

Rules of Curling for Officiated Play

CONTENTS

	<i>Page</i>
Code of Ethics	23
Fair Play	24
Application.....	25
Definitions.....	25
Sheet of Ice	26
Stones	29
Teams	29
Skips.....	33
Position of Players	33
Game Time Operation.....	34
Delivery	37
Touched Moving Stones.....	39
Displaced Stationary Stones.....	40
Sweeping	41
Free Guard Zone (FGZ).....	42
Stones in Play and Scoring.....	43
Measuring	45
Equipment.....	46
Game Duration & Postponement.....	47
Wheelchair Curling.....	48
Vision Impaired	49
Chief Umpire.....	50
Miscellaneous.....	50
Age Eligibility	51

Rules of Curling for Officiated Play

To ensure that all curlers are aware of their responsibilities when playing the game, the Canadian Curling Association has adopted the following Code of Ethics as an umpire supplement to the Rules of Curling:

Curlers' Code of Ethics

- *I will play the game with a spirit of good sportsmanship.*
- *I will conduct myself in an honourable manner both on and off the ice.*
- *I will never knowingly break a rule, but if I do, I will divulge the breach.*
- *I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or umpires.*
- *I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.*
- *I will humbly accept any penalty that the governing body at any level of curling deems appropriate, if I am found in violation of the Code of Ethics or rules of the game.*

Coaching Code of Ethics

- *The coach shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public.*
- *The coach shall strive to be well prepared and current in order that all duties in their discipline are fulfilled with competence.*
- *The coach shall act in the best interest of the athlete's development as a whole person.*
- *The coach shall accept both the letter and the spirit of the rules that define and govern the sport.*
- *The coach shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules.*
- *The coach's conduct toward other coaches shall be characterized by courtesy, good faith and respect.*
- *The coach shall maintain the highest standards of personal conduct and support the principles of Fair Play.*

Rules of Curling for Officiated Play

Fair Play

- *Fair Play begins with the strict observance of the written rule; however, in most cases, Fair Play involves something more than even unfailing observance of the written rule. The observance of the spirit of the rules, whether written or unwritten, is important.*
- *Fair Play results from measuring up to one's own moral standards while engaged in competition.*
- *Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.*
- *Fair Play is consistent demonstration of respect for umpires, an acceptance of their decisions and a steadfast spirit of collaboration with them.*
- *Sportsmanlike behaviour should be demonstrated both on and off the ice. This includes modesty in victory and composure in defeat.*

Fair Play Code for Umpires

- *The umpire shall strive to ensure that every athlete has the opportunity to perform to the best of their ability.*
- *The umpire shall strive to maintain a positive atmosphere and safe environment for competition.*
- *The umpire shall not permit the intimidation of any athlete either by word or by action.*
- *The umpire shall not tolerate unacceptable conduct toward themselves, other umpires, athletes or spectators.*
- *The umpire shall handle all conflicts firmly and with dignity.*
- *The umpire shall accept their role as a teacher and role model for Fair Play.*
- *The umpire shall be open to discussion and contact with the athletes as required.*
- *The umpire shall remain open to constructive criticism and show respect and consideration for different points of view.*
- *The umpire shall continue to obtain proper training and upgrade their officiating skills.*

1. Application

- (1) These rules apply to:
 - (a) Any competition to which these rules are made applicable by the curling body having jurisdiction; and
 - (b) Any competition within the jurisdiction of the CCA including a National Championship where special rules may be in effect.
- (2) If special rules are in effect, they shall take precedence over the Rules of Curling for Officiated Play.
- (3) If a competitors' guide is issued for a specific event, the guide shall form an integral part of the rules for the event and be enforceable as part of the rules.

2. Definitions

In these rules and rulings made by umpires, the CCA and its officers:

- (1) "biting" means that the vertical projection of a stone is in contact with the sheet line(s) to which the stone is in close proximity.
- (2) "CCA" means the Canadian Curling Association.
- (3) "competition" means a playdown involving any number of teams playing games to determine a winner.
- (4) "counting stone" means any stationary stone in the house that is closer to the tee than any stationary stone of the opposing team.
- (5) "delivering team" means the team whose time clock is running, is in control of the house and whose turn it is to deliver.
- (6) "end" means the part of the game in which two opposing teams each deliver eight stones alternately and then determine the score.
- (7) "game" means play between two teams to determine a winner.
- (8) "house" means the area within the outside circle at each end of the sheet.
- (9) "National Championship" means: Canadian Men's & Women's Curling Championship; Canadian Senior Men's and Women's Curling Championships; Canadian Junior Men's and

Rules of Curling for Officiated Play

Women's Curling Championships; the Canadian Mixed Curling Championship; the Canadian Wheelchair Curling Championship; and the Canadian University Championships.

- (10) "umpire" means person or persons assigned to oversee a curling game or competition by the curling body having jurisdiction.
- (11) "officiated play" means play that includes a Chief Umpire, game(s) umpires, hog line umpires or hog line detection devices, observers, timing officials and time clocks as determined by the rules of the competition.
- (12) "sheet" means an area of ice marked in accordance with Rule 3.
- (13) "delivered stone" means a stone that is in motion from the moment that it has reached the nearer tee line and been released, until it has come to rest or is out of play.
- (14) "stone set in motion" means a stone in motion whose movement from a stationary position, in play, is caused by a delivered stone or another stone previously set in motion.
- (15) "team" means three or four players playing together in accordance with Rule 5 and may also include the team alternate and coach as determined by the rules of the competition.
- (16) "time-out" means stopping the delivering team's game time clock and stopping play.
- (17) "original position" means the position the stones were in immediately before a violation or incident took place.
- (18) "violation" means an infraction of a rule as determined by the official.

3. Sheet of Ice

- (1) The recommended length of the sheet from backboard to backboard shall be 146 feet (44.501 meters) to 150 feet (45.720 meters). The width of the sheet from sideline to sideline shall be a minimum of 14 feet 2 inches (4.318 meters) and a maximum of 15 feet 7 inches (4.750 meters). This area shall be delineated by lines drawn or dividers placed on the perimeter.
- (2) The centre line, one-half inch in width, shall be placed the length of the sheet through the centre of the tee lines to a point 12 feet (3.658 meters) behind each tee.
- (3) At each end of the sheet there shall be three distinct lines drawn from sideline to sideline as follows:
 - (a) Each tee line, one-half inch in width, shall be placed 12 feet (3.658 meters) from the

Rules of Curling for Officiated Play

- hack (see image on page 28) to the centre of the tee line and there shall be 114 feet (34.747 meters) from the centre of one tee line to the centre of the other tee line. The distance from the backboard to the centre of the tee line shall be 16 feet (4.877 meters) if the length of the sheet is 146 feet (44.501 meters) from backboard to backboard. The distance from the backboard to the centre of the tee line shall be 18 feet (5.486 meters) if the length of the sheet is 150 feet (45.720 meters) from backboard to backboard. The intersection of the tee line and the centre line is called the tee or button.
- (b) Each back line, one half inch in width, shall be placed 6 feet (1.829 meters) from the centre of the tee line. The back line is a tangent with the outer edge of the 12 foot circle both exactly 6 feet (1.829 meters) from the tee where the back line intersects the centre line.
 - (c) The hog line, 4 inches (10.16 centimetres) in width, shall be placed with the inner (circle side) edge 21 feet (6.401 meters) from the centre of the tee line.
- (4) With each tee as centre, there shall be drawn four concentric circles at each end with the outer edge of the outer circle having a radius of 6 feet (1.829 meters), the next circle 4 feet (1.219 meters), the next circle 2 feet (60.96 centimetres) and the inner circle a minimum of 6 inches (15.24 centimetres). The marking of the centre line and tee line may be omitted from the button area.
- (5) The intersection of each tee line and each centre line shall be identified by an adjustable tee centre. The base portion shall be securely anchored at the exact intersection of the tee line and centre line of each house, and the top portion should be capable of vertical adjustment to suit varying ice levels. The design of the tee centre shall be accepted by the CCA.
- (6) The hack(s) used for delivery shall be of a style and size accepted by the CCA. The hack(s) shall not exceed 8 inches (20.32 centimetres) in length.
- (a) If two hacks are used, the back edge of each hack shall be placed 12 feet (3.658 meters) from the tee. The inside edge of each hack shall be no further than 3 inches (7.62 centimetres) from the centre line.
 - (b) If one moveable or fixed hack is used, it shall be placed with the back edge of the hack 12 feet (3.658 meters) from the tee and be either centered on the centre line or with the inside edge no further than 3 inches (7.62 centimetres) from the centre line (left or right).
- (7) The diagram on page 28 shows the proper layout of the sheet in accordance with the measurements in this section.

4. Stones

- (1) A curling stone shall be of circular shape and, including handle and bolt, shall weigh a maximum of 44 lbs. (19.96 kilograms) and a minimum of 38.5 lbs. (17.46 kilograms). It shall have a maximum circumference of 36 inches (91.44 centimetres) and shall be a minimum of 4.5 inches (11.43 centimetres) in height, measured between the bottom and top of the stone.
- (2) Two sets of eight stones shall be assigned for each sheet of play and only the assigned stones shall be used unless otherwise directed by an umpire.
- (3) A team member or coach shall not physically alter the running surface or weight of either team's assigned or selected game stones in any manner. If the violation occurred prior to the delivery of the stone, the umpire shall assign a replacement stone to the offending team. If a replacement stone is not available, the umpire shall allow the redelivery of a previously delivered stone or facilitate the dual delivery of a stone yet to be delivered. If an altered stone is delivered prior to an umpire intervening in the game, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the delivered stone from play and replacing all affected stones as close as possible to their original positions.
- (4) If a stone is broken in play, a replacement stone shall be placed by the umpire where the largest fragment comes to rest. The inside edge of the replacement stone shall be placed in the same position as the inside edge of the largest fragment with the assistance of a measuring stick.
- (5) A stone that rolls over in its course or comes to rest on its side or top shall be removed immediately from play.
- (6) All 16 stones originally on the sheet at the start of a game shall be delivered in every completed end. No interchange of stones or redelivery of previously delivered stones in that end may occur unless so directed by the umpire. If a violation of Rule 4(6) occurs, the umpire shall allow the delivered stone and all affected stones to come to rest and provide the non-offending team with the option of: allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original positions.
- (7) Teams shall not place any sort of cover over the stones under any circumstances.

5. Teams

- (1) Every team shall be composed of a minimum of four players as determined by the rules of the competition except as provided for in Rule 5(5). Prior to each game, a five member team shall

Rules of Curling for Officiated Play

designate the four eligible members of the team who will commence play as players for that game. If the fifth member is registered as a player, they shall be recognized as the alternate for that game.

- (2) Unless otherwise specified in the rules of the competition:
- (a) Last stone advantage in the first end (hammer) will be decided by a draw to the button following each team's pre-game practice.
 - (b) Within one (1) minute following the pre-game practice, a player from the team will throw a stone (full sweeping allowed) and the closest draw to the button between the two teams will receive last stone advantage in the first end. In competition, each player will deliver a minimum number of draw shots for last stone advantage. The actual number will be identified in the Competitor's Guide for each competition.
 - (c) The draw to the button shall be played towards the home end.
 - (d) Should both teams record the same score in distance, the team with the better average draw shot distance to that point will have last stone advantage (unless otherwise specified in the rules of the competition).
 - (e) Prior to the first round robin game, ties in draw shot distance will be decided as follows:
 - (i) If the first team covers the button or records a distance of 185.4 cm, a second player from that team will deliver a draw to the button.
 - (ii) If the second team records the same first throw distance as their opposition, a second player from that team will draw to the button.
 - (iii) If the second player draw shot distances are the same, the team practicing first will toss a coin and the team practicing second will call. The winner of the coin toss will have last stone advantage in the first end.
 - (f) Stones not delivered within the one minute will be assigned a distance of 185.40 cm (the stone must reach the near tee-line before time expires).
 - (g) A draw to the button for last stone advantage that is moved by a team member prior to the measure will be assigned the distance to the next defined circle away from the button.
 - (h) In the second and subsequent ends, the winner of the preceding end shall play the first stone of the end.

Rules of Curling for Officiated Play

- (3) Each player on a four player team shall deliver two stones in each end alternately with their opponent.
- (4) The delivery rotation declared by a team prior to the start of a game shall be followed throughout that game except as provided for in Rule 5(5), 5(6) or 5(7).
- (5) Unless otherwise specified in the special rules of the competition:
 - (a) A team shall include a minimum of two players from the original team.
 - (b) A substitute player shall be: a team's designated alternate, a player from a players' pool or other eligible player as provided for in the rules of the competition.
 - (c) A team may play with three players with the first two players each delivering three stones in each end. Under no circumstance may a team play with fewer than three players delivering stones. **Exception:** Mixed curling must always have four players on the ice with two men and two women alternating delivery of stones. The player delivering last stone and the player acting as vice-skip must be opposite gender.
 - (d) A substitute player who joins a team prior to the start of a game may deliver stones in any position of the delivery rotation of the team. The team shall declare their delivery rotation at this time.
 - (e) A substitute player who joins a team between ends may deliver stones in any position of the delivery rotation of their team. The team may re-declare their delivery rotation at this time.
 - (f) During an end in play, if a player(s) is unable to complete the delivery rotation declared by the team at the start of the game, the team may activate a substitute player(s) subject to:
 - (i) A substitute player may only enter a game during an end if they deliver a stone within that end; and
 - (ii) A substitute player(s) who enters a game during an end shall replace the sidelined player(s) in the team's delivery rotation for that end; and
 - (iii) At the beginning of the next end, the substitute player may deliver stones in any position of the delivery rotation of their team and the team may re-declare their delivery rotation at this time.
 - (iv) The replaced team member shall not rejoin the team until the next game unless the team loses a subsequent player(s) and is therefore placed in a default position as per Rule 5(5)(a).

- (6)
- (a) A team that commences a game with three players and expects the fourth player to join the team, the fourth player may enter an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. Prior to the next end, the team may re-establish the delivery rotation.
 - (b) A player who has left a game may re-enter the game between ends or during an end already in progress providing they are able to deliver a stone within the team's established delivery rotation. If a substitute player has been activated, the replaced team member shall not rejoin the team until the next game except as provided in 5(f)(iv).
- (7)
- (a) If a player delivers their first stone of the end and is unable to deliver their second stone of the end and the rules of the competition allow the team to continue play with three players and the team chooses to play with three players, the following procedures shall be followed:
 - (i) If the lead player, the second player shall deliver the stone.
 - (ii) If the second player, the lead player shall deliver the stone.
 - (iii) If the third player, the second player shall deliver the stone.
 - (iv) If the fourth player, the third player shall deliver the stone.
 - (b) If a player is unable to deliver both of their stones during an end and the rules of the competition allow the team to continue with three players and the team chooses to play with three players, the following procedures shall be followed for the end in progress:
 - (i) If the lead player, the second player shall deliver both of the lead player's stones and one of the second player's stones, and the third player shall deliver one of the second player's stones and both of the third player's stones.
 - (ii) If the second player, the lead player shall deliver the first of the second player's stones, and the third player shall deliver the second of the second player's stones and both of the third player's stones.
 - (iii) If the third player, the lead player shall deliver the first of the third stones and the second player shall deliver the second of the third player's stones.
 - (iv) If the fourth player, the second delivers the skip's first stone and the third

delivers the skip's second stone.

Penalty: If a violation of Rule 5(4), 5(5), 5(6) or 5(7) occurs, the official shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

6. Skips

- (1) The skip has the exclusive direction of the game for their team and shall deliver stones in each end except as provided for in Rule 5(7)(a)(b).
- (2) Subject to Rule 5(4), the skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(6).
- (3) When it is the skip's turn to deliver, they will elect a teammate to act as skip. Subject to Rule 5(4), the vice-skip may play any position in the delivery rotation of their team. Regardless of the position played in the delivery rotation, the player designated as vice-skip shall remain in that capacity throughout the course of that game except as provided for in Rule 5(6). The vice-skip shall assume the responsibilities of the skip when the skip is not on the playing surface.

Penalty: If a violation of Rule 6(1), 6(2) or 6(3) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

7. Position of Players

- (1) Members of the non-delivering team:
 - (a) Only the skip and vice-skip may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery as provided for in Rule 9(3)(a)(b).
 - (b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery as provided for in Rule 9(3)(a)(b).

- (c) The players not taking the positions 7(1)(a) or 7(1)(b) shall position themselves between the hog lines and to the extreme sides of the sheet when the delivering team's time clock is running. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery as provided for in Rule 9(3)(a)(b).
- (d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with or distract any member of the delivering team.

Penalty: If a violation of Rule 7(1)(a), 7(1)(b), 7(1)(c) or 7(1)(d) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of: allowing the play to stand; or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone.

(2) Members of the delivering team:

- (a) The skip or vice-skip directing play shall be positioned between the backboards and the hog line of the playing end while their team is in the process of delivery. They shall have choice of position for the purpose of directing play.
- (b) The players who are not in charge of the house or delivering a stone will take a position to sweep.

Penalty: If a violation of Rule 7(2)(a)(b) occurs, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or, having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.

8. Game Time Operation

- (1) The game time allotted to each team to complete a ten (10) end game shall be 73 minutes. The game time allotted to each team to complete an eight (8) end game shall be 59 minutes. The game time allotted to each team to complete each extra end shall be eight (8) minutes.
 - (a) A stone that has reached the nearer tee line before the game time expires shall be allowed to continue and shall be considered as having been played within the allotted game time.
 - (b) If the allotted game time of a team expires before the team's final stone of the game has reached the nearer tee line, the umpire shall call a time out and apply the penalty as follows:

Rules of Curling for Officiated Play

- (i) If the non-offending team is ahead based on the points on the scoreboard and the counting stones in the house, they shall be declared the winner of the game;
 - (ii) If the non-offending team is not declared the winner as per 8(1)(b)(i), they shall be provided the opportunity to use their remaining game time to continue play in an attempt to tie or win the game as outlined in 8(2); or
 - (iii) If the non-offending team has no stones left to deliver, the end shall be considered over and the score for the end determined as per Rule 14. If the game results in a tie, an extra end(s) shall be played in accordance with Rule 14(11). The team that incurred the game time violation shall deliver the first stone of the extra end.
- (2) A team may continue play after their opponent's game clock has expired in an attempt to tie or win the game within their allotted game time.
- (a) The team whose time has expired shall be considered the non-delivering team from this point on and all rules shall be applied accordingly.
 - (b) The non-offending team shall be allotted an interval of a maximum of 20 seconds between their consecutive deliveries. Time management shall be under the direction of the Chief Umpire who shall communicate as required with the game timing umpire. Their game time clock shall start at the expiration of the 20 second interval or when the stone reaches the nearer tee line, whichever first occurs. Their game time clock shall continue to run until all stones have come to rest in play or crossed the back line.
 - (c) If the non-offending team scores sufficient additional points to win the game within their allotted game time, they shall be declared the winner.
 - (d) If the non-offending team scores sufficient additional points to tie the game within their allotted game time, an extra end(s) shall be played in accordance with Rule 14(11). The team that incurred the game time violation shall deliver the first stone of the extra end.
 - (e) If the non-offending team is unable to score sufficient additional points to tie or win the game within their allotted game time, they shall lose the game.
- (3) During a ten (10) end game, a mandatory break of five (5) minutes shall take place at the conclusion of the fifth (5th) end. During an eight (8) end game, a mandatory break of five (5) minutes shall take place at the conclusion of the fourth (4th) end. The delivering team's game time clock shall be started at the conclusion of this break. If a countdown clock is not in use, the team's game time clock shall be started when their stone reaches the nearer tee line. All other allotted time for breaks between ends including extra ends shall be determined by the rules of the competition or as determined by the Chief Umpire.

Rules of Curling for Officiated Play

- (4) Delay of a game in progress due to accident or illness shall be at the discretion of the umpire.
- (5) 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 at the delivering end within 45 seconds, the stone is removed from play immediately.
- (6) An umpire may call a time-out at any time and shall call an umpire's time-out when requested or required to make a ruling, measurement, judgement, to communicate or administer penalties.
- (7)
 - (a) If a player is allowed or required to redeliver a stone, the time required shall not be deducted from the allotted game time for that team except as provided for in Rule 9(5).
 - (b) If an end is replayed, the time clocks shall be reset to the time recorded at the completion of the previous end.
- (8)
 - (a) Each team may request 'coach time' twice per game and once during each extra end. Coach time allows the coach or alternate access to the field of play; however, the game clock will continue to run. Coach time will last 60 seconds and the countdown will commence when the coach or alternate accesses the team.
 - (b) During an end, coach time may only be requested from the playing surface by a player of the team whose game time clock is running. A team's coach or alternate player may physically signal a request for coach time to their players on the ice but are only permitted to communicate with their players during coach time.
 - (c) With the approval of the umpire, coaches or alternate players from both teams can meet with their players.
 - (d) In arena settings, the coach and alternate player may communicate with their team during breaks between ends when neither team's time clock is running. They may meet only at the home end scoreboard and when the breaks are a minimum of two (2) minutes in length.
 - (e) For communication as permitted in Rule 8(8)(c);
 - (i) The coach or alternate player of the team who requested the coach time may access the playing area adjacent to or at the end of the sheet but shall not access the playing surface.

- (ii) The team that did not request coach time may communicate for the same time as the coach or the alternate player who called the coach time, however, they must stay at the home end. They cannot cause any delay to the stone being delivered.
 - (iii) Access to the team during coach time will be sixty (60) seconds. The 60 seconds will begin when the coach or alternate meets with the team. The game clock will continue to run during any coach time.
- (9) Except as provided for in Rule 17(4), the game and the delivering team's game time clock shall start at the conclusion of a one-minute countdown. If such a countdown function is not in use, the delivery team's game time clock shall be started when the first stone of the end reaches the nearer tee line.
- (10) The delivering team's game time clock shall continue to run until:
 - (a) All stones have come to rest in play or have crossed the back line, and
 - (b) The sweepers and player who has just delivered have moved to the extreme side of the sheet, and
 - (c) The delivering team has relinquished control of the house. At this time, the opposing team becomes the delivering team and their game time clock shall be started. In the event of a throw through or hog line violation, the delivering team's game time clock shall continue to run until the stone has crossed the far back line.
- (11) At the conclusion of each end [Rule 14(7)] both game time clocks shall be stopped for a period of time as determined by the rules of the competition or the Chief Umpire. The appropriate game time clock shall be started at the conclusion of the predetermined period of time or when the first stone of the end reaches the nearer tee line, whichever occurs first.

9. Delivery

- (1) Only right-handed deliveries shall be initiated from the hack located to the left of the centre line and only left-handed deliveries shall be initiated from the hack located to the right of the centre line. If a single hack is in use, both right-handed and left-handed deliveries may be initiated from a hack located on the centre line. If a single, moveable hack is in use it shall be positioned as required by the delivering team in accordance with Rule 3(6).
- (2) The delivery and release of a curling stone are intended to occur in a straight line towards the target broom. If a violation of Rule 9(1) or 9(2) occurs, the umpire shall allow all stones

Rules of Curling for Officiated Play

- to come to rest and provide the non-offending team with the option of: allowing the play to stand; or having the umpire remove the stone just delivered from play and replacing all affected stones as close as possible to their original position.
- (3)
- (a) A player - whose team is in control of the house - is in the process of delivery from the time the player is positioned in the hack until the stone is released.
 - (b) A player shall only commence a forward progression from the hack with a stone after the previously delivered stone and any stones set in motion have come to rest or have crossed the back line and their team is in control of the house.
- (4) The stone shall be released before it reaches the hog line at the delivering end. If a violation of Rule 9(4) occurs when the hog line detection device is not being used, the delivered stone and all affected stones shall come to rest before any action is taken. The umpire shall remove the stone just delivered from play and replace all affected stones as close as possible to their original positions. If a violation of Rule 9(4) occurs when the hog line detection device is being used, the red light displayed in the handle will come on and the delivering team sweepers shall take responsibility for stopping the delivered stone prior to it reaching the playing end and guiding it across the back line and out of play.
- (5) If a player wishes to recommence the delivery as a result of their team's action the player may do so providing the stone has not reached the nearer tee line.
- (6) If in the estimation of the umpire, an extreme circumstance occurs during the delivery that distracts the thrower to a significant degree, the stone may be redelivered prior to the opposition delivering their next stone. The umpire shall allow all stones to come to rest and provide the delivering team with the option of allowing the play to stand; or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original positions and redelivering the stone.
- (7) If a player delivers a stone belonging to the opposing team, that stone shall be allowed to come to a rest and then is replaced with a stone belonging to the delivering team.
- (8)
- (a) If a player delivers a stone when it is not their team's turn to deliver, the end shall continue and the new delivery rotation shall take effect.
 - (b) If an error in a team's delivery rotation causes a player to miss a turn, the player who has missed a turn shall deliver the last stone for their team in the end.
 - (c) If a team or umpire realizes that the delivery of a stone has been missed but is unable to determine which player missed their turn, the lead of the team that missed a turn shall play the last stone for their team in that end.

- (9) If a team delivers two stones in succession in the same end, they shall remove the second stone that was played, replace any stone(s) displaced by the stone and the end shall continue. The second stone that was played in error will be delivered in its proper rotation. If the infraction is not discovered until after the delivery of a subsequent stone, the end shall be replayed.
- (10) If a player on a four player team delivers three stones in one end, except as provided for in Rule 5(7), the end shall continue and the fourth player on the offending team shall deliver one stone only in that end.
- (11) If the handle came off (but not loose) of a stone during the process of the delivery, the player will redeliver the stone after any affected stones have been replaced as close as possible to their original position.

10. Touched Moving Stones

- (1) A stone in motion shall not be touched by any player, equipment or personal belongings of the team to which it belongs.
- (2) Between the tee line at the delivering end and the hog at the playing end:
 - (a) 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.
 - (b) If a moving stone is touched, or is caused to be touched by the opposition or by their equipment or is affected by an external force:
 - (i) If the stone was the delivered stone, it is re-delivered.
 - (ii) 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.
- (3) Inside the hog line at the playing end:
 - (a) 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 remove the touched stone and replace all stones that were displaced after the infraction to their original positions; or leave all stones where they came to rest; or place all stones where it reasonably considers the stones would have come to rest had the moving stone not been touched.

- (b) If a moving stone is touched, or is caused to be touched, by the opposition 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.
 - (c) 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.
- (4) Last Stone Draw (LSD) stones:
- (a) 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 185.40 cm (6 ft. 1 in.).
 - (b) If a member of the non-delivering team touches a moving stone, or causes it to be touched, the stone will be redelivered.
 - (c) If an external object touches a moving stone, or causes it to be touched, the stone will be redelivered.

11. Displaced Stationary Stones

- (1) 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 or external force, it is replaced in its original position to the satisfaction of the game umpire. If there is any question as to which stone was counting, the displaced stone shall be positioned in favour of the non-offending team.
- (2) 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: leave all stones where they came to rest; or 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 place all stones in the positions the team reasonably considers they would have come to rest had a stone not been displaced.
- (3) 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.

Rules of Curling for Officiated Play

- (4) 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 to the satisfaction of the game umpire.
- (5) Last Stone Draw (LSD) Stones:
 - (a) A draw to the button for last stone advantage that is moved by a team member prior to the measure will be assigned the distance to the next defined circle away from the button.
 - (b) 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.
 - (c) 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.

12. Sweeping

- (1) Between the tee lines, all members of the delivering team may sweep any of their team's stones in motion.
- (2) A stationary stone must be set in motion before any sweeping may occur.
- (3) Only the skip or vice-skip of the non-delivering team may sweep their team's stone(s) after it is set in motion.
- (4) During the delivery of the first four stones of any end, only the person in charge of play for the non-delivering team may sweep their stone when set in motion.
- (5) 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.
- (6) Behind the tee line, a team has first privilege of sweeping its own stone but it must not obstruct or prevent their opponent from sweeping.
- (7) An opponent's stone in motion shall not be swept until the front end of the stone reaches the farther tee line and sweeping shall only take place behind the tee line.
- (8)
 - (a) Given that the intent of sweeping is to keep the path of the stone clean and to take a stone farther, there must be brush head movement in the sweeping motion.

- (b) The sweeping motion shall not leave any debris in front of a moving stone.
 - (c) The final sweeping motion shall finish outside the path of the stone.
- (9) When sweeping with a corn/straw broom, the sweeping motion shall take place with the corn/straw pointing in the direction of play. Backward sweeping with a corn/straw broom is not acceptable.

Penalty: When the game umpire observes a violation of Rule 12, all stones shall be allowed to come to rest before any action is taken. At this time the non-offending team has the option of allowing the play to stand; or removing the unfairly swept stone from play and replacing all affected stones as close as possible to their original position; or placing the unfairly swept stone and stone(s) it would have affected where they would have come to rest had the sweeping violation not occurred.

13. Free Guard Zone (FGZ)

- (1) The FGZ is the area between the hog line and the tee line, excluding the house.
 - (a) A stone which comes to rest biting or in front of the hog line after making contact with a stone in the FGZ is considered to be in the FGZ.
 - (b) A stone which comes to rest outside the house but biting the tee line is not considered to be in the FGZ.
- (2) Any stationary stone(s) belonging to the opposition located in the FGZ shall not be removed from play by the delivering team prior to the delivery of the 5th stone of the end. When an opposition's stone(s) that is removed from play from the FGZ prior to the 5th stone of the end, directly or indirectly, the delivered stone **must** be removed from play and any other displaced stones replaced as close as possible to its original position.
- (3) A delivered third or fourth stone of an end may hit an opposition stone(s) located in the FGZ on to a stone(s) not in the FGZ providing that any opposition stone originally located in the FGZ remains in play. If an opposition's stone(s) is removed from play, apply Rule 13(2).
- (4) You may remove your own stone from the FGZ providing you do not cause an opposition stone to be removed from play from the FGZ. If an opposition's stone(s) is removed from play, apply Rule 13(2).
- (5) You may also raise your stone located in the FGZ on to an opposition stone located in the the house and remove it from play. If an opposition's stone(s) is removed from play, apply Rule 13(2).
- (6) After the delivery of each of the first three stones of an end it is the responsibility of the

skip of the team who is about to deliver to ensure agreement with the opposing skip as to whether or not any of the stone(s) in play have come to rest in the FGZ. If they cannot agree, the game umpire shall make the determination by using the six foot measuring stick. If the position of another stone(s) hinders the use of the six foot measure, the game umpire shall reposition the stone(s), complete the measurement and replace the stone(s) to its original position.

- (7) A visual agreement by the opposing skips as to whether or not one of the first three stones of the end was in the FGZ, does not preclude a measurement occurring at the conclusion of the end involving the same stone(s).

14. Stones in Play and Scoring

- (1) A stone must be fully over the farther hog line to be considered in play. A stone not fully over the hog line shall be removed from play. A stone staying outside of play after striking a stone in play shall remain where it stopped including any subsequent stones striking that particular stone. A stone which crosses the hog line but spins such that it comes to rest biting the hog line, is considered "out of play".
- (2) A stone which clearly crosses the back line is removed from play immediately.
- (3) A stone that touches a sideline, hits a divider or comes to rest biting a sideline shall be removed immediately from play. If a stone in motion hits a stationary stone and a sideline or divider at the same time, the stationary stone shall be allowed to take its course as if it had been hit first.
- (4) A game shall be decided by a majority of points.
- (5) Each stone, any part of which is within 6 feet (1.829 meters) of the tee, is eligible to be counted.
- (6) A team scores one point for each eligible stone that is closer to the tee than any stone of the opposing team.
- (7) An end shall be decided when the skips or vice-skips in charge of the house at the time agree upon the score for the end.
- (8) If two or more stones are tied, then none of the tied stones shall count and only stones closer to the tee than the tied stones shall be eligible to be counted. If the tied stones are to determine which team shall count in that end, the end shall be considered blank.
- (9) If a stone(s) which may have affected the points scored in an end is displaced prior to the skips or vice-skips deciding the score, the team causing the displacement shall forfeit the point(s) involved.

Rules of Curling for Officiated Play

- (10) Should an individual other than the two teams or their coaches displace or cause the displacement of a stone(s) prior to agreement of the score or a measure being determined, the following shall apply:
- (a) Preceding the final end;
- (i) If the displaced stone(s) would have determined who won an end, the end shall be 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 shall have the option of replaying the end or keeping the point(s) already secured and proceeding to the next end.
- (b) In the final end:
- (i) If the game is tied and the displaced stone(s) would have determined which team won the game, the end shall be replayed.
 - (ii) If the displaced stone(s) would have determined if the game was tied or lost by the team that was behind in points, that team shall have the option of replaying the end or keeping the point(s) they had already secured and playing an additional end without last stone.
 - (iii) If the team that was behind in points had already secured sufficient points to tie the game, and the displaced stone(s) would have determined if they won the game, that team shall have the option of replaying the end or keeping the point(s) already secured and playing an additional end, with last stone being determined by a single draw to the tee with sweeping/brushing. The team who was ahead in points when the end began shall have the choice of drawing first or last.
 - (iv) If the displaced stone(s) would have determined if the game was lost, tied or won, the team that was down in points shall have the option of replaying the end or keeping the point(s) already secured, if any, and playing an additional end, with last stone being determined by a single draw to the tee with sweeping. The team who was ahead in points when the end began shall have the choice of drawing first or last. Rule 14(10)(b)(iv) applies to the following types of situations:
 - A team is one down going home and measuring two of their stones to determine if they have lost, tied or won the game.
 - A team is two down going home counting one and measuring two of

Rules of Curling for Officiated Play

their stones to determine if they have lost, tied or won the game.

- (11) If after regulation play, the score is tied, play shall be continued without changing the rotation of play (end the stones are thrown to) for such additional end or ends as may be required to decide the winning team.
- (12) **Marking The Scoreboard Incomplete Ends**
 - (a) When both teams still have stones to be delivered and there is a concession, "X"s are placed on the scoreboard;
 - (b) When one team has delivered all of their stones and there is a concession:
 - (i) If the team that delivered all their stones has stone(s) counting, no points are given, "X"s are placed on the scoreboard;
 - (ii) If the team that did not deliver all their stones has stone(s) counting, these points are given and placed on the scoreboard;
 - (iii) If no stones are counting, "X"s are placed on the scoreboard.

15. Measuring

- (1) All measurements shall be conducted by an umpire unless otherwise specified in the rules of the competition.
- (2) The diameter of stones vary, therefore, measurements shall be taken from the tee to the closest part of a stone. A measure that results in stones being an identical distance from the tee shall be declared tied.
- (3) No physical device to aid visual observation shall be used in measuring prior to the last stone delivered in the end coming to rest except as provided for in Rule 13(6) and 15(5).
- (4) Decisions on whether a stone is in or out of play at the hog line, sidelines and back line shall be visual (no accepted measuring device) except as provided for in Rule 15(5). If the opposing skips cannot agree, the umpire shall make the final decision.
- (5) A skip may request that an umpire conduct a measurement when a stone is located on the back line in proximity to the centre line to confirm if the stone is in or out of play. The 6 foot (1.829 metres) measuring stick shall be used. If the position of a stone(s) in the house makes it impossible to use the measuring stick to determine if a stone is in or out of play, the umpire shall make a visual determination and their decision shall be final.

Rules of Curling for Officiated Play

- (6) If two or more stones are so close to the tee that a measuring device cannot be used, and if a visual comparison by an umpire cannot determine which stone is closest to the tee, the stones shall be considered tied. If these stones were to determine who counted in the end, the end shall be considered blank.
- (7) A measuring stick that measures a distance of six feet (1.829 metres) from the tee shall be used, if necessary, to confirm whether a stone is within six feet (1.829 metres) of the tee as provided for in Rule 13(6), 14(5) and 15(5).

16. Equipment

- (1) Any team equipment which may possibly come into contact with the playing surface is subject to inspection by an umpire prior to or during competition. The team equipment which is subject to inspection includes, but is not limited to, corn/straw brooms, brushes, sliders, grippers, shoes in general, sliding/delivery devices and on ice clothing. If the umpire determines the equipment is in conflict with the ideals of fair play, potentially damaging to the ice surface or not in compliance with the integrity and positive image of the championship, the umpire shall identify the equipment as being unacceptable and direct the team to remove the equipment from the playing surface.
- (2) Prior to the start of the competition:
 - (a) All brushes, brush heads and synthetic corn/straw style brooms used for sweeping may be inspected, tested and identified as acceptable for game play.
 - (b) All sliding/delivery devices may be inspected, tested and identified as acceptable for game play.
- (3) Prior to the start of each game, all corn/straw brooms to be used for sweeping may be presented by the team to the umpire to be inspected, tested and identified as acceptable for game play.
- (4) At the start of each game, each player shall declare what type of sweeping device previously identified as acceptable that they shall be using for the duration of the game (brush, synthetic straw style broom or corn/straw broom). Players may change or exchange brushes, brush heads and synthetic straw style brooms during a game providing they have been identified as acceptable for game play. Players shall use the same corn/straw broom for the duration of the game and shall not exchange with another player for a brush or synthetic straw style broom.
- (5) A broom or brush broken during the game shall be replaced by the same type of sweeping device. The replacement shall be inspected and accepted for game play by an umpire prior to use if not previously inspected as per Rule 16(2), 16(3) and 16(4).

Penalty: When any sweeping device is used that has not been identified as acceptable for game

play, the umpire shall allow all stones to come to rest and provide the non-offending team with the option of allowing the play to stand; or having the umpire remove the swept stone(s) just delivered or set in motion from play and replace all affected stones as close as possible to their original position. The umpire shall ensure that the sweeping device is replaced with one marked acceptable for game play. The umpire may direct that the ice surface be cleaned. The penalty shall only be applied prior to the delivery of the next stone.

- (6) The use of a curling aid commonly referred to as a “delivery balance device” is acceptable. The balance device shall not exceed 5 feet (1.524 metres) in length and 12 inches (30.48 centimetres) in width. Height may vary.
- (7) Teams shall not use any electronic communication device or any modification to the voice, i.e. bull horn, whistle, etc. unless previously approved by the Chief Umpire.
- (8) The use of a curling aid commonly referred to as a “delivery stick” which enables the player to deliver a stone without placing a hand on the handle is **not allowed** at a CCA championship leading to a world championship (wheelchair excluded).

17. Game Duration and Postponement

- (1) A game shall be of such length or duration as is stated in the rules governing the competition.
- (2) The umpire may delay a game for up to one hour, after which time the game may be postponed. At the discretion of the umpire, when a game is delayed, it shall start at the point at which it was delayed or at the last end completed.
- (3) If for any reason a game is postponed to another time, the game shall continue from the last completed end.
- (4) The teams shall start the game at the time designated by the competition draw. If a team does not commence play at the designated time:
 - (a) The offending team's game time clock may be started, at the discretion of the umpire;
 - (b) If the delay of the start of play is 1-15 minutes, then the non-offending team receives one (1) point and will have last stone advantage in the first end of actual play. One end is considered completed;
 - (c) If the delay of the start of play is 15-30 minutes, then the non-offending team receives one (1) additional point and will have last stone advantage in the first end of actual play. Two ends are considered completed;

- (d) If play has not started after 30 minutes, then the non-offending team is declared winner by forfeit. The game shall be recorded as W-L (win - loss) by forfeit;
- (e) When the game does start, the offending team shall commence the game with the remaining time left on their game time clock. The non-offending team's game time clock shall be reduced by the same amount as that of the offending team or by five minutes for each end considered to have been played whichever is less. No reduction to the non-offending team's time clock shall be made before one end is considered to have been played.

18. Wheelchair Curling

- (1) Stones are delivered from a stationary wheelchair and the stone must be positioned completely within 18 inches (45.72 cm) of the centre line. Curling clubs that have active wheelchair programs or clubs hosting wheelchair competitions should install two (2) lines eighteen (18) inches (45.72 cm) on either side of the centre line running from the inside edge of the hog line to the outside edge of the twelve (12) foot circle.
- (2) During delivery, the wheels of the chair must be in direct contact with the ice and the feet of the player delivering the stone must not touch the ice surface during delivery.
- (3) The delivery of the stone is undertaken by the conventional arm/hand release or by the use of an approved delivery stick.
- (4) Stones must be released from the hand or stick before the stone reaches the hog line at the delivering end.
- (5) 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.
- (6) Sweeping is not permitted.
- (7) CCA sanctioned wheelchair competitions require that all participating teams be comprised of both genders for all games. Motorized wheelchairs are acceptable.
- (8) Each team shall receive sixty-eight (68) minutes of playing time for an eight (8) end game. Each team shall be permitted two (2) timeouts per game. A timeout shall be sixty (60) seconds in length. There will be a seven (7) minute break at the conclusion of the fourth (4th) end.
- (9) When extra ends are required, the clocks will be reset and each team shall receive ten (10) minutes of playing time and one (1) sixty second timeout for each extra end.

19. Vision Impaired

- (1) A team shall be comprised of five (5) people and must have a minimum of four (4) curlers as outlined in the Functional Classification Guidebook and may be any combination of men and / or women.
- (2) For the purpose of competition:
 - (a) A coach is defined as an individual who educates and instructs players in the mechanical techniques of the game and game strategies. A coach shall not be permitted access to the field of play unless utilizing coach time.
 - (b) A guide is an individual who may describe the shot that the skip is requesting to the curler delivering a stone including weight, turn and what the shot is meant to accomplish. The guide can ensure the curler is lined up correctly in the hack.
- (3) Excluding the coach, only one (1) member of a team may be a sighted individual. This individual must fulfill the role of guide.
- (4) The guide shall not have any physical contact with a delivery stick or with a curler who has started the motion of delivering a stone.
- (5) The guide shall not have any physical contact with the stone being delivered other than the placement of the head of the delivery stick to stone.
- (6) A guide is permitted to make reference to the location of the target broom, but is not permitted to sweep or call line.
- (7) When a guide is using a stopwatch to communicate split times, the timing may only be given in seconds and the guide shall not provide any other information that may be perceived as interpreting the split time.
- (8) Aids, such as flashlights, lighted brooms, monoculars or binoculars may be used without consultation and may be used anywhere on the sheet to assist in guiding. Laser pointers shall not be permitted.
- (9) Each team shall receive sixty-eight (68) minutes of playing time for an eight (8) end game. Each team shall be permitted two (2) timeouts per game. A timeout shall be sixty (60) seconds in length. There will be a seven (7) minute break at the conclusion of the fourth (4th) end.
- (10) Each team shall be permitted one designated sweeper. This person must meet the requirements outlined in the Functional Classification Guidebook as a B2 or B3 classification. The designated sweeper is not permitted behind the back line at any time.

- (11) The coach and guide are permitted to access the field of play during a coach time. The guide is not permitted to call for a coach time.
- (12) If an extra end is required, there will be a three (3) minute break before the beginning of the extra end and the clocks will be reset and each team shall receive ten (10) minutes of playing time and one (1) sixty (60) second timeout for each extra end.
- (13) If the extra end is blanked, one (1) player from each team will deliver one (1) stone with closest to the tee to determine the winning team. Sweeping is allowed. The team scoring in the eighth (8) end will deliver first.

20. Chief Umpire

- (1) The Chief Umpire has the general supervision of and shall govern any competition to which they are assigned.
- (2) The rules pertaining to on-ice violations cannot be appealed beyond the Chief Umpire.
- (3) Where so authorized, the Chief Umpire may directly intervene at any time in any game and give such directions concerning conduct of the game and adherence to the rules as they consider proper.
- (4) The Chief Umpire shall hear and determine appeals of decisions made by game umpires. Their decision is final.
- (5) The Chief Umpire is authorized to make decisions on matters not covered by the rules and shall do so in accordance with equity.
- (6) The Chief Umpire may recommend expulsion or suspension of any player or coach to the official curling body having jurisdiction. The expulsion or suspension may involve the competition at hand or future competitions governed by the curling body having jurisdiction.
- (7) The Chief Umpire may expel a player or coach from the game or competition area for what they consider to be abusive or unacceptable behaviour including refusal to comply with the rules and direction provided by an umpire.

21. Miscellaneous

- (1) If any exceptions to the preceding rules are necessary to accommodate a player(s) with a physical disability, with the approval of the umpire, appropriate adjustments are considered acceptable. Any adjustment made by an umpire shall not include the introduction of new or non-approved equipment into the game.

- (2) Smoking or drinking alcoholic beverages by a player or coach on or in proximity to the ice surface is prohibited. The umpire may suspend the player or coach from the game in which the violation took place.
- (3) If a competition has a specific dress code, the team members shall adhere to it. The Chief Umpire may suspend the player from the game until the dress code has been met.
- (4) All other rule adjustments that relate to the operation of a specific CCA competition will be covered in the Special Rules and Competitions Guide that govern operational aspects of competitive play.

22. Age Eligibility

- (1) CCA Events for 2010-2011
 - (a) Canadian Mixed – 19 years old as of December 31st, 2010
 - (b) Canadian Juniors – 20 years or under as of December 31st, 2010
 - (c) Tournament of Hearts - 19 years old as of December 31st, 2010
 - (d) Brier - 19 years old as of December 31st, 2010
 - (e) University - a birth date between and including January 2nd, 1984 and January 1, 1994
 - (f) Wheelchair – none
 - (g) Seniors - 50 years old as of December 31st, 2010
 - (h) Masters - 60 years old as of December 31st, 2010
 - (i) Canada Cup – none
 - (j) Continental Cup – none
- (2) CCA Events for 2011-2012
 - (a) Canadian Mixed – 19 years old as of December 31st, 2011
 - (b) Canadian Juniors – 20 years or under as of December 31st, 2011
 - (c) Tournament of Hearts - 19 years old as of December 31st, 2011
 - (d) Brier - 19 years old as of December 31st, 2011
 - (e) University - a birth date between and including January 2nd, 1985 and January 1, 1995
 - (f) Wheelchair – none
 - (g) Seniors - 50 years old as of December 31st, 2011
 - (h) Masters - 60 years old as of December 31st, 2011
 - (i) Canada Cup – none
 - (j) Continental Cup - none