

Competition Overview

Canadian Police Curling Championship

Rules and regulations in this overview are specific to this competition. Competitors shall refer to the Canadian Curling Association rules of play for items that are not covered.

Head Official / Alternate Head Official:

- Responsible for any enforcement of rules that are required during a game.
- Will attend to all measurements. Members of both teams, except vice-skips who may observe, must stay outside the house during the measurement.
- Rules pertaining to on-ice violations cannot be appealed beyond the head or alternate head official.
- May expel a player or coach from the game or competition area for what he/she considers to be abusive or unacceptable behavior.

Equipment:

- All brooms must conform to the WCF standard – yellow approved broom heads only.

Format:

- Round Robin.
- 4 rock free guard zone.
- All round robin games and tie-breakers will be eight (8) ends. Playoff games (1 vs 2, 3 vs 4, semi-final, and final) will be ten (10) ends. Tie games will be broken by extra end(s).
- Page playoff system. 1 vs 2 winner goes straight to final. 1 vs 2 loser plays winner of 3 vs 4 game in the semi-final.
- If tie-breakers are required to determine the top 4 teams, 8 end tie-breaker game(s) will be played. A draw to the button will determine hammer, the same as round robin.

Playoff Rankings / Placement:

The top 4 teams will be ranked using the following criteria, in order:

1. Win / Loss record in round robin
2. Head to head results
3. Lowest **total** distance of **all** Last Stone Draws in round robin games

Pre-Game Practice :

-First practice is 20 minutes prior to game time. Second practice is 10 minutes prior to game time.

-The winner of the coin toss has the choice of rock colour **OR** first or second practice time, but not both.

-Each player may deliver one rock up and one rock back (8 throws per team in total).

-Pre-game practice is not mandatory, but teams must be in attendance for the Last Stone Draw (LSD).

Last Stone Draw (LSD):

-Used for all round robin games and tie-breakers.

-Immediately following your team's pre-game practice, one player from your team delivers one stone toward the home end with brushing. One team member must hold the broom at the home end.

-The head official or assigned non-competitors will measure the distance from the centre of the button. Stones that cannot be measured due to their close proximity to the pin-hole shall be assigned a distance of zero (0). Stones that are located outside the 6 foot perimeter shall be assigned a distance of 185.4 cm.

-The team with the lesser LSD distance will have last rock advantage in the first end of play.

-During first practice, if the pin-hole is covered or the house is missed, another player from that team (different from 1st player) shall immediately throw one more draw to the button. The distance from the pin-hole will again be measured in case ties occur. If that player covers the pin-hole or misses the house, a third member of the team will deliver a measured draw to the button.

-A burned stone or obvious hog line violation observed by the head official or alternate head official during the LSD will result in a distance of 185.4 cm.

-If a LSD that has come to a stop is moved by a team member prior to the measure by the official, the LSD will be assigned the distance to the next defined circle away from the button:

On or biting the button is assigned **15.2 cm**. On or biting the 4 foot is assigned **61.0 cm**. On or biting the 8 foot is assigned **121.9 cm**. On or biting the twelve foot is assigned **182.9 cm**.

Playoff Rocks, Hammer, and Practice:

-For the 1 vs 2 game, Team 1 will have choice of last rock advantage **and** first selection of a full set of rocks from any sheet. Team 2 will have second selection of a full set of rocks of the opposite colour. The team with last rock advantage will practice first.

-For the 3 vs 4 game, Team 3 will have choice of last rock advantage **and** any **remaining** (not chosen by team 1 or team 2) full set of rocks from any sheet. Team 4 will then have selection of any remaining full set of rocks of the opposite colour from Team 3. The team with last rock advantage will practice first.

-For the semi-final, the loser of the 1 vs 2 game will have choice of last rock advantage **and** any full set of rocks. The winner of the 3 vs 4 game will have choice of any remaining full set of rocks of the opposite colour. The team with last rock advantage will practice first.

-For the final, the winner of the 1 vs 2 game will have choice of last rock advantage **and** any full set of rocks from any sheet. The winner of the semi-final will then select any remaining full set of rocks of the opposite colour. The team with last rock advantage will practice first.

Substitution:

-A team shall include a minimum of 2 original players, and 1 substitute or replacement.

-Substitutes must play the position of the missing player or lower.

-Substitutes are committed to the team he/she substitutes for until being released. He/she may then substitute for another team.

-Substitutes must meet the criteria of the CPCA. There will be a substitute pool provided by the host committee.

-Substitutes cannot have been a registered member of any other team at the start of this competition.