



2018-2019 USCA RULES of CURLING & Competition

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Notice: The USCA's Championship Rules may be changed, in whole or in part, prior to the playdown process. This includes championship berth allotments for regions and specific teams, as granted in these rules. The regions and teams are not guaranteed a berth beyond the current USCA Championship. The rules for one year's championship will not be construed to give or imply any right for future championships. USCA policy is to promulgate its rules in advance of the competition affected by those rules, through its due process of committee and board meetings. Any mistakes, omissions or ambiguity may be subject to clarification by the Competitions Committee.

(Revised October 2018)

The Spirit of Curling

Curling is a game of skill and 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.

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SECTION I – RULES OF CURLING

R1. SHEET

(a) The length of the ice sheet from the inside edges of the back boards is 150 feet. The width of the sheet from the inside edges of the side lines is a maximum of 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 146 ft., and the width to a minimum of 14 ft. 2 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:

- 1.) The tee line, 1/2 in. maximum width, placed so that the center of the line is 57 ft. from the middle of the rink.
- 2.) The back line, 1/2 in. maximum width, placed so that the outside edge is 6 ft. from the center of the tee line.
- 3.) The hog line, 4 in. in width, placed so that the inside edge is 21 ft. from the center of the tee line.
- 4.) A center line, 1/2 in. maximum width, joins the midpoints of the tee lines and extends 12 ft. beyond the center of each tee line.
- 5.) A hack line, 1 ft. 6 in. in length and 1/2 in. maximum width, is placed parallel to the tee line, at each end of the center line.
- 6.) A courtesy line, 6 in. in length and 1/2 in. maximum width, is placed 4 ft. outside and parallel to the hog lines, on each side of the rink.

(c) 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 center line, extending from the hog line to the outermost edge of the nearest circle, with the outside edge of each line being 18 in. from the center line.

(d) A center hole (tee) is placed at the intersection of each tee line and center line. With the tee as center, there are four concentric circles placed at each end of the rink, with the outer edge of the outer circle having a radius of 6 ft., the next circle a radius of 4 ft., the next circle a radius of 2 ft., and the innermost circle having a minimum radius of 6 in.

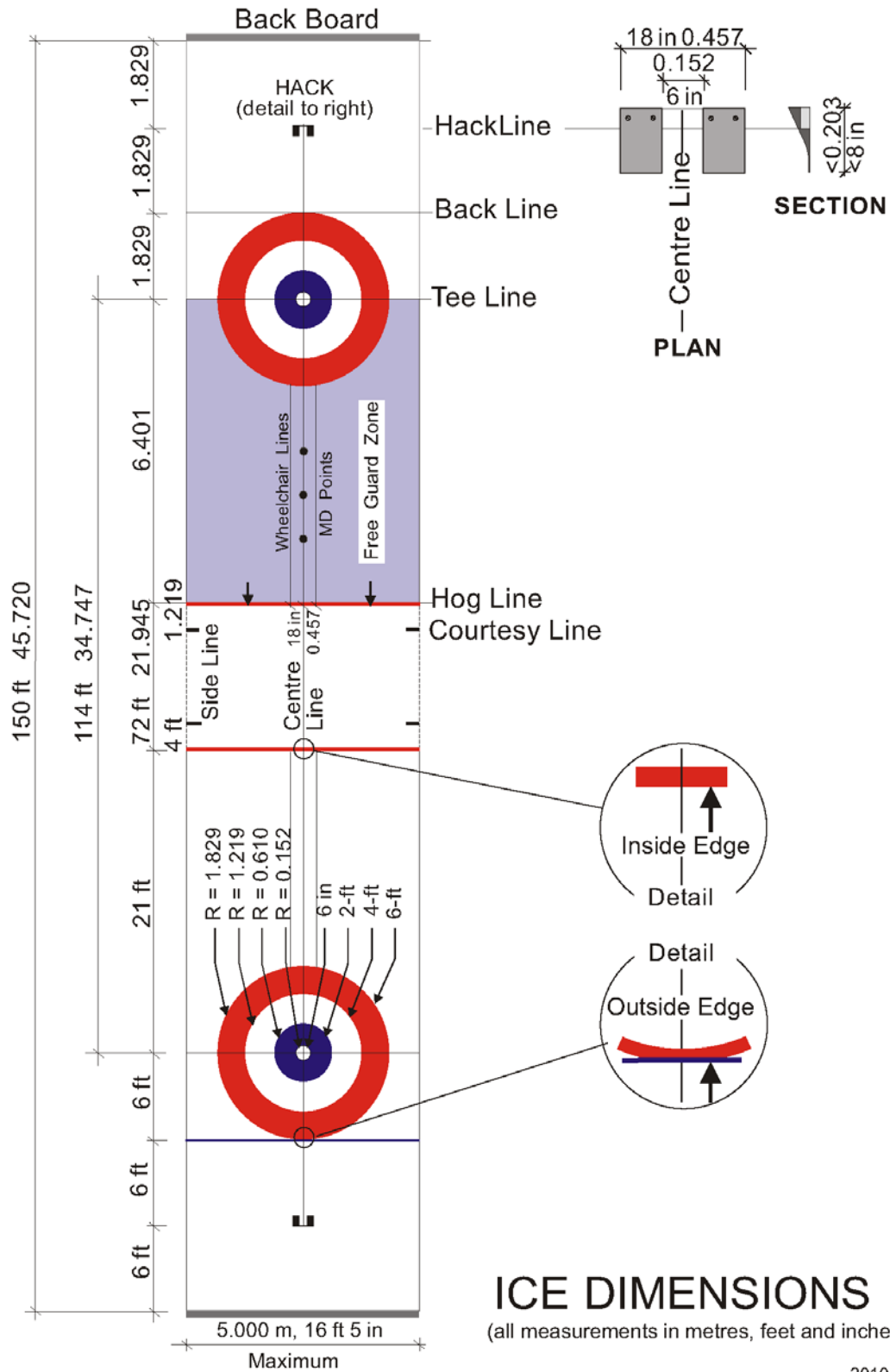
(e) Two hacks are placed on the hack line, on opposite sides of the center line, with the inside edge of each hack 3 in. from the midpoint of the center line. The width of each hack is not to exceed 6 in. The hack is attached to suitable material, and the inside edge of that material is placed on the inside edge of the hack line so that the hack does not extend more than 8 in. in front of the hack line. If the hack is recessed into the ice, this is not to be more than 1.5 in. in depth. (USCA Interpretation: There shall be no obstruction behind the hack structure.)

R2. STONES

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

(b) Each team uses a set of eight stones having the same handle color 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.

Ice Sheet Dimensions Chart



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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. If agreement cannot be reached, the end will be replayed.
- (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 positions prior to the incident taking place.
- (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 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 rinks.
- (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, third, fourth or fifth 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.
- (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)
 - (i). A team that deliberately changes its delivery rotation, or positions, during a game will forfeit the game, unless it was done when bringing in an alternate player.
- (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 only at the start of an end.
 - (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.

Definition of a player leaving a game: A player that delivers fewer than two stones in an end is considered to have left the game, except where rule R5 (i) applies.
- (e) A team may not play with fewer than three players, all players delivering all their allocated stones in each end.
- (f) In competitions where alternates are allowed, only one alternate can be registered and used in that competition. If there is a violation, the offending team will forfeit the 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

(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 positions prior to the violation taking place.

(b) Delivering Team:

(i) The skip, or the vice-skip when it is the skip's turn to deliver, or when the skip is not on the ice, is in charge of the house.

(ii) The player in charge of the house is positioned inside the hog line, with at least one foot/wheel 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.

(iv) Any improper position of players will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

R5. DELIVERY

(a) Unless predetermined, or decided by the LSD (last stone draw), the teams opposing each other in a game use a coin toss to determine which team delivers the first stone in the first end, after which the team that most recently scored delivers the first stone in the next end.

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

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

(d) A stone must be clearly released from the hand before it reaches the hog line at the delivery 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, by the non-offending team, to their positions prior to the violation taking place.

(f) A stone is in play, and considered delivered, when it reaches the tee line (hog line for wheelchair curling) at the delivery end. A stone that has not reached the relevant line may be returned to the player 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. If the player delivering the last stones of an end is the player that inadvertently delivers too many stones, the last delivered stone will be removed from play and any displaced stones are replaced, by the non-offending team, to their positions prior to the violation taking place.

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

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

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

(l) If the wrong team delivers the first stone of an end:

- (i) if the error is discovered after only the first stone has been delivered, the end shall be replayed.
- (ii) if the error is discovered after the 2nd stone of the end has been delivered, play continues as if the error had not occurred.

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 ~~fourth~~ 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, by the non-offending team, to their positions prior to the violation taking place.

R7. SWEEPING

- (a) The sweeping motion can be in any direction (it need not cover the entire width of the stone), must deposit no debris in front of a moving stone, and must finish 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 ever sweep an opponent's stone except behind the tee line at the playing end, and may not 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.
- (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 delivery 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 their equipment, the touched stone is removed from play immediately by that team. A double-touch by the person delivering the stone, prior to the hog line at the delivering end, is not considered a violation.
 - (ii) If a moving stone is touched, or is caused to be touched, by an opposition team, or by its equipment, or 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 positions prior to the violation taking place; 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.
 - (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 positions prior to the violation taking place. If agreement on those 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 ~~6 ft. 6 in.~~ 199.6cm (6 ft. 6.6 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 force touches a moving stone, or causes it to be touched, the stone will be redelivered.
- (d) If a moving stone is touched by a stone deflecting off the sheet dividers, the non-delivering team shall place the stone where it reasonably considers the stone would have come to rest had the moving stone not been touched.

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, by the non-offending team, to its position prior to the violation taking place.
- (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, with agreement of the teams, to its position prior to the violation taking place.
- (c) If a stone which would have altered the course of a moving stone is 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 from play the stone whose course would have been altered, and replace any stones that were displaced after the violation to their positions prior to the violation taking place; 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 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 positions prior to the violation taking place. If agreement on those 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, by the non-delivering team, to their positions prior to the violation taking place.
- (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 199.6cm (6ft. 6.6 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, by the delivering team, to its position prior to the violation taking place.
 - (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, by the delivering team, to its position prior to the violation taking place.

R10. EQUIPMENT

- (a) No player shall cause damage to the ice surface by means of equipment, hand prints or body prints. The procedure will be:
- 1st incident = 1st official on-ice warning, repair damage
 - 2nd incident = 2nd official on-ice warning, repair damage
 - 3rd incident = repair damage and remove player from the game
- (b) No equipment shall be left unattended anywhere on the ice surface.
- (c) Teams must not use electronic communication equipment, or any device to modify the voice, during a game. With the exception of stopwatches that are limited to providing 'time' data only, the use of electronic devices during the games, which provide information to players on the field of play, are forbidden.
- (d) When a properly functioning electronic hog line device is being used:
- (i) The handle must be properly activated so that it is functioning during 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. If there is a violation, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

When sensor handles are in use, players should be familiar with their operation. Each sensor handle is equipped with two green LED lights and two red LED lights. The red LED's flash when the rock is tilted with a bare hand touching the coated handle grip. When the rock is returned

to the playing position and the grip is released, the green LED's flash quickly for 10 seconds and then slowly for 2 minutes. If the grip is not touched, the electronics will turn off after the slow flashing stops. If the grip is touched, the LED's turn off to prevent distracting the curler during delivery. When the grip is released before the hog line, the green LED's flash until the center of the rock crosses the center of the hog-line magnet; then, the green LED's turn on steady for 5 seconds to indicate a valid delivery. If the grip is not released before the center of the rock crosses the center of the hog-line magnet, a violation is indicated for 25 seconds by flashing red LED's. The touch sensor remains on for a short interval after the hog line is crossed. If the grip is touched in this interval, indication will switch from valid (solid green) to violation (flashing red). A low battery is indicated by alternating red and green LED's. There are two LED's of each color in case of bulb failure, thus, a single LED (red or green) has the same meaning as two LED's. The coated handle grip and the LED's can be damaged by brushes and shoes. Do not push on the handle with brushes or shoes. Do not invert the rock on the ice with the grip contacting the ice. The grip coating can be damaged.

If a handle becomes loose, do not attempt to tighten it by rotating the handle. This can damage the battery carrier. Have an Official notify the Ice Crew to properly torque the mounting screw.

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

- (i) May not be used in any USCA National Championship or any 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) For non-wheelchair curling: The stone must be delivered along a straight line from the hack to the intended target.
- (iv) For non-wheelchair curling: The stone must be clearly released from the delivery stick before the stone has reached the hogline at the delivering end. A stone is in play, and considered delivered, when it reaches the teeline at the delivery end. (NOTE: The WCF rule requires release before either foot has reached the tee line. The USCA has delayed implementation of the WCF rule.)
- (v) For non-wheelchair curling: A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.
- (vi) If a stick delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.
- (vii) All delivery sticks must conform to the Wheelchair Curling Policy.

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 arithmetically eliminated, provided the minimum number of ends have been completed. A team that has been arithmetically eliminated may finish the current end but no new end may be started. However, if a team is arithmetically eliminated in the last end of a game, the game should stop when this occurs and the end will not be finished. 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. Any one player on the ice 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.

(g) If an external force should 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 the 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 is not available to start a game 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 choice of first or second 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 choice of first or second 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).

R12. INTERRUPTED GAMES

If for any reason, a game is interrupted, the game resumes 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 delivery end, the chair must be positioned so that at the start of the delivery the stone is positioned on the center line. When the stone is delivered between the outermost edge of the top of the house and the hog line at the delivery 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 using a delivery stick conforming to the Wheelchair Curling Policy. Stones must be clearly released from the hand or stick before the stone reaches the hog line at the delivery end.

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

(f) Sweeping is not permitted.

(g) If a delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

(h) For USCA wheelchair competitions, each on-ice team must have four players delivering stones and must be comprised of both genders at all times during games. A team violating this rule will forfeit the game.

If a player leaves during an end because of illness, accident or other extenuating circumstances (excluding ejection by an umpire):

(i) the player may return to the game, provided they deliver all their allocated stones.

(ii) if the departing player's stone(s) need to be delivered in that end, an alternate must be immediately brought into the game in the position of the departing player to deliver those stone(s), and the team still needs to be composed of both genders. Failure to do so results in forfeiture of the game. At the start of the next end the team may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

(iii) If both stones have been delivered by the departing player, at the start of the next end the team must bring in an alternate and may change the team line-up if desired (the revised rotation of play will apply for the remainder of that game), and the replaced player may not re-enter the game.

(i) All games will be scheduled for eight ends.

R14. MIXED CURLING

- (a) Each team shall have two male and two female players and the male and female players must deliver stones alternately (M, F, M, F - or - F, M, F, M). No alternate players are permitted.
- (b) If a team plays with three players, the alternate gender order of delivery must be maintained (M, F, M – or – F, M, F). If this occurs while a game is in progress, the delivery rotation can be changed to meet this criterion.
- (c) The skip and vice-skip can be anyone in the team, but they must be from opposite genders.
- (d) All Mixed games are scheduled for 8 ends.
- (e) The team is allowed one coach and one other team official. Only those two persons may sit on the designated coach bench.

R15. 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 and one other team official will be allowed for each team.
- (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 eight ends.
- (d) Each team shall deliver five 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, by the non-offending team, to their positions prior to the violation taking place.
- (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 center line and is either immediately in front of or immediately behind one of three points in the ice. The points are placed on the center line (see diagram):
 - 1) At the mid-point between the hog line and the outermost edge of the top of the house.
 - 2) Three feet from the mid-point closer to the house.
 - 3) Three feet from the mid-point closer to the hog line.

Based on the ice conditions, when no event official is available to make the decision, 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 bisected by the center line and is in the back of the 4-foot circle. The back edge of the stone is aligned with the back edge of the 4-foot circle (see diagram)

(iii) Power Play: Once per game, each team, when it has the decision on the placement of the “positioned” stones, can use the “Power Play” option to position those two stones. The in-house stone (B), which belongs to the team with the last stone in that end, is placed on either side of the house with the back edge of the stone touching the tee line, at the point where the 8-foot and 12-foot circles meet. The guard stone (A) is positioned to the same side of the sheet, the same distance that was determined for the center guards (see diagram). The “Power Play” option cannot be used in extra ends.

Figure No. 1 - Centre Guard

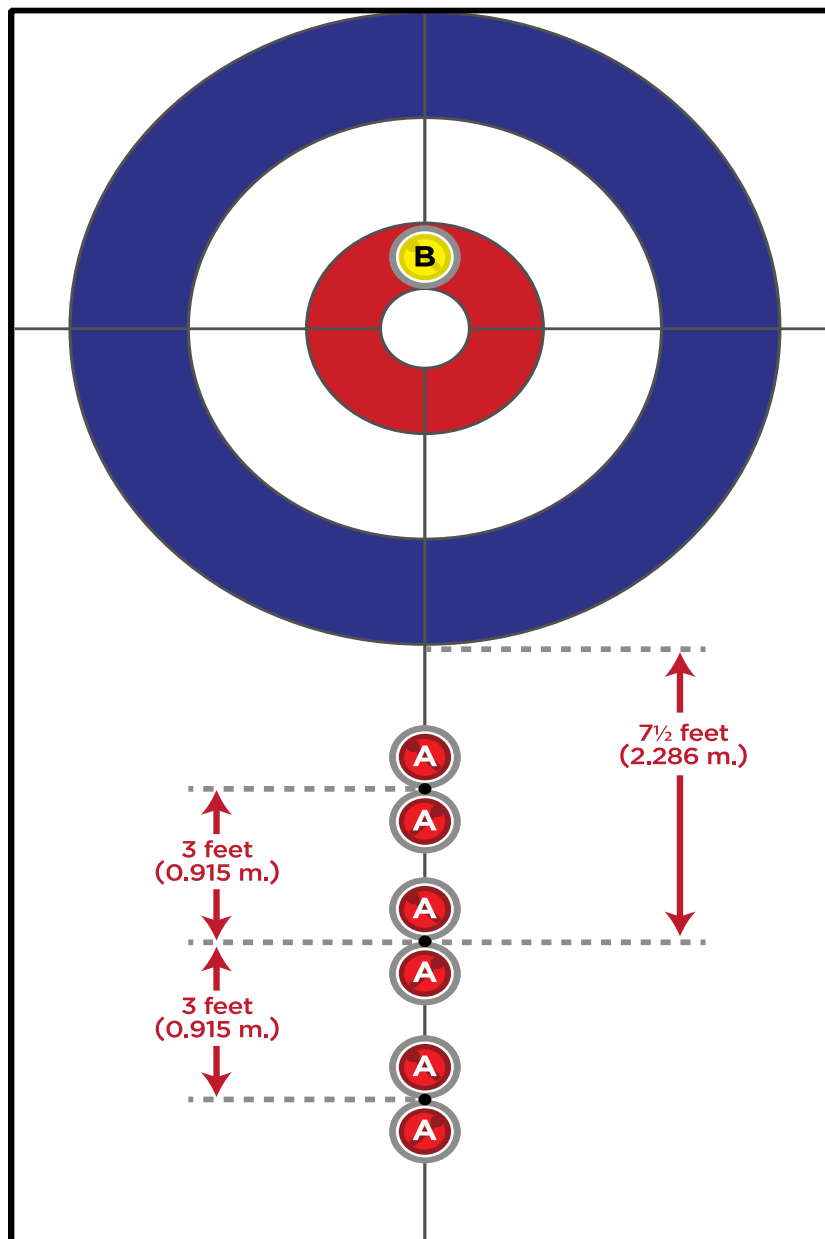
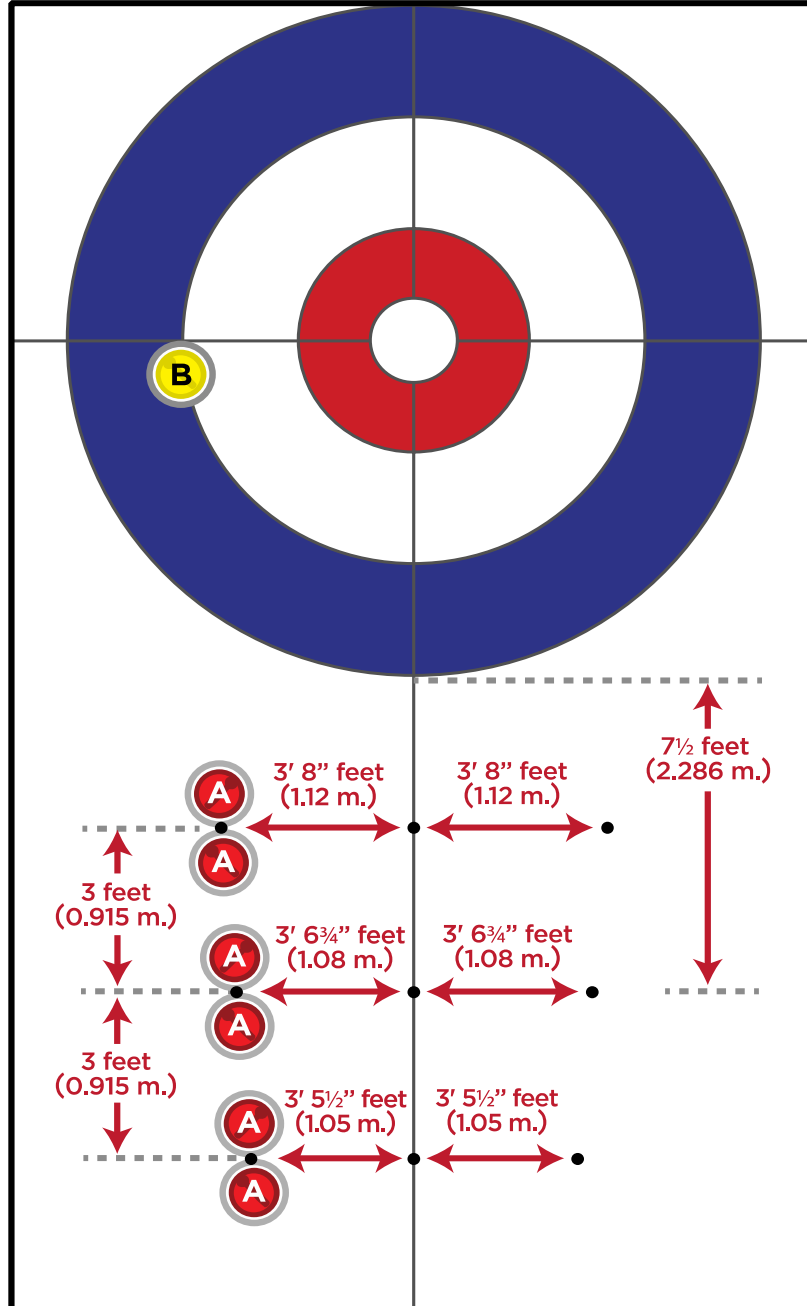


Figure No. 2 - Power Play Option



- (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 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. In the case of a blanked end due to an equal measure, the team that had the decision on the placement of the “positioned” stones shall not change for 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.
- (i) While the team is in the process of delivery, the non-delivering player may be anywhere on the ice surface 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 delivery violation occurs, the delivered stone shall be removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred, however, the player that delivered the first stone of the end can deliver a maximum of two stones in that end.

R16. Prohibited Substances

The use of all performance-enhancing drugs, without therapeutic exemption, whether taken knowingly or otherwise, is unethical and prohibited. If such use occurs, the player(s) will be disqualified from the competition.

R17. Inappropriate Behavior

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).

SECTION II - USCA Championship Policies

GENERAL RULES AND GUIDELINES

1. Overview: The policies stated in this section apply to all USCA Championships unless otherwise noted. Specific USCA championship policies override policies in this section. For any national event that leads to a world event, the WCF Rules of Curling and Rules of Competition also apply. Be sure to familiarize yourself with the WCF rules by going to: <http://www.worldcurling.org/rules-and-regulations>. For the Men's and Women's National Championships, the Junior National Championships and the World Team Trials for Mixed Doubles all players who advance to the world event will be required to sign the United States Curling Association National Team Athlete Agreement.

2. General Eligibility: Playdown eligibility criteria vary by event. Refer to specific event eligibility. Every team member, including fifth players (alternates) AND coaches must have completed online registration and have their names listed on a respective participant report from the national office, before being allowed to step onto the ice during a championship event. Team members can be added electronically at the venue if an internet connection is available (see the chief umpire). Alternatively, if necessary, a team member can call the national office during regular business hours (excluding holidays) for registration assistance, providing assistance is available. The Chief Umpire or Deputy Chief Umpire, or his or her designated substitute, must be provided with acceptable proof of registration and will screen the athlete or coach for the appropriate participation requirements. If applicable, acceptable proof of citizenship must also be provided (see #3. Entry Process, Deadlines, and Fees for information). Proof of citizenship is not required if registrant is already listed on the proof of citizenship list on the USA Curling website.

Coaches must be at least 21 years of age, register through the Coaches Association, and complete at least the minimum requirements.

Non-registered players or those who knowingly provide false information are subject to disqualification. If registration information is intentionally falsified and an individual is found to be ineligible because of it, the player will not be allowed to compete, entry fees will not be refunded, and the entire team's entry could be determined ineligible to compete due to a lack of personnel.

(a) Membership - Except as stated below for Men's and Women's National Championship and Mixed Doubles Championship, anyone who registers for a USCA Championship event must be a dues-paying individual member of a curling club, which for the current year (as of 1/31/2019) is a member of a state or regional association which is a member of the USCA. Any player who is a member of a USCA club will be automatically considered a member of the USCA. Athletes should check with their club to ensure that their names appear on the club dues/ membership roster similar to the way they appear in the Blue Sombrero (BS) online registration system. Updates can be made by the athletes to their personal BS accounts if necessary.

(b) Dues - A player who registered for a championship in the previous year, but whose name did not appear on the roster of any eligible club as a dues paying member, will be notified of the discrepancy by certified mail, and will be given 30 days in which to correct the discrepancy. If the discrepancy is not corrected in a timely manner, the player will not be permitted to

register for any championship in the current year. The discrepancy will be considered corrected if a club reports the player as a member for the previous year and pays the applicable dues for the player, or if the player identifies the club of which he or she is a member and pays the applicable dues directly to the USCA.

(c) Administrative Fee - For Men's, Women's and Mixed Doubles National Championships which determine eligibility for Olympic trials, along with the Youth Olympic Games (YOG) trials, if a player is not a member of a USCA club, the player may become a member of the USCA and be eligible to enter the playdown process by paying an administrative fee of \$100 to the USCA at or before the time of registration.

(d) Citizenship or Residency Eligibility - For all events leading to a World competition or representation of the US Curling Association for competition outside of the United States: Junior Nationals, Mixed Doubles World Team Trials, Mixed Nationals, Men's & Women's Nationals, Senior Nationals, World University Games, and Youth Olympics, proof of citizenship is required. The Arena, Club and U18 Nationals do not lead to a World Championship and therefore, residency is also permissible for these events. The residency definition follows.

(e) Residency Definition - Residency is established by lawful and continuous presence within the United States for a period of 24 months immediately prior to April 1st of the year in which the competition is to take place, except for brief and infrequent trips outside of the United States and except, as to full time foreign students, for school vacation periods. U.S. citizens are eligible for all events without regard to residency.

(f) Level of Competition - No player may compete on more than one team at the same level of play leading to any national championship.

3. Entry Process, Deadlines, and Fees: *Parents or Legal Guardians of Minors are responsible for registering their children.* Teams must enter the playdown process through the USCA website at www.usacurl.org (Championships page, left-side menu "Register for Playdowns" link). All registrations and payments are to be made online. **It is the athlete's responsibility to see that all requirements are completed by the entry deadline date. Incomplete entries will not be accepted.** Teams are encouraged to enter at least two weeks prior to the deadline date to avoid disqualification due to incomplete entries. It is important to keep contact information current within the on-line registration system.

The USCA office must receive the following through online registration by 11:45 p.m. Central time on the event deadline date:

(a) Signed entry forms: for four or five players, or for two players if Mixed Doubles, or for individual if a wheelchair player. (Club membership confirmation by a club officer is no longer required but membership will be checked by the USCA office.) If a team has a coach, the coach must also register online and be a registered member of the USCA Coaches Association (see 9. Personnel, Coaches, for more information).

(b) Full payment of entry fees: plus any applicable regional fees

(c) Proof of Citizenship: which can be a legible photocopy of U.S. Passport photo/personal page or a notarized statement from a witness seeing your U.S. Naturalization Certificate or your U.S. Birth Certificate/Certificate of Birth. Registrants from states employing the Enhanced Driver's License may only use that document for proof. Proof of citizenship is not necessary if athlete's name is already on the proof of citizenship list on the USCA website (see "Events> National Events> Proof of Citizenship List"), for all events leading to world competition. Proof can be

uploaded during registration or emailed to entries@usacurl.org. Faxed copies are discouraged due to faxes can arriving dark, illegible, and therefore indistinguishable. Refer to the FAQ section on the USA Curling website at www.usacurl.org regarding “pending” citizenship status and call the National Office or email questions to entries@usacurl.org.

The entry registration dates are as stated in the posted [USCA Championship Schedule](#). There is a 48-hour Late Registration period following the close of registration with an additional fee of \$75/registrant (excluding U18 National Championships, Arena National Championships and Junior National Championships). Late registrations will be accepted by calling the national office, 888-287-5377, within 2 business days after the close of registration. There will be no ability for any players (except for fifth players) to enter after this Late Registration Window. If the stated requirements have not been received by the USCA Office by the close of Registration, the team will not be entered. **TO AVOID PROBLEMS, TEAMS ARE ENCOURAGED TO REGISTER AND PROVIDE THE INFORMATION TO THE USCA TWO WEEKS BEFORE THE ENTRY DEADLINE DATE.**

4. Alcohol Consumption Policy: Players who are under the age of 21 are subject to the same rule as for Junior Championships, which is as follows: Consumption of alcohol by players under 21 is prohibited from the time of departure from the city of home/school residence, through the competition, and until the return to the city of home/school residence, including, without limitation, any banquet or post championship/event celebration.

Older players on a team with younger players who cannot drink alcohol may not encourage drinking by the underage members of their team. Sanctions for violation of this policy are as set forth within the Code of Conduct. The USCA online registration Code of Conduct can be found on the USA Curling website at www.usacurl.org within the Championships information.

5. USCA Format Policy: In certain cases where the number of teams is unknown or the format is not specifically stated, the following playdown format matrix will be used:

- * Two teams – Best three out of five games
- * Three or four teams – Double Round Robin
- * Five to nine teams – Single round robin with Double Knock Out provision
- * Ten to 24 teams – Divisional round robin, except for Challenge Rounds
- * 25 and higher – knockout
- * The format for the Men’s and Women’s Challenge Rounds may deviate from this policy if the non-staff Chairman of Competitions, the High Performance Director, and a representative of the AAC agree that an alternative format is more appropriate.

If the number of teams participating in a competition changes after the Entry Deadline and before the Start of Competition, a committee consisting of the non-staff Chairman of Competitions, USCA drawmaster, and a representative of the AAC will determine a course of action with respect to the draw and any other relevant aspects of the competition. The method of seeding the draw is listed in each championship section.

6. Personnel:

(a) Registered Players - Upon entering the playdowns of any four-person team event, a team may register four or five players. A team may start, play, and/or end a competition with three of their registered four or five players. There is no option for a player to resign from a team, or to be replaced.

(b) Fifth Players - Teams are encouraged to register only four players prior to the entry deadline. Teams may then add a fifth player at any point in the playdown process through the Championship event. When adding a fifth player, that player:

- (i) Must meet all general eligibility requirements
- (ii) Must have completed on-line registration and the “USCA Registration Code of Conduct Agreement” and “Release of Liability” forms prior to competing (included in the online registration process)
- (iii) Must prove U.S. citizenship when applicable; and
- (iv) In any competition where a team represents a State or Region, the added fifth player must be a resident of that same state or region, unless the region represented would not be different had the added fifth player registered prior to the registration deadline. For Club Nationals, the fifth player must meet the same eligibility requirements as the other four players.

Any player from a team that has been eliminated from competition is eligible to become another team’s registered fifth player only at a subsequent level of play.

Caution: Players are registered on a team as of the entry deadline. Teams registering five players have **NO** option to add an additional player for any reason except at the World Championships and U.S. Olympic Team Trials as noted below. The Request for Ruling Committee may grant exceptions to this rule for extreme hardship.

(c) Mixed Curling - (1) A team registering for the Mixed Nationals must have at least two players who reside in the region where the team will play down.

(d) Four-Person-Team Events - No team can play more than five players through and including the national championship. Teams that advance to world events may request to substitute only one player for legitimate hardship only. Requests must be submitted in writing to the USCA Director of High Performance, within seven days after the completion of the National Championship.

(e) Coaches – Coaches and team officials must be at least 21 years of age. A coach must register with the USCA 15 business days (see U21 & under details below) in advance of the start of competition- and complete the following requirements:

- (i) Provide his or her personal information and agree to the code of ethics (included in the online registration process).
 - (ii) Complete a successful background screen by the National Center for Safety Initiatives at least 10 days prior to a respective event start date (information provided after registration).
 - (iii) Read the SafeSport handbook (information provided after registration).
 - (iv) Complete the SafeSport training modules (information provided after registration).
- Additional opportunities exist for those wishing to further their coaching education. Coaches Must also register with the team athletes under the respective event in the Blue Sombrero online registration system as a “volunteer” to appear on the team roster.

Coach event registration serves as a source of communication to others on the team, and allows team members also, the ability to monitor when team member registrations are completed (team member names appear on the team roster as their registration requirements are manually reviewed and appear to be complete). Teams may have only one designated coach and one other team official per game. Any change in the designated coach and/or team official must be noted on the line-up card provided to the Chief Umpire prior to the beginning of the game. Coaches and team officials should register 30 days in advance of an event, as background checks are required (up to ten days to complete; international background checks typically require at least 30 days for completion). Coaches or Adult Representatives are **required of ALL U21 events** (Junior & U18 National Championship teams). Adult representatives are subject to the same screening requirements as coaches (for non custodial minors). Background checks are self-initiated and checked by the national office. Background check information is provided on the USA Curling website (www.usacurl.org) under Sport Education> SafeSport.

(v) Coaches for all U21 and under events are required to register 3 business days prior to the close of event registration and complete the listed requirements.

(f) Regional Playdowns and RFRs (Request for Ruling Forms) - For any championship in which teams represent a region (and/or state), a team composed of players from more than one region (and/or state) is subject to the following team residency rule: When a majority of a team's players reside in a given Region (and/or State), the team must play down in that Region (and/or State). This is always the case when three or more team members reside in the same Region (and/or State), but also applies if two team members are from the same Region (and/or State) and the other two (or three) are each from separate Regions (and/or States). Where an athlete "resides" is the region they will be considered as registering to represent. Registration addresses are reviewed. Individuals not already registered to compete, having any confusion or ambiguity regarding region of residence, should call the national office and ask for the event services manager, or email entries@usacurl.org for clarification. Please be sure to follow up if you do not get a response within a day or two (during regular work hours) as registration season is an extremely busy time.

(g) Request for Ruling required - Teams must apply to the USCA Request for Ruling Committee to determine the Playdown Region (and/or State) when:

(i) A team is comprised of four players, two players each from two Regions (and/or States);

(ii) A team is comprised of five players, two players each from two Regions (and/or States) and another player from a third Region (and/or State); or

(iii) A team is comprised of four (or five) players, each from four (or five) separate Regions (and/or States).

(iv) A player will generally be considered to reside where he or she lives.

Any questions regarding the interpretation of these rules should be clarified through a Request for Ruling. A "Request for Ruling" form can be found on the USCA website or may alternatively be requested from the USCA office.

7. Uniforms: At all national championships each team member shall wear identical uniforms for all games, including pants and hats if worn. Each garment (jacket, sweater, shirt and vest) shall have the player's surname in 2-inch letters across the upper back of playing garments. At national championships, all coaches are required to wear a matching team jacket or National Team jacket to be allowed to sit at the coach's bench. When two players have the same surname, the first letter of their given name shall be added to the player's name on the garment. If the first letter is also the same either another initial should be added, or the full or abbreviated given names shown. A player or coach with an improper uniform shall be denied access to the field of play and the coach's bench. These requirements do not apply to playdowns leading to national championships (regional playdowns, challenge rounds & Mixed Double Qualifying event). However, at all levels of play, team members, including coaches and team officials are encouraged to wear like uniforms, including shirts, jackets and pants.

8. Equipment

(a) Each player must declare an approved sweeping device at the start of a game, and only that player can use that device for sweeping during the game. Penalty: If a player sweeps with another person's sweeping device the stone shall be removed from play.

(b) Players may not change their brush heads during a game, unless the Chief Umpire grants special permission. Penalty: If a change is made without permission, the team will forfeit the game.

(c) If an alternate player comes into a game, that player must use the brush head of the player they are replacing. Penalty: If a new brush head is brought into the game, the team will forfeit the game.

(d) All field of play equipment used at USCA competitions must meet WCF Equipment Standards, as defined and published on the WCF web site. Reasons for equipment being considered non-approved include, but not restricted to: damage to the ice surface, non-conformance with existing rules or standards (i.e. – electronic communication devices), performance testing results that give an unfair advantage, failing to register equipment with the WCF office by the deadline date. Please note: Fitbit and Smart watch type electronic devices are not considered stop watches and, as such, the use of these electronic devices during the game is forbidden.

(e) The penalty for using equipment in USCA competitions that does not conform to standards for Competition Equipment established by the WCF:

(i) First team offense during a competition – the player is disqualified from the competition and the team forfeits the game.

(ii) Second team offense during a competition – the team is disqualified from the competition and all players are not permitted to play in USCA competitions for a 12-month period.

9. Advertising/Cresting: Advertising (cresting) shall be permitted on a player's on-ice uniform and equipment as follows: Shall consist of embroidery, patches, screen printing, sublimation, or other design integration or adhesion (particularly in the case of equipment) in the exact same positions for each team member. The advertising/cresting must be neatly attached or incorporated into the uniform or on the equipment, and be professional in appearance.

Advertising/crests on team uniforms are generally allowed. To streamline the review process and avoid on-site delays at events, teams must provide (via digital copy) [the USCA Office with pre-event notification of all advertising/cresting for USCA review to ensure advertising/cresting is non-offensive no later than two weeks prior to the start of the related event.](#)

If the pre-event notification and review process is not followed, or any advertising/crests are added to uniforms after this review, players are advised that the Chief Umpire of the event may direct any team or player to remove any advertising deemed objectionable by her/him or other USCA representatives before being allowed on the ice. Any appeal of the Chief Umpire's ruling to ban a crest is subject to immediate review by the USCA Board of Review.

Advertising/sponsor crests may be placed on team uniforms in any locations other than those listed below:

- (i) The upper left arm of the outer playing garment – this is reserved for the USCA National Championship patch
- (ii) The upper right chest of the outer playing garment – this is reserved for a potential USCA National Championship sponsorship patch (see provision below)
- (iii) On the seat or crotch area of a players pants, tights or skirt

Advertising/sponsor crests may not be placed, worn or otherwise applied to a player's skin or hair. Players may wear hats, scarves or other headgear while competing. If more than one player on a team is wearing such an item, the items must be matching (exactly the same).

The USCA reserves the right to request that teams will wear certain USCA sponsor crests while competing at USCA National Championships if the related benefits are clearly communicated, extended to the championship competitors and do not present sponsor conflicts with teams. If the USCA does not notify teams of a National Championships cresting sponsor 30 days prior to the event, teams may leverage the upper right chest location for their own cresting. Separate advertising/sponsor cresting rules apply for all World Championship events and other international events in which the USCA may enter a team or teams.

All USCA Advertising/Sponsor cresting rules are subject to review and change at any time, with ample notice to be given to competitors in USCA championship events.

10. Media: By entering the National Championships at any level of play, athletes and their coaches waive their rights to broadcast or print media royalties and permit editorial use of their image and description by the media. Athletes and coaches are advised that the USCA National Championships are a commercial property owned exclusively by the USCA.

11. Drug Testing: By entering any competition, all players acknowledge that they are subject to testing for substances banned by the USCA, the U.S. Anti-Doping Agency (USADA), and the World Anti-Doping Agency (WADA) substance abuse program, in accordance with the USOC/USADA testing standards and procedures, and that by failing such a test, or by refusing to be tested, the player will be subject to disqualification. (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.) It is the responsibility of each athlete to be

aware of banned substances and whether he/she must file a Therapeutic Use Exemption (TUE), and to follow through with all requirements in this regard. For information regarding banned substances go to the USADA website (www.usantidoping.org) or call the USOC/USADA Drug Hotline: 1-800-233-0393. You can obtain information from WADA at their website (www.wada-ama.org).

12. Smoking: No smoking is allowed at any USCA event venue except in designated areas. Smoking, including e-smoking devices, and tobacco of any kind are never allowed within the confines of the competition area.

13. Supervision: Any player under 18 years of age participating in any USCA championship event must be supervised by an appropriate adult over the age of 21 who must agree in writing to be the supervisor, subject to the approval of the event Chief Umpire. If an athlete is under the age of 18, a parent, legal guardian or grandparent is considered an appropriate adult. If adult supervisors are accepting responsibility for children that are not their own, they must complete a background check and the SafeSport Manual and SafeSport Training Modules. There is no fee for the Safe Sport program materials. It is at the adult supervisor's discretion as to how many individuals under the age of 18 he or she wishes to accept responsibility for. At the team meeting the Chief Umpire will verify that the supervising adult is in attendance. A substitute responsible adult may be present due to illness, emergency, etc., providing they are over 21 years of age and are willing to sign and accept responsibility for the under-18 competitor and have successfully completed the Coaches Association requirements (see previously listed "Coaches" section for requirements).

14. Refund/Withdrawal Policy: Teams that withdraw from events that they registered to compete in will not receive a refund. Certain teams may qualify for an exception under the following conditions:

- (i) Event was cancelled due to a lack of entered teams (and team elects not to travel to a proximate region to compete)
- (ii) Online registration system errors or registration overpayments
- (iii) Registered and unknowingly ineligible because a team member's club is not a member of USA Curling
- (iv) Certain hardship exceptions (to be evaluated on a case by case basis). Refund exceptions will be made for athletes who signed up for more than one USCA championships qualifier, and advance to USCA championship events with scheduling that prevents their attendance at the other USCA championship event. The inability to get another day off from work, or to find an alternate (fifth) player, will not be considered a hardship and an exception will not be granted.

All refunds will have online processing fees deducted. Individuals declared by the USCA as eligible for a refund and withdrawal from a championship event must submit a written request, including complete contact information, specific event title and region (if applicable), and amount of the entry fee paid to: entries@usacurl.org.

SECTION III - USCA Championships

ARENA NATIONAL MEN'S and WOMEN'S CHAMPIONSHIP

1. Overview: The USCA Arena National Championship is a club-based championship aimed at determining our top arena teams. An arena club is defined as a club that is a member in good standing of the USCA and conducts all its on-ice activities by renting ice from a facility that is not solely or predominantly used for curling. USCA Arena-based clubs can nominate one men's team and one women's team. The USCA, in consultation with the Arena Championships Advisory Group, will be responsible for selecting the teams for the championship. Arena National Champions do not advance to world play.

2. Event Eligibility: U.S. citizenship or residency is required. In addition to the USCA membership requirements in Section II, all team members must be dues-paying, league-playing members of the same USCA arena curling club. Individuals who also curl league at a dedicated ice facility are ineligible to participate. Stick curlers are not eligible to compete. Wheelchair curlers are allowed to compete, but must adhere to wheelchair curling rules.

3. Playdown Process and Format: 20 men's teams and 15 women's teams will be selected to participate in separate men's and women's divisions for a total of 35 teams. Each region (Alaska, Colorado/At-large, Dakota Territory, GNCC, GLCA, Illinois, Mid-America, Minnesota, MOPAC, Washington, Wisconsin) will receive one entry per gender. Remaining entries will be filled by random selection, subject to the fill policy. Entries (preregistrations) are to be submitted by clubs to the USCA national office. Entries in the championship go to a club, not an individual team.

(a) Fill policy: The number of additional entries each region receives will be proportionally based on the number of arena clubs within that region and the total number of regions submitting entries. See www.usacurl.org for a current listing of arena clubs by region. The host club will receive at least one men's and one women's team entry. Additional spaces in the event will be filled via random draw of all remaining entries. If fewer than 20 men's or 15 women's teams register, the USCA, in consultation with the Arena Championships Advisory Group, may opt to decrease the number of teams for that gender in an effort to ensure reasonably sized pools.

(b) Team Selection: Clubs are responsible for determining their team selection process. The USCA realizes that arena clubs face many challenges and difficulties in booking ice time, and will leave it to the discretion of clubs as to how they go about this selection process. One requirement is all teams seeking to be nominated for the event have a reasonable opportunity to compete for the club's nomination. *(Examples of how this can be accomplished include: by comparing team records in league play, by organizing a separate playdown process in the club, or by comparing the performance of different club teams in interclub bonspiels.)* The selection criteria should be made clear to all club teams in advance of the club's selection process.

(c) Event Format: Pool Play will be used in this event.

CLUB NATIONAL MEN'S and WOMEN'S CHAMPIONSHIP

1. Overview: The USCA Club National Championship is a club-based, geographic championship aimed at determining our top teams from the regions (and/or states). Teams move through the playdown process via the traditional state and regional championships. National Club Champions do not advance to world play.

2. Event Eligibility: U.S. citizenship or residency is required. In addition to the USCA membership requirements in Section II, all team members must be dues-paying, league-playing members of the same USCA club. Each region (or state) should determine who is acting in good faith in claiming to be a league-playing club member and each qualifying entrant must comply with his or her region's ruling.

3. Playdown Window: There is no formal playdown window. Regions may choose their own early entry deadline (or may use the national deadline), and are encouraged not to conflict playdown dates with the Men's and Women's National Championships playdown dates.

4. Playdown Process and Format: Ten men's and ten women's teams will advance to the Club Nationals as follows:

(i) One team is allotted from each of the following regions (and/or states): AK, CO/At-Large, Dakota Territory, GLCA, GNCC, ~~H~~ MCA, Mid-America, MOPAC, MN, ND, WA, and WI.

(ii) Fill Policy - In the event that one or more regions are not able to field a team, the vacant slot will be filled up to a maximum of ten teams. The vacant slots will be filled beginning with the region with the most playdown entries proceeding with other regions in order of entries. Ties will be broken using the previous season's entry counts and, if needed, the season prior to the last season's entries. If there is still a tie, the berth reverts to the region placing highest in the most recent season's Men's and Women's Club National Championships.

(iii) A region (and/or state) is not required to have more than one team registered in order to retain its slot at the Nationals.

(a) Regional Competition Advancement: Each region is responsible for determining its representatives to the Club National Championships. Regions are encouraged to use the USCA format formula in Section II.

(b) Finals Format: The championships will be a seeded, single round robin event. Thereafter, the round robin may be set up in a way that allows marquee matches in prime viewing time; as long as the drawmaster determines that the round robin schedule remains fair, in terms of time of play and sheet repetition.

The top four teams will advance to the playoffs consisting of semifinals and finals. Team #1 will play Team #4 and Team #2 will play Team #3 with the winners advancing to the gold medal game. The loser of the gold medal game wins the silver medal. The semifinal losers play for the bronze medal.

MIXED NATIONAL CHAMPIONSHIP

1. Overview: The USCA Mixed National Championship is a regional-based, geographic championship aimed at determining our best mixed teams from the regions (and/or states). Teams move through the playdown process via the traditional regional championships. The winning team of the Mixed National Championship will advance to the Mixed World Championship.

2. Event Eligibility: All four players must be U.S. citizens as of the deadline date. Players must be paid members of a USA Curling member club. In addition to the USCA membership requirements in Section II, teams registering must have at least two players who reside in the region where the team will playdown.

3. Playdown Process and Format: Ten teams will be selected as follows:

- (i) One team is allotted from each of the following regions: AK, At-Large/CO/MACA, GLCA, GNCC, IL, MOPAC, MN, ND, WA, and WI.
- (ii) Fill Policy - In the event that one or more regions are unable to field a team, the vacant slot(s) will be filled beginning with the region with the most playdown entries, proceeding with other regions in order of entries. Ties will be broken using the previous season's entries and, if needed, entries from the season prior to that. If there is still a tie, the berth reverts to the region placing highest in the most recent season's Mixed National Championship.
- (iii) If a region fails to enter a team by the national entry deadline, that region will automatically lose its national berth. A region (and/or state) is not required to have more than one team registered in order to retain its slot at the Nationals.

(a) Regional Competition Advancement: Each region is responsible for determining its representatives to the Mixed National Championship. The USCA encourages the regions to use the USCA format formula described in Section II.

(b) Finals Format: The championship will be a single round robin event. Thereafter the round robin may be set up in a way that allows marquee matches in prime viewing time, as long as the draw master determines that the round robin schedule remains fair in terms of time of play and sheet repetition.

The top four teams will advance to the playoffs consisting of semifinals and finals. Team #1 will play Team #4 and Team #2 will play Team #3 with the winners advancing to the gold medal game. The loser of the gold medal game wins the silver medal. The semifinal losers play for the bronze medal.

JUNIOR MEN'S and JUNIOR WOMEN'S NATIONAL CHAMPIONSHIPS

1. Overview: The Junior National Championships are aimed at determining our top junior-aged teams from within the United States. The field of eight teams will be determined by a berth qualifier system which will select six teams, and the HPP junior teams will fill the last two spots. See section 4 below. The Junior National Championships serve as a selection event for the World Junior Championships.

2. Event Eligibility: Any player who is less than 21 years of age at any time during the 30th day of June of the year immediately preceding (2018) the year the competition is to take place, and is a citizen of the United States as of registration deadline, is eligible to compete.

NOTE: Coaches for all U21 and under events are required to register 3 business days prior to the close of event registration and complete the listed requirements.

3. Entry Process and Playdown Window: See section II for entry process information. In addition to individual athlete registration (USCA), teams are required to register with the each berth qualifier host within posted deadlines (see <https://www.teamusa.org/USA-Curling/Events/Championships-microsite/Inside-the-Championships/National-Championship-Events/Junior-National-Championships>).

4. Playdown Process : Eight Junior Men's and Eight Junior Women's teams will be selected as follows:

(a) Four berth bonspiels will determine six teams per gender as follows: Qualifier #1 and #4 have the potential for two junior national spots per gender and qualifier #2 and #3 have one spot available. Qualifier #1 requires three or more teams of the same gender for two spots to be available. For all qualifiers, if there are two teams, one spot will be available, and qualifiers that register less than two teams will be canceled. All un-used spots will go to qualifier #4.

(i) Teams may enter as many events as they wish. Teams (and individual players) will be ineligible to play in any successive qualifying event if they have secured a berth in a previous berth qualifier to Junior Nationals. Teams may reconfigure with different players for each event. Once a team has qualified for the Junior National Championships, there is no option to add or remove players (only alternates).

(b) HPP teams will receive two berths per gender, for a total of 8 women's and 8 men's teams competing at junior nationals.

5. Finals Format: The championships will be an 8 team single round robin event. The draw will be randomly seeded. The round robin may be set up in a way that allows marquee matches in prime viewing time, as long as the drawmaster determines that the round robin schedule remains fair in terms of time of play and sheet repetition.

The top three teams as determined by round robin or tie-breaker game will advance to a modified page playoff. There will also be a double loss provision for any undefeated team.

6. International Representation: The winning teams shall represent the USA at the World Junior Championship subject to meeting the following requirements:

(i) From the date of winning the Junior National Championship, the athletes shall come under the direction of the National Coaching Team (NCT) through the completion of that year's World Junior Championship. For avoidance of doubt, the NCT will be the Coach(s) at the World Junior Championships.

(ii) The NCT may appoint additional Coaches or Staff to assist the team at the World Junior Championships.

(iii) From the date of winning the National Junior Championship, selection of the fifth player shall be made following the USCA policy for fifth players at the World Junior Championships as set out below:

6. World Team Fifth Player Selection: A fifth player for any World Championship team will be selected by a High Performance Selection Committee which will include members of USCA

National Coaching Team (NCT), the Director of High Performance (DHP) and an available Athlete Representative, in consultation with the team members. It will be based on the Selection Committee's judgment of the fifth player's ability to fill in on the team roster at a world performance level as needed. The Selection Committee will consider the following criteria when making their decision:

- World Championships performances and results during the previous 2 years
- World Curling Tour performances and results during the previous 2 years
- US Nationals performances and results during the previous 2 years
- World Junior Championships performances and results during the previous 2 years
- US Junior Nationals performances and results during the previous 2 years

Teams are advised that the Selection Committee will recommend that the newly added fifth player be qualified to play at any position, including world-level skip, unless the four-player team already includes two (2) world-level skip players. This stipulation recognizes the unique nature of the skip position in curling, and the need to protect the competitive interests of the team and the USA should the team skip be unable to play during the World Championships.

7. World Team Athlete Agreement: All athletes to be nominated to Team USA for the World Championships are required to sign the USCA National Team Athlete Agreement. A copy can be found on the USCA website. Any athlete failing to sign the agreement when invited to do so shall be disqualified from representing the USA. In this instance the National Program Coach reserves the right to invite another athlete to fill the vacant position. If two or more athletes fail to sign then the team shall be disqualified, and the Director of High Performance shall appoint a replacement team.

MIXED DOUBLES (2019)

Start and finish dates for the Mixed Doubles Challenge Round are subject to change depending on the number of entries (accordion in nature).

1. Overview: The Mixed Doubles National Championship is a non-geographic championship. There are no regional or state playdowns leading to the National Championship, and no requirement that players on a team be from the same region (and/or state).

2. Event Eligibility: Both players on a team must be United States citizens on or before the close of registration. Players must also be paid members of a club which belongs to a region (and/or state) which is a member of the USCA (as described in Section II).

3. Entry Process: See Section II for entry process information.

4. National Mixed Doubles Championships:

The winner of the U.S. Mixed Doubles National Championships will represent USA at the 2019 World Mixed Doubles Championships in Norway.

Host Site – Granite Curling Club, Seattle

Dates – February 27-March 3, 2019

Challenge Round dates – December 19-23 (dates subject to number of entries)

Challenge Round Site – Grand Forks, ND

Number of teams at National Championships – 12

Qualification Process:

- 2018 National Champions will receive a bye to Nationals
- 2018 Olympic Team will receive a bye to Nationals
- Two teams will qualify via two berth bonspiels from US Mixed Doubles tournaments, the top USA team at each event will qualify for Nationals. Berth bonspiels will be reviewed annually but for 2019 we will be using the following events:
 - Madison – November 2-4, 2018
 - Duluth – November 25-27, 2018
- 2 teams will qualify on the WCT Order of Merit as of November 30th 2018
- 2 teams will qualify on the WCT Order of Merit year-to-date as of November 30th 2018
- The Director of Coaching has the right to include a Wildcard team on November 30th 2018, due to event conflicts which may affect some of our top Mixed Doubles teams. If the Wildcard is not utilized then that spot will be included in the Challenge Round.
- 3 or 4 teams will qualify from the Mixed Doubles Challenge Round (see 5. Below) depending on a Wildcard selection

5. Challenge Round: The Challenge Round format depends on the number of entries. The USCA format formula described in Section II (7) of the Championship Rules will be used. As soon as possible after the sign-up deadline, teams will be notified of the specific format, and the beginning and ending dates for the challenge round. Rules for Mixed Doubles are in Section I Rules of Curling, R15.

6. International Representation: The team winning the US National Mixed Doubles Championships shall represent the USA at the World Championship subject to meeting the following requirements:

(i) From the date of winning the USA Mixed Doubles National Championships, the athletes shall come under the direction of the Mixed Doubles National Coach and the National Coaching Team (NCT) through to the completion of the World Championship. For avoidance of doubt, the Mixed Doubles National Coach and NCT will be the Coach(s) at the World Championships.

(ii) The NCT may appoint additional Coaches or Staff to assist the team at the World Championships.

7. World Team Athlete Agreement: All athletes to be nominated to Team USA for the World Championships are required to sign the USCA National Team Athlete Agreement. A copy can be found on the USCA website. Any athlete failing to sign the agreement when invited to do so shall be disqualified from representing the USA. In this instance the National Program Coach reserves the right to invite another athlete to fill the vacant position. If both athletes fail to sign then the team shall be disqualified, and the Director of High Performance shall appoint a replacement team.

NATIONAL MEN'S AND WOMEN'S CHAMPIONSHIPS (2019)

1. Overview: The National Championship Team selection playdown system is not geographically based. The National Championships field will be ten teams providing there are at least fourteen entries. If there are thirteen or fewer entries then the National Championships field will be eight teams.

(i) National Championships, ten teams – Five Nationals spots will be awarded to the top five Order of Merit (OOM) teams. The OOM teams can be found on the World Curling Tour website at: www.worldcurl.com. Four National Championship spots will be determined at a single Challenge Round event. The remaining Nationals spot will be awarded to a Junior team to be selected by the Junior Director of High Performance.

(ii) National Championships, eight teams – Four Nationals spots will be awarded to the top four Order of Merit (OOM) teams. The OOM teams can be found on the World Curling Tour website at: www.worldcurl.com. Three National Championship spots will be determined at a single Challenge Round event. The remaining Nationals spot will be awarded to a Junior team to be selected by the Junior Director of High Performance.

2. Event Eligibility: U.S. citizenship is required on or before the close of registration. Players need not be residents of the United States. Players must be paid members of the USCA (See Section II). Event eligibility requirements are listed within Section II of this Rules Book.

3. Entry Process: See Section II for entry process information.

4. Challenge Round: The Challenge Round will be a triple knockout format, subject to number of entries as per Section II 5. USCA Format Policy, to advance three or four teams to the National Championships. The Men's and Women's Challenge Rounds will be seeded using the World Curling Tour Order of Merit Year to Date Team Ranking System. Points are determined as of the completion date of the Curl Mesabi Cashspiel on the year to date Order of Merit (OOM) found at the World Curling Tour website www.worldcurl.com. Any team(s) which has no ranking points as of the completion date of the Curl Mesabi Cashspiel on the year to date Order of Merit (OOM) shall be seeded in the Challenge Round by a small committee which will include the Chairman of Competitions, the Director of Coaching and an AAC representative.

The draw will be set with the highest ranking team playing the lowest ranking team in the first game (high ranking teams may receive first round bye if the draw is not evenly distributed).

If there are ten or less teams signed up for either National Championships, then all teams will advance to the National Championship and the Challenge Round will be cancelled.

5. Finals Format: The championships will be a single round robin event. The draw will be randomly seeded. The round robin may be set up in a way that allows marquee matches in prime viewing time, as long as the drawmaster determines that the round robin schedule remains fair in terms of time of play and sheet repetition.

For ten teams, the top four teams as determined by round robin or tie-breaker games will advance to a Page playoff. For eight teams, the top three teams as determined by round robin or tie-breaker games will advance to a modified Page playoff. See Section IV (20.)

Tie-breakers will be played under the Rules set forth in Section IV (14).

The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (15).

6. USA World Championships Team Qualification Process 2019

- Any men's and women's eligible team that wins the 2019 U.S. National Championships and was in the top 100 of either World Curling Tour Order of Merit (OOM) or the year-to-date World Curling Tour Order of Merit on Jan. 31, 2019, or has scored forty (40) OOM points during season 2018-19 by Jan 31, will be named as USA's team for the respective 2019 World Curling Championships.
- If a men's or women's team that wins the 2019 USA Curling Nationals and did not meet any of the above qualification standards, then USA's World Championship teams will be the men's and women's teams with the highest OOM points total at the conclusion of the Nationals that have placed in the top three in their respective National Championship.
- If there is a tie in points (and a Top 100 team as described above did not win the Nationals), the team placing highest among the top three at the Nationals will qualify as USA's World Championship team.
- Teams can count their 6 best Order of Merit (OOM) results going into Nationals; however, a team may only use a maximum of 4 U.S.-based OOM events toward their total of 6 results.
- All U.S. teams will start the season at zero points.
- All U.S. teams will be required to register their team with the World Curling Tour to be eligible to score OOM points toward USA Worlds Team Qualification. Teams no longer have to report their point totals to a USCA designee after each event, as we are monitoring the results on the WCT OOM. Teams are responsible for insuring that their points totals on the WCT OOM are correct.
- Teams must have a minimum of 3 eligible, registered players on the ice for all games at any event to earn OOM points toward USA Worlds Team Qualification.
- Teams can only use U.S. Nationals eligible players of the same gender as a substitute to earn OOM points toward USA Worlds Team Qualification.
- The U.S. National Championships shall award teams OOM points as follows: First – 110 points, second – 85 points and third 65 points.

7. International Representation: The teams winning the USA World Championships Team Qualification Process shall represent the USA at the World Championship subject to meeting the following requirements:

- (i) From the date of winning the USA World Championships Team Qualification Process, the athletes shall come under the direction of the National Coaching Team (NCT) through to the completion of the World Championship. For avoidance of doubt, the NCT will be the Coach(s) at the World Championships.
- (ii) The NCT may appoint additional Coaches or Staff to assist the team at the World Championships.

(iii) From the date of winning the USA World Championships Team Qualification Process, selection of the fifth player shall be made following the USCA policy for fifth players at all World Championships as set out below:

8. World Team Fifth Player Selection: A fifth player for any World Championship team will be selected by a High Performance Selection Committee which will include members of USCA National Coaching Team (NCT), the Director of High Performance (DHP) and an available Athlete Representative, in consultation with the team members. It will be based on the Selection Committee's judgment of the fifth player's ability to fill in on the team roster at a world performance level as needed. The Selection Committee will consider the following criteria when making their decision:

- World Championships performances and results during the previous 2 years
- World Curling Tour performances and results during the previous 2 years
- US Nationals performances and results during the previous 2 years
- World Junior Championships performances and results during the previous 2 years
- US Junior Nationals performances and results during the previous 2 years

Teams are advised that the Selection Committee will recommend that the newly added fifth player be qualified to play at any position, including world-level skip, unless the four-player team already includes two (2) world-level skip players. This stipulation recognizes the unique nature of the skip position in curling, and the need to protect the competitive interests of the team and the USA should the team skip be unable to play during the World Championships.

9. World Team Athlete Agreement: All athletes to be nominated to Team USA for the World Championships are required to sign the USCA National Team Athlete Agreement. A copy can be found on the USCA website. Any athlete failing to sign the agreement when invited to do so shall be disqualified from representing the USA. In this instance the National Program Coach reserves the right to invite another athlete to fill the vacant position. If two or more athletes fail to sign then the team shall be disqualified, and the Director of High Performance shall appoint a replacement team.

SENIOR MEN'S and SENIOR WOMEN'S

Start and finish dates for both the Senior Men's and Senior Women's events are subject to change, depending on the number of entries (accordion in nature).

1. Overview: The Senior Men's and Women's National Championships are non-geographic championships aimed at determining our top senior teams. There are no regional or state playdowns.

2. Eligibility: Any player who is at least 50 years of age at any time during the 30th day of June of the year immediately preceding the year the competition is to take place, and is a citizen of the United States as of the registration deadline, is eligible to compete. This event advances to the Senior World Championships.

3. Entry Process: See Section II for entry process information.

4. Playdown Process and Format: The format for the Senior Men's and Women's National Championship depends on the number of entries and will be peer seeded. The USCA format formula described in Section II will be used.

U18 MEN'S and WOMENS NATIONAL CHAMPIONSHIPS

1. Overview: the USCA U18 National Championships are a regional-based, geographic championship aimed at determining our top under 18-aged teams from within the USCA regions. Teams move through the playdown process via the traditional state and regional championships. See section 5 below. U18 National Champions do not advance to world play.

NOTE: Coaches for all U21 and under events are required to register 3 business days prior to the close of event registration and complete the listed requirements

2. Event Eligibility: Any player who is less than 18 years of age at any time during the 30th day of June of the year immediately preceding (2018) the year the competition is to take place, and is a resident (no minimum residency required) of the United States as of registration deadline. All players must be league playing (majority of scheduled games) member of a USCA member club within the registered region.

3. Entry Process and Playdown Window: The playdown entry deadline and playdown windows are set to ensure no conflicts with the Junior National Challenge round dates.

*All regional playdowns must be completed at a minimum of three weeks prior to the national event.

4. Playdown Process and Format: Twelve U18 Men's and twelve U18 Women's teams will be selected as follows: One team is allotted from each of the following regions: Alaska, At-Large/Colorado/Mid-America, GLCA, MCA, MOPAC, Minnesota, Dakota Territory, Washington, and Wisconsin. Two teams will be allotted for the GNCC. In addition the host club will receive a spot. (The majority must be club members and commitment must be conveyed to the USCA before the conclusion of the first regional playdown).

(ii) Fill Policy – In the event that one or more regions or host club are unable to field a team, the vacant slot(s) will be filled to a total of twelve teams, beginning with the region with the most teams registered, and proceeding with the other regions in order of number of entries.

(a) Regional Competition Advancement: Each region is responsible for determining its representatives to the U18 National Championship. Regions are encouraged to use the USCA format formula as described in Section II, but not required.

(b) Finals Format: The championship finals will be a split round-robin event, with two divisions of 6 teams each. Seeding will be determined by the USCA Junior National Championships Advisory Group (see Junior Championships section for definition). The round robins may be set up in a way that allows marquee matches in prime viewing time, as long as the drawmaster determines that the round robin schedule remains fair in terms of time of play and sheet repetition. The top two teams from each division advance to semifinals (A1 v. B2, B1 v. A2). The semifinal winners play in the gold medal game, the semifinal losers play in the bronze

medal game. When teams are tied for a play-off position, a maximum of one session of tie-breakers will be played to determine which team(s) advances to the play-offs. Team(s) can be eliminated, without playing an extra game, if more than one session of tie-breakers would be required. The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (O). All games will be 8 ends.

5. International Representation: The winning teams shall represent the USA at the U18 Players Championship Slam (Canada).

SECTION IV – EVENT PROCEDURES

1. Appointment of Officials:

(a) For all USCA regional events and all National events, the Competitions Committee will appoint Chief and Deputy Chief Umpire positions at or before the fall USCA meeting. A listing of all appointed Officials will be posted on the USCA web site. The USCA shall appoint a Chief Umpire for the National championships no later than December 31 of the previous year.

(b) The district, region (and/or state), shall appoint a Chief Umpire for each championship no later than 30 days prior to each event.

(c) The Board of Review will be selected from a panel of qualified and available individuals, including at least one male and one female athlete suggested by the AAC, which panel shall be developed by the chair of the Rules Committee and the co-chair of the Competitions Committee.

2. Draws: The USCA Drawmaster, in consultation with the Competitions Committee, Athletes Advisory Council, and Host Committee, will determine the schedule and draw for all events leading to the National Championship. Regional (and/or state) draws will be the responsibility of the regions. Regions are encouraged to use the USCA formula described in Section II.

(a) **Assignment of Practice Time and Stone Handle Color:** For round robin draws, teams will be assigned stone handle color and practice time by the Drawmaster in as equitable a manner as possible, based on the criteria that each team throws light and dark colored handles and has first and second practice, an equal number of times, if possible. The team listed first in the draw schedule for the round robin games will play the stones with the dark colored handles; the team listed second will play with the stones with the light colored handles. At events with an odd number of round robin games, teams will flip a coin for practice time in their first draw. The team that wins the coin toss chooses practice time.

For knockout draws, teams will flip a coin for choice of stone handle color or practice time.

All games will be scheduled ten ends. Ties are full extra ends. At the Senior National Championships, Wheelchair National Championship, Mixed Championship, Mixed Doubles Championship, U18 Championships and Arena Nationals all games will be eight ends. There is no minimum number of ends required.

3. Notification and Photos; All Championships: Regions are charged with the responsibility of administering their respective competitions within the framework of the deadline set by the USCA. Each region must appoint a playdown chairperson. Failure to observe deadlines could lead to disqualification and reassignment of berth in the competition.

Regional Playdown Chairs shall:

(i) Certify to the National Championship Chair and the USCA on or before the National Playdown Deadlines, the regional champion and runner-up teams.

(ii) Two 4" x 6" glossy photo prints of the winning team (from the chest up and arranged by position with the skip to the photographer's left) should be mailed to the National Chairperson of the applicable championship. One photo (same) should be sent to the US Curling News (same address as USCA). Electronic format is acceptable but glossy print is preferred to ensure higher quality. Email photos as JPG files to the USCA Director of

Communications (terry.kolesar@usacurl.org). Provide a list of players names in order of appearance (L to R). PLEASE PRINT LEGIBLY.

4. Peer-Seeding Process: For events that use peer-seeding, after the entry deadline and any subsequent playdown, the USCA office will send seeding ballots to the team contact person to rank the field. Ballots should be ranked beginning with #1 for the strongest team, and so on, according to the viewpoint of the person completing the ballot, excluding that person's own team. Ballots are to be completed by team skips (or another designated team member). All seeding ballots must be returned to the office within 72 hours. Incomplete ballots cannot be included. The office will compile the data and seed the teams.

5. Start of any Championship: Each championship event will begin upon the arrival of the USCA Chief Umpire. Additional up-front time may be required by the ice technician for ice preparation. In addition, the USCA will appoint a local USCA director to act as liaison between the event and the USCA. Once the championship begins, any ice use other than the championships must be coordinated and approved by the Chief Umpire. If a host site allows a competing team on the ice prior to the arrival of the Chief Umpire, they must offer a similar opportunity to all competing teams.

6. Team Practice: At all championships, a team practice session will be allowed. The host committee in consultation with the Chief Umpire will confirm practice times. The drawmaster will assign team practice time based on seeding, with the higher ranked teams having the preferred practice times.

7. Team Meetings: Prior to the commencement of play, teams are required to meet with the Chief Umpire and the host committee. The meeting will follow the script outlined in the USCA Officiating Manual. The purpose of the meeting is to inform the teams of the format, schedule, local conditions, including, but is not limited to, rules interpretations. **All players are expected to know and understand the Rules of Curling.** All players and their coaches are required to attend this meeting. Failure to do so, without approval of the Chief Umpire, results in the forfeit of the last stone advantage for that team in their 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, color of stones, etc.) to which they would normally be entitled.

8. Opening Ceremonies: In most championships, the Host Committee will conduct opening ceremonies. Teams are required to be in complete team uniform.

9. Pre-game Practice and Game Times: The Chief Umpire, immediately after arrival, will designate a championship clock to be used as the "official" game and practice clock. The designated clock should be in plain view of all the athletes from the ice surface.

A warm-up period will be allowed for each team on the ice on which they will be playing, immediately prior to the start of each game. For all events except Mixed Doubles, the following schedule will be used:

First practice will begin 30 minutes before the start of the game; 20 minutes – second practice; 10 minutes is provided for the ice to be cleaned after the warm-up period.

Practice will be nine minutes in length. A team's Last Stone Draw (LSD) shots to determine choice of last stone in the first end in the ensuing game will take place in the two minutes following the end of each team's pre-game practice.

For the Mixed Doubles Championship, the first practice will begin 20 minutes before the start of the game. Each practice will be six minutes in length followed by two minutes for the LSDs. For post round robin play, each team will have eight minutes practice time.

NOTE: The Chief Umpire, in consultation with the head ice technician, may shorten the pre-game practice time to reduce wear on the pebble. If the Chief Ice Technician deems it necessary, the ice will be cleaned, and the slide path re-pebbled, after the pre-game practice.

Any team not available to play 1-15 minutes after the scheduled time shall be penalized one end and one point, and an additional end and point if the delay is between 15 and 30 minutes. A delay of 30 minutes shall constitute a default. 3 minutes 45 seconds (4 minutes 30 seconds in Wheelchair curling, 2 minutes 45 seconds in Mixed Doubles curling) will be deducted from each team's clock for each end lost. Last stone advantage will be in favor of the non-offending team.

10. Coaching: 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 additional team official (individuals who registered online for event participation only – officials, see participant report from national office for confirmation) 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 unauthorized communications or broadcasts of any sort from the coach bench to anyone who is not sitting in that designated area. Coaches and other team personnel sitting on the coach bench cannot watch or listen to broadcasts. For any violation the offending person will be removed from the coach's bench for that game.

11. Team Line-up: The team delivery rotation, skip and vice-skip positions, alternate player, coach, and team official must be listed on the original team line-up form, and must be submitted to the Chief Umpire at the end of the Team Meeting. Any changes to the team line-up must be submitted to the chief Umpire at least 15 minutes prior to the first pre-game practice. For the first violation the team will receive a warning. For a second violation the coach will be removed from the coach's bench for that game. The Chief Umpire may recommend the disqualification or suspension of any player, coach or team official from present or future competitions.

12. Game Timing:

(a) Each team receives 38 minutes of thinking time for a 10 end game, and 30 minutes of thinking time for an 8 end game (38 minutes in Wheelchair curling, 22 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 thinking time allotted to each team is reduced by 3 minutes 45 seconds (4 minutes 45 seconds in Wheelchair curling, 2 minutes 45 seconds in Mixed Doubles curling) for each end which was considered completed (Rules of Curling Section I, R11 apply).

(c) When extra ends are required, the game clocks are reset and each team receives 4 minutes 30 seconds of thinking time for each extra end (6 minutes in wheelchair curling, 3 minutes in mixed doubles curling).

(d) The game and each end starts when the allotted break time expires. The delivering team's game clock, will not run during the start of the game/end unless that team is delaying the start (no forward motion from the hack, or the stone not released from the delivery stick), then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.

(e) Once all of the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:

(i) all stones have come to rest 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 positions prior to the violation 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.

(f) A team's game clock stops once the stone has reached the tee line (hog line in wheelchair curling) at the delivery end.

(g) 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, by the non-offending team, to their position(s) prior to the violation. The time clock of the offending team will start as soon as any displaced stones have been repositioned and will stop when the redelivered stone reaches the tee line (hog line for wheelchair curling) at the delivering end.

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

(i) Game clocks are stopped at any time an Umpire intervenes.

(j) After the teams have agreed on the score for an 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. Teams should not deliver the first stone of the next end until less 10 seconds of the break time remains. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery.

The length of the break will normally be:

(i) 1 minute at the completion of each end, except as noted in (j)(ii). In Mixed Doubles, when players are responsible for placing the stationary stones before each end, 30 seconds will be added to the time between ends.

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, within the playing area, with any player and team official who is authorized to be on the coach bench for that game.

(k) 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.

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

(m) 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 delivery end within 45 seconds, the stone is removed from play immediately.

(n) 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 delivery end before time expires, the stone is considered delivered in time.

(o) A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.

(p) A team whose time clock did not run due to a timing error (no clock running) will not have the time deducted from its time clock, but the appropriate amount of time will be added to the other team's time clock.

13. Team Time-outs/Technical Time-outs

(a) Team time-outs will be allowed at all USCA events, with or without time clocks 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. Players signal a team time-out by using a "T" hand signal.

(iii) A team time-out (when the game clock is stopped) starts as soon as the time-out is called and consists of "travel time" to get to the team plus 60 seconds. The amount of travel time will be determined at each event by the Chief Umpire, and is given to all teams, whether or not they have a coach, and whether or not a coach meets with the team during the time out.

(iv) Only one person, who is sitting in the designated coaching area of the team that called the team time-out, is allowed to meet with the team. This person must use the designated route to 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 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 for other extenuating circumstances. Game clocks will be stopped during technical time-outs.

14. Tie-Breaking Procedures: At any level of play, a team tied for a place in the playoffs cannot be eliminated from a championship in any way other than by losing an extra game. The Competitions Committee reserves the right to playoff any tie-breaker game, regardless of the tie-breaker chart.

Ties are to be broken by using the USCA Tie-break chart for four qualifiers, or for three qualifiers (later in this section). Scheduling constraints may justify the use of exceptions to these tie-breaker rules for the following events: U18 Championships, Arena Championships.

15. Team Ranking Procedure: The following criteria (in order) will be used to rank the teams at the completion of the round robin:

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

(b) If two teams are tied, the team that won their round robin game will be ranked higher. In a double round robin, if one team won both the round robin games, they are ranked higher;

(c) 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 a subsequent comparison of the record of the games between only the remaining teams that are still tied shall determine their ranking);

Where there is more than one group and these groups are of differing sizes, to ensure the DSC is calculated in the same way, only the LSDs from the first 'equal number' of games will be used.

(d) For all remaining teams whose ranking cannot be determined by (a) or (b) or (c), ranking is determined using the DSC (draw shot challenge). The DSC is the average distance of all the individual Last Stone Draw stones, which were delivered by a team during the round robin. Where a total of 11 or fewer individual stones will be delivered, the single least favorable result is automatically eliminated when calculating the average distance. Where more than 11 individual stones will be delivered, the two least favorable results will be eliminated when calculating the 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 counting LSD receives the higher ranking. In the case where all counting LSDs are equal, the teams flip a coin.

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

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

(ii) Teams that lose in the same tie-breaker session are ranked according to the same criteria as 15(b), (c), (d).

16. Last Stone Draw (LSD)

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

(b) For games requiring Last Stone Draws (LSD), at the conclusion of each team's pre-game practice, two stones will be delivered to the tee at the home end, by different players – the first stone with a clockwise and the second with a counter-clockwise rotation. A player (alternate) that delivers or sweeps an LSD stone does not have to play in that game. Sweeping is allowed (except in wheelchair curling). In Mixed curling each gender must deliver one stone, but the team

selects the sweepers independent of their gender. The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared and the best non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.

(c) LSD distances will be measured and recorded in the following manner:

- (i) All single measurements will be from the tee to the nearest part of the stone, but the LSD distances will be displayed in inches as the distance from the tee to the center of the stone.
- (ii) The official radius to be used in USCA events is 14.2 cm (5.6 in.).
- (iii) To any result measured, the radius of 14.2 cm (5.6 in.) has to be added. This means that the distance for stones not in the house is 185.4 cm. + 14.2 cm. (6 ft. 6.6 in.).
- (iv) Stones covering the tee will be measured from two locations (holes) at the edge of the 4 foot circle. These two locations make a 90 degree angle with the center hole and are 2 feet from the center hole.

(d) The number of LSD stones, and the number of clockwise and counter-clockwise deliveries for each player will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players (two in Mixed Doubles) have to fulfill the minimum number of LSD stones in games that are considered in the calculation of the DSC. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6 cm. (6 ft. 6.6 in.).

- (i) LSD stones delivered by the alternate can be combined at the end of the games that are considered in the calculation of the DSC with only one other player, so that this player fulfills the minimum required number of LSD stones.
- (ii) Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
- (iii) If a full team (4 players) has not fulfilled the required minimum throws following their last game, their lowest LSD result(s) will be recorded as 199.6 cm. (6 ft. 6.6 in)).

Considered Number of round robin games	Considered Number of LSD stones	Minimum for each player
4	8	2 stones, 1 cw + 1 ccw
5	10	2 stones, 1 cw + 1 ccw
6	12	2 stones, 1 cw + 1 ccw
7	14	3 stones, 1 cw + 1 ccw
8	16	3 stones, 1 cw + 1 ccw
9	18	4 stones, 2 cw + 2 ccw
10	20	4 stones, 2 cw + 2 ccw
11	22	4 stones, 2 cw + 2 ccw
12	24	5 stones, 2 cw + ccw

cw = clockwise, ccw = counter-clockwise

(e) For Mixed Doubles each player delivers an equal number of clockwise and counter-clockwise LSD stones. If there are an odd number of games a variation of one rotation per player has to occur.

(f) For knockout events, all players are to deliver as equal a number of LSD stones as possible.

17. Post Round Robin Advantages: When round robin play (one group) is used at USCA competitions, with each competing team playing all other teams, stone color and first stone in the first end of post round robin games is determined as follows:

(a) The team with the better win/loss record has the choice of stone color and playing first or second stone in the first end; the team delivering the first stone of the first end will practice last.

(b) If the teams have the same win/loss record, the winner of their round robin game has the choice of stone color or playing first or second stone in the first end. The team delivering first stone of the first end will practice last.

(c) Notwithstanding (i) and (ii), for competitions that use the Page play-off system, the winner of the 1-2 game has choice of stone color and delivering the first or second stone in the first end of the gold medal game if they were the clear leader after the round robin. The winner of the 1-2 game has choice of stone color or delivering the first or second stone in the first end of the gold medal game if they were not the clear leader after the round robin.

(d) 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);

(e) The pool of available stones in all playoff games will be determined by the Chief Umpire. The pool of available stones will be as large as the Chief Umpire determines to be practicable.

(f) **Special rule for split pools:** When teams play a round robin in separate groups or pools, for the playoff game(s), if the teams are from the same group, 17 a, b will be used, and if the teams are from different groups, the team with 1) fewer losses, or 2) the lesser DSC, has choice of either the first or second practice or the stone handle color. Then regular LSD procedures (without minimum requirements), will determine which team has the choice of delivering the first or second stone in the first end. Where there is more than one group and these groups are of differing sizes, to ensure the DSC is calculated in the same way, only the LSDs from the first 'equal number' of games will be used.

(g) For events with a Double Loss Provision, an undefeated team has the choice of playing first or second stone in the first end of all final games

18. Event Officiating:

(a) Chief Umpires, Game Timers, Timing Supervisors and On-Ice Supervisors will be present at all championship games. There will be an on-ice supervisor present for every two sheets (every sheet for semis and finals). When a full complement of officials is not available, priority will be given to the officiating roles listed earlier in that order.

(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 competition, and give directions concerning the placement of stones, the conduct of players, and adherence to the rules.
- (d) The Chief Umpire may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.
- (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 the disqualification, or suspension, of any player, coach or team official from present or future competitions.

19. Disagreements and Rulings: In case of dispute during a game at any championship event through the National Championships, all matters pertaining to interpretation of the Rules of Curling and event procedures are adjudicated by an Umpire. In the event that there is an appeal against an Umpire's decision during a game, the decision of the Chief Umpire is final. If a rules decision or event procedures decision of the Chief Umpire is appealed between games, the Chief Umpire is directed to call one of the advisors selected by the USCA Chairman of Competitions to discuss the issue, and the decision of the selected advisor shall be final. During an event, issues involving penalties more severe than a game expulsion will be appealed to a Board of Review, and the decision of the Board of Review shall be final. Prior to or in between events, any dispute will be resolved by the USCA Competitions Committee.

All questions regarding eligibility rules shall be referred to the Competitions Committee, except for on-track eligibility decisions.

A "Request for Ruling" form is located on the Championships page of the USCA website at www.usacurl.org.

Grievance Process: see Athlete Grievance Section in the Player Coach Agreement (posted online).

20. Page Play-off System: 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 is ranked 4th. The winner of the semifinal advances to the final, the loser is ranked 3rd.

21. Modified Page Play-off system:

(a) If a team wins the round robin outright – definition: at least one win ahead of any other team, then they will advance to the final. The team ranked 2 will play the team ranked 3 in the semi-final. The semi-final winner advances to the final; the loser is ranked 3rd.

(b) If 2 or 3 teams are tied for first place after the round robin, then the 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 loser of the 1v2 game in the semi-final game. The winner of the semi-final advances to the final; the loser is ranked 3rd.

(c) If 4 teams are tied for first place after the round robin, then the teams are ranked, and 1 v 4 and 2 v 3 in the semi-finals. The semi-final winners advance to the gold medal game. The semi-final losers play in the bronze medal game.

(d) If more than 4 teams are tied for first place after the round robin, tie-breaker games are played to reduce the field to 4 teams (see tie-breaker chart for 4 qualifiers).

Tie-Break Chart for Three Qualifiers

RANKING								GAMES	Sessions and # of games			
1	2	3	4	5	6	7	8		1	2	3	
Q	QX	X	X						3 v 4, winner is 3 rd	1		
Q	X	X	X	X					2 v 5 + 3 v 4; winners ranked by head-to-head and if necessary DSC in the round robin	2		
Q	X	X	X	X	X				5 v 6, then winner v 2 + 3 v 4; winners ranked by head-to-head and if necessary DSC in the round robin	1	2	
Q	X	X	X	X	X	X			6 v 7, winner plays 2. 4 v 5, winner plays 3. winners ranked by head to head and if necessary DSC in the round robin.	2	2	
Q	Q	X	X	X					3 v 4; winner is 3 rd	1		
Q	Q	X	X	X	X				4 v 5; winner plays 3 for 3 rd place.	1	1	
Q	Q	X	X	X	X				3 v 6 and 4 v 5, winners then play for 3 rd place	2	1	
Q	Q	X	X	X	X	X			6 v 7, winner plays 3. 4 v 5. Winners play for 3 rd place.	1	2	1

Tie-Break Chart for Four Qualifiers

RANKING										GAMES	Sessions and # of games			
1	2	3	4	5	6	7	8	9	10		1	2	3	
QX	QX	QX	X	X							4 v 5 winner + QXs ranked by head-to-head and if necessary DSC in the round robin	1		
QX	QX	X	X	X	X						3 v 6 + 4 v 5 winners + QXs ranked by head to head and if necessary by DSC in the round robin	2		
QX	X	X	X	X	X	X					2 v 7 + 3 v 6 + 4 v 5 winners + QX ranked by head and if necessary by DSC in the round robin	3		
X	X	X	X	X	X	X	X				1 v 8 + 2 v 7 + 3 v 6 + 4 v 5 winners ranked by head and if necessary by DSC in the round robin	4		
X	X	X	X	X	X	X	X	X			8 v 9 then winner plays v 1 + 2 v 7 + 3 v 6 + 4 v 5 winners ranked by head to head and if necessary by DSC in the round robin	1	4	

RANKING										GAMES	Sessions and # of games			
1	2	3	4	5	6	7	8	9	10		1	2	3	
Q	QX	QX	X	X							4 v 5 winner + QXs ranked by head to head and if necessary by DSC in the round robin	1		
Q	QX	X	X	X	X						3 v 6 + 4 v 5 winners + QX ranked by head to head and if necessary by DSC in the round robin	2		
Q	X	X	X	X	X	X					2 v 7 + 3 v 6 + 4 v 5 winners ranked by head to head and if necessary by DSC in the round robin	3		
Q	QX	X	X	X	X	X	X				5 v 8 then winner plays v 4, 6 v 7 then winner plays v 3, winners + QX ranked by head to head and if necessary by DSC in the round robin	2	2	
Q	X	X	X	X	X	X	X	X			7 v 8 then winner plays v 2 ; 6 v 9 then winner plays v 3 ; 4 v 5; winners ranked by head to head and if necessary by DSC in the round robin	2	3	
Q	QX	X	X	X	X	X	X	X	X		3 v 10 and 6 v 7 then winners play; 4 v 9 and 5 v 8 then winners play; winners + QX ranked by head to head and if necessary by DSC in the round robin	4	2	
Q	Q	QX	X	X							4 v 5; winner + QX ranked by head to head in the round robin	1		
Q	Q	X	X	X	X						3 v 6 + 4 v 5; winners ranked by head to head in the round robin	2		
Q	Q	X	X	X	X	X					6 v 7 then winner plays v 3; 4 v 5; winners ranked by head to head in the round robin	2	1	
Q	Q	X	X	X	X	X	X				6 v 7 then winner plays v 3; 5 v 8 then winner plays v 4; winners ranked by head to head in the round robin	2	2	
Q	Q	X	X	X	X	X	X	X			6 v 7 then winner plays v 3; 4 v 9 and 5 v 8 then winners play; winners ranked by head to head in the round robin	3	2	
Q	Q	X	X	X	X	X	X	X	X		3 v 10 and 6 v 7 then winners play; 5 v 8 and 4 v 9 then winners play; winners ranked by head to head in the round robin	4	2	
Q	Q	Q	X	X							4 v 5 (Q 4 th)	1		
Q	Q	Q	X	X	X						5 v 6 then winner plays v 4 (Q 4 th)	1		
Q	Q	Q	X	X	X	X					4 v 7 and 5 v 6 then winners play (Q 4 th)	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 4 th)	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 4 th)	2	2	1

RANKING										GAMES	Sessions and # of games		
1	2	3	4	5	6	7	8	9	10		1	2	3
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

Additional Information & References

USCA ATHLETE/COACH CODE OF CONDUCT AGREEMENT: The USCA Player/Coach Code of Conduct Agreement is part of the online registration system and can be found on the USCA website at www.usacurl.org (see “Events > Championships > Rules > Code of Conduct”).

USCA By-Laws:

A copy of the USCA By-laws can be found on the USCA website at www.usacurl.org (see “About Us > Inside USA Curling > Governance > Bylaws”), or may be requested from the USCA National Office, 5525 Clem’s Way, Stevens Point, WI 54482; by telephone, 715-344-1199; or by fax, 715-344-2279. The Athlete Grievance Procedure Bill of Rights, USCA By-laws, Section 11A, the Administrative Grievance, Section 15.1 a (i), and the Opportunity to Participate Complaint, Section 15.1 a (ii) can be found within the USCA By-laws. There is a \$250 Grievance filing fee (refunded to parties that end up with the final grievance decision in their favor).

USCA Transgender Policy:

A copy of the USCA Transgender Participation in Curling Policy can be found on the USCA website at www.usacurl.org

- Olympic Events: All events that lead to and include competitions conducted by the International Olympic Committee (IOC) must follow the policies established by the IOC with respect to transgender athletes.
(https://stillmed.olympic.org/Documents/Commissions_PDFfiles/Medical_commission/2015-11_ioc_consensus_meeting_on_sex_reassignment_and_hyperandrogenism-en.pdf)
- World Events, U.S. National Championships, and OOM Events: All events that lead to and include world-level events conducted by the World Curling Federation (WCF) must follow the policies established by the WCF with Respect to transgender athletes. These events include order of Merit events and U.S. National championships. In the absence of WCF guidance, Athletes should follow the IOC Guidelines on transgender athletes.
- Other USCA Competitive Events: USCA-sponsored events that do not lead to world-level play must follow USCA policy with respect to transgender athletes.

Order of Merit (OOM) Points Determination:

About the Order of Merit: The Order of Merit (OOM) is a team ranking system developed in conjunction with CurlingZone which awards points to teams for their finish in certain qualifying cash spiels. See definition of qualifying events below. Rankings can be accessed at the following internet address: www.worldcurl.com.

For USCA purposes, we will be using the year to date OOM points for the current year only, through the completion date of the Curl Mesabi (Eveleth) Cashspiel for qualification for the National Championships.

The USCA designee will track and provide the most current OOM Points Rankings to the USCA for posting on the USCA website (www.usacurl.org) on or about October 31, November 30 and December 20, 2018 (Final Standings). If there is a tie in the number of OOM points that would affect which teams advance to the Nationals, ties will be broken in the following sequence: Head-to-head results in the most recent OOM Points qualifying event in which both teams participated; largest U.S. dollar equivalent won in a single OOM Points qualifying event; number of OOM Points events in which the team qualified for a payout; draw shot challenge, at a time and place to be designated by the USCA Chairman of Competitions.

All teams wishing to participate in Order of Merit Events are registered automatically. To ensure that your proper lineup is registered, please register your team through the centralized system created by CurlingZone.com.

Any errors or omissions should be brought to the attention of the USCA office as soon as possible. While the USCA will take every step to ensure the points totals are correct, teams are responsible for ensuring their OOM points totals on the WCT website are correct.

World Curling Tour Order of Merit: A copy of the current Order of Merit can be found on the World Curling Tour website at <http://www.worldcurl.com/rankings.php?task=about>

GLOSSARY OF TERMS

Alternate: A registered, non-playing member of the team who is eligible to substitute for one of the competing players.

Arithmetically Eliminated: The status of a team that has a combined total of stones let to be delivered and/or remaining in play that is less than the number needed to produce either a tie or a win.

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 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 tournament or competition.

Brush (Broom): See definition: Sweeping Device.

Brush Head: The part of the brush that comes in contact with the ice surface when sweeping.

Button: The small circle at the center of the house.

Burned Stone: A stone in motion touched by a player or any part of a player's equipment.

Center Line: The line dividing the playing surface down the middle. It joins the midpoints of the tee lines and extends 12 ft. beyond the center of each tee.

Circles: See *House*

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 a counter 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.

Debris: Any substance, including frost, snow or material originating from brushes, shoes or clothing.

Delivering End: The end of the sheet from which stones are being delivered.

Delivering Team: The team currently in control of the playing area and is scheduled to deliver the next stone.

Delivery: The motion a player makes when playing a curling stone.

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 favorable 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 indicates if a stone was released by a player before the stone reached the hog line at the delivering end (sensor handle).

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.

Free Guard Zone (FGZ): The area at the playing end, between the hog line and the tee line but excluding the house.

Game: Two teams playing a specified number of ends to determine a winner.

Hack: The foothold 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 (1 ft. 6 in.) parallel to the tee line, at each end of the center line.

Hack Weight: The momentum required for a delivered stone to reach the hack at the playing end.

Hammer: A term used to describe the stone which will be the last stone delivered in that end.

Handle: The part of a curling stone that a player grips in order to deliver.

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 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, for left-handed curlers it is a counter-clockwise rotation.

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.

Measuring Device: An instrument that determines which stone is closer to the center 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, for left-handed curlers it is a clockwise rotation.

Pebble: The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduce 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 point 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.

Power Play: In Mixed Doubles games, the team that has the decision on the placement of the "positioned" stones, can one time in a game place the stones in designated positions to the side of the sheet instead of the designated center positions.

Round Robin: A competition in which each team plays all the other teams in their group.

Score: The number of points received by a team in an end.

Scoring: A team scores one point for each of its stones 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 (often Teflon) placed on the sole of the sliding shoe, which makes it easier to slide on the ice.

Spare: See *Alternate*.

Stationary stone: A stone in play which is not in motion.

Stone: A curling rock; a curling stone is made of granite and is utilized 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 back and forth movement of a broom or brush in the path of a moving stone, to clean or polish the ice surface.

Sweeping Device: A device used by players to sweep/clean the ice.

Swing Ice: The condition of the ice of 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 (alternate) and a coach. Mixed Doubles teams consist of one male and one female player.

Technical Time-Out: Stoppage of play called by a team or Umpire for a ruling, injury, or other circumstances.

Tee: The exact center of the house.

Tee Line: A line extending across the width of the sheet that passes through the center 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.

Tie-breaker: A game that is played to break a tied ranking at the end of the round robin.

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 or speed given to a stone during 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.



2018-19 Championship Season Calendar

2019 Wheelchair Curling Team Trials	Nov. 2-6 , 2018	Wausau, WI
2019 Mixed Doubles Challenge Round	Dec. 19-23, 2018	Grand Forks, ND
2019 Men's Challenge Round	Jan. 3-6, 2019	Blaine, MN
2019 Women's Challenge Round	Jan. 4-7, 2019	Grand Rapids, MI
2019 Junior National Championships	Jan. 13-19, 2019	Two Harbors, MN
2019 National Championships	Feb. 9-16, 2019	Kalamazoo, MI
2019 Mixed Doubles National Championship	Feb. 27-Mar. 3, 2019	Seattle, WA
2019 Senior Women's National Championships	Feb. 27-Mar. 2, 2019	Portage, WI
2019 Senior Men's National Championships	Feb. 27-Mar. 2, 2019	Mapleton, MN
2019 College National Championship	March 8-10, 2019	Wayland, MA
2019 Club National Championships	Mar. 9-16, 2019	Lakeville, MN
2019 U18 National Championships	Mar. 12-17, 2019	Chaska, MN
2019 Mixed National Championship	Mar. 24-30, 2019	Golden, CO
2019 Arena National Championships	May 5-11, 2019	West Chester, PA

Dates are subject to change. Please see <http://www.teamusa.org/USA-Curling> for current updates and regional playdown information.