

Ice Curling

Revised May 2018

1. Age Categories:

55 – 64

65+

Note: Older players may play in the younger age category to have a team; however, an older player should not replace an eligible, younger player on that team.

If there are 2 teams or less in a category, then that category will be deleted for that year ONLY with participation money refunded.

2. Events:

- a) Women 55 – 64
- b) Women 65+
- c) Men 55 – 64
- d) Men 65+
- e) Mixed 55 – 64
- f) Mixed 65+

3. Participation:

- (a) One team per event per Zone.
- (b) The Skip or Vice-Skip shall determine the position to be played by the 5th player. The Host Community shall provide extra players if required.
- (c) Men and women must play alternate positions.
- (d) Men's and Women's teams can consist of 4 or 5 players

4. Competition:

- (a) Canadian Curling Association Rules for general play shall apply with 55+ BC Games exceptions.
- (b) All Games, including the Finals, shall be eight ends.
- (c) All teams will play a minimum of four games wherever possible.
- (d) Age groups of 10 teams or more will be divided into two divisions. All other groups will play in a single division. Draw Master is to ensure that no team plays the same team twice when there are five or more teams competing in the age division. 7-9 teams will play a modified 4 game round robin format based on a random draw. 4-6 teams will play a standard round robin format. 3 teams may play two round robins.
- (e) If there is an uneven number of teams, the Host Community, depending on the number of teams entered in an age division, has the option of adding a team. The team is to be selected from teams that unsuccessfully attempted to qualify in the Host Zone (offer to 2nd place team and on downwards). If there were no runner-up teams, or none of the qualifiers were interested, then the opportunity to submit a runner up team to fill the

vacancy be offered to the zone with the most entries for the age division in zone competition or a team shall be assembled from members of the Host Zone.

- (f) The draws shall be prepared by the Host Chair. Wherever possible, each team will play a maximum of two games per day (exceptions to be reviewed and approved by the Rules Committee.)
- (g) The winner of the coin toss has the choice of colour or last rock. If the winner chooses the last rock, the loser chooses the colour.
- (h) A team can concede a game after the completion of a minimum of 4 ends.
- (i) In the event of a tie, an extra end shall be played.
- (j) Medal Draws will be played on Saturday. Draw times to be determined by Host Zone Draw master.

5. Placement:

After the round robin play in any division, the first and second place teams will play off for the Gold and Silver medals. The third and fourth place teams will play off for the Bronze medal.

If a group is divided into two divisions, then the top team in each division shall play off for the Gold and Silver medals and the two second place teams will play for the Bronze medals.

Number of Wins:

If ties occur in deciding placement they will be broken by using:

- (1) Result of game(s) between the two teams, winner taking higher position.
- (2) If still tied, all 4 players of each team will alternately each deliver a single draw to the button with sweepers. Cumulative draw should be after first game. Time should be allotted in the schedule for this to take place. The total distance will be recorded for each team and the team with the least distance measured will be awarded the higher position.

6. Medals:

(a) Gold, Silver and Bronze will be awarded in each event.

(b) Playoff Rules for all medal games:

- (1) There will be a 10-minute practice for each team playing in the medal playoffs.**
- (2) The team with the best record will have the choice of colour of stone or second practice.**
- (3) If two teams are tied and one team beat the other then they will have the choice of colour or second practice.**
- (4) If position cannot be determined by record, then accumulative distance to the button will be used to determine who has choice of colour or second practice.**
- (5) The team that has choice of colour will practice first.**
- (6) Practice will start half hour before scheduled game time.**
- (7) At completion of your team's 10-minute practice, one team member will throw a draw with sweeping to decide hammer. If both teams cover the button or do not have a measurable rock, then another team member will throw a second draw shot.**
- (8) If the second team records the same first throw distance as their opposition, then another team member will throw a second draw.**
- (9) If there is still a tie, another member from each team will throw and will continue until it can be determined who has the hammer.**



7. Zone Playoffs:

- (a) Zones may determine the format for playoffs as determined by the availability of ice time.
- (b) Playoffs should be arranged while ice is still generally available in the Zone.