OLYMPIC WINTER SPORT

THE RULES OF CURLING

and

Rules of Competition

June 2011

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THE SPIRIT OF CURLING

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

REVIEW PROCESS

The Rules of Curling and the Rules of Competition will be reviewed by the World Curling Federation (WCF) Rules Committee on an annual basis. Member Associations may submit in writing suggestions for this review to the Secretariat by 15 November. The proposals will be discussed at the WCF Semi-Annual General Assembly and then voted upon at the WCF Annual General Assembly.

WCF MISSION STATEMENT

As a member of the Olympic and Paralympic families, the World Curling Federation represents curling internationally and facilitates the growth of the sport through a network of Member Associations.

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These rules apply to any game or competition to which they are made applicable by the curling organisation having jurisdiction.

R1. SHEET

(a) The length of the sheet from the inside edges of the back boards is 45.720 metres (150 feet). The width of the sheet from the inside edges of the side lines is a maximum of 5.000 m. (16 ft. 5 inches). This area is delineated by lines drawn, or by dividers placed on the perimeter. If the size of an existing facility will not permit these measurements, then the length may be reduced to a minimum of 44.501 m. (146 ft.), and the width to a minimum of 4.420 m. (14 ft. 6 in.).

(b) At each end of the sheet there are clearly visible parallel lines in the ice from side line to side line as follows:

(i) the tee line, 1.27 cm. (1/2 in.) maximum width, placed so that the centre of the line is 17.375 m. (57 ft.) from the middle of the sheet.

(ii) the back line, 1.27 cm. (1/2 in.) maximum width, placed so that the outside edge is 1.829 m. (6 ft.) from the centre of the tee line.

(iii) the hog line, 10.16 cm. (4 in.) in width, placed so that the inside edge is 6.401 m. (21 ft.) from the centre of the tee line.

(c) A centre line, 1.27 cm. (1/2 in.) maximum width, joins the midpoints of the tee lines and extends 3.658 m. (12 ft.) beyond the centre of each tee line.

(d) A hack line, 0.457 m. (1 ft. 6 in.) in length and 1.27 cm. (1/2 in.) maximum width, is placed parallel to the tee line, at each end of the centre line.

(e) A courtesy line, 15.24 cm. (6 in.) in length and 1.27 cm. (1/2 in.) maximum width, is placed 1.219 m. (4 ft.) outside and parallel to the hog lines, on each side of the sheet.

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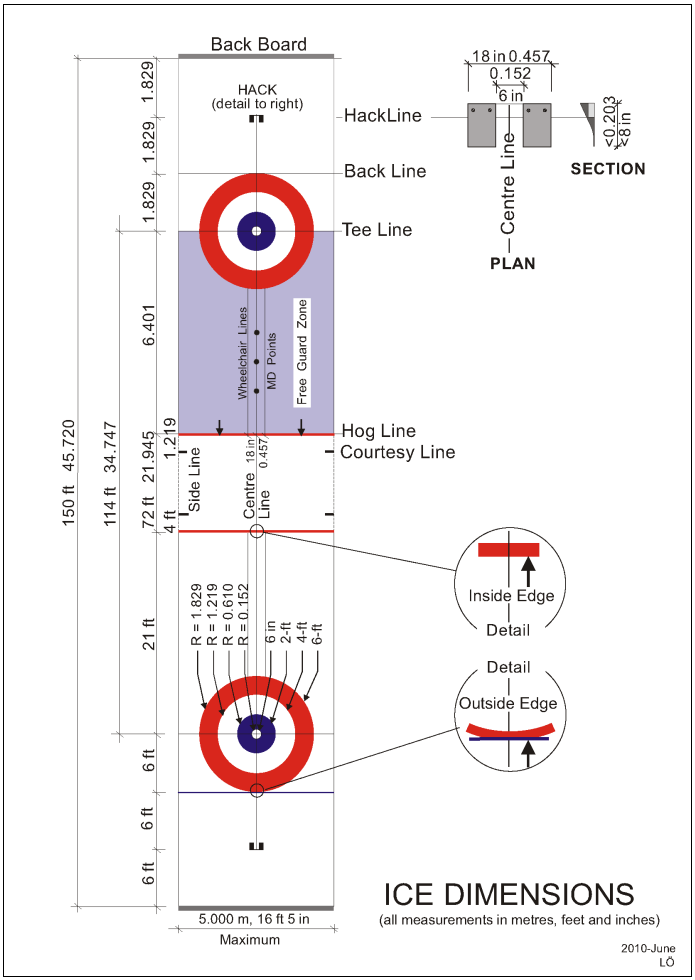

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(f) For wheelchair events, at each end of the sheet, 2 thin (i.e. – wool) wheelchair lines are placed parallel to and on opposite sides of the centre line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 0.457 m. (18 in.) from the centre line.

(g) A centre hole (tee) is placed at the intersection of each tee line and centre line. With the tee as centre, there are four concentric circles placed at each end of the sheet, with the outer edge of the outer circle having a radius of 1.829 m. (6 ft.), the next circle a radius of 1.219 m. (4 ft.), the next circle a radius of 0.610 m. (2 ft.), and the innermost circle having a minimum radius of 15.24 cm. (6 in.).

(h) Two hacks are placed on the hack line, on opposite sides of the centre line, with the inside edge of each hack 7.62 cm. (3 in.) from the midpoint of the centre line. The width of each hack shall not exceed 15.24 cm. (6 in.). The hack is attached to suitable material, and the inside edge of that material is placed on the inside edge of the hack line so that the hack does not extend more than 20.32 cm. (8 in.) in front of the hack line. If the hack is recessed into the ice, this is not to be more than 3.81 cm. (1.5 in.) in depth.

R2. STONES

(a) A curling stone is of circular shape, having a circumference no greater than 91.44 cm. (36 in.), a height no less than 11.43 cm. (4.5 in.), and a weight, including handle and bolt, no greater than 19.96 kg. (44 lbs.) and no less than 17.24 kg. (38 lbs.).

(b) Each team uses a set of eight stones having the same handle colour and individually identified by visible markings. If a stone is damaged and becomes unsuitable for play, a replacement stone is used. If a replacement stone is not available, a stone previously delivered in the end is redelivered.

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(c) If a stone is broken in play, the teams use the “Spirit of Curling” to decide where the stone(s) should be placed.

(d) If a stone rolls over while in motion, or comes to rest on its side or top, it is removed from play immediately.

(e) Should a handle completely separate from a stone during delivery, the delivering player has the option of either allowing the play to stand, or of redelivering the stone after any displaced stones have been replaced to their original positions.

(f) A stone that does not come to rest completely beyond the inside edge of the hog line at the playing end is removed from play immediately, except when it strikes another stone, in which case it remains in play.

(g) A stone that completely crosses the outside edge of the back line at the playing end is removed from play immediately.

(h) A stone that touches a divider or a side line is removed from play immediately and is prevented from entering adjacent sheets.

(i) A stone may be measured only visually until the last stone of the end has come to rest, except to determine if a stone is in play, or, prior to playing the second, third, or fourth stone of an end, to determine if a stone is in the Free Guard Zone.

(j) Teams are not to make alterations to, nor place any object on or over, their game stones.

R3. TEAMS

(a) A team is composed of four players. Each player delivers two stones, in consecutive order in each end, while alternating with an opponent.

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(b) A team declares its delivery rotation, and the skip and vice-skip positions, prior to the start of a game and maintains that rotation and those positions throughout that game subject to (d) (ii).

(c) If a player is missing at the start of a game, the team may either:

(i) start the game with three players, the first two players delivering three stones each, and the third player delivering two stones, in which case the missing player may enter the game in the declared delivery rotation and position at the start of an end; or

(ii) start the game using a qualified alternate.

(d) Where a player is unable to continue to play in a game, the team may either:

(i) continue play with the remaining three players, in which case the player who left the game may re-enter at any time provided that the returning player's two stones are delivered within the team's declared delivery rotation in that end. A player may leave and return to a game only one time in any game; or

(ii) bring in a qualified alternate at the beginning of an end, in which case the delivery rotation and the skip and vice-skip positions may be changed (the revised rotation of play applying for the remainder of that game), and the replaced player may not re-enter the game.

(e) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.

(f) A team may not use more than one qualified alternate in a game.

(g) If a player delivers the first allocated stone of an end and is unable to deliver the second allocated stone, the following is the procedure for the remainder of that end. If the player is the:

(i) first player, the second player delivers the stone

(ii) second player, the first player delivers the stone

(iii) third player, the second player delivers the stone

(iv) fourth player, the third player delivers the stone

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(h) If a player whose turn it is to deliver is unable to deliver both of the allocated stones during an end, the following is the procedure for the remainder of that end. If the player is the:

(i) first player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones

(ii) second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones

(iii) third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones

(iv) fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

(i) During the process of delivery the players take stationary positions along the sidelines between the courtesy lines. However:

1) the skip and/or vice-skip may take stationary positions behind the back line at the playing end, but must not interfere with the choice of place of the skip or vice-skip of the delivering team.

2) the player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering end.

(ii) The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team. If such an action occurs, or an external force distracts a player during delivery, that player has the option of allowing the play to stand, or of redelivering the stone after all displaced stones have been replaced to their original positions.

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(b) Delivering Team:

(i) The skip, or the vice-skip when it is the skip's turn to deliver, is in charge of the house.

(ii) The player in charge of the house is positioned inside the hog line, and on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.

(iii) The players who are not in charge of the house or delivering a stone take positions to sweep.

R5. DELIVERY

(a) Unless predetermined, or decided by the Last Stone Draw (LSD), the teams opposing each other in a game shall use a coin toss to determine which team delivers the first stone in the first end. This order of play shall be maintained until one team scores, after which the team that most recently scored delivers the first stone in any subsequent end.

(b) Unless predetermined, the team playing the first stone of the first end has the choice of stone handle colour for that game.

(c) Right-handed deliveries are delivered from the hack on the left of the centre line and left-handed deliveries are delivered from the hack on the right of the centre line. A stone delivered from the wrong hack is removed from play, and any displaced stones are replaced to their original positions by the non-offending team.

(d) A stone must be clearly released from the hand before it reaches the hog line at the delivering end. If the player fails to do so, the stone is immediately removed from play by the delivering team.

(e) If a hog line violation stone is not immediately removed and strikes another stone, the delivered stone is removed from play by the delivering team, and any displaced stones are replaced to their original positions by the non-offending team.

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(f) A stone is in play when it reaches the tee line at the delivering end. A stone that has not reached the tee line at the delivering end may be returned to the hack and redelivered.

(g) All players must be ready to deliver their stones when their turns come, and not take an unreasonable amount of time to play.

(h) If a player delivers a stone belonging to the opposing team, that stone is allowed to come to rest, and is then replaced by a stone belonging to the delivering team.

(i) If a player delivers a stone out of proper rotation, the end continues as if the mistake had not occurred. The player who missed a turn delivers the last stone for that team in that end. If it cannot be determined which player delivered out of proper rotation, the player who delivered the first stone in the end for that team delivers the last stone for that team in that end.

(j) If a player inadvertently delivers too many stones in one end, the end continues as if the mistake had not occurred and the number of stones allocated to the last player of the offending team shall be reduced accordingly.

(k) If a team delivers two stones in succession in the same end:

(i) the second stone is removed and any displaced stones replaced to their original positions by the non-offending team. The player who delivered the stone played by mistake, redelivers it as the last stone for the team in that end.

(ii) should the infraction not be discovered until after the delivery of a subsequent stone, the end is replayed.

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R6. FREE GUARD ZONE (FGZ)

(a) A stone that comes to rest between the tee line and the hog line at the playing end, excluding the house, is deemed to be within an area designated as the FGZ. Also, stones that are in play, on or before the hog line, after striking stones in the FGZ, are deemed to be in the FGZ.

(b) If, prior to the delivery of the fifth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone to be moved from the FGZ to an out-of-play position, then the delivered stone is removed from play, and any displaced stones are replaced to their original positions by the non-offending team.

R7. SWEEPING

(a) The sweeping motion is in a side-to-side direction (it need not cover the entire width of the stone), deposits no debris in front of a moving stone, and finishes to either side of the stone.

(b) A stationary stone must be set in motion before it can be swept. A stone set in motion by a delivered stone, either directly or indirectly, may be swept by any one or more of the team to which it belongs anywhere in front of the tee line at the playing end.

(c) A delivered stone may be swept by any one or more of the delivering team anywhere in front of the tee line at the playing end.

(d) No player may sweep an opponent's stone except behind the tee line at the playing end, or start to sweep an opponent's stone until it has reached the tee line at the playing end.

(e) Behind the tee line at the playing end, only one player from each team may sweep at any one time. This may be any player of the delivering team, but only the skip or vice-skip of the non-delivering team.

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(f) Behind the tee line, a team has first privilege of sweeping its own stone, but it must not obstruct or prevent its opponent from sweeping.

(g) If a sweeping violation occurs, the non-offending team has the option of allowing the play to stand, or of placing the stone, and all stones it would have affected, where they would have come to rest had the violation not occurred.

R8. TOUCHED MOVING STONES

(a) Between the tee line at the delivering end and the hog line at the playing end:

(i) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, the touched stone is removed from play immediately by that team.

(ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, or is affected by an external force:

1) If the stone was the delivered stone, it is redelivered

2) If the stone was not the delivered stone, it is placed where the team to which it belongs reasonably considers it would have come to rest had it not been touched.

(b) Inside the hog line at the playing end:

(i) If a moving stone is touched, or is caused to be touched, by the team to which it belongs, or by its equipment, all stones are allowed to come to rest, after which the non-offending team has the option to:

1) remove the touched stone, and replace all stones that were displaced after the infraction to their original positions; or

2) leave all stones where they came to rest; or

3) place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.

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(ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, all stones are allowed to come to rest, after which the non-offending team places the stones where it reasonably considers the stones would have come to rest, had the moving stone not been touched.

(iii) If a moving stone is touched, or is caused to be touched, by an external force, all stones are allowed to come to rest, and then placed where they would have come to rest if the incident had not occurred. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions. If agreement on the original positions cannot be reached, the end is replayed.

(c) Last Stone Draw (LSD) stones:

(i) If a member of the delivering team touches a moving stone, or causes it to be touched, the stone will be removed and recorded as 185.4 cm (6 ft. 1 in.).

(ii) If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.

(iii) If an external object touches a moving stone, or causes it to be touched, the stone will be redelivered.

R9. DISPLACED STATIONARY STONES

(a) If a stationary stone which would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced, by a player, it is replaced in its original position by the non-offending team.

(b) If a stationary stone which would have had no effect on the outcome of a moving stone is displaced, or caused to be displaced, by an external force, it is replaced in its original position, with agreement of the teams.

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(c) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by a player, all stones are allowed to come to rest and then the non-offending team has the option to:

(i) leave all stones where they came to rest; or

(ii) remove the stone whose course would have been altered from play and replace in their original positions any stones that were displaced after the violation; or

(iii) place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.

(d) If a stone which would have altered the course of a moving stone is displaced, or caused to be displaced, by an external force, all stones are allowed to come to rest, and are then placed in the positions in which they would have come to rest had a stone not been displaced. If the teams cannot agree, the stone is redelivered after all displaced stones have been replaced to their original positions. If agreement on the original positions cannot be reached, the end is replayed.

(e) If a displacement is caused by stones deflecting off the sheet dividers, the stones are replaced to their original positions by the non-delivering team.

(f) Last Stone Draw (LSD) Stones:

(i) If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone will be removed and recorded as 185.4 cm (6 ft. 1 in.).

(ii) If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced to its original position by the delivering team.

(iii) If an external force displaces a stationary stone, or causes it to be displaced, before the official completes the measurement, the stone is replaced to its original position by the delivering team.

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R10. EQUIPMENT

(a) No player shall cause damage to the ice surface by means of equipment, hand prints, or body prints.

(b) Teams must not use electronic communication equipment, or any device to modify the voice, during a game.

(c) When a properly functioning electronic hog line device is being used:

- (i) The handle must be properly activated so that it is functioning during the delivery, or it will be considered a hog line violation stone.
- (ii) A glove or mitt must not be worn on the delivery hand during the delivery of a stone.

(d) A player may change the type of brush or synthetic broom at any time during a game, provided there is no delay. A player choosing to sweep with a corn broom must use only that style of broom during the entire game.

(e) The use of a delivery stick shall be restricted as follows:

- (i) The delivery stick may not be used in any WCF competition or qualifying event, except wheelchair events.
- (ii) Players choosing to deliver with a delivery stick must use that device for the delivery of all their stones during the entire game.
- (iii) The stone must be delivered along a straight line from the hack to the intended target.
- (iv) The stone must be clearly released from the delivery stick before either foot of the player delivering the stone has reached the tee line at the delivering end.
- (v) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

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R11. SCORING

(a) The result of a game is decided by a majority of points at the completion of the scheduled ends of play, or when a team concedes victory to its opponent, or when one team is mathematically eliminated. If the score is tied at the completion of the scheduled ends, play continues with extra end(s) and the team that scores first wins the game.

(b) At the completion of an end (when all stones have been played), a team scores one point for each of its own stones located in or touching the house that are closer to the tee than any stone of the opposition.

(c) The score of an end is decided when the skips or vice-skips in charge of the house agree upon the score. If stones that may have affected the points scored in an end are displaced prior to that decision, the non-offending team receives the benefit that might have accrued from a measurement.

(d) When determining the score of an end, if teams cannot visually decide which stones are closer to the tee, or whether a stone is touching the house, a measuring device is used. Measurements are taken from the tee to the nearest part of the stone. The person in charge of the house from each team is allowed to observe any measurement that is made by a measuring device.

(e) If two or more stones are so close to the tee that it is impossible to use a measuring device, the determination is made visually.

(f) If a decision cannot be reached, either visually or with a measuring device, the stones are considered equal, and:

(i) If the measure was to determine which team scored in the end, the end is blanked.

(ii) If the measure was to determine additional points, only the stones closer to the tee are counted.

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(g) Should an external force cause the displacement of stones that would have affected the score prior to agreement of the score, the following applies:

(i) If the displaced stones would have determined which team scored in an end, the end is replayed.

(ii) If a team secured a point(s), and the displaced stone(s) would have determined if an additional point(s) was scored, that team has the option of replaying the end or of keeping the point(s) already secured.

(h) A team concedes a game only when it is the delivering team. When a team concedes the game before the completion of an end, the score of the end is determined at that time, in the following manner:

(i) If both teams still have stones to be delivered, "X"s are placed on the scoreboard.

(ii) When only one team has delivered all of its stones:

1) If the team that delivered all its stones has stone(s) counting, no points are given, "X"s are placed on the scoreboard unless the points are required to determine the outcome.

2) If the team that did not deliver all its stones has stone(s) counting, these points are given and placed on the scoreboard.

3) If no stones are counting, "X"s are placed on the scoreboard.

(i) If a team does not commence play at the designated time, the following takes place:

(i) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one point, and will have last stone in the first end of actual play; one end is considered completed.

(ii) If the delay of the start of play is 15-30 minutes, then the non-offending team receives one additional point, and last stone in the first end of actual play; two ends are considered completed.

(iii) If play has not started after 30 minutes, then the non-offending team is declared the winner by forfeit.

(j) The final score of a forfeited game is recorded as "W - L" (win - loss).

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R12. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game recommences where play was stopped.

R13. WHEELCHAIR CURLING

(a) Stones are delivered from a stationary wheelchair.

(b) When the stone is delivered between the hack and the outermost edge of the top of the house at the delivering end, the chair must be positioned so that at the start of the delivery the stone is positioned on the centre line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the delivering end, the chair must be positioned so that at the start of the delivery the entire width of the stone is within the wheelchair lines.

(c) During delivery, the feet of the player delivering the stone must not touch the ice surface and the wheels of the chair must be in direct contact with the ice.

(d) The delivery of the stone is undertaken by the conventional arm/hand release or by the use of an approved delivery stick. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivering end.

(e) A stone is in play when it reaches the hog line at the delivering end. A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered.

(f) Sweeping is not permitted.

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(g) For WCF wheelchair competitions, each on-ice team must have four players delivering stones and must be comprised of both genders at all times during games.

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(h) All games will be scheduled for 8 ends.

R14. MIXED DOUBLES CURLING

(a) A team is composed of two players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both players playing for the entire game. One coach will be allowed for each team.

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(b) The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed prior to the beginning of each end are eligible to be counted in the scoring.

(c) Each game will be scheduled for 8 ends.

(d) Each team shall deliver 5 stones per end. The player delivering the team's first stone of the end must also deliver the team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

(e) No stone in play, including the "positioned" stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

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(f) Prior to the start of every end, one team shall place its "positioned" stone at the playing end of the sheet in one of two positions, designated A and B. The opponent's "positioned" stone shall then be placed in whichever position (A or B) remains vacant. The location of these positions shall be as follows:

(i) Position A: Placement so that the stone is bisected by the centre line and is either immediately in front of or immediately behind one of 3 points in the ice. The points are placed on the centre line:

1) at the mid-point between the hog line and the outermost edge of the top of the house.
2) 0.915 m. (3 feet) from the mid-point closer to the house.
3) 0.915 m. (3 feet) from the mid-point closer to the hog line.

Based on the ice conditions, the teams shall determine the specific placement for each sheet for Position A to be used prior to the start of the pre-game practice and that same placement must be used for the entire game.

(ii) Position B: Placement so that the stone is in the back of the house, bisected by the centre line and abutting the back edge of the tee.

(g) The team having the decision on the placement of the "positioned" stones shall be:

(i) Teams opposing each other in the game shall use the Last Stone Draw (LSD) to determine which team has the decision in the first end. The team with the lesser LSD distance shall have the decision on the placement.

(ii) Following the first end, the team that did not score shall have the decision on the placement.

(iii) If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end.

(h) The team whose "positioned" stone is placed in Position A (in front of the house) shall deliver the first stone in that end, and the team whose "positioned" stone is placed in Position B (in the house) shall deliver the second stone in that end.

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(i) While the team is in the process of delivery, the non-delivering player must be positioned inside the hog line and on the ice surface at the playing end of the team's sheet. After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team's delivered stones, including the LSD.

(j) If a player delivers a stone out of proper rotation, that stone is returned to the hack to be delivered by the correct player, after any displaced stones have been replaced to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred.

R15. PROHIBITED SUBSTANCES

The use of all performance-enhancing drugs, whether taken knowingly or otherwise, is unethical and prohibited.

R16. INAPPROPRIATE BEHAVIOUR

Improper conduct, foul or offensive language, equipment abuse, or wilful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s) by the curling organisation having jurisdiction.

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C1. GENERAL

(a) The rules of play for WCF competitions are the current rules of the World Curling Federation (WCF). If there are any modifications, these are explained during the Team Meeting.

(b) The dates of the WCF competitions are determined by the Executive Board of the WCF.

(c) The playing and event schedules are determined by the WCF in consultation with the Host Committee.

(d) Smoking within the confines of the competition area at WCF competitions is prohibited.

(e) The WCF Anti-Doping rules and procedures, which meet the requirements of the World Anti-Doping Agency are applicable, and published in the WCF Anti-Doping Pamphlet.

(f) Any variation from the recommended sheet measurements must be approved by the WCF.

(g) For WCF Championships, gold medals are awarded to the first placed team, silver medals to the second placed team, and bronze medals to the third placed team. The players (5, Mixed Doubles 2), and their coach, receive medals, if they are in attendance and fulfil their team obligations, and are allowed on the podium. For the Olympic Winter Games, and the Paralympic Winter Games, only the players (5) receive medals and are allowed on the podium.

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C2. PARTICIPATING TEAMS

(a) Each team is designated by its Association/Federation.

(b) If a designated team is unable or unwilling to participate, the Association/Federation involved nominates another team.

(c) The teams for each event must be declared at least 14 days prior to the start of the competition.

(d) All players at a WCF competition must be bona fide members in good standing of their Associations/Federations.

(e) To be eligible to play in the World Junior Curling Championships (WJCC) and qualifying events, a player must be less than 21 years of age by the end of the 30th day of June of the year immediately preceding the year in which the championship is to take place.

(f) To be eligible to play in the World Senior Curling Championships (WSCC) and qualifying events, a player must be not less than 50 years of age by the end of the 30th day of June of the year immediately preceding the year in which the championship is to take place.

(g) To be eligible to play in the World Wheelchair Curling Championship (WWhCC) and qualifying events, a player must have substantial demonstrable impairments in leg/gait function and use a wheelchair for daily mobility, or qualify within the eligibility criteria.

(h) All players and their coach must attend the Team Meeting. Failure to do so, without approval of the Chief Umpire, results in the forfeit of the last stone advantage for that team in its first game. For teams in post round robin play, the mandatory one or two team members (players and/or coach) must attend the play-off meetings, or the team will lose the choices (first or second practice, colour of stones, etc.) to which they would normally be entitled.

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(i) The team delivery rotation, skip and vice-skip positions, alternate player, and coach are listed on the original team line-up form, and submitted to the Chief Umpire at the end of the Team Meeting. The team leader / national coach / translator, if appropriate, are also listed. A game team line-up form must be submitted to the Chief Umpire at least 15 minutes prior to the pre-game practice to either confirm the original team line-up or to indicate a change.

(j) A team must start a competition with four players delivering stones.

(k) While a game is in progress, the coach, the alternate player, and all other team officials are prohibited from communicating with their team or being within the playing area except during specifically designated breaks or a team time-out. This restriction applies to all verbal, visual, written, and electronic communication, including any attempt to signal for the implementation of a team time-out. The coach, the alternate player, and one team official may participate in the pre-event and the pre-game practices, but may not communicate with their team during the LSD. During the game, there shall be no communication of any sort from the coach bench to anyone who is not sitting in that designated area.

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(l) For the purpose of identification to the media and to the public, teams are referred to by the name under which their Association/Federation competes, and by the name of the skip.

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C3. UNIFORMS / EQUIPMENT

(a) All team members wear identical uniforms and appropriate footwear when accessing the field of play for games or practice sessions. The team wears light-coloured shirts and playing jackets/sweaters when assigned stones with light-coloured handles, and wears dark-coloured shirts and playing jackets/sweaters when assigned stones with dark-coloured handles. The colour of these garments shall be registered with the WCF prior to the start of each competition. The team coaches/officials must wear a team or national uniform whenever accessing the field of play. Red is considered to be a dark colour.

(b) Each shirt and jacket/sweater has the player's surname, in 5.08 cm. (2-in.) or larger letters, across the upper back of the garment, and the name under which their Association/Federation competes, in 5.08 cm. (2-in.) or larger letters, across the back above the waist. If desired, a national emblem may also be worn on the back, but only in addition to the name under which the Association/Federation competes, and displayed between that name and the player's surname. When two or more team members have the same surname, the first letter(s) of their given names are also displayed.

(c) Advertising is permitted on a player's clothing or equipment strictly in accordance with the current guidelines issued by the WCF. The WCF may, in its sole discretion, forbid the use of any clothing or equipment that it feels is unacceptable or unsuitable for WCF competition play. The current WCF Dress Code can be found on Page 54 of this book.

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C4. PRE-GAME PRACTICE

(a) Prior to the start of every game at WCF competitions, each team is allowed a pre-game practice on the sheet on which it will be playing.

(b) The time and duration of the pre-game practice is given at the Team Meeting.

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(c) The schedule for pre-game practices during the round robin will be predetermined as much as possible, based on the criterion that each team has first and second practice an equal number of times. For the round robin games where this cannot be predetermined the winner of a coin toss will have the choice of first or second practice.

(d) In post round robin games, the team delivering the last stone in the first end practices first.

(e) If the Chief Ice Technician deems it necessary, the ice will be cleaned, and the slide path re-pebbled, after the pre-game practice.

C5. LENGTH OF GAMES

(a) In competitions in which 10 ends are scheduled, a minimum of 6 ends must be completed in round robin and tie-breaker games, and 8 ends must be completed in play-off games.

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

C6. GAME TIMING

(a) Each team shall receive 73 minutes of playing time for a 10 end game and 59 minutes of playing time for an 8 end game (68 minutes in wheelchair curling, 46 minutes in mixed doubles curling). This time is recorded, and visible to the teams and coaches, throughout the game.

(b) When a team delays the start of a game, the playing time allotted to each team is reduced by 7 minutes (8 minutes in wheelchair curling, 6 minutes in mixed doubles curling) for each end which was considered completed (Rules of Curling R11(i) apply).

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(c) When extra ends are required, the game clocks are reset and each team receives 9 minutes of playing time for each extra end (10 minutes in wheelchair curling, 8 minutes in mixed doubles curling).

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(d) The game, and the delivering team's game clock, starts when the first stone of the game reaches the tee line (hog line in wheelchair curling) at the delivering end. The delivering team's game clock continues to run until:

(i) all stones have come to rest in play or have crossed the back line and

(ii) stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their original positions and

(iii) the playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line and the deliverer and sweepers have moved to the sides of the sheet.

When all of the above criteria are met, the non-delivering team becomes the delivering team, and its game clock is started.

If stones need to be repositioned due to a violation caused by the non-delivering team, its game clock will be started.

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

(e) A team delivers stones only when its game clock is running or scheduled to be running. Any violation results in the stone being redelivered after any displaced stone(s) have been returned to their original position(s). The offending team's game clock runs during the replacement of the stones and the redelivery.

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(f) Both game clocks are stopped when the final stone of the end, and all stones it affects, have come to rest in play, or have crossed the back line. After the teams have agreed on the score for that 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 determined for each competition and explained at the Team Meeting. When a break is of 3 minutes or more, the teams are informed when 1 minute of the break remains. The delivering team's game clock will automatically start at the conclusion of the break or when the delivered stone reaches the tee line (hog line in wheelchair curling). The first stone cannot be delivered before 10 seconds or less remains in the break time. The length of the break will normally be:

(i) 1 minute at the completion of each end, except as noted in (f)(ii). Teams cannot meet, or communicate in any way, with a coach, the alternate player or any other team official.

(ii) 5 minutes at the completion of the end that defines the halfway point in the game. Teams are allowed to meet with a coach, the alternate player and one other team official within the playing area.

(g) Game clocks are stopped at any time an umpire intervenes.

(h) 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.

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

(j) 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 delivering end within 45 seconds, the stone is removed from play immediately.

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(k) 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 delivering end before time expires, the stone is considered delivered in time.

C7. TEAM TIME-OUTS / TECHNICAL TIME-OUTS

(a) Team time-outs will not be allowed if time clocks are not being used.

(b) Each team may call one 60 second team time-out during each game and one 60 second team time-out in each extra end.

(c) Procedures for a team time-out are as follows:

(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.

(iii) Players signal a team time-out by using a "T" hand signal. The coach will be given "free" travel time (the clock will be stopped) to get to the team, the amount of time determined at each event by the Chief Umpire. The clock restarts when the coach reaches the team.

(iv) Only one person, who is sitting in the designated coaching area and a translator, if required, of the team that called the team time-out is allowed to meet with the team. The 60 second team time-out begins as soon as contact is made with the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface.

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

(vi) When the 60 second team time-out has expired, the person from the coach's bench must stop conferring with the team and leave the playing area immediately.

(d) 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.

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C8. STONE ASSIGNMENT

(a) The team listed first in the draw schedule for the round robin games will play the stones with the dark coloured handles; the team listed second will play with the stones with the light coloured handles.

(b) For round robin games, a Last Stone Draw (LSD) is played at the conclusion of the team's pre-game practice. One player delivers one stone, with sweeping allowed, to the tee at the home end. All stones finishing in the house are measured. Stones that do not finish in the house are recorded as 185.4 cm. (6 ft. 1 in.). Stones that finish so close to the tee that they cannot be measured are recorded as 0.0 cm. The team with the lesser LSD distance has the choice of delivering first or second stone in the first end. If neither team has a stone that finishes in the house, or both teams record the same distance, a coin toss will decide which team has the choice of delivering the first or second stone in the first end.

(c) When round robin play is used at WCF competitions, with each competing team playing all other teams, first stone in the first end of post round robin games is determined as follows:

(i) The team with the better win/loss record has the choice of playing first or second stone in the first end.

(ii) If the teams have the same win/loss record, the winner of their round robin game has the choice of playing first or second stone in the first end.

(iii) Notwithstanding (i) and (ii), for competitions that use the Page play-off system, the team that wins the 1 versus 2 game has the choice of delivering the first or second stone in the first end of the gold medal game; the team that loses the semi-final game has the choice of delivering the first or second stone in the first end of the bronze medal game.

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(d) At WCF competitions when teams play a round robin in separate groups, for the playoff game(s) the team with the lesser DSC has choice of either the first or second practice or the stone handle colour. The LSD will then determine which team has the choice of delivering the first or second stone in the first end.

(e) In post round robin games where the team delivering the first stone in the first end has been pre-determined, the team delivering the first stone of the first end has the choice of stone handle colour.

C9. TEAM RANKING PROCEDURE

(a) A team tied for a place in the play-offs is not eliminated in any way other than by losing an extra game.

(b) In determining the member association(s) to be challenged/relegated, tie-breaker games shall be played, as necessary. No team in a challengeable position shall avoid being challenged other than by winning an extra game.

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

(i) Teams will be ranked according to their win/loss record;

(ii) If two teams are tied, the team that won their round robin game will be ranked higher;

(iii) 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);

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(iv) For all remaining teams whose ranking cannot be determined by (i) or (ii) or (iii), ranking is determined using the Draw Shot Challenge (DSC). The DSC is the average distance of the Last Stone Draws (LSD) which were played by a team during the round robin portion of a competition. The single least favourable LSD result is automatically eliminated before calculating this average distance. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal LSD receives the higher ranking. In case all LSDs are equal, the team ranked higher in the WCF World Rankings is ranked higher.

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(v) The final ranking of teams that lose in a tie-breaker will be determined as follows:

1) Teams that are eliminated in an earlier tie-breaker session are ranked lower.

2) Teams that lose in the same tie-breaker session are ranked according to the same criteria as (c) (ii), (iii) and (iv).

C10. UMPIRES

(a) The WCF appoints a Chief Umpire and the Deputy Chief Umpire(s) for every WCF competition. These officials should include both men and women. Officials are approved by their respective Associations/Federations.

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

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

(d) 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.

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

(f) All matters pertaining to the rules are adjudicated by an umpire. In the event that there is an appeal against an umpire's decision, the decision of the Chief Umpire is final.

(g) The Chief Umpire may eject a player, coach or team official from a game for what is considered to be unacceptable conduct or language. The ejected person must leave the competition area and take no further part in that game. When a player is ejected from a game, an alternate player may not be used in that game, for that player.

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

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Olympic Winter Games (OWG) – Men & Women

- 10 teams for each gender… 1 team from the Host National Olympic Committee (NOC) + 9 teams from the NOCs which gained the most qualification points from the three previous Men's and Women's World Curling Championships.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: Semifinals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

Paralympic Winter Games (PWG) – Mixed Gender Teams

- 10 teams … 1 team from the Host National Paralympic Committee (NPC) + 9 teams from the NPCs which gained the most qualification points from the three previous World Wheelchair Curling Championships.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Olympic Winter Games.

Winter University Games (WUG) – Men & Women University Students

- 10 teams for each gender… 1 team from the Host Association + 9 teams from the Associations which gained the most qualification points from the two previous Men's and Junior Men's, Women's and Junior Women's World Curling Championships, and the previous Universiade.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Olympic Winter Games.

World Curling Championships – Men (WMCC) & Women (WWCC)

- 12 teams (qualification process explained on Page 37).
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: Page: Team ranked 1st plays against the team ranked 2nd. The winner advances to the final game, the loser goes to the semifinal game. Team ranked 3rd plays against the team ranked 4th. The winner advances to the semifinal game, the loser goes to the bronze medal game. The winner of the semifinal advances to the final, the loser goes to the bronze medal game.

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World Junior Curling Championships (WJCC) – Junior Men & Junior Women

- 10 teams for each gender (qualification process explained on Page 38).
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Men's and Women's World Curling Championships.

World Senior Curling Championships (WSCC) – Men & Women

- Open number of entries (qualification process and play-off system explained on Page 39).

World Mixed Doubles Curling Championship (WMDCC)

- Open number of entries (qualification process and play-off system explained on Page 40).

World Wheelchair Curling Championship (WWhCC) – Mixed Gender Teams

- 10 teams … 1 team from the Host Association + 7 teams from the Associations which qualified from the previous WWhCC + 2 teams from the Associations which qualified through the World Wheelchair Curling Qualification.
- Teams placed in one group, playing a round robin to establish the top four ranked teams.

Play-off System: The same system used for the Men's and Women's World Curling Championships.

Pacific Curling Championships (PCC) – Men & Women
Pacific Junior Curling Championships (PJCC) – Junior Men & Junior Women

- Open to teams from the Pacific Curling Federation (qualification process and play-off system explained on Page 41-42).

European Youth Olympic Festival (EYOF) – Junior Men & Junior Women

- 6 teams for each gender… 1 team from the Host Association + 5 teams from the European Associations which gained the most qualification points from the two previous World Junior Curling Championships.

Play-off System: Semifinal with 2 v 3, loser bronze medal; winner plays against 1 in the final.

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World Wheelchair Curling Qualification (WWhCQ) – Mixed Gender Teams

- Open to mixed gender teams from Associations that have not already qualified for the next WWhCC. Two teams will qualify from this event.
- If 1-10 teams enter they will be placed in one group; if more than ten teams enter they will be placed in two groups. The group(s) plays a round robin to establish the teams required for the playoffs.

Play-off System:

a) if one group: Team ranked 1st plays against the team ranked 2nd. Winner qualifies for the next WWhCC. The loser plays against the winner of the game between the team ranked 3rd and the team ranked 4th. Winner of that game also qualifies for the WWhCC.

b) if two groups: 1st of "A" group plays against the 1st of "B" group, winner qualifies for the next WWhCC. The loser of that game plays against the winner of the game between the 2nd in "A" group and the 2nd of "B" group; winner qualifies for the next WWhCC.

European Junior Curling Challenge (EJCC) – Junior Men & Junior Women

- Open to junior European teams that have not already qualified for the next WJCC. One or two teams will qualify from this event (the exact number is explained on Page 38).
- If 1-10 teams enter they will be placed in one group, if more than ten teams enter they will be placed in two groups. The group(s) plays a round robin to establish the teams required for the playoffs.

Play-off System:

a) if one group with one qualifier: Team ranked 1st advances to the final game. The team ranked 2nd plays against the team ranked 3rd and the winner advances to the final game. The winner of the final qualifies for the next WJCC.

b) if one group with two qualifiers: Team ranked 1st plays against the team ranked 2nd. The winner qualifies for the next WJCC. The loser plays against the winner of the game between the team ranked 3rd and the team ranked 4th. The winner of that game also qualifies for the WJCC.

c) if two groups with one qualifier: 1st of "A" group plays against the 2nd of "B" group, and the 2nd in "A" group plays against the 1st of "B" group; the winners play; the winner of that game qualifies for the next WJCC.

d) if two groups with two qualifiers: 1st of "A" group plays against the 1st of "B" group, winner qualifies for the next WJCC. The loser of that game plays against the winner of the game between the 2nd in "A" group and the 2nd of "B" group; the winner qualifies for the next WJCC.

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Field Code Changed

Hosting Zone: **Pacific**	1 team	To the Host Association / Federation.
	1 team (Pacific)	Winner of the Pacific Curling Championship (PCC), an annual Pacific Region competition, the winner (or, if the winner is the hosting Assn/Fed, the runner-up) qualifies for the WCC.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WCC is automatically qualified. The 2nd ranked American Assn/Fed, from the previous WCC, will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WCC.
	8 teams (Europe)	The 8 European Region Assn/Fed that earned their entries through a qualification system that is determined by the European Curling Federation (ECF).

Hosting Zone: **America**	1 team	To the Host Association / Federation.
	2 teams (Pacific)	Winner and Runner-up Assn/Fed from the Pacific Curling Championship, an annual Pacific Region competition.
	1 team (Americas)	The Americas Region Assn/Fed from the previous WCC that is not hosting the next WCC will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner qualifies for the next WCC.
	8 teams (Europe)	The 8 European Region Assn/Fed that earned their entries through a qualification system that is determined by the European Curling Federation (ECF).

Hosting Zone: **Europe**	1 team	To the Host Association / Federation.
	2 teams (Pacific)	Winner and Runner-up Assn/Fed from the Pacific Curling Championship, an annual Pacific Region competition.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WCC is automatically qualified. The 2nd ranked American Assn/Fed, from the previous WCC, will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WCC.
	7 teams (Europe)	The 7 European Region Assn/Fed that earned their entries through a qualification system that is determined by the European Curling Federation (ECF).

Hosting Zone: **Pacific**	1 team	To the Host Association / Federation.
	1 team (Pacific)	Winner of the Pacific Junior Curling Championship (PJCC), an annual Pacific Region competition, the winner (or, if the winner is the hosting Assn/Fed, the runner-up) qualifies for the WJCC.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WJCC is automatically qualified. The 2nd ranked American Assn/Fed, from the previous WJCC, will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WJCC.
	6 teams (Europe)	The 5 European Zone nations that finished highest at the previous WJCC are automatically qualified plus the winner of the European Junior Challenge Competition (EJCC).

Hosting Zone: **America**	1 team	To the Host Association / Federation.
	1 team (Pacific)	Winner of the Pacific Junior Curling Championship (PJCC), an annual Pacific Region competition, the winning Assn/Fed qualifying for the next WJCC.
	1 team (Americas)	The Americas Region Assn/Fed from the previous WJCC that is not hosting the next WJCC will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner qualifies for the next WJCC.
	7 teams (Europe)	The 5 European Region Assns/Feds that finished highest at the previous WJCC automatically qualify plus the top two (2) of the EJCC.

Hosting Zone: **Europe**	1 team	To the Host Association / Federation.
	1 team (Pacific)	Winner of the Pacific Junior Curling Championship (PJCC), an annual Pacific Region competition, the winning Assn/Fed qualifying for the next WJCC.
	2 teams (Americas)	The Americas Region Association/Federation that finished highest at the previous WJCC is automatically qualified. The 2nd ranked American Assn/Fed, from the previous WJCC, will be involved with any "challenges" that might come from other WCF Members in the Americas. If there is no challenge, that Assn/Fed is automatically re-qualified. If a challenge event is necessary, the winner of that event will qualify for the next WJCC.
	6 teams (Europe)	The 5 European Assns/Feds that finished highest at the previous WJCC automatically qualify plus the winner of the EJCC.

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ENTRIES	PLAYING SYSTEM	PLAYOFFS	FINAL RANKINGS
6-10 Entries	**ONE** Group group round robin + play-offs with the top 4 teams	1 v 4 winner to final, loser to 3 /4 play-off 2 v 3 winner to final, loser to 3 /4 play-off winner final – Gold loser final – Silver winner of 3-4 wins Bronze, loser 4th	5-10 based on WCF ranking procedure
11-20 Entries **Blue Group** Previously ranked teams **1,4,5,8,9,12,13,16,17,20** **Red Group** Previously ranked teams **2,3,6,7,10,11,14,15,18,19** Associations which did not play in the previous event will be randomly ranked (at the end of the list) for placement into the groups	**TWO** Groups (Blue and Red) group round robin + top two teams from each group to semifinals WCF Rule C9 - Team Ranking Procedure apply	Blue 1 v Red 2, winner to final, loser to 3 / 4 play-off Red 1 v Blue 2 , winner to final, loser to 3 / 4 play-off winner final – Gold loser final – Silver winner of 3-4 wins Bronze, loser 4th	5 - 20 based on: final position within each group will be determined as stated above Draw Shot Challenge will decide between the same ranking in each group (i.e.: Blue-4 and Red-4 the best Draw Shot Challenge will be ranked 7th)
21-30 Entries **Blue Group** Previously ranked teams **1,6,7,12,13,18,19,24,25,30** **Red Group** Previously ranked teams **2,5,8,11,14,17,20,23,26,29** **Green Group** Previously ranked teams **3,4,9,10,15,16,21,22,27,28** Associations which did not play in the previous event will be randomly ranked (at the end of the list) for placement into the groups	**THREE** Groups (Blue, Red and Green) group round robin + top team in each group goes to the semis (semi final ranking 1,2,3 decided by the results of the Draw Shot Challenge) + tie-breakers between the 2nd place team in each group to find the 4th semifinalist WCF Rule C9 - Team Ranking Procedure apply	**Quarterfinals**: (Game 1) 1st of the 1st ranked teams vs winner of the qualification game, (Game 2) 2nd of the 1st ranked teams vs 1st of the 3rd ranked teams, (Game 3) 3rd of the 1st ranked teams vs 3rd of the 2nd ranked teams, (Game 4) 1st of the 2nd ranked teams vs 2nd of the 2nd ranked teams **Semifinals**: winner of Game 1 vs winner Game 4 and winner of Game 2 vs winner Game 3. Winners in Gold game and losers play in the Bronze game	5 - 30 based on: final position within each group will be determined as stated above Draw Shot Challenge will decide between the same ranking in each of the three groups (i.e.: Blue-3, Red-3 and Green-3 the best Draw Shot Challenge will be ranked 7th, the 2nd best Draw Shot Challenge will be ranked 8th, etc.)

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ENTRIES	PLAYING SYSTEM	PLAYOFFS	FINAL RANKINGS
6-10 Entries	**ONE** Group group round robin + play-offs with the top 4 teams	1 v 4 winner to final, loser to 3 /4 play-off 2 v 3 winner to final, loser to 3 /4 play-off winner final – Gold loser final – Silver winner of 3-4 wins Bronze, loser 4th	5-10 based on WCF ranking procedure
11-20 Entries **Blue Group** Previously ranked teams **1,4,5,8,9,12,13,16,17,20** **Red Group** Previously ranked teams **2,3,6,7,10,11,14,15,18,19** Associations which did not play in the previous event will be ranked (at the end of the list) according to the WCF World Ranking for placement into the groups	**TWO** Groups (Blue and Red) group round robin + top two teams from each group to semifinals WCF Rule C9 - Team Ranking Procedure applies	Blue 1 v Red 2, winner to final, loser to 3 / 4 play-off Red 1 v Blue 2, winner to final, loser to 3 / 4 play-off winner final – Gold loser final – Silver winner of 3-4 wins Bronze, loser 4th	5 - 20 based on: final position within each group will be determined by WCF ranking procedure Draw Shot Challenge will decide between the same ranking in each group (i.e.: Blue-4 and Red-4 the best Draw Shot Challenge will be ranked 7th, etc.)
21-30 Entries **Blue Group** Previously ranked teams 1,6,7,12,13,18,19,24,25,30 **Red Group** Previously ranked teams 2,5,8,11,14,17,20,23,26,29 **Green Group** Previously ranked teams 3,4,9,10,15,16,21,22,27,28 Associations which did not play in the previous event will be ranked (at the end of the list) according to the WCF World Ranking for placement into the groups	**THREE** Groups (Blue, Red and Green) group round robin + top 2 teams in each group and the 3rd ranked team with the best DSC go to the quarterfinals + the other two 3rd ranked teams play a qualification game and the winner plays in the quarterfinals WCF Rule C9 - Team Ranking Procedure applies	**Quarterfinals**: (Game 1) 1st of the 1st ranked teams vs winner of the qualification game, (Game 2) 2nd of the 1st ranked teams vs 1st of the 3rd ranked teams, (Game 3) 3rd of the 1st ranked teams vs 3rd of the 2nd ranked teams, (Game 4) 1st of the 2nd ranked teams vs 2nd of the 2nd ranked teams **Semifinals**: winner of Game 1 vs winner Game 4 and winner of Game 2 vs winner Game 3. Winners in Gold game and losers play in the Bronze game	5 - 30 based on: final position within each group will be determined by WCF ranking procedure Draw Shot Challenge will decide between the same ranking in each of the three groups (i.e.: Blue-4, Red-4 and Green-4 the best Draw Shot Challenge will be ranked 10th, the 2nd best Draw Shot Challenge will be ranked 11th, etc.)

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Qualification – World Curling Championships (WCC)

Pacific Curling Federation (PCF) determines the System of Play

One team qualifying:

ENTRIES	PLAYING SYSTEM	PLAYOFFS	QUALIFICATION
6 or fewer Entries	**ONE** Group double round robin + play-offs with the top 4 teams	1 v 4 and 2 v 3 in best-of-five series, the round robin games will be considered as the first games of the best-of-five series, winners to the final and losers to the Bronze medal game Final: best-of-five series, the round robin games will be considered as the first games of the best-of-five series, winner Gold medal and loser Silver medal Bronze: single game, winner Bronze medal and loser 4th place	winner of the Gold medal qualifies for the WCC

Two teams qualifying:

ENTRIES	PLAYING SYSTEM	PLAYOFFS	QUALIFICATION
6 or fewer Entries	**ONE** Group double round robin + play-offs with the top 4 teams	1 v 4 and 2 v 3 in best-of-five series, the round robin games will be considered as the first games of the best-of-five series, winners to the final and losers to the Bronze medal game Final: single game, winner Gold medal and loser Silver medal Bronze: single game, winner Bronze medal and loser 4th place	winners of the Gold and Silver medals qualify for the WCC

Qualification – World Junior Curling Championships (WJCC)

Pacific Curling Federation (PCF) determines the System of Play

One team qualifying:

ENTRIES	PLAYING SYSTEM	PLAYOFFS	QUALIFICATION
6 or fewer entries	**ONE** Group double round robin + play-offs with the top 3 teams	2 v 3 winner to final, loser receives the Bronze medal winner (2 v 3) v 1, winner receives the Gold medal, loser receives the Silver medal	winner of the Gold medal qualifies for the WJCC

- The European Curling Championship qualifies European teams to the World Curling Championships (WCC).
- If the next WCC is in Europe - the host Association has a guaranteed place + the 6 highest ranked Associations from the A Division + the winner of the "ECC World Challenge".
- If the next WCC is outside of Europe - the top 7 highest ranked Associations from the A group + the winner of the "ECC World Challenge" qualify for the WCC.
- "ECC World Challenge" - the last team from A Division to qualify (excluding the host if the next WCC is in Europe) plays a best-of-three challenge against the winner of the B Division. The winner qualifies for the WCC.
- The European Curling Federation reserves the right to adjust the system of play. In the event of no entries for the C-group, B9 + B10 Women and B15 + B16 Men remain in the B-group.
- World Curling Federation Rules apply unless stated at the team meeting or indicated below.

ENTRIES	PLAYING SYSTEM	PLAYOFFS	FINAL RANKINGS
A Division **Men and Women** **10 Teams** **A1 - A8** **+ B1 + B2** Rankings taken from the previous ECC	**ONE** Group Group round robin + Tie-breakers if required **Page Playoffs** with top four teams	**1 v 2** winner to final, loser to semifinal. **3 v 4** winner to semifinal loser to bronze medal game. **Semifinal** winner to final, loser to bronze medal game.	Teams ranked A1- A10 as per WCF ranking procedure. **A9 + A10 are relegated to B Division for next ECC** A8 plays winner B1 in World Challenge - best of three games.
B Division **Women** **10 Teams** **A9 + A10** **+ B3 - B8** **+ C1 + C2** Rankings taken from the previous ECC	**ONE** Group Group round robin + Tie-breakers if required **Page Playoffs** with top four teams	**1 v 2** winner to final, loser to semifinal. **3 v 4** winner to semifinal, loser to bronze medal game. **Semifinal** winner to final, loser to bronze medal game.	Teams ranked B1- B10 as per WCF ranking procedure. **B1 + B2 are promoted to A Division for next ECC** **B9+B10 are relegated to C Division** Winner B1 plays A8 in World Challenge - best of three games.
B Division **Men** 16 teams **A9 + A10** **+ B3 - B14** **+ C1 + C2** Rankings taken from the previous ECC	**TWO** Groups of 8 teams 2x Group round robins + Tie-breakers if required **Page Playoffs** with top two teams from each Group	**1 v 1** winner to final, loser to semifinal. **2 v 2** winner to semi- final loser to bronze medal game **Semifinal** winner to final, loser to bronze medal game.	Teams ranked B1- B16 as per WCF ranking procedure. **B1 + B2 are promoted to A Division for next ECC** **B15 + B16 are relegated to C Division** Winner B1 plays A8 in World Challenge - best of three games.
C Division **Men** **B15+B16**+ other entries **C Division** **Women** **B9+B10**+ other entries	**ONE** Group Group round robin or double round robin + Tie-breakers if required	**1 v 2** in final	Teams ranked C1, C2, … as per WCF ranking procedure. **C1 + C2 are promoted to B Division for same season ECC**

- An Association's Mixed team is made up of two male and two female curlers who are bona fide members of that Association and who fulfil the eligibility criteria for playing for that Association.
- The European Curling Federation reserves the right to adjust the system of play.
- World Curling Federation Rules apply unless stated at the team meeting or indicated below.

ENTRIES	PLAYING SYSTEM	PLAYOFFS	FINAL RANKINGS
1-10 Entries Rankings taken from the previous EMCC	**ONE** Group Group round robin + Post Round Robin Challenge if required **Page Playoffs** with top four teams	**1 v 2** winner to final, loser to semifinal. **3 v 4** winner to semifinal loser to bronze medal game. **Semifinal** winner to final, loser to bronze medal game.	Teams ranked 1- 10 as per WCF ranking procedure.
11- 20 Entries **Red Group (R)** 1,4,5,8,9,12,13, 16,17,20 **Green Group (G)** 2,3,6,7,10,11,14, 15,18,19 Rankings taken from the previous EMCC	**TWO** Groups Group round robins + Post Round Robin Challenge if required **Page Playoffs** with top two teams from each Group	**R1 v G1** winner to final, loser to semi final. **R2 v G2** winner to semi final, loser to bronze medal game. **Semifinal** winner to final, loser to bronze medal game.	Teams in each group will be ranked 1-10 as per WCF ranking procedure. DSC results are used for the final ranking of the teams when comparing teams with the same rank but from a different group. Final ranking will be established from 1 - 20
21-30 Entries **Red Group (R)** 1,6,7,12,13,18, 19,24,25,30 **Green Group (G)** 2,5,8,11,14,17, 20,23,26,29 **Yellow Group (Y)** 3,4,9,10,15,16, 21,22,27,28 Rankings taken from the previous EMCC Previously unranked Associations will be randomly ranked at the end of the list.	**THREE** Groups Group round robins + Post Round Robin Challenge if required Quarterfinals Semifinals Final	DSC results decide ranking between winners and second placed teams of the three groups. + From the 3rd placed in each group 7th, 8th and 9th places will be determined by DSC. 8th and 9th ranked teams will play a **Post Round Robin Challenge** to determine 8th place in the Quarterfinals **Quarterfinals** 1v 8, 2v7, 3v 6, 4v 5 Winners to semi finals. **Semifinals** **(**1v4, 2v3) **Semifinal** winners to final, losers to bronze medal game.	Teams in each group will be ranked 1-10 as per WCF ranking procedure. DSC results are used for the final ranking of the teams when comparing teams with the same rank but from different groups. Final ranking will be established from 1 – 30

for the World Curling Championships (WCC)
and the World Junior Curling Championships (WJCC)

CHALLENGE EVENT

The 2nd ranked American Zone Association from the previous WCC and WJCC, provided they are not hosting the next Championship, will be subject to any "challenges" that might come from other Associations in the Americas Zone.

If the 2nd ranked Association is hosting the next Championship, then the other Americas Zone Association from the previous Championship will be subject to any "challenges" which might come from other Associations in the Americas Zone.

The Challenge Event will have the following criteria:

1. The Association that is subject to the challenge will be determined at the conclusion of each WCC and WJCC based upon the final rankings, and also considering which Association has been awarded the right to host the next WCC or WJCC.

2. Other Associations in the Americas Zone that wish to challenge for a place in the WCC or WJCC must submit a registration form to the WCF Secretariat by the deadline date of 31 July of the year preceding the next WCC or WJCC. By the same date the Association that is subject to the challenge must also submit a registration form to the WCF Secretariat to show they are willing to host and participate in the challenge event. The registration forms will be sent by the WCF to the Americas Zone Associations prior to 1 May.

3. If there is only one Association that registered by the deadline date, then that Association is automatically qualified for the next WCC or WJCC. If no teams register, the vacant spot will be given to the European or Pacific Zone in a manner determined by the WCF Executive Board.

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4. The challenge event will be hosted by the Association that is being challenged. The venue and the dates of the event must be approved by the WCF prior to 31 October of the year preceding the next WCC or WJCC.

5. The challenge event must be played during the month of January preceding the next WCC or WJCC.

6. Any Association that must host more than one challenge is not required to have those challenges at the same venue and same dates.

7. The Chief Umpire and Chief Ice Technician are appointed by the Host Association, subject to the approval of the WCF. The Host Association is responsible for their expenses.

8. Each Association involved in a WCC or WJCC challenge is responsible for the Per Diem and accommodation expenses for its own teams and officials.

9. The WCF will not reimburse any travel expenses for the WCC challenge.

10. For the WJCC challenge, the WCF will reimburse the cost of flights for teams (maximum 5 persons) of each participating Association, to and from an international gateway airport, up to the level of either the cost claimed or the best price the WCF can obtain, whichever is lower. An allowance will also be considered for teams travelling by other forms of transport and for the travel costs of the Hosting Association's teams.

Playing System:

Two teams registered – a "best-of-five" series
Day One – Team Meeting + Official Training + 1 game
Day Two – 2 games
Day Three – 2 games (if required)

Three teams registered – a "double round robin"
Day One – Team Meeting + Official Training + Games 1 v 2 and 1 v 3
Day Two – Games 2 v 3 and 1 v 2 and 1 v 3
Day Three – Game 2 v 3 and Tie-breakers (if required)

Four teams registered - a "double round-robin"
Day One – Team Meeting + Official Training + Draws 1 and 2
Day Two – Draws 3 and 4 and 5
Day Three – Draw 6 and Tie-breakers (if required)

Five or six teams registered – a "single round-robin" and a 1 v 2 play-off
Day One – Team Meeting + Official Training + Draws 1 and 2
Day Two – Draws 3 and 4 and 5
Day Three –Tie-breakers (if required) and the 1 v 2 play-off

Time table:

- Conclusion of WJCC and WCCs – challenged Associations declared
- 1 May – prior to this date registration forms sent out by WCF Secretariat
- 31 July – deadline date for registration (forms returned to the WCF Secretariat)
- 31 October – prior to this date the hosting venue and dates approved by WCF
- January – the Challenge Events

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MINIMUM STANDARDS

Required by Member Associations for Entry into World Curling Championships

1. **Curling Season**: A minimum of three months.

2. **Standard of Play**: The World Curling Federation may judge if the standard of play of a Member Association is adequate to enter the World Curling Championships.

3. **Qualification**: No Member Association, whose Annual Subscription and arrears to the World Curling Federation are not paid by 1 September of any year, is eligible to enter the World Curling Championships the following year.

ELIGIBILITY (effective 1 June 2010)

1. Athletes are a national of the country they are representing – their residence can be anywhere.

   or

   Athletes are a resident of the country they are representing for a period of at least two consecutive years immediately prior to the start of the competition.

2. If an athlete has represented a country in any WCF competition, or played in an international qualifier for a WCF competition, that athlete may not represent another country in any WCF competition or WCF international qualifier until the athlete fulfills one of the above criteria **AND** a period of two consecutive years has elapsed.

3. This eligibility does not apply to competing in the Olympic / Paralympic Winter Games, which are governed by the regulations of the International Olympic / Paralympic Committee.

4. Any dispute relating to the determination of the WCF Member Association which an athlete may represent in a WCF competition, shall be resolved by the WCF Executive Board.

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RANKING												GAMES	Sessions and # of Games			
1	2	3	4	5	6	7	8	9	10	11	12		1	2	3	4
QX	QX	QX	X	X								4 v 5 (Q 4th)	1			
QX	QX	X	X	X	X							3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	2			
QX	X	X	X	X	X	X						2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	3			
X	X	X	X	X	X	X	X					1 v 8 (Q 1st) + 2 v 7 (Q 2nd) 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	4			
X	X	X	X	X	X	X	X	X				8 v 9 then winner plays v 1 (Q 1st); 2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	1	4		
X	X	X	X	X	X	X	X	X	X			9 v 10 then winner plays v 1 (Q 1st); 7 v 8 then winner plays v 2 (Q 2nd); 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	2	4		
X	X	X	X	X	X	X	X	X	X	X		10 v 11 then winner plays v 1 (Q 1st); 8 v 9 then winner plays v 2 (Q 2nd); 6 v 7 then winner plays v 3 (Q 3rd); 4 v 5 (Q 4th)	3	4		
Q	QX	QX	X	X								4 v 5 (Q 4th)	1			
Q	QX	X	X	X	X							3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	2			
Q	X	X	X	X	X	X						2 v 7 (Q 2nd) + 3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	3			
Q	QX	X	X	X	X	X	X					5 v 8 then winner plays v 4 (Q 4th); 6 v 7 then winner plays v 3 (Q 3rd)	2	2		
Q	X	X	X	X	X	X	X	X				7 v 8 then winner plays v 2 (Q 2nd); 6 v 9 then winner plays v 3 (Q 3rd); 4 v 5 (Q 4th)	2	3		
Q	QX	X	X	X	X	X	X	X	X			3 v 10 and 6 v 7 then winners play (Q 3rd); 4 v 9 and 5 v 8 then winners play (Q 4th)	4	2		
Q	X	X	X	X	X	X	X	X	X	X	X	7 v 8 then winner plays v 2 (Q 2nd); 3 v 12 and 6 v 9 then winners play (Q 3rd); 4 v 11 and 5 v 10 then winners play (Q 4th)	1	4	3	
Q	Q	QX	X	X								4 v 5 (Q 4th)	1			
Q	Q	X	X	X	X							3 v 6 (Q 3rd) + 4 v 5 (Q 4th)	2			
Q	Q	X	X	X	X	X						6 v 7 then winner plays v 3 (Q 3rd); + 4 v 5 (Q 4th)	2	1		

RANKING												GAMES	Sessions and # of Games			
1	2	3	4	5	6	7	8	9	10	11	12		1	2	3	4
Q	Q	X	X	X	X	X	X					6 v 7 then winner plays v 3 (Q 3rd); 5 v 8 then winner plays v 4 (Q 4th)	2	2		
Q	Q	X	X	X	X	X	X	X				6 v 7 then winner plays v 3 (Q 3rd); 4 v 9 and 5 v 8 then winners play (Q 4th)	3	2		
Q	Q	X	X	X	X	X	X	X	X			3 v 10 and 6 v 7 then winners play (Q 3rd); 5 v 8 and 4 v 9 then winners play (Q 4th)	4	2		
Q	Q	X	X	X	X	X	X	X	X	X		10 v 11 and the winner plays v 3, then the winner plays the winner of 6 v 7 (Q 3rd); 5 v 8 and 4 v 9 then winners play (Q 4th)	1	4	2	
Q	Q	X	X	X	X	X	X	X	X	X	X	11 v 12 and the winner plays, v 3, then the winner plays the winner of 7 v 8 (Q 3rd); 9 v 10 and the winner plays, v 4, then the winner plays the winner of 5 v 6 (Q 4th)	2	4	2	
Q	Q	Q	X	X								4 v 5 (Q 4th)	1			
Q	Q	Q	X	X	X							5 v 6 then winner plays v 4 (Q 4th)	1	1		
Q	Q	Q	X	X	X	X						4 v 7 and 5 v 6 then winners play (Q 4th)	2	1		
Q	Q	Q	X	X	X	X	X					7 v 8 then the winner plays v 4; + 5 v 6; the 2 winners play (Q 4th)	1	2	1	
Q	Q	Q	X	X	X	X	X	X				7 v 8 then the winner plays v 4; plus 6 v 9 then the winner plays v 5; the 2 winners play (Q 4th)	2	2	1	
Q	Q	Q	X	X	X	X	X	X	X			7 v 8 then the winner plays v 4; plus 6 v 9 and 5 v 10 then those winners play; the 2 winners play (Q 4th)	3	2	1	
Q	Q	Q	X	X	X	X	X	X	X	X		4 v 11 and 7 v 8 then those winners play; 6 v 9 and 5 v 10 then those winners play; the 2 winners play (Q 4th)	4	2	1	
Q	Q	Q	X	X	X	X	X	X	X	X	X	11 v 12 the winner plays v 4, then the winner plays winner of 7 v 8; 6 v 9 and 5 v 10 then those winners play; the 2 winners play (Q 4th)	1	4	2	1

Q = Qualified QX = Tied but still Qualified X = Tied – Tie-breaker Games

RANKING												GAMES	Sessions and # of Games			
1	2	3	4	5	6	7	8	9	10				1	2	3	4
							X	X				8 v 9	1			
						X	X	X				7 v 8 then loser plays v 9	1	1		
					X	X	X	X				6 v 9 and 7 v 8 then losers play	2	1		
				X	X	X	X	X				5 v 6 then the loser plays v 9; plus 7 v 8; then the 2 losers play	1	2	1	
							X	X	X			9 v 10 then winner plays v 8	1	1		
						X	X	X	X			7 v 10 and 8 v 9	2			
					X	X	X	X	X			6 v 7 then the loser plays v 10; plus 8 v 9	1	2		
				X	X	X	X	X	X			5 v 8 then loser plays v 10; 6 v 7 then loser plays v 9	2	2		

X = Tied – Tie-breaker Game

RANKING										GAMES	Sessions and # of Games			
1	2	3	4	5	6	7	8	9	10		1	2	3	4
			X	X	X	X	X	X		4 v 9 winner T4, loser R9; 5 v 8 winner T5, loser R8; 6 v 7 winner T6, loser R7; T5 v T6 then winner v T4 (Q 4th); R7 v R8 then loser v R9	3	2	1	
		X	X	X	X	X	X	X		3 v 4 winner Q 3rd, then loser v 9 winner T4, loser R9; 5 v 8 winner T5, loser R8; 6 v 7 winner T6, loser R7; T5 v T6 then winner v T4 (Q 4th); R7 v R8 then loser v R9	1	3	1	1
	X	X	X	X	X	X	X	X		2 v 9 winner Q 2nd, loser R9; 3 v 8 winner Q 3rd, loser R8; 4 v 7 winner T4, loser R7; 5 v 6 winner T5, loser R6; T4 v T5 (Q 4th); R6 v R9 + R7 v R8 then losers play	4	3	1	
X	X	X	X	X	X	X	X	X		1 v 2 winner Q 1st, then loser v 9 winner Q 2nd, loser R9; 3 v 8 winner Q 3rd, loser R8; 4 v 7 winner T4, loser R7; 5 v 6 winner T5, loser R6; T4 v T5 (Q 4th); R6 v R9 + R7 v R8 then losers play	1	4	3	1
			X	X	X	X	X	X	X	9 v 10 loser out (10th), winner v 4 winner T4, loser R9; 5 v 8 winner T5, loser R8; 6 v 7 winner T6, loser R7; T5 v T6 then winner v T4 (Q 4th); R7 v R8 then loser v R9	1	3	1	1
		X	X	X	X	X	X	X	X	3 v 10 winner T3, loser R10; 4 v 9 winner T4, loser R9; 5 v 8 winner T5, loser R8; 6 v 7 winner T6, loser R7; T3 v T6 (Q 3rd) + T4 v T5 (Q 4th); R7 v R10 + R8 v R9	4	4		
	X	X	X	X	X	X	X	X	X	2 v 3 winner Q 2nd, then loser v 10 winner T3, loser R10; 4 v 9 winner T4, loser R9; 5 v 8 winner T5, loser R8; 6 v 7 winner T6, loser R7; T3 v T6 (Q 3rd) + T4 v T5 (Q 4th); R7 v R10 + R8 v R9	1	4	4	

X = Tied - Tie-breaker Games Q = Qualified Tn = Qualifiers Rank n Rn = Relegation Rank n

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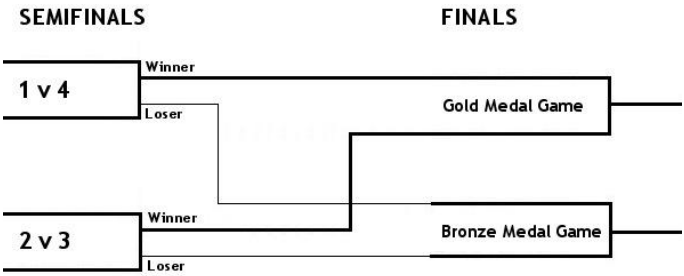
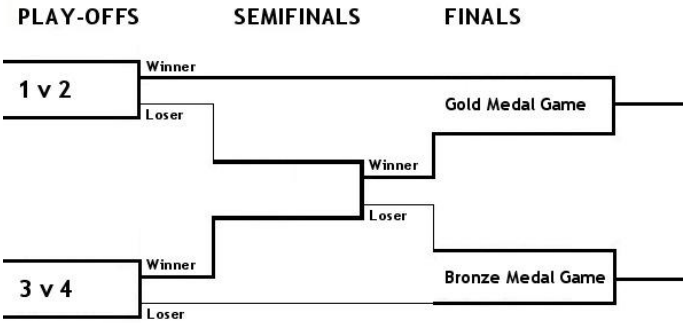
PLAY-OFF SYSTEM

Olympic Winter Games, Paralympic Winter Games, Winter University Games



PAGE PLAY-OFF SYSTEM

Men's and Women's World Championships, Junior Men's and Junior Women's World Championships, World Wheelchair Championship



Items	Policy
Shoes	No restrictions, personal preference
Socks	If worn under the pants, no restrictions
Leg Warmers	Includes socks worn over the pants, same for the complete team
Pants	Same logos/crests/colour, can be different brands
Belts	If showing, all the same
Kilts	Solid colour, same colour of tights, can be a team mixture of kilts and pants
Undershirts	Can be visible (long sleeves under short sleeves) but outfit must have colour coordination
Shirts	Can be tucked in or out
Vests	Okay, must have colour coordination (name, Association, etc.), one or more can wear
Jackets	As per WCF guidelines, Association, player's name, etc.
Two-tone Jackets	Predominately one colour, but can have an accent colour
Hooded Jackets	Hood cannot be showing, rolled up or tucked inside
Hats	One or more can wear, more than 1 all the same, peaks forward, logos = Association or the Event. Applies to the team and persons on the coach bench
Scarves	One or more can wear, more than 1 all the same
Head & Wrist Bands	One or more can wear, more than 1 all the same, large logos = Association or the Event
Jewellery	No restrictions, personal preference
Gloves	No restrictions, personal preference
Braces	Cannot be visible, worn under a shirt or jacket

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Field Code Changed

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Alternate	A registered, non-playing member of the team who is eligible to substitute for one of the competing players.
Away End	The end of the sheet to which the first stone of a game is delivered.
Back Board / Bumper	Material (e.g. foam or wood) placed at the end (perimeter) of each sheet of ice.
Back House Weight	The speed given to a stone at delivery so that it will just reach the back of the house.
Back Line	A line at the back of the house, extending across the width of the sheet, which is parallel to and located 1.829 m. (6 ft.) from each tee line.
Back of the House	The area within the house that lies between the tee line and the back line.
Biter	A stone that just touches the outer edge of the outside circle of the house.
Blank End	An end resulting in no score for either team.
Bonspiel	A curling competition or tournament.
Brush (Broom)	A device used by players to sweep/clean the ice in front of a moving stone.
Button	The small circle at the centre of the house.
Burned Stone	A stone in motion touched by a player or any part of a player's equipment.
Centre Line	The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends 3.658 m. (12 ft.) beyond the centre of each tee line.
Circles	See definition: House.
Team Time-Out	A 60 second on-ice meeting between a team and their coach.
Competition	Any number of teams playing games to determine a winner.
Come Around	A shot that curls behind another stone.
Counter	Any stone in or touching the house and is considered a potential point.
Courtesy Line	A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that an umpire can view the hog line and to prevent distraction of a delivering player.
Curl	The curved path of a stone as it travels down the sheet of ice.
Delivering End	The end of the sheet from which the stones are being delivered.
Delivering Team	The team that is currently in control of the playing area, and scheduled to deliver the next stone.
Delivery	The motion a player makes when playing a curling stone.

Deleted: Coach Interaction

Delivery Stick	A device which attaches to the handle of the stone and acts as an extension of the arm/hand during the delivery process.
Displaced Stone	A stationary stone that has been moved to a new location.
Divider	Material (e.g. foam or wood) used to separate the sheets of curling ice.
Double Takeout	A stone that removes two of the opponent's stones from play.
Draw	A stone which stops inside or in front of the house.
Draw Shot Challenge (DSC)	The calculation made by taking the average distance of the Last Stone Draws (LSD), excluding the least favourable LSD, and used, if required, to assist in the determination of ranking after a round robin.
Draw Weight	The momentum required for a delivered stone to reach the house at the playing end.
Electronic Hog Line Device	A device that indicated if a stone was released by a player before the stone reached the hog line at the delivering end.
End	A portion of a curling game that is completed when each team has thrown eight stones and/or the score has been decided.
Equipment	Anything that is worn or carried by a player.
Extra End	An additional end played to break a tie at the end of regulation play.
External Force	An occurrence not caused by either team.
First Player	The first curler on a team to deliver two stones in each end.
Fourth Player	The fourth curler on a team to deliver two stones in each end.
Free Guard Zone (FGZ)	The area at the playing end, between the hog line and the tee line, but excluding the house.
Freeze	A form of a draw shot that stops directly up against another stone.
Front House Weight	The momentum required for a delivered stone to reach the front part of the house at the playing end.
Game	Two teams playing a specified number of ends to determine a winner.
Guard	A stone that is placed in a position so that it may protect another stone.
Hack	The foot-hold at each end of the ice which is used by a player to start the delivery of a curling stone.
Hack Line	A small line 0.457 m. (1 ft. 6 in.) parallel to the tee line, at each end of the centre line.
Hack Weight	The momentum required for a delivered stone to reach the hack at the playing end.
Handle	The part of a curling stone that a player grips in order to deliver.
Hammer	A term used to describe the stone which will be the last stone delivered in that end.
Heavy	A stone delivered with a greater speed than necessary.

Hit	A take-out. Removal of a stone from the playing area by hitting it with another stone.
Hit and Roll	A stone that knocks an opponent's stone out of play, and then rolls to another position in play.
Hog Line	A line extending across the width of the sheet that is parallel to and located 6.40 m. (21 ft.) from each tee line.
Hog Line Violation	A stone that is removed from play for the end, because it was not released before it reached the hog line at the delivering end.
Hogged Stone	A stone that is removed from play for the end, because after being delivered, it did not come to rest completely beyond the inside edge of the hog line at the playing end.
Home End	The end of the sheet from which the first stone of a game is delivered.
House	The area within the concentric circles at each end of the sheet.
Hurry	A command which instructs players to sweep harder.
Ice Surface	The complete ice area that is within the perimeters of the curling sheet.
In the Process of Delivery	The sequence of play that begins when the delivering player is positioned in the hack and concludes when the stone is released.
In-turn	The rotation applied to the handle of a stone by a right handed curler which causes the stone to rotate in a clockwise manner.
Last Stone Draw (LSD)	A contest conducted at the conclusion of a team's pre-game practice in which each team delivers a single stone to the tee at the home end. The resulting distance is measured and used to determine which team has the choice of delivering the first or second stone in the first end.
Lead	The first player on a team to deliver two stones in each end.
Mathematically Eliminated	The status of a team that has a combined total of stones left to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.
Measuring Device	An instrument that determines which stone is closer to the centre of the house (Tee), or whether a stone is in the house.
Moving Stone	A stone in motion either from a delivery or from being struck by another stone.
Original Position of a Stone	The location on the ice where a stone rested prior to its being displaced.
Out-of-play Position	The location of a stone that is not in play (e.g. one which has touched a side line, or crossed the back line).
Out-turn	The rotation applied to the handle of a stone by a right handed curler which causes the stone to rotate in a counter-clockwise manner.
Pebble	The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduces the friction between the ice and the stones.
Peel	A shot designed to remove a guard.

Playing End	The end of the sheet to which the stones are being delivered.
Point	At the completion of an end, one is awarded to a team for each of its own stones located in or touching the house that is closer to the tee than any stone of the opposition.
Port	An opening, or gap, between stones.
Positioned Stones	In Mixed Doubles games, the two stones that are placed in designated positions prior to the start of each end.
Raise	A type of draw which bumps forward another stone.
Raise Takeout	A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.
Rings	See definition: House.
Rock	See definition: Stone.
Roll	The sideways movement of a curling stone after it has struck a stationary stone.
Round Robin	A competition in which each team plays all the other teams.
Score	The number of points received by a team in an end.
Scoring	A team scores one point for each of its stones that is within the house and closer to the tee than any stone of the opposing team.
Second Player	The second curler on a team to deliver two stones in each end.
Sheet	The specific ice surface upon which a curling game is played.
Shot (stone or rock)	At any time during an end, the stone closest to the tee.
Side Line	A line placed at the side (perimeter) of each sheet of ice.
Skip	The player who directs play for the team.
Slider	Slippery material placed on the sole of the sliding shoe, which makes it easier to slide on the ice.
Spare	See definition: Alternate.
Stationary Stone	A stone in play which is not in motion.
Stone	Also known as a rock, a curling stone is made of granite and is delivered by the players in a curling game.
Stone Set in Motion	A stationary stone hit by another stone which causes it to move.
Sweeping	The action of moving a broom or brush back and forth in front of the path of a moving stone to clean or polish the ice surface.
Swingy Ice	The condition of the ice or stones causing the stones to have excessive curl.
Takeout	Removal of a stone from the playing area by hitting it with another stone.
Team	Four players competing together. A team may include a fifth player (to act as an alternate) and a coach. Mixed Doubles have one male and one female player, and may include a coach.

Technical Time-out	Stoppage of play called by a team or umpire for a ruling, injury, or in other extenuating circumstances etc.
Tee	The exact centre of the house.
Tee Line	A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.
Third Player	The third curler on a team to deliver two stones in each end.
Top of the House	The area within the house that lies between the hog line and the tee line.
Umpire	The person(s) responsible for the conduct of the game in accordance with the rules.
Vice-Skip (Mate or Acting Skip)	The player who directs play for the team when it is the Skip's turn to deliver.
Weight	The amount of force/speed given to the stone during the delivery.
Wheelchair Lines	Two lines that run from the hog line to the outermost edge of the nearest circle of the house. Wheelchair curlers are allowed to start their delivery with the stone placed between these lines.