

Ice Curling

Revised November 2019

Refer to the 55+ BC games 'General Rules Book' for additional general rules that apply to all sports.

1. Age Categories & Divisions

- Men 55-64, 65+
- Women 55-64, 65+
- Mixed 55-64, 65+

2. Events

- a) Women's teams
- b) Men's teams
- c) Mixed teams

3. Participation

- a) One team per event per zone
- b) Men and women must play alternate positions
- c) Men's and women's teams can consist of 4 or 5 participants
- d) The Skip or Vice Skip shall determine the position to be played by the fifth participant.
- e) Older participants may play in the younger age category to have a team; however, an older participant should not replace an eligible, younger participant on that team.

4. Competition

- a) Canadian Curling Association Rules for general play shall apply with 55+ BC Games exceptions.
- b) The Host Society Sport Chair will post schedules, draws and results at the venue throughout the competition.
- c) All games, including the finals, shall be eight ends
- d) All teams will play a minimum of four games wherever possible.
- e) Age categories of 10 teams or more will be divided into two divisions. All other groups will play in a single division. Host Society Sport chair is to ensure that no team plays the same team twice when there are five or more teams competing in the age division. Seven to nine teams will play a modified four game round robin format based on a random draw. Four to six teams will play a standard round robin format. Three teams may play two round robins.
- f) If there is an uneven number of teams, the Host Society, depending on the number of teams entered in an age category, 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.
- g) The draws shall be prepared by the Host Society Sport Chair. Wherever possible, each team will play a maximum of two games per day (exceptions to be reviewed and approved by the Rules Committee).
- h) 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.

- i) A team can concede a game after the completion of a minimum of four ends.
- j) In the event of a tie, an extra end shall be played.
- k) Medal draws will be played on Saturday. Draw times to be determined by Host Society Sport Chair.
- l) Placement
 - 1) After the round robin play in any division, the 1st and 2nd place teams will play off for the Gold and Silver medals. The 3rd and 4th place teams will play off for the Bronze medal.
 - 2) 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 2nd place teams will play for the Bronze medal.
 - 3) Number of wins – if ties occur in deciding placement they will be broken by using
 - i. Result of game(s) between the two teams, winner taking higher position.
 - ii. If still tied, all four participants 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.
- m) Playoff rules for all medal games
 - 1) There will be a 10 minute practice for each team playing 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 measureable 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.

5. Medals

Gold, Silver and Bronze medals shall be awarded in each event **in each age category in each division.**

6. Zone Playdowns

- a) Zones may determine the format for playdowns as determined by the availability of ice time.
- b) Playdowns should be arranged while ice is still generally available in the zone.