) recorded as to who threw the Last Stone Draws prior to the beginning of the game. Refusal of a team to provide the person(s) who threw the last stone draws will result in a distance of 199.6 cm being recorded.

For games requiring Last Stone Draws (LSD), at the conclusion of each team's pre-game practice, two stones will be delivered to the tee at the home end, by different players – the first stone with a clockwise and the second with a counterclockwise rotation. For mixed doubles, both players will throw the same turn (first practice will throw clockwise, the second practice will throw counterclockwise).

Teams are given a maximum of 60 seconds to deliver each LSD stone. If the stone is delivered before the official announcement, has not reached the tee line at the delivery end within 60 seconds (observed by an umpire), or is delivered with the wrong rotation, it will be recorded as maximum distance (1.996 m).

A player (alternate) that delivers or sweeps an LSD stone does not have to play in that game. Any of the five players can deliver and/or sweep or hold the brush for any LSD stone(s) as long as there is a maximum of 4 players on the ice during the LSDs. Sweeping is allowed (except in wheelchair curling). The brush pads that will be used during the game must also be used for sweeping an LSD stone. When an alternate just delivers or sweeps an LSD stone, they must use the brush pad of the player they replace during the LSD.

In Mixed Doubles both players must be on the ice, and in all other events a minimum of 3 players must be on the ice. If that is not the case, the LSD stone(s) would be recorded with the maximum distance.

In Wheelchair Curling: If a team has 4 players of one gender on the ice during the LSD(s), the LSD(s) result(s) will be recorded with the maximum distance.

The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared, and the best non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.

LSD distances will be measured and recorded in the following manner:

All single measurements will be from the tee to the nearest part of the stone, but the LSD distances will be displayed in centimetres as the distance from the tee to the centre of the stone.

The official radius to be used is 142 mm or the radius determined by the umpire crew if the stones are a different radius.

To any result measured, the radius must be added. The distance for stones not in the house is 1.996 m.

Stones covering the tee will be measured from two locations (holes) at the edge of the 4-ft. circle. These two locations make a 90-degree angle with the centre hole and are 610 mm (2-ft.) from the centre hole.

The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players must fulfil the minimum number of LSD deliveries (number of clockwise and counterclockwise deliveries not applicable to Mixed Doubles). If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 1.996 m.

LSD stones delivered by the alternate can be combined at the end of the games that are considered in the calculation of the DSC with only one other player, so that this player fulfils the minimum required number of LSD stones.

Where a team starts a competition with a complete team but then, for any reason, a player cannot fulfil their minimum LSD requirements, the maximum of 1.996 m will be recorded for each of their missed LSD stones.

Considered Round robin games	Considered Number of LSD stones	Minimum for each player
3	6	1 stone
4	8	2 stones, 1 clockwise + 1 counter-clockwise
5	10	2 stones, 1 clockwise + 1 counter-clockwise
6	12	2 stones, 1 clockwise + 1 counter-clockwise
7	14	3 stones, minimum 1 clockwise + minimum 1 counter-clockwise
8	16	3 stones, minimum 1 clockwise + minimum 1 counter-clockwise
9	18	4 stones, 2 clockwise + 2 counter-clockwise
10	20	4 stones, 2 clockwise + 2 counter-clockwise
11	22	4 stones, 2 clockwise + 2 counter-clockwise
12	24	5 stones, minimum 2 clockwise + minimum 2 counter-clockwise
13	26	6 stones minimum 3 clockwise + minimum 3 counter-clockwise

26) Draw Shot Challenge

The Draw Shot Challenge (DSC) is the average distance of all the individual Last Stone Draw stones, which were delivered by a team during the round robin excluding the least favourable result(s) as detailed in (II) and (III) below.

I. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal counting LSD receives the higher ranking.

II. Where a total of 11 or fewer individual stones will be considered, the single least favourable result is automatically eliminated when calculating the average distance. Where more than 11 individual stones will be considered, the two least favourable results will be eliminated when calculating the average distance.

III. Where there is more than one group and these groups are of differing sizes, to ensure the DSC is calculated in the same way, only the LSDs from the first 'equal number' of

games will be used. Based on the Original Team Line-up form, the four players must fulfil the minimum number of LSD stones within the first 'equal number' of games.

27) Team Time-Outs

Please note: **This does not apply to Championships using the Curling Canada's Coach Interaction rules.**

Each team is allotted one – 60 second timeout (plus coach travel time) when their team clock will be stopped and one – 60 second timeout (plus coach travel time) in each extra end. Teams are to signify to the Game Umpire and Time Clock Operator that you are calling a timeout.

The team is notified when there are 10 seconds remaining in the team time-out.

When the team time-out has expired, the Coach must stop conferring with the team and leave the playing area immediately.

Procedures for a team time-out

I. Only the players on the ice may call a team time-out.

II. 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.

III. A team time-out (when the game clock is stopped) starts as soon as the time-out is called and consists of "travel time" to get to the team plus 60 seconds.

Coach Travel Time

Coach travel time is given to all teams whether the Coach is attending the timeout or not.

Travel time may be adjusted by the Chief Umpire depending on the accessibility to the ice at the venue.

Arena Setting

Coach travel time is 30-seconds for both Away-end and Home-end time-out.

Curling Club Setting

Coaches inside the viewing lounge

Coach travel time is 30-seconds for the Home-end and 60- seconds for the Away end.

Coaches in the ice area at the Home-end

Coach travel time is 10 seconds for the Home-end and 40 seconds for the Away end.

Either the Coach or the fifth player of the team calling the time-out may attend the time-out, but not both.

Arena setting: Coach attending the time-out may NOT go on to the ice surface. They may stand at the end of the sheet, or they may stand on the walkway (if available) at the side of the sheet.

Curling Club setting: The coach may go on the ice surface up to the back line at the home end, and may travel on the ice, on the side of the sheet for a time out at the away end. If a Coach is going to the away end, they must proceed to behind the back line at the away end. If a walkway is available, the coach may stand anywhere on the walkway.

Non-calling team communication

The non-delivering team are allowed to communicate with their team during the travel time and the actual 60 seconds time-out.

Arena setting

The team that did not request the time-out may meet with their coach/alternate who are to remain positioned behind the scoreboard.

Curling Club setting

The Coach/Alternate of the opposing team, remaining in their position at the Coach chair/bench, may communicate with their team.

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. Only the players on the ice can attend a technical time-out. Team officials or alternate players can only attend at the discretion (invitation) of the Chief Umpire.

28) Electronic Devices and Electronic Communication

Please switch off cell phones before entering the field of play. Players inside the field of play cannot take photos. To avoid electronic communication all players smart phones and smart watches are to be turned to airplane mode when inside the field of play. Abuse of this will result in the smart phone or smart watch being banned from the field of play.

Use of a SmartBroom 3, as approved by World Curling is allowed. The broom is required to be in competition mode and the team, including coach, is not allowed to access the data during the game.

The use of smart glasses is forbidden.

29) Media & Marketing

Players and coaches are requested to co-operate with all reasonable requests. All players are REQUIRED to wear RF mikes if requested.

RF MICS

Members of your team may be required to wear a radio frequency (RF) microphone. Wearing of the RF microphone comes with the responsibility of “watching your language”. Swearing on air is strictly forbidden, and players will be fined and / or suspended. Curling Canada's television partners have received stern warnings from the CRTC (Canadian Radio-television Telecommunications Commission) concerning profanity and inappropriate language on air during our curling broadcasts. This concerns each of our organizations greatly, which could ultimately jeopardize the broadcasting of curling games in Canada. Therefore, all competitors are asked to refrain from any language that might be considered offensive. Offensive language on air will result in fines that can and will escalate to suspensions as necessary.

Media Relations

The media will be well represented at the event. We ask that you cooperate with them by granting interviews and answering questions when requested. In order for the media to have direct access to you, it is necessary for you to exit the ice area as directed. However, a word of caution is offered. Make certain that you do not make any comments that you do not want quoted. No hat, jacket, sweater, equipment, etc. other than what was worn on the ice during the game can be worn or displayed in a media scrum. Also, if you have any problems or complaints, express them to the appropriate official, not the news media. Remember there is no such thing as an 'off the record' comment.

Social Media

Unquestionably, the landscape has changed in terms of the ways that players, fans, and the media interact, and it’s recognized that the various forms of social media represent a valuable opportunity for communication. Competitors are encouraged to embrace social media, as they present avenues to promote the game of curling as well as their own teams. However, there must be certain responsibilities attached to the use of these social media outlets. Here are some guidelines:

Know, as high-profile athletes, you are in the spotlight, and not only yourself, but also your teams, families, sponsors, and Curling Canada. There is no on-off switch when it comes to this responsibility.

There is no such thing as “off the record” when it comes to communication via social media. Hitting the “return” button on a Tweet makes it part of the public record, and it can be distributed to thousands of people in just a few seconds. Avoid using social media when angry or consuming alcohol. In addition, during events, it’s recommended to avoid reading Twitter responses or Facebook posts to your team. Negative comments are intended to get a reaction. Responding to them achieves nothing. Avoiding them is the best idea. Ideally, have someone

external to the team filtering the responses to prevent negative messages getting through.

Be smart about what is presented as a message. Take the high road when it comes to discussing events, officials, or opponents. Competitors help their sport and their team by presenting a positive, respectful image to those who read your message. Thanking fans, praising teammates and opponents are good ways to do this.

Competitors hurt the sport and hurt their teammates by sending out negative messages of their own, or by sharing/re-tweeting negative messages from other people. These can consist of criticism of opponents, teammates, officials, events, sponsors, facilities and playing conditions, or sexist, racist or homophobic slurs. This is a year-round consideration but be aware that if it happens during a championship event (national, world or any other event operated by Curling Canada), competitors can and will be fined for anything that Curling Canada deems bringing the sport, an event, or an event official into “disrepute”. For more details, see the Players Fines section.

During championship events, competitors should be conscious of sponsors. They are a huge part of our events, in addition to providing money that covers the costs of accommodation and travel for the players. Curling Canada asks you to respect those partnerships by:

not distributing messages that may be seen as critical of event sponsors.

not distributing messages praising direct competitors of event sponsors.

Curling Canada acknowledges that some teams have partnerships with competing sponsors. The fact is, there are more than 340 days in a year to praise team sponsors; Curling Canada would ask that during the event itself, please refrain from praising competing sponsors out of respect to our partners who make the events possible.

During the event, out of respect for the integrity of the game, players, coaches, and alternates will be prohibited from using any form of social media from 15 minutes prior to games until the completion of the game. Teams can, however, appoint someone sitting in the stands or watching television to send messages via social media so long as there is no direct contact with the players, coach or alternate in the field of play. Participants should consult Curling Canada’s Social Media Policy for more information: https://www.curling.ca/wp-content/uploads/2026/07/Social-Media-Policy-1.pdf

On-ice Language

Curling Canada television partners have received stern warnings from the CRTC (Canadian Radio-television Telecommunications Commission) concerning profanity and inappropriate language on air during our curling broadcasts. This concerns each of our organizations, which could jeopardize the broadcasting of curling games in Canada. Curling Canada has a system of fines in place to deal with both profanity and player conduct. While the game umpires will continue to monitor player conduct and profanity, they are not always able to hear such in all circumstances. Given this and the significant importance of this matter, we will now be monitoring our broadcasts in conjunction with our broadcast partners. Profanity on air will result in fines that can and will escalate to suspensions, as necessary. Obvious profane language is inexcusable and, should there be certain words that you are uncertain as to the level of offensiveness, we encourage all players to refrain from using any word(s), which could be deemed unacceptable. Curling Canada reserves the right to rule on such language with input from broadcasters.

30) Stone Maintenance

Any maintenance on the stones will only be done with the approval of Curling Canada Director of Event Operations, or the Event Manager in absence of the Director, during an event.

The recommendation for maintenance after the start of a competition must come from the event Chief Ice Technician. Approval must then come from the Director of Event Operations after consultation with the Chief Umpire.

The maintenance work is done to return the stones to the condition they were in at the start of the competition. It is not intended to significantly alter the conditions for the athletes.

Additional practice will not be organized after the stones have been maintained.

The teams will be informed when any maintenance work is done on the stones.

31) Equipment

All players must be prepared to have their equipment checked at any time during the championship. This includes brush heads and grippers.

R11. Equipment

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

The procedure will be:

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

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

3rd incident = repair damage and eject player from the game.

Gripper making marks on the ice

The images below depict when a player has either “hot feet” and the heat from their feet are transferring through to the ice or a worn-out gripper and damaging the ice. The Umpire is to instruct the player that they must resolve the situation, or they cannot continue in the game. Possible resolutions include having a gripper put on the offending footwear or putting insoles into the shoe so that the heat from the foot does not transfer through to the ice. In either case, the Umpire may offer possible solutions, but it is up to the player to resolve the problem.



No equipment shall be left unattended anywhere on the ice surface.

There is no penalty associated with this rule. If any equipment is placed in a position which could obstruct, interfere with, distract or intimidate the delivering team, the umpire will direct the offending team to remove the item from the ice surface.

Further to this, if sponsor branded bumpers are used, the players may not place any item upon the bumpers. Umpires will remove any item placed upon the sponsor branded bumpers.

32) Policy – Replacement of brush sleeves / one-piece brush heads

https://worldcurling.org/brushes/

Season of Champions Events

For all World Curling Olympic events and qualification events as well as World Women's, Men's and Mixed Doubles; each player must start each game with a new brush sleeve. Skips must start a competition only with a new sleeve.

Non-Season of Champions Events

For all other World Curling Championships, this is not a policy it is a recommendation. The Chief Umpire or designate does have the right, within the rules, to tell an athlete that their brush head is too dirty or worn and must be replaced or deemed non-conforming.

33) Specifications for Brushes in Elite Curling

https://worldcurling.org/brushes/

The current World Curling specifications for brushes in elite curling are in effect.

The umpires WILL mark brushes during pre-competition practice. If a player sweeps with another person's sweeping device, the stone shall be removed from play, or for the Last Stone Draw it will be recorded as the maximum (199.6 cm).

Fourth-Thrower	GREEN
Third-Thrower (Male Mixed Doubles)	BLUE
Second-Thrower (Female Mixed Doubles)	YELLOW
First-Thrower	RED
Alternate & Coach	BLACK

All sweeping devices will be marked with different coloured tape to identify which device belongs to which team member(s). For all practices only the conforming sweeping devices may be used to sweep, however a player or coach can sweep with any one of those brushes, their sweeping device need not be the one that is identified (taped) for their personal use during LSD stones and games. If an alternate player comes into a game, all players must use the brush heads that were previously used for the same position and function.

Penalty: If a new sweeping device is brought into the game without permission of the Chief Umpire, the team will forfeit the game.

A player may not change their brush head during a game, or during / after a pre-game practice, unless the Chief Umpire grants special permission. Permission will not be granted if the pad, handle, or head are damaged due to brush abuse. Penalty: If a change is made without permission, the team will forfeit the game.

Sweeping with only the side or edge (small area) of the brush head in contact with the ice is not permitted.

Penalty: the umpires will observe sweeping. If they see a violation when a player is sweeping, an official warning will be issued to the player.

For any subsequent violation(s) during the same event by the same player, the following will be applied:

I. If the violation occurs during a Last Stone Draw (LSD), the maximum distance will be recorded;

II. If the violation occurs during the game, the non-offending team has the choice to either:

1) Allow the stone to remain in play, or

2) Remove the delivered stone and replace any displaced stones to their positions prior to the violation taking place

34) Sweeping Brush Check Procedures

World Curling has developed a detailed Brush Inspection Guide located here: https://worldcurling.org/wp-content/uploads/2026/09/Brush-Inspection-Guide-2026-2027.pdf

To reduce the possibility of sweeping equipment detrimental to the competitive and performance integrity of the game, World Curling has established specifications for sweeping equipment, along with principles and references against which those specifications should be considered.

To ensure athleticism continues to be an important element of sweeping, the specifications also consider the desire to reduce significant variations in effectiveness between acceptable sweeping devices.

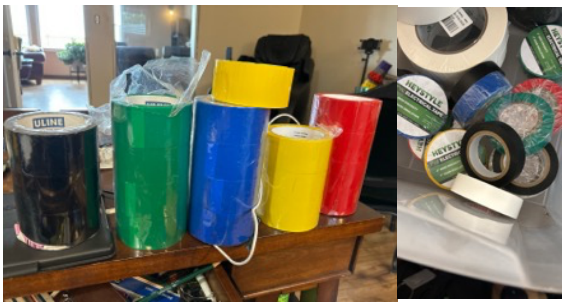
It is the responsibility of each player and team official to ensure his or her sweeping brush meets World Curling's 'Standards for Competition Equipment' and is listed on the World Curling 'Conforming Equipment List' https://worldcurling.org/brushes/

This includes but is not limited to, ensuring a valid World Curling Product Code is displayed on the pad or fabric, ensuring there is nothing between the fabric and the foam and ensuring the side of the fabric in contact with the ice is the side intended by the manufacturer, which will be the case if the World Curling Product Code is visible on the fabric.

A stabilizing brush, which is used only during delivery, need not be on the conforming list, but can never be used for sweeping.

Brush pads must be installed on the head assembly for which they are designed, with the exception being the oval heads, which can be installed on any assembly designed for oval heads.

All sweeping devices will be marked with different coloured tape to identify which device belongs to which thrower, alternate, coach.



Brush heads from manufacturers are tested and approved as a complete unit. All components combined are a part of the approval process. Interchanging any parts, except the handle, from one manufacturer to another is strictly forbidden and contravenes World Curling rules.

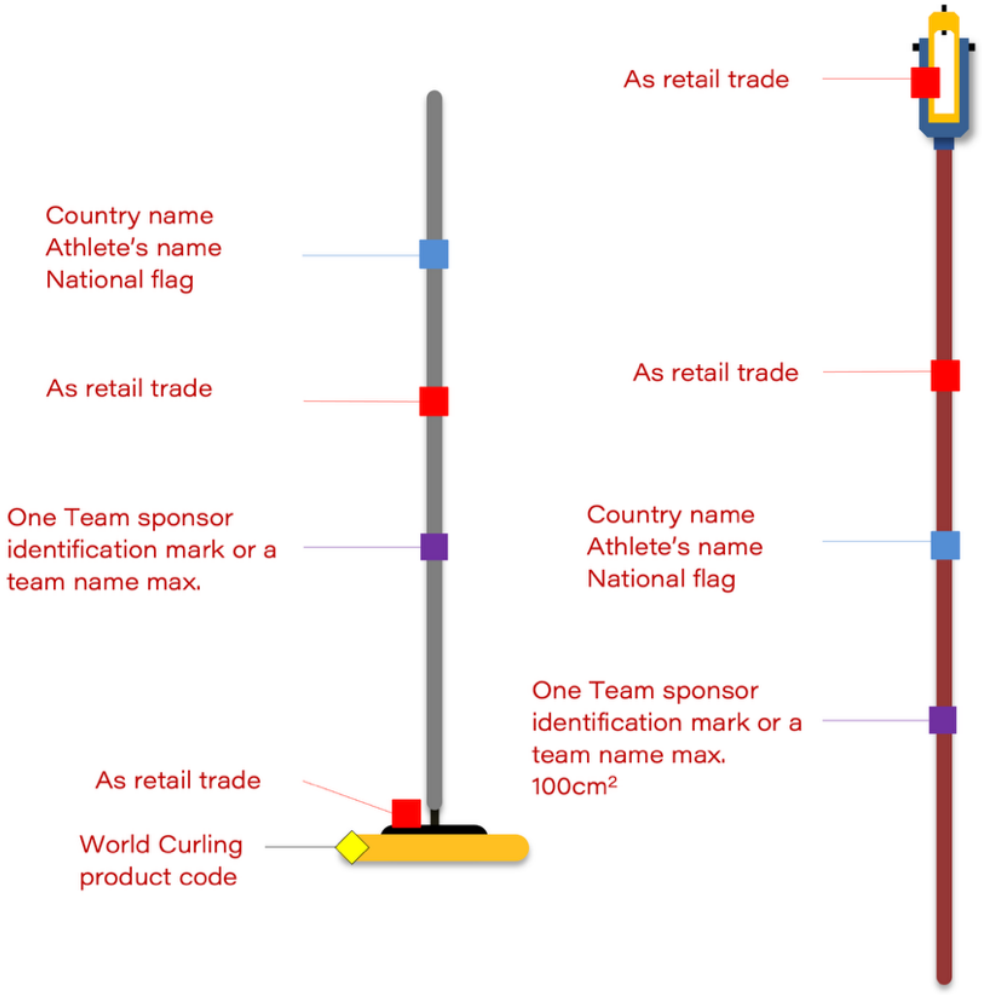
Prior to start of Competition

The Chief Umpire will download and print the current Approved Product Code List from the World Curling website https://worldcurling.org/brushes/

Once the team Sweeping Brush Check has been completed, the Umpire will sign the original

team line up form for that team to indicate that the Sweeping Brush check has been completed, and all brushes are compliant.

Each team will, at the pre competition practice or a dedicated broom inspection time, present their sweeping brushes for inspection.



The teams will disassemble their sweeping brushes and present them in an organized manner to an Umpire for inspection.





The Umpire will inspect the sweeping brushes noting:

Brush Head

All components are from the same manufacturer and is a complete unit (no mixing of components from different brushes/manufacturers).

Foam does not appear to be worn or old enough to be considered not in optimal condition.



Example of foam not in optimal condition.

Base/Faceplate/Bracket are not broken or damaged.



Example of damaged base plate.

Fabric is not torn or worn enough to cause a scratching effect to the ice.

No treatments or processes have been applied to the fabric.

No stencil, logo, marking, embroidery or any other feature on the fabric that is in contact with the ice while sweeping.

Fabric displays a valid World Curling Product Code.

Indication of modification may have occurred include empty staple holes, unusual foam firmness or evidence of foreign substances on the fabric.

Handle

Straight shaft

Markings:

Country Name / Country Flag

Player's full name

One Team Sponsor OR Team Name (no team nicknames)

Commercial markings: identification of the manufacturer as generally used on products sold through the retail trade.

Names of charitable organizations on curling brushes are NOT allowed.

Example of Team name / Country Flag and Country name on Brush Handles (allowed)





Third party identification

No reference is permitted including nicknames of the participants or any other

persons, URL, social media accounts, hashtags, or any other distinctive sign

(whether direct or indirect, such as QR codes or barcode).

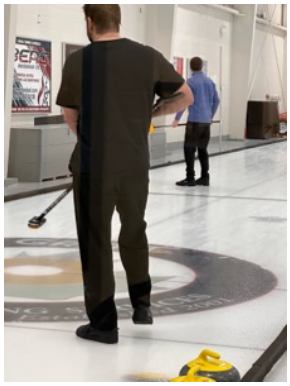
With the exception of the tape to mark each player's brush for identification (close to the brush head), no tape or stickers are allowed on brushes (tape to keep the brush cap on is allowed as long as it only enough to keep the brush cap secure and does not provide any sweeping advantage).

Examples of grip tape (not allowed)









Example of modification to handle (crutch support (not allowed))

Oversized cap is installed in place of the manufacturer installed handle cap (this is used to aid in sliding while delivering a stone (allowed)).

Follow up Sweeping Brush check(s)

Umpires may, throughout the competition, request individual teams to present their Sweeping Brushes for inspection to ensure continued compliance.

For Wheelchair Curling equipment please refer to the Wheelchair Curling Policy.

The penalty for using equipment that does not conform with the Statement of Principles for Competition Equipment established by World Curling:

First team offence during a competition – the player is disqualified from the competition, and the team forfeits the game.

Second team offence during a competition – the team is disqualified from the competition, and all players are not permitted to play in World Curling competitions for a 12-month period.

35) Equipment Storage During Play

Teams may not store Curling Bags and extra equipment in the field of play. Small kit bags may be brought to the coach's bench. Please remove the Coach and Alternate brush from the field of play prior to the start of the game.

36) Hog Line Violations and Proper Release Check

IF Electronic handles are used to detect hog-line violations. You must 'activate' the handle before you deliver, which is done when you clean the running surface.

There will be no hog line officials. Teams are requested to play all games in the true spirit of curling and not abuse the rules. Where any complaint is received concerning the release of a stone, the umpiring team will be responsible for monitoring the sheet where the complaint was received and will monitor both teams on that sheet for a period of time as determined by the umpiring team. Any infraction will result in the stone being removed from play. Confirmation of any call will not be required, and calls will be final.

37) Scoring

The scoreboards will be updated by the Game Umpire. Please tell them the score even if it is obvious.

Bill C-218 was implemented in Canada which legalized single sports betting. As a result, Curling Canada must pay greater attention to ensure that all game scoring is accurate. We ask for your help to ensure that there are no improper allegations against your teams or to Curling Canada. When the final-end of play is completed, where a scoring decision between teams may not affect the outcome, we ask you to work with the officials to ensure that the final-end result is recorded properly. You may still concede at any point in an end in accordance with the Rules of Curling. However, in situations where 15 or 16 stones have been delivered and where a determination whether a team scored multiple points does not affect the outcome, we ask that you not move any stones before an accurate confirmation of the final score is ascertained. This may result in an official measuring before stones are removed.

38) PLAYOFFS

Team Ranking (Tie-Breaker games are not offered at Curling Canada Championships)

The following criteria (in this order) will be used to rank teams at the completion of the round robin games:

1. Teams will be ranked by their win / loss record.
2. If two teams are tied in wins / losses, the team that won the round robin game between them will be ranked higher.
3. Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then the record of the games between the remaining teams that are still tied shall determine the ranking).
4. When the ranking cannot be decided in bullets 1-3, then the ranking will be determined by using the Draw Shot Challenge results for those tied teams.
5. If teams remain tied using the Draw Shot Challenge, the largest distance of the tied teams will be dropped until the tie is broken.

When teams compete in separate groups and the merged group ranking is used to determine the ranking at the end of the round robin (for final ranking or for post round robin games), the ranking will be determined by comparing the DSCs from the teams in all groups with the same ranking, with the lowest DSC being ranked highest.

Playoff Meeting

Teams making playoffs must have a minimum of one and a maximum of two team members (i.e., one player and the coach) available immediately after the completion of the round robin and any subsequent post round robin games.

Availability can mean by mobile phone. For example, if we are simply waiting for a team to select colour of stones for a game, it can be texted or e-mailed to the Chief Umpire.

Teams must be prepared to select colour of stone and/or hammer at this time.

A team not available within the allotted time or is not prepared to decide within the time frame established by the Chief Umpire, forfeits the game choices (last stone advantage, stone colour, etc.) to which the team is entitled. Meetings can be held electronically.

Playoffs: Stone Colour Selection & Last Stone Advantage

When teams play a round robin in separate groups, for the post round robin games, the choices for stone handle colour and playing last in the first end are determined as follows:

- When a higher ranked team from any group plays a lower ranked team, the higher ranked team has the choice of stone colour and playing last stone in the first end.
- When two teams with the same “group rank” play each other, the team with the lesser

DSC has the choice of either the first or second practice or stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

When round robin play (one group) with each competing team playing all other teams, stone colour and last stone in the first end of post round robin games is determined as follows:

- The team with the better win/loss record has the choice of stone colour and playing last stone in the first end.
- If the teams have the same win/loss record, the higher ranked team has the choice of stone colour or last stone in the first end.

Playoffs: Stone Selection – Non-Season of Champions events

Various scenarios, based on the number of sheets used will determine the stone selection criteria for each Championship.

Examples are as follows:

Example: Playoffs; One Sheet

Teams may select any eight game stones and one reserve stone of the same colour from any of the sheets that were used in round robin play.

Stones selected do not all have to come from the same sheet but must be the same colour.

The reserve stone may only be used if one of the eight game stones is damaged and becomes unsuitable for play as confirmed by the Chief Ice Technician.

Teams will advise the Chief Umpire electronically no later than thirty minutes before the start of their pre-game practice which specific stones they wish to use for the pre-game practice and game.

Example: Playoffs: Two Sheets; Four sheets total

Stone selection is allowed (“full set”) for the semi-final games.

Sheet B

The team with first selection in the semi-final game can choose a full set from sheets A or B.

The team with second selection in the semi-final game can choose a full set (opposite color from the team with first selection) from sheets A or B.

Sheet C

The team with first selection in the semi-final game can choose a full set from sheets C or D.

The team with second selection in the semi-final game can choose a full set (opposite color from the team with first selection) from sheets C or D.

Medal Games

Stone selection is allowed ("full set") in the following order.

Gold Medal Game

1. The team with first selection can choose a full set from sheets A, B, C or D.
2. The team with second selection can choose a full set (opposite color from the team with first selection) from sheets A, B, C or D.

Bronze Medal Game

1. The team with first selection in the bronze medal game can choose a full set from the remaining sets from sheets A, B, C or D.
2. The team with second selection in the bronze medal game can choose a full set (opposite color from the team with first selection) from the remaining sets from sheets A, B, C or D.

Definitions

"Full set" = all the stones from a sheet of ice.

There will be no mixing of stones between sheets of ice.

Handle colors will not be changed on the sets of stones.

Example: Playoffs; Double Knockout

Stones from the assigned sheets will be used for all playoff games

39) Event Discipline Procedure

Curling Canada reminds players and coaches that they are subject to the code of conduct and any violation (including but not limited to profanity, refusal to wear microphones), may result in sanctions as per Curling Canada's Event Discipline Procedure.

40) Sanctioned Event Discipline Carding System for Misconduct – Non-Season of Champions Championships

Curling Canada is in the process of developing a Discipline Carding System. As part of our development, umpires and event staff at 2026-2027 championships will be analysing field of play and off-ice event conduct to identify behaviours that would be assessed a disciplinary card. For 2026-2027 events (WITH THE EXCEPTION OF THE U-18 and U-20's) - this will be WITHOUT CONSEQUENCES. During the 2027 U-18 and U-20s Championships, we will run a PILOT event, where the Discipline Carding System and processes will be formally tested, and cards can/will be issued, if applicable.

Background

With the "spirit of curling" at the heart of this policy, Curling Canada is implementing a Disciplinary Carding System for Misconduct during its events. This system empowers officials to enforce competition rules and to deter misconduct during Curling Canada's events both on and off the ice.

The policy is not intended to affect the outcome of a game but will remind participants of the expected behaviour and provide ample opportunity to correct said behaviour before it may potentially escalate to a violation of the Universal Code of Conduct to Prevent and Address Maltreatment in Sport (UCCMS).

The Disciplinary Carding system will serve as an additional educational tool, especially for young athletes, and take steps to establish a culture of safety and integrity for all – including event staff and officials.

The Disciplinary Carding System does not replace the Discipline and Complaints policy, nor does it replace the "Technical Rules" of curling by which curlers must abide, and which are enforceable by umpires.

Scope

The system applies to all athletes and coaches (herby referred to as "participants") registered to a Curling Canada competition.

Duration

The system applies to registered participants from the moment they depart their home for travel to the competition until 24 hours after the close of the competition.

Responsibilities

The following individuals have the responsibility (when applicable) of issuing Disciplinary Cards for misconduct associated with a Curling Canada event.

Chief Umpire

The Chief Umpire will issue a disciplinary card(s) based on reports of misconduct from accredited Game Umpires or Curling Canada staff/contractors when *on the field of play*.

The Chief Umpire will issue the written warning at the completion of an end, and as close to the infraction time as possible.

The Chief Umpire can issue yellow or red cards without consultation of the governing body.

The Chief Umpire must escalate an expulsion misconduct issue to the Chief Executive Officer.

The Event Manager

The Event Manager will issue a disciplinary card(s) applying to misconduct which has been verified during "sanctioned" off-ice events, at event related venues (ex. Host hotels), or between event participants.

The Event Manager will assemble a three-person panel of event related staff/contractors (can be remote) to determine the validity of the misconduct. The panel will document their findings.

The Event Manager will issue the written warning to the participant before their next scheduled game in the event.

The Event Manager can issue yellow or red cards without consultation of the governing body. The Event Manager must escalate an expulsion misconduct issue to the Chief Executive Officer.

Chief Executive Officer (or designate)

The Chief Executive Officer is the only person who can issue an expulsion for misconduct issues warranting immediate and permanent expulsion from an event.

The Chief Executive Officer will designate a "back-up" decision maker to make that decision in the event of their unavailability. Default: Executive Director of High-Performance and/or Head of Sport Integrity and Education.

Disciplinary Carding

There will be two colours of cards and an expulsion, which are assigned different levels of discipline based on the severity of the misconduct.

Yellow Card – issued to a participant for minor level misconduct (on or off-ice).

Red Card – issued to a participant for a moderate level conduct infraction (on or off-ice).

Expulsion – issued to a participant for a major level misconduct (on or off-ice).

Yellow Cards are "cumulative" – upon a participant receiving a third yellow card in the same event – the participant will be removed from the game they're playing or coaching (if applicable) and sit out one more game (if there are future games in the event). An Alternate or Spare is allowed to play in the "full" game that the participant must sit out.

Red Cards are "immediate" – upon a participant receiving a red card in an event, they will be immediately removed from the game they're playing (if applicable) and sit out one more game (in the same event or a future Curling Canada event). An Alternate or Spare is allowed to play in the "full" game that the participant must sit out.

Expulsions are "immediate" – upon a participant receiving an expulsion in an event, they will immediately and permanently be removed from the event and escorted out of the venue.

EXAMPLES OF YELLOW CARD (MINOR) MISCONDUCT

ON ICE
Multiple or “aggressive” broom slam(s) anywhere in the field of play in response to a missed shot.
Moving stones aggressively into the corners during or after an end is complete. This could include: Stones turning over because of the action Stone(s) going onto the sideboards or back boards because of the action. Stone(s) “scattering” because of the force of the stone being moved into the corner. An opposition member being significantly hit by or injured by Stone(s) because of this action.
Throwing/kicking of any object, broom, water bottle, garbage can, etc. in an aggressive manner.
Inappropriate cheering of opposition's missed shots.
Overt “showboating” actions that could be a distraction to the opposition or is not in the spirit of the game.
Swearing loud enough that it is heard by any of the umpiring crew, or if they are on the televised / streamed sheet, it is picked up by their microphone.

OFF ICE
Breaking event curfew at a youth event (if applicable).
Display of “inappropriate” signage or clothing.

EXAMPLES OF RED CARD (MODERATE) MISCONDUCT

ON ICE
Harassment, verbal abuse of any event participant (including fans).
Breaking equipment (broom or delivery device) because of an aggressive action.
Acts of aggression resulting in damage to ice or stones or delay of game.
Making an obscene gesture that is deemed inappropriate by an Official.
Refusing to talk to an accredited member of the media.
Refusing to wear a RF microphone.
Refusing to cooperate with an accredited member of the media.
Dress code violation (offensive, unapproved cresting on clothing or equipment).
Refusing to take a directive given by a Curling Canada Official.
Conceding a game before the time frame designated by Curling Canada without permission.
Attempting to influence the game conditions or environment.

OFF ICE
Harassment, verbal abuse of any event participant (including fans).
Inappropriate language or behaviour during fan events (i.e. interviews)
Drunken/disorderly behaviour (adults) at an event function.
Attempting to influence the game conditions or environment.
Member of off-ice support team or parents “signalling” to athletes

EXAMPLES OF AN EXPULSION (MAJOR) MISCONDUCT

ON ICE
UCCMS Violation - physical or sexual assault on another participant.
UCCMS Violation - verbal assault or harassment of another participant where they feel unsafe.
Issuance of a third red card within the same event for the same participant.
Suspicion of competition manipulation

OFF ICE
UCCMS Violation - physical or sexual assault on another participant.
UCCMS Violation - verbal assault or harassment of another participant where they feel unsafe.
Issuance of a third red card within the same event for the same participant.
Suspicion of competition manipulation
Acts of aggression resulting in damage to event related venues.
Coach or Athlete of “dry” youth events – consume alcohol or recreational drugs during “event window.”

Other Considerations

Team “Offense”

Where an individual participant cannot be named for misconduct, but certainty exists around a Team’s misconduct – a red or yellow card (as determined by the severity of the incident) will be assessed against the skip or fourth rock thrower.

An expulsion misconduct can result in the team’s elimination from the event.

Coaching

If a Coach for a youth event is issued a card(s) warranting suspension from a game(s), the team will NOT have the coach replaced and will need to compete without the benefit of a coach on the bench. A parent will be permitted to assume responsibility for the team off ice but will not have access to the bench or team during the game or practice time before it.

If a Coach for an adult event is issued a card(s) warranting suspension from a game(s), the team

will NOT have the coach replaced and will need to compete without the benefit of a coach on the bench.

41) Player Fines – Season of Champions Events

Curling Canada has a fine system. This system is in place to deal with both profanity and player conduct. While the game umpires will continue to monitor player conduct and profanity, they are not always able to hear such in all circumstances. Given this and the significant importance of this matter, we will now be monitoring our broadcasts in conjunction with our broadcast / streaming partners.

On-Ice Conduct

- Use of inappropriate language.
- Making an obscene gesture that is deemed inappropriate by an Official.
- Being abusive to anyone involved with the event.
- Refusing to talk to an accredited member of the media.
- Refusing to wear a RF microphone.
- Refusing to cooperate with the televising network.
- Dress code violation (including the use of unapproved cresting on clothing or equipment).

1st offence: $150 - $500

2nd offence: $500 - $1,000

3rd offence: up to $1,000 and suspension

Refusing to take a directive given by a Curling Canada Official.

1st offence: $300 - $600

2nd offence: $600 - $1,000

3rd offence: up to $1,000 and suspension

Off Ice Activity: Any conduct considered inappropriate by Curling Canada.

1st offence: $300 - $600

2nd offence: $600 - $1,000

3rd offence: up to $1,000 and suspension

Conceding a game before the time frame designated by Curling Canada without permission.

Each offence $2,000 per team

For all Curling Canada managed events from which athletes are eligible to receive funds, fines shall be collected from the amount of money owed the team at the conclusion of the event. For other Curling Canada events, any fines levied shall be collected prior to the athlete's participation in another Curling Canada event. All funds collected through fines shall be contributed to Curling Canada's For the Love of Curling Foundation.

42) Under 20 years of age Championships events

Curling Canada's Coach Interaction Rules will be followed for these Championships. https://ww1.curling.ca/youthcurling/resources/

Coach's Fair Play Time-Out

The purpose of the Coach's Fair Play Time-Out is to provide the coach with an opportunity to diffuse a potentially negative situation regarding a player's on-ice demeaner before the situation escalates or to counsel an athlete relative to adhering to the rules of the game.

- A Fair Play Time-Out cannot be used to discuss strategy.
- Each coach will be provided with the opportunity to request 1 (1 minute) fair play time-out per game. The clock will stop.
- A coach's fair play time-out will only be implemented with the approval of the Chief or Deputy Chief Umpire.
- Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.
- A game umpire may recommend a coach's fair play time-out.

Alcoholic Beverages / Non-Prescription Drugs – Youth Events

Players and coaches attending the Championship WILL NOT consume alcoholic beverages or use any mind-altering substance from the time they leave home to travel to the Championship and until they arrive back at home. This rule is applicable regardless of how you plan to travel to the Championship. Violation will result in immediate suspension of the players or coaches involved for the remainder of the event.

Coaching Support

There MAY be a "coaches' lounge" available at the Team Hotel (tba) as a place where the coaches can congregate. There will be non-alcoholic refreshments and snacks available in the coach's lounge. A coaching resource person MAY be available to all coaches as someone the coach can go to for answers to questions and support.

His/her area of assistance will be restricted to situations that arise "outside the boards". There will not be assistance with actual game situations regarding technical issues, strategy etc., but support and assistance with matters that can and do arise; for example: team dynamics, parent involvement, questions about event format or rules clarification. Generally, if you have a coaching concern that fits into the parameters cited above; The coach resource person is the first person to seek out.

When games are being played, he/she will be in or near the playing areas. During non-playing times, hotel contact information will be made available so coaches can access as required. Many coaches at a junior national event are coaching in that environment for the first time. Despite all the home-based preparations for an event of this nature, when they arrive on site, it is not uncommon to be overwhelmed with unforeseen challenges. The coach resource person is there to be of immediate assistance.

Each team participating will have a group of "stakeholders", friends, and relatives (both immediate and extended) all of whom want the team to perform well. As well intentioned as the members of your group of stakeholders may be, they can create major distractions for you as the coach and the team. Please make sure, before you leave your home province or territory, that you contact those stakeholders so they know exactly how they can positively support you and the team. Be very specific in your instructions to them!

The athletes in your charge are understandably excited about coming to junior nationals. We're sure you are as well. Curling Canada, the sponsors, and the local organizing committee want this experience to be a rewarding and memorable one for all concerned. The coaches' lounge and the availability of a coaching resource person will help to ensure that this is the case.

43) Curling with a Delivery Stick

The use of a curling aid commonly referred to as a "delivery stick", which enables the player to deliver a stone without placing a hand on the stone handle, is considered acceptable.

The use of a delivery stick is not allowed in events leading to Curling Canada championships. Exception: Wheelchair Curling and Curling Club Championships.

If a player starts a game with a delivery stick, then that player shall use a delivery stick throughout that game.

A player may not alternate delivery from the traditional hand delivery to a delivery stick or vice-versa.

If delivery begins from the hack, then players using the delivery stick must adhere to Rule R5 (c).

The stone must be delivered along a straight line from the hack to the intended target broom.

The delivery may also begin anywhere along the centre line with a portion of the stone touching the centre line prior to the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom.

A stone delivered with a delivery stick must be released before it reaches the hog line at the delivering end.

All other delivery rules apply.

44) Curling Canada's Season of Champions National Sponsor Product Category Exclusivities

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PARTNER	CATEGORY
AMJ Campbell	Moving / Storage
Montana's	Casual Dining Restaurant
BKT Tires	Tires and Tire Manufacturing product/service category.
	Sports Betting & Online Casinos
Home Hardware	Retail Hardware
New Holland	Agricultural & Construction Equipment
Kruger Products	Consumer and away-from-home paper and sanitary products (including facial tissue, paper towels, bathroom tissue, and moist wipes); Incontinence products and diapers; Forest and Wood Products (including lumber, wood panels, flooring and subfloor systems); Newsprint; Coated Paper; Super-calendared Paper; Directory Paper; Paperboard, Container Board and Packaging Products; Any product or service that may be reasonably considered to be competitiv with or a substitute for any of the foregoing.
Pharmasave	Pharmacy Retailer
Goldline	Athletic Apparel
Chilly Moose	Insulated Drinkware & Coolers