



EVENT PROCEDURES DOCUMENT

2023 Pacific Northwest Curling Association 5 & Under Championship
Granite Curling Club of Seattle
Seattle, Washington November 23-25, 2024

This document is adopted from the World Curling Federation (WCF) Team Meeting Document and has been reformulated to correspond specifically to the Rules and Procedures of the United States Curling Association (USCA). We appreciate the generosity of the WCF in allowing production of this version of their Document.



“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-honored 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 honorable 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.

1. DRAW/SCHEDULE OF GAMES

- a. A copy of the event’s draw has been sent to all Teams.

2. Team Meeting

- a. All teams will meet with the tournament director 30 minutes before their first draw
 - i. 8:30am Saturday for all teams **except** Team Neil, Button Nibblers, Antoinette Serna and Crandall, who will meet at 12:15pm Saturday

3. SYSTEM OF PLAY

- a. **Initial Stage:** Pool Round Robin
- b. **Playoffs:** 6-team single-elimination playoff brackets (Bracket A & Bracket B)
 - i. Within each pool, teams will be ranked as follows:
 - (1) Teams will be ranked according to their win/loss record.
 - (2) If two teams are tied, the team that won their round robin game will be ranked higher.
 - (3) 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).
 - (4) For all remaining teams, whose ranking cannot be determined by (i) or (ii) or (iii), ranking is determined using the Draw Shot Challenge (DSC)
 - ii. The top two teams from each pool will qualify for Bracket A; the bottom two for Bracket B.
 - iii. For Bracket A: Winners of Pool A and B (5-team pools) will be ranked by DSC and assigned seeds 1 and 2. The winner of Pool C will be assigned seed 3. The remaining 3 teams will be ranked by DSC and assigned seeds 4-6.



- iv. For Bracket B: Third place teams of Pool A and B (5-team pools) will be ranked by DSC and assigned seeds 1 and 2. Third place team of Pool C will be assigned seed 3. The remaining 3 teams will be ranked by DSC and assigned seeds 4-6.
 - v. Last place teams from Pools A and B will not qualify for playoffs
- 4. GAMES**
 - a. Games are scheduled for eight (8) ends. If tied at the end of 8 ends, an extra end will be played.
 - b. No-Tick Shot rule (R7) is in effect.
- 5. LSFE**
 - a. Round Robin
 - i. Teams will flip a coin for choice of LSFE or rock color
 - b. Playoffs
 - i. The results of the pre-game LSD will determine choice of hammer or color.
- 6. STONES**
 - a. The curling stones used at this Championship are GCC's stones. Any further details (if applicable) will be made available at the Team Meeting.
 - b. All games will be played with the stones on the assigned sheet.
- 7. UNIFORM AND FOOTWEAR**
 - a. Uniforms are not mandatory for this event.
 - b. Footwear worn within the field of play by players, coaches, and officials must be clean (i.e. not worn outside).
- 8. FIELD OF PLAY (FOP) ACCESS**
 - a. Permitted routes for entering and exiting the FOP will be identified at the Team Meeting.
 - b. Do not enter the FOP until directed to do so by an event official or ice crew member.
- 9. PRE-GAME PRACTICE (Playoffs only)**
 - a. There will be two sequential nine (9) minute practices followed by the Last Stone Draws (one minute allowed for each delivery) before the round robin games with the first practice starting thirty (30) minutes before the game start time.
 - b. The higher seeded team will have choice of practice or rock color.
 - c. Only registered team participants and the team coach (maximum of six people) may enter the playing area.
 - d. The team not practicing shall remain in the warm room.
- 10. PRACTICE FLOW:** An umpire will control all practices providing the following announcements:
 - a. One (1) minute before practice: "One minute to the start of practice. Sliders may be cooled but no practice slides or touching the stones. No sweeping is allowed between the back lines."
 - b. At practice: "Practice may begin."
 - c. After eight (8) minutes: "One minutes to the end of practice." Note: all stones except those to be thrown for LSD should be at the home end at the conclusion of practice.
 - d. After nine (9) minutes: "Thank you, practice is over. Coaches, please leave the ice."
 - e. When all practice stones have come to rest: "Please deliver your clockwise last stone draw (LSD)."



- f. After all clockwise draws are delivered and measured: “Please deliver your counter-clockwise last stone draw.”
- g. Downtime of approximately thirty (30) seconds to allow players to leave the ice after the last stone draws are completed.
- h. Second practice players may enter FOP.
- i. “Second practice, your sliders may be cooled, but no practice slides or touching the stones. No sweeping is allowed between the back lines. Please also be aware of any stones that still need to be measured.”
- j. The above procedure (beginning at b.) will repeat once all first practice stones have been measured.
- k. When the final LSD has come to rest: “Please assist the ice crew by returning all stones to the home end.”
- l. Following practice, the ice will be cleaned and if deemed necessary by the Head Ice Technician, the slide paths will be re-pebbled.
- m. When the ice crew is finished, one further announcement will be made: “Games will begin in one minute – practice slides may be taken. Good luck and good curling.”

11. GAME TIMING

- a. We are not using time clocks but there will be time limits. A warning will be sounded at the 1:40 hour time mark. At that time, teams will be allowed to complete the end they are playing and one more. An end begins when the previous end’s score has been decided and hung, or the first stone has been delivered.
- b. In the event of a tie, teams will play an extra end UNLESS more than 2:10 has elapsed since the beginning of the draw. In this case the winner will be determined by a LSD with sweepers.
 - i. Any LSD used to determine the outcome of the game is separate from the tournament LSD/DSC
- c. Teams are encouraged to play in a time-efficient manner. Teams deemed to be playing slowly will be warned to increase their pace of play.
- d. No timeouts.

12. LAST STONE DRAW (LSD)

- a. After each team’s first 3 Round Robin Draws, each team will throw 2 LSDs, one clockwise rotation and one counter clockwise
- b. After each stone comes to rest, players should step away from the house. The stone will be removed by the umpire after measurements are taken.

Considered Round Robin Games	Considered Number of LSD Stones	Minimum for each player to deliver
3	6	1 stone; of the 4 required stones per team 2 must be clockwise and 2 counter-clockwise



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13. DRAW SHOT CHALLENGE (DSC)

- a. The DSC is the average distance of the Last Stone Draws.
- b. The single least favorable LSD stone is automatically eliminated before calculating this average distance.
- c. The team with the best DSC receives the highest ranking. If DSCs are equal, the teams will flip a coin.

14. PLAYOFFS

- a. Pregame practices will occur as normal. LSFE will be determined as follows:
 - i. The higher seeded team has a choice of **either** the first or second practice **or** the stone handle color.
 - ii. Regular LSD procedure will determine LSFE. No minimum delivery requirements apply.
- b. At the conclusion of Draw 4 and after each playoff round, please have at least one team member meet with the umpire to make choices and inform opponents.

15. POSITION OF PLAYERS DURING PROCESS OF DELIVERY

- a. The skip/vice-skip of the non-delivery team may take stationary positions behind the back line at the playing end or between the courtesy lines, providing they are not interfering with the choice of place of the skip/vice-skip of the delivering team.
- b. All other players shall be located between the courtesy lines.

16. SCORING

- a. Once the score has been agreed upon for an end, teams are responsible for hanging the score on the scoreboard as soon as possible.

17. MEASURES

- a. Where a measure is required at the completion of an end, players are asked to clear away all stones not involved in the measure and to move either to the hog line or behind the hack leaving the ice free for those measuring. Measurements may be done by the players in charge of the house, or you may flag down an umpire for assistance.
 - i. If the umpire assists, one player of each team on the ice at the completion of the end will be allowed to observe the measure provided there is no attempt to either interfere with, or influence, the umpire.
- b. Where a Free Guard Zone measure must be made visually, and the stone has not been touched since the original decision, no measure by instrument will be made as the visual decision will stand.

18. HOG LINE VIOLATIONS

- a. Electronic sensor handles will **not** be used at this event.
- b. All delivered stones must be clearly released before reaching the hog line.

19. DAMAGE TO ICE SURFACE

- a. No player shall cause damage to the ice surface by means of equipment, handprints, or body prints.
 - i. 1st incident = 1st official on-ice warning, repair damage
 - ii. 2nd incident = 2nd official on-ice warning, repair damage
 - iii. 3rd incident = repair damage and remove player from the game



20. IMPROPER CONDUCT

- a. Improper conduct, foul or offensive language, equipment abuse, or willful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s).

21. EQUIPMENT

- a. WCF compliant broom heads are **not** required for this event. Hair brooms are not allowed for sweeping but may be used as a delivery aid.

22. POST-GAME PROCEDURE

- a. To avoid interference with games still in progress, coaches, alternates, and team officials are not allowed to enter the field of play and must wait for their team to exit the playing area.

23. DECISION MAKING

- a. It is expected that all players and coaches will conduct themselves in a fair and sporting manner and that the Umpires do not have to get overly involved in games.
- b. If an Umpire is asked to make a ruling this will be done in complete fairness, and always according to the rules.

Good Luck and Good Curling!