

ACTIVITIES

CURLING

1. RULES:

The current Curling Canada rulebook will apply with the following SHSAA amendments and rulings:

- 1.1. SHSAA SUBSTITUTION RULES - Substitution may take place prior to any game of a competition. Rotation of players may be altered prior to any game, but not after the first rock is put into play.
- 1.2. SUBSTITUTION - A player may be substituted at any time during any game. The player substituted for may not re-enter the same game once the registered substitute has entered. The player entering the game must play the position (or lower) as the player who leaves the game. The substitution occurs between ends unless motivated by a physical injury or illness. In the Girls and Boys competition, the substitute must be of the gender represented in the category. In the Open Mixed competition, the substitute must leave the team with a 1:3, 2:2, 3:1, **1:2, or 2:1** ratio of male to female curlers (refer to team composition in 1.3 & 1.5).
- 1.3. In BOYS and GIRLS competitions, the rinks may be made up of a maximum of five competitors.
- 1.4. In OPEN MIXED competition, the rinks may be made up of a maximum of three females and three males. The teams must start the competition with any ratio of 1:3, 2:2, 3:1, **1:2, or 2:1** ratio of male to female curlers **in any order**. In the case where a team started with a 3:1 ratio and loses the single gender representative curler to injury or illness, the game will be forfeited if there is not a substitute of the same gender. The team may continue with subsequent games in the competition if a legal roster can be fielded at the scheduled game time.
- 1.5. A high school student is eligible to compete for only **ONE** of the curling teams representing the school in any interscholastic play leading to the SHSAA provincial competition (if a player is listed as a substitute and does not participate in a game that is part of the playoffs leading to the provincial championship, then that player would be eligible to participate on another school curling team).
- 1.6. TIMEOUT - Each team is allowed to call two timeouts of 90 seconds duration each. The request for timeout, called by the athletes, may be made at any time that the team is in control of the house or during an interval of play. The timeout shall begin when the coach of the team that called the timeout reaches the house in play. A mandatory five-minute break will be held at the conclusion of the fourth end.
- 1.7. EXTRA END TIMEOUT - Each team will be allowed one timeout in the extra end of 90 seconds duration. Any unused timeouts from regulation may not be carried over. There will be an automatic two-minute timeout prior to the first extra end. This timeout is not charged to either team.
- 1.8. UNIFORMS - In the interest of having school curling teams identifiable as school representative teams, schools participating in the provincial championship must have the team dressed uniformly and in school colors. Specifically, shirts, jacket/sweater, and pants/skirt must be uniform in color for all players.
- 1.9. At each regional and provincial competition, each team will be given a maximum of 8 minutes of practice time prior to each game.

- 1.10. LAST ROCK ADVANTAGE (LRA): In regional play and provincial pool play, LRA will be awarded to the team drawing closer to the button **following** their 8-minute warm-up period prior to the game; in the provincial semi-final curling games, LRA will be awarded to the teams finishing first in their pools; in the provincial final games, LRA will be awarded to the team finishing first in their pool. In tie-breaker games and medal games, when both first-place finishers are in the same game, then the SBTRS will determine the LRA. A coin toss will occur prior to the scheduled practice time. The winner of the coin toss will have the choice of practice time or rock color. The opposition will have the remaining choice between practice and rock color.
- 1.11. The use of a curling delivery aid (throwing stick) must be approved by the SHSAA office.

2. REGIONAL TOURNAMENT:

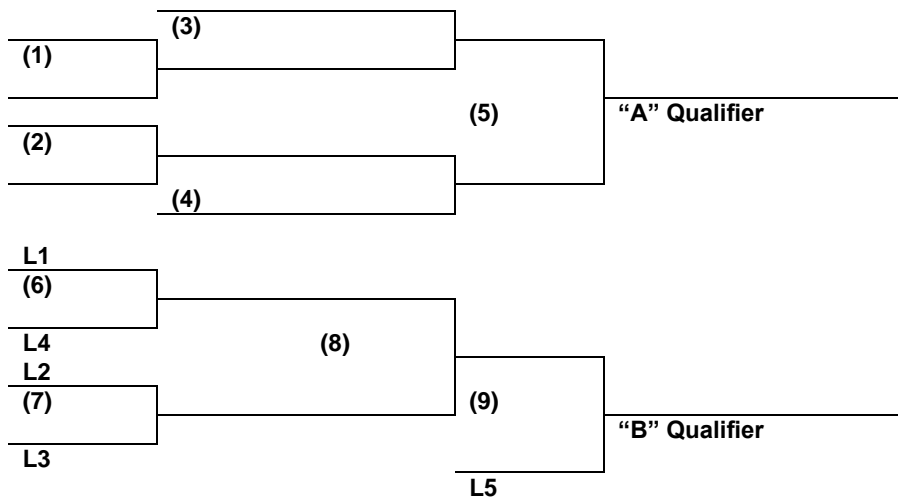
- 2.1. Four regional tournaments (two six-team and two eight-team) concluding in an 'A-B' final of the double knock-out format will be conducted in order to qualify to the provincial eight-team championship.
- 2.2. All games in the competition, including medal round games will be scheduled for eight ends.
- 2.3. Each district will advance two teams to the designated regional tournament
- 2.3.1. Two teams from one school may advance to the provincial final tournament if they place first and second in the district and regional playoff.
- 2.4. Make-up of the Regional Tournaments:

	2024	2025	2026	2027
Regional A	South West South Central West Central Regina*	South West South Central Central Valley West Central*	South West* Regina South Central	South West South Central* West Central
Regional B	South East East Central* Qu'Appelle	South East Qu'Appelle* East Central Regina	South East* Qu'Appelle East Central	South East Qu'Appelle* Regina East Central
Regional C	North East* North Central Horizon Central	North East North Central Horizon Central*	North East North Central* Central Valley Horizon Central	North East North Central Horizon Central* Saskatoon
Regional D	North West* Battle West Central Valley Saskatoon	Battle West* North West Saskatoon	Battle West North West Saskatoon* West Central	North West Battle West Central Valley* Saskatoon

* Denotes host district for regional playoff.

- 2.4.1. As approved at the 2011 AGM, if the provincial host district is initially in a four-district region, the regions will be adjusted so that each provincial host ends up in a 3-district region. No hosting opportunities will be lost in the shuffle of districts to accommodate these changes.

2.5. 6-team Regional draw

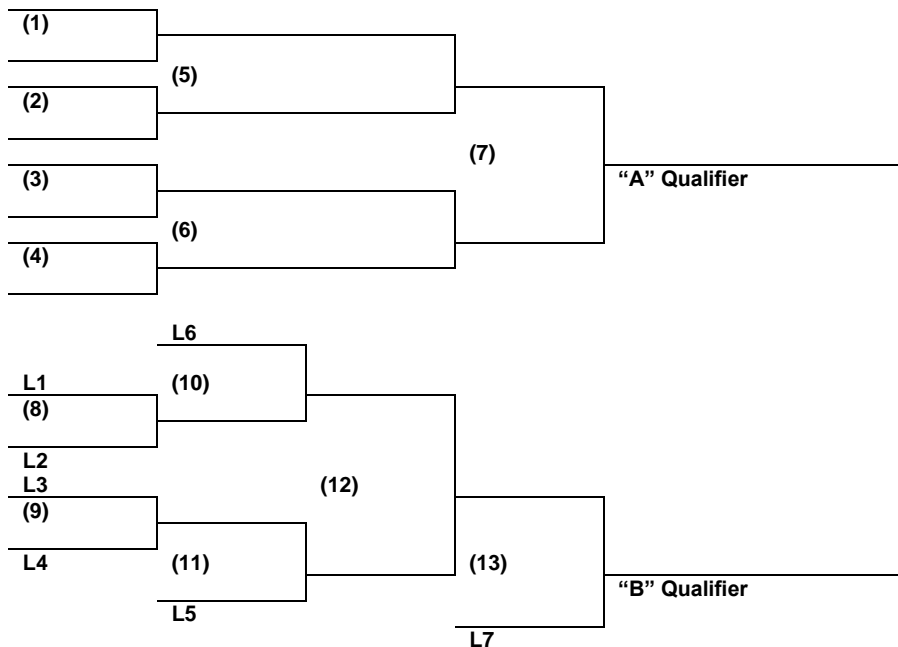


2.5.1. Schedule of Games

Friday	12:00pm	(1), (2)
Friday	3:00pm	(3), (4)
Friday	7:00pm	(6), (7)
Saturday	9:00am	(5), (8)
Saturday	12:00pm	(9)
Saturday	4:00pm	(10)*A-B final
Saturday	7:00pm	(11)*A-B final
* if necessary		

- 2.5.2. In the provincial host region, if the provincial host is not the 'A' or 'B' qualifier an A-B final will be required to complete the double knockout and determine the one regional representative to the provincial championship.

2.6. 8-team Regional draw



2.7. Schedule of Games

Two or Three sheet facility

Friday	9:00am	(1), (2)
Friday	11:30am	(3), (4)
Friday	2:00pm	(5), (6)
Friday	4:30pm	(8), (9)
Friday	7:00pm	(10), (11)
Saturday	10:00am	(7), (12)
Saturday	1:00pm	(13)

Four sheet facility

Friday	12:00pm	(1), (2), (3), (4)
Friday	3:00pm	(5), (6), (8), (9)
Friday	7:00pm	(10), (11)
Saturday	10:00am	(7), (12)
Saturday	1:00pm	(13)

3. PROVINCIAL TOURNAMENT:

- 3.1. All provincial tournaments will consist of 8 teams and scheduled as two pools of 4 teams in a round-robin play format. The top two teams from each pool shall advance to a championship bracket.
- 3.2. All games in the competition will be scheduled for eight ends.
- 3.3. The SHSAA office in consultation with the host commissioners will decide upon the actual timetable of games.
- 3.4. The eight teams in the tournaments will be declared as follows:
 - 3.4.1. Top two from each of the four regional tournaments. The regional tournament containing the provincial host will advance one team in addition to the host team.

- 3.4.2. Two teams from one school may advance to the provincial final tournament if they place first and second in the district and regional playoff.

4. COMPETITION SITES:

- 4.1. In all categories of competition, a minimum of three sheets of artificial ice is required.
- 4.2. Suitable accommodations for at least 100 people must be available within a 100 km radius of the host center.
- 4.3. Sites for competition will be determined by way of competitive bidding. Bids should be made at least two years in advance. Please refer to the bidding procedures found in the Policies section of this handbook.

5. AWARDS:

- 5.1. SHSAA individual medals to members of the top three teams.
- 5.2. SHSAA keeper plaques for the top four teams.
- 5.3. Championship travelling trophy for the championship team.

6. PROVINCIAL CURLING SCHEDULE OF EVENTS

TIME	ACTIVITY
Prior to Draw 1	Team registration; Coaches & Athletes Meeting

Three Sheet Facility Schedule:

TIME	GAME	ICE
Friday 9:00am	1	1
	2	2
	3	3
Friday 12:00pm	Opening Ceremonies	
Friday 1:00pm	4	1
	5	3
	6	2
Friday 4:30pm	7	2
	8	3
	9	1
Friday 7:30pm	10	3
	11	2
	12	1
Saturday 9:00am	*13	3
	*14	1
Saturday 12:00pm	*15	2
	*16	3
Saturday 4:00pm	17	1
	18	3
Saturday 7:00pm	19	1
	20	2

* if necessary

Four Sheet Facility Schedule:

TIME	GAME	ICE
Friday 11:00am	1	1
	2	2
	3	3
	4	4
Friday 2:00pm	Opening Ceremonies	
Friday 3:00pm	5	3
	6	4
	7	2
	8	1
Friday 7:00pm	9	2
	10	1
	11	4
	12	3
Saturday 9:00am	*13	1
	*14	3
Saturday 12:00pm	*15	2
	*16	4
Saturday 4:00pm	17	1
	18	4
Saturday 7:00pm	19	3
	20	2

* if necessary

- 6.1. The Saturday schedule of games is dependent on the number of tie-breaker games required in each pool. The schedule shown above will be used if there are two tie-breaker games required in either pool. If only one

tie-breaker game is required in one or both pools then Saturday draw times will be 9:00am, 12:00pm, and 4:00pm. If no tie-break games are required in either pool then the Saturday draw times will be 10:00am and 1:00pm.

6.2. POOL PLAY – Three Sheet Facility

POOL A		POOL B	
A1	Regional Champion	B1	Regional Champion
A2	Regional Champion	B2	Regional Champion
A3	Regional Runner up	B3	Regional Runner up
A4	Regional Runner up	B4	Regional Runner up

POOL A		POOL B	
GAME	TEAMS	GAME	TEAMS
1	A1 vs. A3	3	B1 vs. B3
2	A2 vs. A4	4	B2 vs. B4
5	A1 vs. A2	7	B1 vs. B2
6	A3 vs. A4	8	B3 vs. B4
9	A1 vs. A4	11	B1 vs. B4
10	A2 vs. A3	12	B2 vs. B3
*13	TIE-BREAKER #1	*14	TIE-BREAKER #1
*15	TIE-BREAKER #2	*16	TIE-BREAKER #2

* If necessary

6.3. POOL PLAY – Four Sheet Facility

POOL A		POOL B	
A1	Regional Champion	B1	Regional Champion
A2	Regional Champion	B2	Regional Champion
A3	Regional Runner up	B3	Regional Runner up
A4	Regional Runner up	B4	Regional Runner up

POOL A		POOL B	
GAME	TEAMS	GAME	TEAMS
1	A1 vs. A3	3	B1 vs. B3
2	A2 vs. A4	4	B2 vs. B4
5	W1 vs. W2	7	W3 vs. W4
6	L1 vs. L2	8	L3 vs. L4
9	W5 vs. next opponent	11	W7 vs. next opponent
10	L5 vs. next opponent	12	L7 vs. next opponent
*13	TIE-BREAKER #1	*14	TIE-BREAKER #1
*15	TIE-BREAKER #2	*16	TIE-BREAKER #2

* If necessary

7. TIE BREAKING PROCEDURE

7.1. The Skill Based Team Ranking System (SBTRS) will be used for all provincial competitions. The SBTRS will include the cumulative distance of all of the Draw Shots to the tee ***that occur at the conclusion of the teams' 8-minute warm-ups to determine the LRA. For each round-robin game, a new team member will throw the LRA. The cumulative total for the SBTRS will include the distance of three draws.***

- 7.2. If two teams are tied with identical records after pool play then the winner of the round robin game between the tied teams shall be placed higher in the order of finish and no other tie-breaking criteria is required.
- 7.3. If three teams are tied with identical records after pool play then the order of finish will be determined by the SBTRS. The team with the lesser cumulative distance shall be placed higher in the order of finish.
- 7.3.1. Three teams tied with records of 1 win - 2 losses
- 7.3.1.1. The team placed highest in the order of finish among the three teams will receive a bye to tie-breaker #2. The remaining two teams will play in tie-breaker #1 to determine the remaining team that will participate in tie-breaker #2. Tie-breaker #2 will determine the second-place qualifier from the pool.
- 7.3.2. Three teams tied with records of 2 wins - 1 loss
- 7.3.2.1. The team placed highest in the order of finish shall be awarded first place in the pool standings while the remaining two teams will play in tie-breaker #1 to determine the second qualifier from the pool.

8. CHAMPIONSHIP ROUND

