Curling NB
Rules for Provincial Play 2026-2027

Changes for the 2026-2027 curling season are highlighted in yellow. It is the competitor and coaches' responsibility to read this document fully. Ignorance of the rules will not be accepted as a defense.

Contents

SECTION 1: CURLING NB SPECIAL RULES 3

I. PREAMBLE 3
II. GENERAL DEFINITIONS 3
III. ELIGIBILITY 3
IV. CURLING NB POLICIES 4
V. REGISTRATION 4
Safe Sport Training *4*
Withdrawal from an Event. *4*
Change of Team Members *5*
5th Players *5*
Medical Substitutions *5*
Provincial Championship Teams: *5*
Four Player Rule: *7*
VI. SEEDING/RANKING 7
Self Seeding *7*
VII. COACHES 8
VIII. RULES OF PLAY FOR OFFICIATED EVENTS 8
Pre-Event Practice *9*
Equipment *12*
Sweeping Equipment *12*
Inspection & Marking Brooms *12*
Coach Bench *13*
Streaming *14*
Length of Games *15*
On Ice Violations *15*
Playoff Team Ranking *15*
Tie-Breaker Games (Round Robin Format) *16*
Playoff Practice *16*
Playoff Meeting *16*
Playoff Rules *16*
IX. BLUETOOTH AND CELLULAR TECHNOLOGY 17
X. SPECIFIC CURLING NB RULES – FOR U20 & U18 AND ALL OTHER YOUTH EVENTS 17
Participant and coaching - substance use at junior curling events. *17*
Coach Integration Rules *17*
Helmets *17*
XI. SPECIFIC CURLING NB RULES 17
MIXED PROVINCIALS 17
MIXED DOUBLES CHAMPIONSHIP 18

SECTION 2: REGISTRATION & PAYMENT 21

SECTION 3: FORMATS 22

Section 1: Curling NB Special Rules

I. Preamble

The New Brunswick Curling Association (hereafter referred to as Curling NB) shall govern all sanctioned Championships in New Brunswick.

In addition to the information contained herein, the Curling NB Rules for Championship Play also include the following:

- World Curling "The World Curling and Competitions Rules (including addendums and moratorium statements), in effect as of the commencement of the Curling season and updated from time to time as WCF rules are updated.

Rules of Curling - World Curling

- Curling Canada Coach Interaction Rules for Juniors

2027-Curling-Canadas-U-18-U-20-Coach-Interaction-Rules-EN.pdf

- Last Shot Procedures for all Curling NB Events

https://www.curling.ca/rules/last-stone-draw-process/

II. General Definitions

- "WCF" means World Curling Federation
- "Curling NB" means the New Brunswick Curling Association
- "CTRS" means Canadian Team Ranking System
- "Bona fide member" means being an active member of a Curling NB affiliated club with no outstanding dues for the current curling year. An individual who carries a membership and receives all the benefits of being a curling member including voting rights of a Curling NB affiliated Club.

  NOTE: POSSESSING A SOCIAL MEMBERSHIP / JOINING A RENTAL LEAGUE AT A CURLING CLUB IS NOT CONSIDERED AS A BONA FIDE MEMBER OF A CURLING CLUB.

  EXCEPTIONS: JUNIOR MEMBERS WITHOUT VOTING RIGHTS

- "Championship" means all levels of play for that event
- "Days" means calendar days including weekends & holidays.
- "Member Association" means a member association of Curling Canada

III. Eligibility

All team members must be Bona fide members of a Curling NB affiliated club.

Residency

All players entering any Curling NB Championship must comply with the Curling Canada Residency Policy as available on the Curling NB website.

For details of the Birth Right Policy or Free Agency please see the Curling Canada website.

Residency Exemption & Application

IV. Curling NB Policies

All Curling NB policies are in effect for all Curling NB Championships administered by Curling NB, regardless of level of play. (These policies may be found on the Curling NB website and/or by requesting a copy from Curling NB. In case of disagreement, the policies published on the website will be considered correct.) These should be reviewed by all players, coaches. umpires, & host committees on annual basis to ensure that all are aware of any changes or adjustments.

The Curling NB Policies are available on the Website.

Policies, Rules & Forms - New Brunswick Curling Association

V. Registration

Teams' 'on-line' registration of their four (4) team players, 5th player and coach and fee payment must be received on or before midnight of the event registration deadline date. (see Section 3 for specific information on payment, withdrawal and refunds)

Safe Sport Training

All players & coaches that are registered to play in any Curling NB event must complete Safe Sport training through Coach Canada's "the Locker ". Safe Sport Instructions for coaches and players can be found in the Policy, Rules & Forms section of the Curling NB website.

Withdrawal from an Event.

Registered Teams withdrawing from competition prior to the event registration deadline date will be reimbursed paid registration fees minus any processing fee. Teams withdrawing from competition after the event registration date (from preliminaries up to and including the subsequent National championship) will not be reimbursed paid registration fees and all registered or approved replacement players will be subject to the below penalty.

Should a team not show up (except in circumstance deemed extenuating by Curling NB) for any game after registering, for any level of play, including national championships, the participants involved shall not be allowed to compete in any Curling NB event for the remainder of the current season and the entire following season.

Change of Team Members

Any player having played at any level of a Championship shall not be eligible to play for more than one team in the same level of a Championship. Once a team has been eliminated from a Championship (e.g., Qualifier), any member of the eliminated team becomes eligible to play with another team in the same Championship at the next level (e.g., Provincial).

Between levels in a Championship event, teams may change one (1) player on their team with an eligible player at least eight (8) days prior to the commencement of the event being played by submitting a written request to the Curling NB Competition Director. Three (3) members of the original team must remain intact.

5th Players

Teams may identify an eligible 5th player either, at the time of team on-line registration or between the registration deadline date and 24 hours prior event start by submitting a written request to the Curling NB Competition Director including proof of eligibility as outlined above.

> INTERPRETATION: THE 5TH IS THE SPARE OR ALTERNATE FOR THAT TEAM AND ONLY FOR THAT LEVEL OF THE EVENT.

Medical Substitutions

Teams may request a 'medical substitute' for a team member that has been declared 'unfit to play by reason of medical condition or injury' at that level of play by submitting a written request to the Curling NB Competition Director. The identified player may not return during that level of play. Teams must identify an eligible medical substitute player within twenty-four (24) hours of the event being played by submitting a written request to the Curling NB Competition Director. There will be no addition of players during the event. In some cases, the entire team may need to withdraw; this will be submitted to the Competition Director for review and escalate, if necessary to the complete NB Competition Committee, Curling NB Executive Director, Curling NB Executive or Curling NB Board.

Teams may replace one (1) member of the team due extenuating circumstances affecting a player with another eligible player by submitting a written / verbal request to the Curling NB Competition Director.

Provincial Championship Teams:

For Four Person Teams: Three (3) of the original four (4) members of a Provincial Championship team must go on to represent New Brunswick at the subsequent National Championship.

For Mixed Doubles: Both players must attend the subsequent National Championship

All championship teams must submit to the Curling NB Executive Director, the team's complete detailed training schedule for the current season within one (1) week of winning the Provincial Championship.

Eligibility requirements must be met by any replacement and 5th players. If these conditions are not met, the second place (or runner-up) team will replace the Championship team.

NATIONAL CHAMPIONSHIPS-TEAM DECLARATION

All teams participating in a Curling NB Provincial Championship are competing for the Provincial Title and Championship Banner.

At the time of registration, all teams will be asked to declare their intent to represent New Brunswick at the subsequent National Championship should they win and/or be deemed eligible. Teams choose to represent New Brunswick at these championships knowing the associated costs as outlined in Curling Canada's "Team Travel & Funding Polices". These Champions, or the replacement team, become a Provincial team representing New Brunswick. National event paperwork must be completed immediately following the closing ceremonies.

- As part of the registration process, teams are required to declare their intent to represent New Brunswick at the subsequent National Championship should they be deemed eligible.

Eligible: team must be able to field 3 of the 4 registered team players **and** have ranked within the top four at the championship.

Ranking process will be provided in the team meeting document

- The winning team shall qualify to represent New Brunswick at the National Championship provided they have declared their intent at the time of registration and are deemed eligible.
- If the winning team did not declare intent during registration or is deemed ineligible, the opportunity will be offered to the next highest-ranked team from the championship that declared their intent at registration and is eligible.
- Should the top four teams from the championship be ineligible or did not declare intent during registration, Curling NB reserves the right to select a team to represent the province.
- Due to time constraints, the entire team that will represent New Brunswick at the National Championship must be on site directly following the Provincial Championship final game.

PLEASE NOTE: Curling Canada will be adhering to the World Curling rules including the "4 players" requirement. (See World Curling-The Rules of Curling & Rules of Competition, section **R3**-c)

Four Player Rule:

Although Curling Canada and World Curling have adopted the "4 player rule", which teams representing NB at National events must adhere to, Curling NB will not be enforcing this rule during the 2026-27 season.

Teams are not required to always have four (4) players on the ice and will not forfeit a game simply because they are playing with three (3) players.

EXCEPTION: Mixed Competitions must have 4 players playing for the entire game or they will forfeit the game.

A player may enter a game between ends or during an end already in progress, providing they are able to deliver a stone (of the player who is leaving) within the team's established delivery rotation.

- The alternate player replaces the sidelined player for the end they leave.
- At the beginning of the next end, the alternate player may deliver stones in any position of the delivery rotation of their team. The team must re-declare their delivery rotation including the skip and vice-skip. Otherwise, no change in position played shall be made once the game has commenced.
- If a player is ejected from the game the team may not replace that player with an alternate and must play with 3 players. If a second player is ejected the team will lose the game.

VI. Seeding/Ranking

Seeding/Ranking is used to determine the order/ranking of teams entered the draw of some Championships.

Whenever teams competing in a Championship are seeded or ranked, the seeding/ranking will be used to determine the initial position in the Championship draw.

Specific Seeding requirements exist in the Men's CTRS - Curling Canada and Ladies CTRS - Curling Canada championships based on CTRS points and the Mixed Doubles CMDR based on CDMR.

Most other Curling NB events will be self seeded (see below).

Self Seeding

Event that are self seeded, each team will be asked to rank all participating teams in their Championship including their own as follows:

- one (1) ballot for each team competing.
- ballots will be distributed by Curling NB via email and are to be returned via a reply to the email no later than four (4) days after the registration deadline.

- the Competition Director of Curling NB or a designate will tally the ballots.
- teams will be ranked based on the ballots received and placed into the draw accordingly.
- in the case of a tie, the teams tied will be placed in the draw in random order.

The official draw will be revealed no later than the seven (7) days before the first scheduled draw of the Championship.

VII. Coaches

A coach may only coach 1 team at a particular event for all events leading to a national championship. Coaches must attend all team games of the event. Coaches accompanying teams to a provincial's event (qualifying or final) must meet the same requirements set by Curling Canada for coaches accompanying teams to the national championships.

All Coaches must have a current criminal record check on file with Curling NB. Instructions on how to obtain can be found in the Safe Sport Instructions for coaches located under the Policy, Rules & Forms section of the Curling NB website.

A coach may not be playing and coaching in the same event.

Any Questions on coaching should be first directed to Curling NB Technical Director at nbcatechdir@gmail.com

VIII. Rules of Play for Officiated Events

On-Site Check In

Teams are required to check-In and confirm their stone delivery line-up (Original Team Lineup Form) at the host site of a Championship at least one (1) hour prior to the posted start of their first game. A valid method of contact must be provided on each original team line up form in case of emergency.

Mandatory Attendance

Attendance by a team (3 of 4 members) is mandatory at: Opening Ceremonies, if applicable. The 2 teams playing in the Championship finals must attend the closing ceremonies.

Non-attendance will result in a $500 fine unless written request is approved by Competition Director in advance of the event.

Host Club publications shall never take precedence over the Curling NB Special Rules or Event Guide.

Pre-Event Briefing

Each team competing in a Championship will receive a copy of the Team Briefing Document, the Event Guide (if provided) and the draw as an e-mail package. A sign off page will be added to the

document for all players & coach to sign and return to the Chief Umpire before the beginning of the event or at check in time. Time will be allocated just before the Pre-Event Practice sessions to address any questions arising from the Team Briefing Document. Unless otherwise specified in the Event Description, teams must check in with umpire one hour prior to the first game for coin toss for choice of stone handle colour and pre-game practice for applicable competitions and to indicate the name of the person to throw the LSD at that game.

Access to Championship Ice

For Provincial Championships ice is generally prepared during the week prior to the start of the event. Permission for regular leagues is approved. No player who is not a member of the host club may spare in said regular league games.

At no time once the ice is prepared for the championship may a curler access the ice for practice without permission from the Event Umpire & the Ice Maker. Before the pre-event practice no players in the event should access the ice with out confirming with the event umpire, club ice maker or club manager. It is the responsibly of the club manager or league co-ordinator to ensure this policy is enforced before the start of pre-event practice.

Any questions can be addressed to the Provincial Head Umpire at nbcaofficiating@gmail.com

Pre-Event Practice

If time allows, prior to the start of a competition Curling *NB* may schedule practice ice time for teams.
The following guidelines have been developed for pre-competition practice:

- Pre-competition team practice sessions will NOT begin prior to 8:30 a.m.
- A maximum of four (4) hours will be allocated to complete the pre-competition team practices.
- The number of ice available and the number of teams requiring practice will determine the amount of time and the number of sheets that the teams will receive a practice session on.
- Teams will receive a practice session on a minimum of one sheet of ice, to a maximum of four sheets of ice.
- Best practice will be to ensure teams receive a practice session on the same sheet of ice that their first game is scheduled on.
- Team practice sessions will be scheduled for a minimum of 10 minutes for 4-person curling team and on a sheet of ice, to a maximum of 30 minutes.
- Teams that play on the first draw will normally practice earliest.
- If time allows Ice Maintenance (with a full scrape) may be scheduled midway through the pre-competition practice period.

If practice ice is not scheduled as part of the event, arrangements can be made by the team directly with the host facility, with the expectation that they are not to practice within twenty-*four* (24) hours of the events scheduled first game. Dual championships are considered one *event,* and the first draw is considered the scheduled first draw of the event.

Competitors who play regularly in a league at the host facility are exempt from the twenty-four (24) hour rule if participating in a scheduled league game.

Alternate players on teams are allowed to deliver and brush stones.
Coaches may NOT deliver or brush stones; they are only able to hold the target broom. The coach's broom must be WCF compliant.

The time clock will not start until teams have had an opportunity to cool their slider and have one (1) slide at the direction of the Game Umpire.

All equipment (footwear, grippers, brooms and playing equipment) may be inspected during the pre-competition practice. Umpires will request that any inferior items be removed from play immediately for the duration of the competition. If a player is unsure of any piece of equipment, they should consult with the Chief Umpire prior to the competition starting. If any equipment needs replacement, it must be done before the coin toss or before practice commences and shown to a Game Umpire.

No extra in-competition practice will be allowed.

Games per Day

For all events other than Mixed Doubles every effort will be made to ensure teams are scheduled to play no more than two games per day, but in the event of tie breakers in round robin play, games must be played as required, no more than 5 games in 48 hours excluding the playoffs

No team shall be required to start a game without first having a rest period of at least two (2) hours.

No game shall be scheduled to start after 10:00 p.m.

For Mixed Doubles teams every effort will be made to ensure that no team plays more than 3 games in a 24-hour period.

Last Shot Draw Process

Please see https://www.curling.ca/rules/last-stone-draw-process/

Timing Operations

All Curling NB Events going to a national will be timed except the Masters.

Game Time

- For 10-end games: 38 minutes
- For 8-end games: 30 minutes
- For coach interaction U18 and U20 8 end games: 32 minutes
- For mixed doubles curling: 22 minutes

Extra Ends

- For 10-end and 8-end games: 4 minutes 30 seconds
- For coach interaction U18 and U20 8 end games: 5 minutes
- For mixed doubles curling: 3 minutes

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.

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

Time Out

All Curling NB events, other than U18 and U21 which both have defined coach interaction rules, **will be officiated with only one Sixty (60) second time-out per team per game in alignment with rules for competition.**
Coach travel time is Thirty seconds for the Home-end and Sixty seconds for the Away end (travel time may be adjusted by the Chief Umpire depending on the accessibility to the ice at the venue).
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 behind the back line at the away end.
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.

Equipment

- Players are responsible for their own equipment.
- All players must be prepared to have their equipment inspected at any time during the championship. This includes items such as brush heads, footwear, grippers, etc.
- Umpires will request that any inferior items be removed from play immediately for the duration of the competition.
- If a player is unsure of any piece of equipment, they should consult with the Chief Umpire prior to the competition starting.

Sweeping Equipment

- Only WCF approved sweeping brushes and brush heads listed on the WCF webpage "Specifications for brushes in elite curling - World Curling "will be allowed in competitions that lead to national championships.
- All brush heads, including `target` brooms must be WCF compliant. It is the responsibility of the players and coach to ensure compliance.
- The coach's broom must be WCF compliant.
- Hair brooms and corn brooms are banned as sweeping devices.

Inspection & Marking Brooms

That colour then becomes that person's "personal" colour for that event. In cases where the player is changing position, they keep their own brush. 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.

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

- 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 That colour then becomes that person's "personal" colour for that event. In cases where the player is changing position, they keep their own brush. 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.
- If a brush head needs to be changed before pre-game practice, they are expected to present it to a game umpire before they make the change. A player must always present the head and the other pieces apart before putting the broom back together
- Sweeping with only the side or edge of the brush head in contact with the ice is not permitted.
- The Chief Umpire will download and print the current Approved Broom 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.

Coach Bench

- Coaches will sit on the same side of the bench as their team's stones on ice.
- Coaches chair/table with chairs will be available in the ice area dependent of the amount of space available at the end(s) of the sheets.
- Persons situated on the coach bench must remain in that area during a game, except when attending the mid-game break, time-out, or traveling out of and into the field of play.
- 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.
- 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 request for 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).
- While a game is in progress, the team members in the team official field of play may, if the venue layout allows, communicate with their 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 players' positions as the non-delivering team (rule R4).

Streaming

- You may stream games 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.

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.

On Ice Violations

In all cases the decision of the Chief Umpire regarding on-ice violations is final and cannot be appealed beyond the Chief Umpire.

- 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.

Playoff Team Ranking

For Triple Knockout Events:

- We will follow the applicable playoff format in the draw.

For Round Robin Events:

- Teams will be ranked first on their win/loss record, then head-to-head and only if needed the accumulated last shot draw.
- If teams are tied, the team with the best head-to-head record will be ranked higher.
- Any unsolvable ties will be determined through ADSD.
- Head-to-head cannot be considered across pools, ADSD only must be used.
- Once ADSD ranking is used, it is the only ranking factor, and head-to-head results are not used.
- The Accumulated Draw Shot Distance (ADSD) is used to rank teams in

unresolvable ties (when head-to-head records result in a tie or ties).

- At the conclusion of preliminary play, depending on the overall number of LSDs delivered, some of the individual recorded LSD distances may be discarded to establish the ADSD.

If 1 to 4 LSDs are thrown	Do not discard any LSD measurements
If 5 to 8 LSDs are thrown	Discard one (1) LSD measurements
If 9 to 11 LSDs are thrown	Discard two (2) LSD measurements
If 12+ LSDs are thrown	Discard three (3) LSD measurements

- The team with the overall lowest ADSD will always be ranked higher.
- If teams have the same ADSD total, then the next highest individual recorded LSD distance will be eliminated from each team until the tie is broken.

Tie-Breaker Games (Round Robin Format)

- Tie-breaker games are not considered to be playoff games.
- The winner of the coin flip will have choice of practice (top of the scoreboard aways practice first)
- A draw to the button competition will determine last stone advantage in the first end.
- In all tie-breaker games, teams will use the stones on the assigned game sheet.

Playoff Practice

When possible, time allocations will be provided to playoff teams prior to playoff games, with permission of the Chief Umpire. The normal allocation will be 20 minutes on the assigned sheet using the assigned coloured stones as per the draw. An umpire shall supervise all practice sessions.

Playoff Meeting

A meeting will be held directly after the final round robin game and / or tie breaker game to review play off specific rules and regulations. This meeting will commence no later than 30 minutes after the completion of that game. And the agenda will be as follows:

Agenda:

- Rules for playoffs
- Time of games
- Advantages & Choices
- Stone Selection

Playoff Rules

Set by draw format type

IX. Bluetooth and Cellular Technology

During championship events, out of respect for the integrity of the game:

- Players and alternates on the field of play during the game, will turn off or put their devices into airplane mode. Abuse of this will result in the smart phone or smart watch being banned from the field of play.; and
- Coaches and alternates will refrain from using their cellular devises for communication during the game. Use of technology to track stones or make notes is permitted.
    - The penalty for breaching this directive during a Curling NB Championship event will be the removal of the stone that was played. A second breach by the same team will result in the forfeit of the game.
    - Players inside the field of play cannot take photos. 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.

X. Specific Curling NB Rules – For U20 & U18 and all other Youth Events

Participant and coaching - substance use at junior curling events.

Participants and coaches at any sanctioned New Brunswick Junior Curling events are prohibited from use of alcohol and non-medically prescribed drugs from the time they leave home to attend the event until the time they arrive back home after the event has completed.

Violation will result in immediate suspension from the event, for the remainder of the current season, and possible suspension from all provincial competitions in the following year

Coach Integration Rules

2027-Curling-Canadas-U-18-U-20-Coach-Interaction-Rules-EN.pdf

Helmets

All athletes under the age of twelve (12) years must wear protective head gear while on ice during provincial event

XI. Specific Curling NB Rules

Mixed Provincials

Teams cannot play with fewer than four (4) players (two (2) male and two (2) female) in all games.

A spare pool (male and female) must be always maintained for this Championship and readily available for use during the Championship.

Mixed Doubles Championship

I – General

The Mixed Doubles Championship is open to any curler in New Brunswick who meets the eligibility criteria for the Canadian Championship and the Residency Directive.

II – Eligibility

- Must comply with Curling Canada Eligibility Requirements
- Each team shall consist of one (1) male and one (1) female.
- Teams may consist of a maximum of two (2) players plus one (1) coach.

III – Format of Play

The format of play for the Provincial shall be determined by the Curling NB Competitions Committee. The format shall guarantee a minimum of three (3) games for each team.

All games in the Championship shall be:

- Eight (8) ends' duration. If a game is tied after the allotted eight (8) ends, the teams shall play extra ends until a winner is declared.
- Officiated
- Timed

IV – Ranking / Seeding

If needed, seeding will be done by first by CTRS points for all teams that compete. After teams are ranked in this manner, all other teams will be self ranking, by all the teams registered for the event.

NOTE: CUT-OFF DATE TO DETERMINE CTRS POINTS WILL BE THE REGISTRATION DEADLINE DATE.

V – Rocks

- The stones deemed not in use for each draw become the position stones and are marked with colored bands or X'ed with tape.
- General rotation of stones is 1-2, 3-4, 5-6, 7-8
- The position stones are rotated to keep the sets used the same amount.
- Once they are determined for that session, they remain the same throughout that game/session. With a TKO the stones will be rotated just once a day. Day 1 1-2, Day 2 3-4, etc.
- The position stones should not be delivered in practice, one of each color is taken to the away end before practice or players can move them just before the game starts.
- If a team delivers a clearly marked "positioned" stone, the last delivered stone of that team is removed from play, as soon as the infraction is realised. If the same violation happens any subsequent time by the same team during the same competition, the team will forfeit the game(s).,
- The players set their own positioned stones for every end.
- Teams will practice with the 6 stones (of their color) and choose the spare after the pre-game practice and LSD.

- The spare stone will be marked and kept at home end. Spare can be brought in after any end. Can be changed again as often as wanted.

VI -Pre-Game

For this championship a "coin toss" will be used to determine:

- Stone handle colour. The team choosing the colour on the top of the score board will practice first the team choosing the colour on the bottom of the scoreboard will practice 2nd.
- Practice shall be seven (7) minutes, and two one (1) minute last shot draws and controlled by a game umpire

VII – Draw to the Button

- Hammer will be decided by two draws to the button following each team practice.
- Within one minute following pre-game practice, a player from the team will throw a stone (sweeping permitted). After all measurements are completed then a second player will throw.
- The team with the colour from the top of the scoreboard will practice first to the home end, while the team with the colour from the bottom of the scoreboard will practice second. The first team will throw both LSD with clockwise rotation, and their second team will throw both LSD with a counterclockwise rotation to the home end.
- Only the two game players are allowed on the ice for the last stone draws.
- The umpire will assume that every team that wins the LSD will take last stone advantage (hammer). If a team decides that they do not want hammer, the umpire is to be informed prior to practice.
- The team having the decision on the placement of the "positioned "stones shall be decided by a draw to the button as the team with the lesser combined LSD value shall have the decision on the placement of the stones for the first end. Teams are required to designate the throwing order for the LSDs prior to first practice.
- Following the first end, the team that did not score shall have the decision on the placement. In the event of a blanked end the team throwing first shall have the decision on the placement. The team whose "positioned "stone is placed in position A shall deliver the first stone of that end.

VIII – Pre-competition Practice

Practice will be set by the draw master based on team ranking.

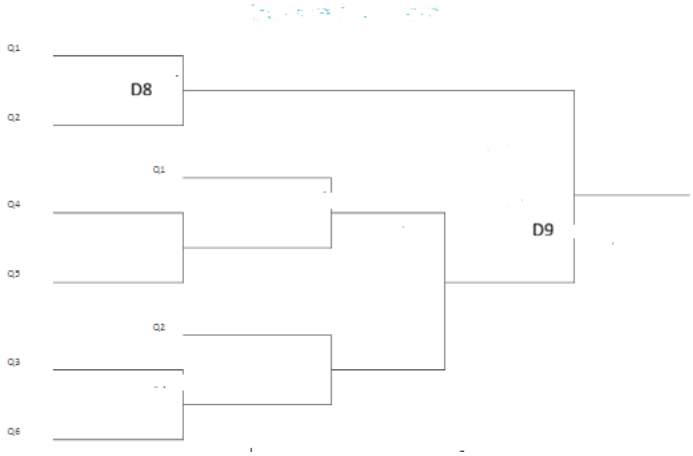
IX – Coaches

Please see Curling Canada coaching requirements & please refer to Section I of this document.

X – Playoffs

- For playoff games teams can use all 8 stones and after practice choose a spare and 2 positioned stones are marked.

- In Games D8 & D9 the top ranked team will be awarded color handle of their choice with top of the scoreboard colour practicing first and bottom of the scoreboard colour second practice.
- Regardless of record LSD will be used for hammer in all playoff games.
- Playoff teams in games D8 & D9 may choose any rocks of the assigned colour from all sheets used in the championship. No handles will be changed.
- Championship bracket shown below:



XI – Other

- Teams must play with two (2) players (one (1) male and one (1) female) at all games.
- There are no substitutions in this event after registration. If both players are not available, the team must forfeit.
- Every effort will be made to limit games to three (3) per day, especially during playoffs but in extreme time restraints 4 games may occur

Section 2: Registration & Payment

General

THE COMPETITION DIRECTOR SHALL ENSURE THAT THE OFFICIAL DRAW IS PUBLISHED AT LEAST TEN (10) DAYS PRIOR TO THE START OF THE CHAMPIONSHIP EXCEPT WHERE THE PROVINCIAL SEEDING RULES APPLY, IN WHICH CASE THE OFFICIAL DRAW WILL BE PUBLISHED NO LATER THAN TWO (2) DAYS PRIOR TO THE FIRST DRAW OF THE CHAMPIONSHIP FINAL.

Procedure

Curling NB prescribes the following procedures for submitting registration:

- Registration forms must be fully completed 'on-line' and include the names of all 4 team members on or before the registration & payment deadline date.
- On-line Registration and entry fees must be received by the Curling NB office on or before midnight on the closing date for registration.
- Entrants will receive an automated e-mail notice when their registration has been completed/accepted for that event.

Refunds

The Curling NB Competitions Committee shall use the following guidelines for refunding registration fees due or paid prior to the commencement of the event:

- A team may withdraw from an Event prior to the close of registration deadline and any registration fee paid shall be refunded in full subject only to a handling fee which shall not exceed Forty Dollars ($40.00).
- Any team withdrawing after the Registration deadline will not receive reimbursement of their registration fee AND all players will be disqualified from competing in the same competition the next curling season.

Registration Deadline

General

Curling NB shall establish deadline dates to signify the close of registration for each of its Championship events. Entry fees are due on the same date as the registration deadline.

This shall be done and posted on the Curling NB website by October 1

Procedure

Curling NB shall ensure that the deadline is set no fewer than 3 weeks prior to the start of the Championship.

Extensions

From time-to-time Curling NB may need to extend the deadline for the close of registration. This will only occur if Curling NB Online registration fails on the day of the

Section 3: Formats

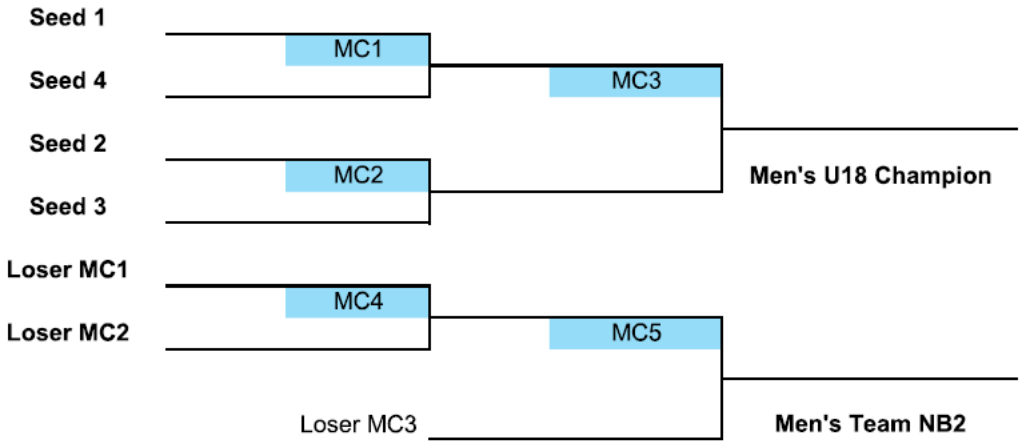
Overview

As all our championships are now open and we have seen fewer teams entering, we need to look for better ways to set up our events. To allow us to run our championships well, find the best representatives and plan ahead, we will move forward this season with a pilot program to test choosing formats based on number of teams entered. All Curling NB Championships (except Mixed Doubles):

- 2 Teams
  - Best 3 of 5 Games
  - No Playoff
- 3 & 4 Teams:
  - Double Round Robin
  - If one unbeaten team, it will be declared winner
  - If all teams have at least 1 loss the top 2 teams will advance to the final
  - For the 3-team scenario, if all teams have the same win loss record
    - 1st place team advances directly to final game,
    - 2nd place plays 3rd place team play in semi final
  - If 4 or more teams are tied for 1st place, the top four advance to playoffs
    - Team ranked 1st plays team ranked 4th,
    - Team ranked 2nd plays team ranked 3rd in the semi finals
    - The winners advance to the final.
- 5 to 7 Teams:
  - Single Round Robin
  - Top three teams advance to playoff round
    - 1st place team advances directly to final game,
    - 2nd place plays 3rd place team play in semi final
  - If 4 or more teams are tied for 1st place, the top four advance to playoffs
  - Team ranked 1st plays team ranked 4th, team ranked 2nd plays team ranked 3rd in the semifinals and the winners advance to the final.
- 8 + Teams:
  - Triple Knock Out
  - The team winning A, B & C sections is declared the winner.
  - If three different section winners, team who played in most qualifying games advances to the final game with the other two advancing to the semi-final.
  - If a tie, the team who qualified earliest gets a bye to the final while the other two play the semi-final.
  - LSD will continue to the playoff round

- Team ranked highest will have choice of practice, with the colour on the top of the score board will practice 1st and colour on the bottom of the scoreboard will practice 2nd

- **Youth Team Playoff format to declare 2 teams**



- **Youth Team Playoff format to declare 1 team**

