



2012-2013 USCA RULES of CURLING & Competition

USA Curling National Office: 5525 Clem's Way, Stevens Point, WI 54482-8841
888-287-5377 or 715-344-1199; Fax 715-344-2279
info@usacurl.org www.usacurl.org

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 Championships Committee.

(Revised October 2012)

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 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.

(c) 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.

(d) 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.

(e) 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.

(f) For wheelchair events, at each end of the sheet, 2 thin (i.e. - wool) wheelchair lines are placed parallel to and on opposite sides of the 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.

(g) 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.

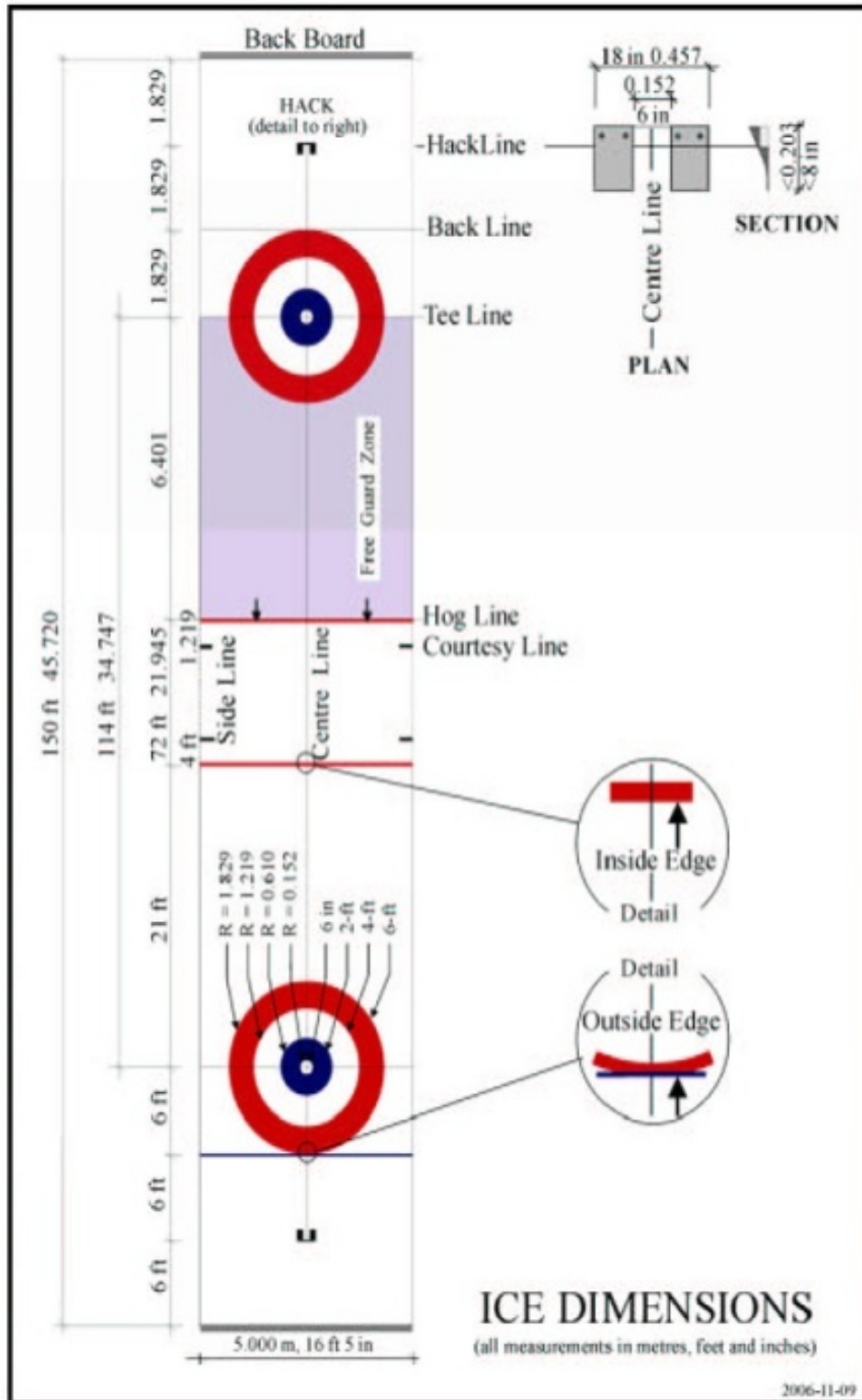
(h) Two hacks are placed on the hack line, on opposite sides of the center line, with the inside edge of each hack 3 in. from the midpoint of the center line. The width of each hack is not to exceed 6 in. The hack is attached to suitable material, and the inside edge of that material is placed on the 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 tone

Ice Sheet Dimensions Chart



is used. If a replacement stone is not available, a stone previously delivered in the end is redelivered.

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

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

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

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

(g) A stone that completely crosses the outside edge of the back line 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 second, third, or fourth stone of an end, to determine if a stone is in the Free Guard Zone.

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

R3. TEAMS

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

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

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

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

(ii) start the game using a qualified alternate.

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

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

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

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

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

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

- (i) First player, the second player delivers the stone
 - (ii) Second player, the first player delivers the stone
 - (iii) Third player, the second player delivers the stone
 - (iv) Fourth player, the third player delivers the stone
- (h) If a player whose turn it is to deliver is unable to deliver both of the allocated stones during an end, the following is the procedure for the remainder of that end. If the player is the:
- (i) First player, the second player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones
 - (ii) Second player, the first player delivers three stones, then the third player delivers three stones, then the fourth player delivers the last two stones
 - (iii) Third player, the first player delivers the first stone of the third player, then the second player delivers the second stone of the third player, then the fourth player delivers the last two stones
 - (iv) Fourth player, the second player delivers the first stone of the fourth player, then the third player delivers the second stone of the fourth player.

R4. POSITION OF PLAYERS

(a) Non-Delivering Team:

- (i) During the process of delivery the players take stationary positions along the sidelines between the courtesy lines. However:
 - 1) The skip and/or vice-skip may take stationary positions behind the back line at the playing end, but must not interfere with the choice of place of the skip or vice-skip of the delivering team.
 - 2) The player who is to deliver next may take a stationary position to the side of the sheet, behind the hacks, at the delivering end.
- (ii) The non-delivering team players must not take any position, nor cause any motion, which could obstruct, interfere with, distract or intimidate the delivering team. If such an action occurs, or an external force distracts a player during delivery, that player has the option of allowing the play to stand, or of redelivering the stone after all displaced stones have been replaced to their original positions.

(b) Delivering Team:

- (i) The skip, or the vice-skip when it is the skip's turn to deliver, is in charge of the house.
- (ii) The player in charge of the house is positioned inside the hog line, and on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery.
- (iii) The players who are not in charge of the house or delivering a stone take positions to sweep.

R5. DELIVERY

- (a) Unless predetermined, or decided by the 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 to their original positions by the non-offending team.

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

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

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

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

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

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

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

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

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

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

R6. FREE GUARD ZONE (FGZ)

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

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

R7. SWEEPING

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

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

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

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

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

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

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

R8. TOUCHED MOVING STONES

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

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

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

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

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

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

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

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

2.) Leave all stones where they came to rest; or

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

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

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

(c) Last Stone Draw (LSD) Stones:

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

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

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

R9. DISPLACED STATIONARY STONES

- (a) If a stationary stone, which would have had no effect on the outcome of a moving stone, is displaced by a player, it is replaced in its original position by the non-offending team.
- (b) If a stationary stone, which would have had no effect on the outcome of a moving stone, is displaced by an external force, it is replaced in its original position, with agreement of the teams.
- (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 the stone whose course would have been altered from play and replace in their original positions any stones that were displaced after the violation; or
 - (iii) Reasonably place stones in the positions 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 original positions. If agreement on the original positions cannot be reached, the end is replayed.
- (e) If a displacement is caused by stones deflecting off the rink dividers, the stones are replaced to their original positions by the non-delivering team.
- (f) Last Stone Draw (LSD) Stones:
 - (i) If a member of the delivering team displaces a stationary stone, or causes it to be displaced, before the Official completes the measurement, the stone will be removed and recorded as 6 ft. 1 in.
 - (ii) If a member of the non-delivering team displaces a stationary stone, or causes it to be displaced, before the Official completes the measurement, the stone is replaced to its original position by the delivering team.
 - (iii) If an external force displaces a stationary stone, or causes it to be displaced, before the Official completes the measurement, the stone is replaced to its original position by the delivering team.

R10. EQUIPMENT

- (a) No player shall cause damage to the ice surface by means of equipment, hand prints or body prints.
 - (b) Teams must not use electronic communication equipment, or any device to modify the voice, during a game.
 - (c) When a properly functioning electronic hog line device is being used:
 - (i) The handle must be properly activated so that it is functioning during 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.
- 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.

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

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

(i) 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) The stone must be delivered along a straight line from the hack to the intended target.

(iv) The stone must be clearly released from the delivery stick before the stone has reached the hog line at the delivering end. (NOTE: The WCF rule requires release before either foot has reached the tee line. The USCA has delayed implementation of the WCF rule pending further study.)

(v) A delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand.

R11. SCORING

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

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

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

(d) When determining the score of an end, if teams cannot visually decide which stones are closer to the tee, or whether a stone is touching the house, a measuring device is used. Measurements

are taken from the tee to the nearest part of the stone. The person in charge of the house from each team is allowed to observe any measurement that is made by a measuring device.

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

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

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

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

(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 does not commence play at the designated time, the following takes place:

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

(ii) If the delay of the start of play is 15-30 minutes, then the non-offending team receives one additional point, and last stone advantage 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 delivering 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 delivering end, the chair must be positioned so that at the start of the delivery the entire width of the stone is within the wheelchair lines.

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

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

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

(f) Sweeping is not permitted.

(g) 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.

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

R14. MIXED DOUBLES CURLING

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

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

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

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

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

(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 3 points in the ice. The points are placed on the center line:

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, 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.

NOTE: At the National Championship, the Chief Umpire will determine specific placement for Position A.

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

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

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

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

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

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

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

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

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.

2. General Eligibility: Playdown eligibility criteria vary by event. Refer to specific event eligibility.

Membership - Except as stated below for Men’s and Women’s National Championships, a player in a championship must be a dues-paying individual member of a curling club, which for the current year, 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.

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 thirty 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.

Administrative Fee - For Men's and Women's National Championships which determine eligibility for Olympic 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.

Citizenship or Residency Eligibility - For all events leading to a World event (Junior Nationals, Mixed Doubles, Men's & Women's Nationals, Senior Nationals, World University Games, and Youth Olympics) proof of citizenship is required. The Mixed Nationals and Club Nationals events do not lead to a World event and therefore, residency is also permissible for these events. The residency requirement is explained within the information that follows.

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.

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. Full payment must be made by credit card (checks accepted if received prior to the deadline date and time).

The USCA office must receive the following through online registration by 11:59 p.m. CST on the event deadline date.

* Signed entry forms for four or five players, or for two players if Mixed Doubles, or for individual if 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, including his or her personal information and the Player/Coach Code of Conduct Agreement.

* Full payment of entry fees plus any applicable regional fees

* **Proof of Citizenship** - 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 requirements may use this document for proof. Proof of citizenship is not necessary if athlete's name is already listed on proof of citizenship list on the USCA Web site Championships page for all events leading to world competition. Proof can be emailed to entries@usacurl.org. Faxed copies acceptable if legible 715-344-2279 (please check copy as many faxes arrive dark and illegible). Refer to the FAQ section on the USA Curling Web site at www.usacurl.org regarding "pending" citizenship status and call the National Office or email questions to entries@usacurl.org.

*All Junior National entries must include complete health form information. Juniors under the age of 18 must have their USCA Player/Coach/Code of Conduct and Waiver and Release completed by a parent or guardian.

All players in competitions leading to world play must be U.S. citizens, and for events that will take place outside the United States are responsible for acquiring a valid U.S. passport.

THERE WILL BE NO EXCEPTIONS TO THE ENTRY DEADLINES. IF THE STATED REQUIREMENTS HAVE NOT BEEN RECEIVED BY THE USCA OFFICE BY THE DEADLINE DATE AND TIME, 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 the 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 Registration Code of Conduct can be found on the USA Curling Web site at www.usacurl.org, on the Championships page.

5. Field of Play Contribution: Entry fees for all championship events include a per team contribution to “Field of Play” related expenses. These contributions cover the cost of acquiring and maintaining sensor handles and, for some events, icemakers and championship stones.

6. World Curling Tour Performance Exemptions: All teams are encouraged to train and prepare for the championships by attending competitive events. For the Men’s and Women’s National Championships, playdown exemptions can be earned by performing well at certain World Curling Tour and Sub Tour events.

7. USCA Format Policy: The USCA uses peer-seeding for playdowns and championships. Regional events are designed to use this type of system. In certain cases where the number of teams is unknown (Men’s Preliminary, Men’s Qualifier, etc.) 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 Men’s & Women’s Qualifiers
- * 25 and higher – knockout
- * Ten and higher for Men’s Qualifiers - Knockout
- * Women’s Challenge –knockout
- * 2013 Men’s Challenge - knockout

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 VP Championships, the 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. Re-allocation of qualifier/challenge spots will be given a priority.

8. Expenses: Team expenses through the regional playdowns of all events (including the National Championship Qualifiers and Challenge Rounds) are the responsibility of the teams. All expenses in the Senior Championship and Mixed Doubles Championship and Youth Olympic Games trials are the responsibility of the teams.

9. Personnel:

Registered Players - Upon entering the playdowns of any four-person team event, a team may register four or five players. A team may start a competition with three of their registered four or five players.

Fifth Players - Teams that originally register four players may add a fifth player at any point in the playdown process through the Championship event. When adding a fifth player, that player:

- 1) Must meet all general eligibility requirements
 - 2) Must have completed the "USCA Registration Code of Conduct Agreement" and "Release of Liability" forms prior to competing (included in the online registration process)
 - 3) Becomes a permanent registered member of the team
 - 4) Must prove U.S. citizenship when applicable
 - 5) 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 at entry time have **NO** option to add an additional player for any reason except at the World Championships as noted above. The Request for Ruling Committee may grant exceptions to this rule for extreme hardship.

Mixed Curling - (1) A team may not play with fewer than four players. (2) The host club may provide a male or female substitute who meets the USCA General Eligibility guidelines and is approved by the USCA. The substitute must always be the same sex as the player being replaced. If that team uses the host club's substitute, that substitute will be declared said team's registered fifth player. (3) A team registering for the Mixed Nationals must have at least two players who reside in the region where the team will play down.

Four-Person-Team Events - no team can play more than five players through and including the finals.

The winning teams at the Men's & Women's National Championship must have an eligible, registered fifth player in place prior to the World Curling Championships. Teams are not required to use the same fifth player at the World Championship. Said teams may request to substitute only one player for legitimate hardship only. Requests must be submitted in writing to the USCA Chief Operating Officer, within seven days after the completion of the National Championship. This request must be approved or denied by the USCA Board of Review within seven days from the date of the request.

Coaches - A coach must complete his or her personal information, Code of Conduct and Event Agreement to register for an event (included in online registration). Background checks are required for Junior events. A team may have only one designated coach per game. Any change in the designated coach must be noted on the line-up card and be provided to the Chief Umpire prior to the beginning of the game. Coaches of Junior teams should register as early as possible, as background checks are required and can take up to ten days to complete; longer for international applications. Adult representation is required of teams at the Junior National Championships.

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).

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

- 1) A team is comprised of four players, two players each from two Regions (and/or States);
- 2) 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
- 3) A team is comprised of four (or five) players, each from four (or five) separate Regions (and/or States).
- 4) 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 Web site or may alternatively be obtained through the USCA office.

10. Uniforms: At all levels of play, players are encouraged to wear like uniforms including pants, shirts and jackets.

At the Men's & Women's National Championships, Juniors Nationals, Club Nationals and Mixed Nationals, players are required to wear like uniforms including pants, shirts and outer garments. Matching headgear is recommended but not required. The skip's name must appear on the back of his or her top outer garment. Other team members are encouraged to wear last names on the back of the top outer garment. 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.

At the Mixed Doubles Nationals and the Senior Nationals, players are encouraged but not required to wear like uniforms.

11. Advertising/Cresting: Advertising (cresting) shall be permitted on a player's on-ice uniform and equipment as follows:

Advertising - shall consist of embroidery, cloth patches or screen printing, in the same positions for each team member, neatly attached to the uniform and professional in appearance.

Sponsor Crests - Sponsor crests on team uniforms are generally allowed but **must be pre-approved by the USCA**. To avoid disappointment, the USCA advises teams to request approval for all sponsors cresting by writing to the national office at least 30 days in advance of the event.

1) Up to five sponsor crests may be worn on a team's uniform. The locations on team uniforms that are authorized for sponsor crests are limited to:

- * The upper arm that is not taken by the USCA National patch (USCA National Championship patch should be worn on the upper left arm of the outer playing garment)
- * On either side of the chest (a USCA sponsor has priority for one side)
- * The lower left or lower right pocket area (i.e., waist level on an outer jacket or sweater)
- * The exposed neck area of a turtleneck shirt or sweater
- * The calf area on tights, slacks or pants
- * The ankle area on tights or pants

One or two crests may be worn at each location above, subject to the overall limit of five crests. In addition, for competitions in which the team does not represent a Region (and/or State) (e.g., Men's and Women's qualifying or challenge round), teams will be allowed to wear a sponsor patch on the back where the state and region patch typically is worn. The back patch cannot exceed 100 square inches.

2) The size limit for sponsor crests is 16 square inches, with a maximum dimension of 6 inches

3) The Chief Umpire may direct any team or player to remove any advertising deemed objectionable by the USCA, before they are allowed on the ice. All sponsor crests must be in good taste, as defined by the Chief Umpire. Any appeal of the Chief Umpire's ruling to ban a crest is subject to immediate review by the USCA Board of Review Committee appointed by the president. The USCA reserves the right to mandate that the teams will wear certain articles of clothing and/or sponsor crests while competing at the National and World Championships if such clothing is furnished or paid for by the USCA or its sponsors.

12. 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.

13. 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. (See section of the World Curling Federation (WCF) Rules of Curling Booklet for world championship doping procedures.) It is the responsibility of each athlete to be aware of banned substances and whether he/she must file a Therapeutic Use Exemption (TUE). 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).

14. Smoking: No smoking is allowed at any USCA playdown event venue except in designated areas. Smoking is never allowed on the ice.

15. Supervision: Any player under 21 years of age participating in a 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. 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 21 years of age competitor.

16. 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:

- 1) Event was cancelled due to a lack of entered teams (and team does not wish to travel to a proximate region to compete)
- 2) Online registration system errors
- 3) Registered and unknowingly ineligible because his or her club is not a member of USA Curling
- 4) Certain hardship exceptions (to be evaluated on a case by case basis).

All refunds will have online processing fees deducted. Individuals declared by VP Championships/Staff Administrator, 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.

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

18. 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) by the curling organization having jurisdiction.

SECTION III - USCA Championships

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.

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:

- 1.) One team is allotted from each of the following regions (and/or states): AK, CO/NE/At-Large, GLCA, GNCC, IL, MOPAC, MN, ND, WA, and WI.
- 2.) 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. No region may send additional teams unless a minimum of three teams played down. 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 previous season's Men's and Women's Club National Championships.

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

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.

Finals Format: The championships will be seeded, single round robin events. Peer seeding will be required to be used only for the first three rounds. 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.

2. Event Eligibility: U.S. citizenship or residency is required. (See Section II for residency wording.) A Mixed Curling Team consists of two men and two women. The throwing order must alternate genders.

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

1.) One team is allotted from each of the following regions: AK, At-Large/CO/NE, GLCA, GNCC, IL, MOPAC, MN, ND, WA, and WI.

2.) 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. No region may send additional teams unless a minimum of three teams played down. Ties will be broken using previous season's entries and if needed, season's entries prior to that. If still a tie, the berth reverts to the region placing highest in the most recent previous season Mixed National Championship.

3.) In any given category, if a region fails to enter two or more teams by the national entry deadline that region will automatically lose their national berth for that category. Any single team that remains will be allowed to play in a proximate region to be determined by the Championships Committee.

Regional Competition Advancement: Each region is responsible for determining its representatives to the Mixed National Championship. The USCA encourages the regions to use the time-honored traditions of the existing championships and to use the USCA format formula described in Section II.

Finals Format: The championship will be a peer seeded, single round robin event. Peer seeding will be required to be used only for the first three rounds. 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 USCA Junior National Championships are a regional-based, geographic championship aimed at determining our top junior-aged teams from within the USCA regions. Teams move through the playdown process via the traditional state and regional championships. The winning teams will represent the U.S. at the World Junior Curling 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 the year the competition is to take place and is a citizen of the United States as of registration deadline.

3. Entry Process and Playdown Window: The playdown entry deadline and playdown window is set to ensure no conflicts with other protected events. All regional playdowns must be completed between December 26, and January 1, to minimize school conflicts. A playdown window exemption will be granted by the Championships Committee if a state or region can show hardship, and can guarantee no students will miss school. All exempt regions must use the weekend in December prior to the Christmas Holiday school break as the alternate weekend. All exemptions are granted annually and requests must be submitted to the Championship Committee by the seventh day of December.

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

1) One Nationals spot will be awarded each year (men and women) to High Performance Program teams. This team will not be considered as representing a state or region, and will not be considered when the fill policy is applied (see #3 below).

2) One team is allotted from each of the following regions: AK, MOPAC/CO/NE/At-Large, GLCA, GNCC, IL, MN, ND, WA, and WI.

3) Fill Policy - In the event that one or more regions are unable to field a team, the vacant slot(s) will be filled to a total of ten teams, beginning with the region with the most playdown entries, and proceeding with other regions in order of entries. No region may send additional teams unless a minimum of three teams played down. Ties will be broken using the previous season's entries and if needed, the season's entries prior to the last season. If there is still a tie, the berth reverts to the region placing highest in the most recent previous Junior National Championships.

In any given category, if a region fails to enter two or more teams by the national entry deadline that region will automatically lose their national berth for that category. Any single team that remains will be allowed to play in a proximate region to be determined by the Championships Committee.

Regional Competition Advancement: Each region is responsible for determining its representatives to the Junior National Championship. Regions are encouraged to use the USCA format formula as described in Section II.

Finals Format: The championships will be a seeded, single round robin event. Peer seeding will be required to be used only for the first three rounds. 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 as determined by round robin or tie-breaker games will advance to playoffs as follows:

A page playoff will be used when the final round robin standings result in one of the following:

- * One team is in first place.
- * Two teams are tied for first place.
- * Three teams are tied for first place and DSC (draw shot challenge) is not required for ranking (one team defeated the other two teams in the round robin). The team that defeated the other two teams is ranked number one, and the winner of the head-to-head game between the other two teams is ranked number two.

A single elimination playoff will be used when the final round robin standings result in one of the following:

- * Three teams are tied for first place and DSC is required for ranking (none of the teams defeated both of the other teams in the round robin).
- * Four or more teams are tied for first place.

Tie-breakers will be played under the Rules set forth in Section IV (O). The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section IV (P). In a page playoff, head-to-head and record among the tied teams may be used to advance a team to the 1-2 game. See “Tie-breakers for second place, page playoff” examples (within Attachment C of this Rules Book – see Table of Contents).

Where a single elimination playoff is used, 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.

Where a page playoff is used, Team #1 plays Team #2 with the winner advancing to the final game. Team #3 plays Team #4 with the loser eliminated. The winner of #3 vs. #4 game will play the loser of the #1 vs. #2 game with the winner advancing to the final and the loser receiving the bronze medal.

MIXED DOUBLES

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

1. Overview: The National Mixed Doubles Championship will select the team to represent the United States in the World Mixed Doubles Championships. There is no travel subsidy for teams to compete at the playdown, but there may be partial funding of the team that is selected to represent the U.S. at the World Championships, depending on entry fees and costs of the championship. The Mixed Doubles National Championship is a non-geographic championship.

There are no regional or state playdowns leading to the National Playdown, 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 as of the deadline date. 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. Playdown Format: The format for the Mixed Doubles National Championship depends on the number of entries and will be peer seeded. 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 competition. Rules for Mixed Doubles are found in Section I Rules of Curling Rule R14.

NATIONAL MEN'S and WOMEN'S CHAMPIONSHIPS

1. Overview: The National Championship Team selection playdown system is not geographically based. Two Nationals spots will be awarded each year (men and women) to High Performance Program teams. Two Nationals spots will be awarded to the top two Order of Merit (OOM) Men's and Women's teams not already qualified. The OOM teams can be found on the World Curling Tour Web site at: www.worldcurl.com.

The remaining six men's and women's National Championship spots will be determined at a single Challenge Round event.

2. Event Eligibility: U.S. citizenship or payment of the Administrative Fee (see Section II) is required upon registration. Players need not be residents of the United States. Players must be paid members of the USCA. 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, to advance six teams to the National Championship. The Men's and Women's Challenge Rounds will be seeded using a Team Ranking System. The Team Ranking System is similar to the Strength of Field ranking used in 2011-12, and *teams will be ranked by the following criteria: Order of Merit (OOM)* (actual points generated by the team from qualifying cash spiels, provided that $\frac{3}{4}$ players registered for the playdowns also played in the OOM event, or $\frac{3}{5}$ players if the team registered five players). 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.

Past Nationals Participation (going back three years) each player on the team receives 5 points (up to a maximum of 20 points per team) for having played in any of the past three National Championships.

Past finish in the top four of the National Championships (going back three years) each player on the team receives 3.75 points for having played on a team that finished in the top four of the National Championships (up to a maximum of 15 points per team).

Multiple Nationals experience (going back three years) each player on the team receives 3.75 points for having played in more than one of the last three National Championships (up to a maximum of 15 points per team).

Past World Curling Championship Experience (going back three years) each player having played in any of the last three World Curling Championships (or an Olympics held in the preceding three years) receives five points (up to a maximum of 20 points per team).

Peer seeding will be used in conjunction with the above criteria. Peer seeding ballots will be sent to all teams after the entry deadline. The teams will then be assigned points corresponding to their ranking in the peer seeding. For example, if 24 teams register, the number one ranked team in the peer seeding will have 24 points added to their total Team Ranking System points, the 24th ranked team will receive one point added to their total Team Ranking System points.

The total points will then determine the ranking (or seeding) for the triple knockout event and 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).

5. Finals Format: Men's and Women's National Championship Finals Format will be single round robin events. Teams will be seeded into the draw randomly, after the following criteria are met: **A.** The two HP teams and the highest ranked non-HP team will not play each other in the first three draws. **B.** Marquee games may be scheduled in prime viewing time.

The winning teams will represent the United States at the World Women's Curling Championship and the World Men's Championship. The winning teams are required to participate in all training activities leading to Worlds as determined by the USCA High Performance Director.

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: Due to the relatively small numbers of participants, the Senior Men's and Women's National Championships are a non-geographic championship aimed at determining our top senior-age teams. There are no regional or state playdowns at this time.

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. This event advances to a World event.

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.

WHEELCHAIR NATIONAL TRYOUTS

1. Overview: Individual Wheelchair team members will be selected using the approved selection procedures. There will not be a National team competition. The team will represent the U.S. at the World Wheelchair Curling Championships.

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

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

Rules and Format Links: A description of the Wheelchair Curling physical eligibility rules (classifications) can be obtained by request from the USCA office or downloaded from the USCA Web site, www.usacurl.org. This description carries the status of official USCA rules. The World Wheelchair Curling Championship Rules of the WCF shall govern all play except as otherwise provided in this Section.

(<http://www.worldcurling.org/Portals/0/FedDocuments/RulesWheelchairCurling.pdf>) Current Rules set forth in Rule R13 of the Section I Rules of Curling in this Championship Rules Book. The 2012-2013 Wheelchair National Trials procedure information will be posted on the USA Curling Web site as soon as possible (not available prior to publication of this Rules Book).

WINTER WORLD UNIVERSITY GAMES TRIALS

Start and finish dates subject to change depending on the number of entries (accordion in nature).

1. Overview: The World University Trials will select the nominee teams (one men's and one women's team) to represent the United States in the World University Winter Games. The USCA provides nominations to the United States International University Sports Federation (US-IUSF) for the U.S. representative curling teams and coaches. There is no travel subsidy for teams to compete at the trials. Teams should expect and plan to pay their own cost of transportation to the world event.

The men's and women's winner of the World University Trials will be nominated as the U.S. WUG representatives, provided they meet all US-IUSF and USCA eligibility requirements. Two National Program Coaches will be appointed as Head Coaches for the WUG's

The World University Trials are a non-geographic championship. There are no regional or state playdowns leading to the trials, and no requirement that players on a team be from the same state, region, or college.

2. Event Eligibility: Information can be found at: <http://www.wugusa.com/winter-games/athletes/eligibility-for-event/>.

3. Entry Process: See Section II of Championships Rules Book for general entry details.

4. Playdown Process and Format: The Trials will be in two parts – Qualifiers and Trials. Two teams will be selected by the High Performance Program for the Trials and two teams will come from open qualifiers, making the Trials a four team event. The format for the World University qualifiers 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 qualifiers and trials.

SECTION IV – EVENT PROCEDURES

A. Appointment of Officials:

1. For all USCA regional events and all National events, the USCA Championships Committee will appoint Chief and Deputy Chief Umpire positions at the fall USCA meeting. A listing of all appointed Officials will be posted each year. The USCA shall appoint a Chief Umpire for the National championships no later than December 31 of the previous year.

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

3. 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 and Officiating Committee and the chair of the Championships Committee.

B. Draws: The USCA Drawmaster, in consultation with the Championships Committee, Athletes Advisory Council, and the 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. All draws will be peer-seeded, except the Men's and Women's Challenge Rounds and Championship Finals.

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, and Mixed Doubles Championship, all games will be eight ends. There is no minimum number of ends required.

C. 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:

- * Certify to the National Championship Chair and the USCA on or before the National Playdown Deadlines, the region champion and runners-up teams.

- * 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.

D. Peer-Seeding Process: 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. 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.

E. 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 decides to allow a competing team on the ice prior to the arrival of the Chief Umpire, they should offer a similar opportunity to the other competing teams.

F. Team Practice: Prior to the start of all national-type 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 the peer seeding ballots with the higher ranked teams having the practice time closest to the team meeting.

G. Team Meeting: Prior to the commencement of play, teams are required to meet with the Chief Umpire and the host committee. All remaining entry forms must be submitted at this time. 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 coach 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.

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

I. 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 (but not re-pebbled).

Practice will be nine minutes in length. A team’s Last Stone Draw (LSD) shot to determine choice of last stone in the first end in the ensuing game will take place at the end of each team’s practice. For the Mixed Doubles Championship, the first practice will begin 15 minutes before the start of the game. Each practice will be six minutes in length followed by one minute for the LSD. 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 practice time to reduce wear on the pebble.

Any team not ready 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. Seven minutes will be deducted from each team’s clock for each end lost. Last stone advantage will be in favor of the non-offending team.

J. 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 team official may participate in the pre-event and the pre-game practices, but may not communicate with their team during the LSD. During the game, there shall be no communication of any sort from the coach bench to anyone who is not sitting in that designated area.

K. Team Line-up: A game team line-up form must be submitted to the Chief Umpire at least 15 minutes prior to the pre-game practice to either confirm the original team line-up or to

indicate a change. The team delivery rotation, skip and vice-skip positions, alternate player, and coach are listed on the original team line-up form, and submitted to the Chief Umpire at the end of the team meeting.

L. Game Timing:

1. Each team receives 73 minutes of playing time for a ten-end game, and 59 minutes for an eight-end game (68 minutes in Wheelchair curling, 46 minutes in Mixed Doubles curling). This time is recorded, and visible to the teams and coaches, throughout the game.
2. When a team delays the start of a game, the playing time allotted to each team is reduced by seven minutes (eight minutes in Wheelchair curling, six minutes in Mixed Doubles curling) for each end which was considered completed (Rules of Curling Section I, R11 apply).
3. When extra ends are required, the game clocks are reset and each team receives nine minutes of playing time for each extra end (ten minutes in wheelchair curling, eight minutes in mixed doubles curling).
4. The game, and the delivering team's game clock, starts when the first stone of the game reaches the tee line (hog line in wheelchair curling) at the delivering end. The delivering team's game clock continues to run until:
 - (a) All stones have come to rest in play or have crossed the back line and
 - (b) Stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their original positions and
 - (c) 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 rink.

When all of the above criteria are met, the non-delivering team becomes the delivering team, and its game clock is started. If stones need to be repositioned due to a violation caused by the non-delivering team, its game clock will be started.

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

5. A team delivers stones only when its game clock is running or scheduled to be running. Any violation results in the stone being redelivered after any displaced stone(s) have been returned to their original position(s). The offending team's game clock runs during the replacement of the stones and the redelivery.
6. Both game clocks are stopped when the final stone of the end, and all stones it affects, have come to rest in play, or have crossed the back line. After the teams have agreed on the score for that end, a break occurs, when neither game clock is running. If a measurement is required the break begins at the completion of that measurement. The length of the break between ends, which may vary due to television requirements or to other external factors, is determined for each competition and explained at the Team Meeting. When a break is of three minutes or more, the teams are informed when one minute of the break remains. The delivering team's game clock will automatically start at the conclusion of the break or when the delivered stone reaches the tee line (hog line in wheelchair curling). The first stone cannot be delivered before ten seconds or less remains in the break time.

The length of the break will normally be:

- (a) One minute at the completion of each end, except as noted in 6(b). Teams cannot meet, or communicate in any way, with a coach, the alternate player or any other team official.

(b) Five minutes at the completion of the middle end. Teams are allowed to meet with a coach, the alternate player and one other team official within the playing area.

7. Game clocks are stopped at any time an Umpire intervenes.

8. 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.

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

10. If an Umpire determines that a team is unnecessarily delaying a game, the Umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line (hog line in Wheelchair curling) at the delivering end within 45 seconds, the stone is removed from play immediately.

11. Each team must complete its part of a game within the time given, or forfeit the game. If a stone reaches the tee line (hog line in Wheelchair curling) at the delivering end before time expires, the stone is considered delivered in time.

M. Team Timeouts/Technical Timeouts: Team timeouts will not be allowed if time clocks are not being used.

Each team may call one 60 second team timeout during each game and one 60 second team timeout in each extra end.

Procedures for a team timeout are as follows:

(a) Only the players on the ice may call a team timeout.

(b) Team timeouts may be called by any on ice team player only when that team's game clock is running.

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

(d) Only one person, who is sitting in the designated coaching area of the team that called the team timeout, is allowed to meet with the team. The 60 second team timeout begins as soon as contact is made with the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface.

(e) The team is notified when there are 10 seconds remaining in the team timeout.

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

A technical timeout may be called by a team to request a ruling, for an injury or in other extenuating circumstances. Game clocks will be stopped during technical timeouts.

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

Except for ties to advance to the 1-2 game of a page playoff, ties are to be broken by using the WCF tie-break chart for four qualifiers (later in this section). In the Men's & Women's Championships, and the Junior Championships, a team cannot be advanced to the 1-2 game of a page playoff based on DSC (draw shot challenge), but head-to-head and record among tied teams may be used to advance teams. In case of ties for second place, see the tie-break charts (later in this section).

O. 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;
- (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);
- (d) For all remaining teams whose ranking cannot be determined by (a) or (b) or (c), ranking is determined using the DSC. The DSC is the average distance of the Last Stone Draws (LSD) which were played by a team during the round robin portion of a competition. The single least favorable LSD result is automatically eliminated before calculating this average distance. The team with the lesser DSC receives the higher ranking. If the DSCs are equal, then the team with the best non-equal LSD receives the higher ranking. In case all LSDs are equal, the teams flip a coin.
- (e) The final ranking of teams that lose in a tie-breaker will be determined as follows:
 1. Teams that are eliminated in an earlier tie-breaker session are ranked lower.
 2. Teams that lose in the same tie-breaker session are ranked according to the same criteria as P. (b), (c), (d).

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

Q. Post Round Robin Advantages: Except for special circumstance specified below, when round robin play is used at USCA competitions, with each competing team playing all other teams, 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 playing first or second stone in the first end; the team delivering the first stone of the first end has the choice of stone handle color and will practice last.
- (b) If the teams have the same win/loss record, LSD will be used to determine which team has the choice of playing first or second stone in the first end; the team that is higher ranked under section (P) will have the choice of practice time or stone handle color.
- (c) **Special page rules:** Notwithstanding (a) and (b), for the page playoffs - Men's and Women's Championships, and the Junior Men's and Junior Women's Championships – In the 1-2 page game and the 3-4 page game, the team with the better win/loss record in the round robin has the choice of delivering the first or second stone in the first end. In each of the above situations, the team delivering the first stone of the first end has the choice of practice time or stone handle color. In other cases (where neither team has a better win-loss record or tie break win against the opponent), the choice of delivering first or second stone shall be determined by LSD prior to the game. Where LSD is necessary to determine choice of first or second stone, the team ranked higher under Rule (P) shall have choice of practice time or stone handle color. The

team that wins the 1 versus 2 game advances to the final and has the choice of delivering the first or second stone in the first end, choice of practice time, and choice of stones in the final game; the loser of the 1 versus 2 game advances to the semi-final and has the choice of delivering the first or second stone in the first end of the semi-final game, choice of practice time, and choice of stones. The pool of available stones in all Page games will be determined by the Chief Umpire.

(d) **Special rules for tie break games:** In any tie break game, the choice of first or second stone in the first end shall be determined by LSD at the completion of each team's practice. Choice of practice time or stone handle color will be awarded to the team ranked higher under Rule (O).

e) **Special rules for double knockout games:** In any game(s) required by a double loss requirement, the choice of first or second stone in the first end shall be determined by a last stone draw (LSD) at the completion of each team's practice. In the first knockout game, the team that is higher ranked under Rule (O) shall have choice of practice time or stone handle color. If a second double loss game is required, the team with the lesser DSC from the round robin has choice of practice time or stone handle color.

(f) **Special rule for split pools:** When teams play a round robin in separate groups or pools, for the playoff game(s), the team with the higher rank has choice of practice time or stone handle color. The last stone draw (LSD) will then determine which team has the choice of delivering the first or second stone in the first end.

R. Event Officiating: Chief Umpires, Game Timers, and On-Ice Supervisors will be present at all championship games. There will be an on-ice supervisor present for every two sheets (every game 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.

The Umpire determines any matter in dispute between teams, whether or not the matter is covered by the rules.

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

The Chief Umpire, when authorized, may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.

An Umpire may delay a game for any reason and determine the length of the delay.

Violation guidelines: The Chief Umpire at each event will give athletes a standard warning regarding rules of play and conduct at the players meeting.

1. Rules Violations

a) Hog Line Infractions – Penalties will be administered as outlined in the Rules of Play. See Section I, R5(d).

b) Touched Running Stones – Penalties will be administered as outlined in the Rules of Play. See R8.

c) Sweeping Violations – Penalties will be administered as outlined in the Rules of Play. See R7(g).

d) Other Infractions – Penalties will be administered in accordance with the rules of play. For example, for displaced stationary stones, see rule R9. For ice damage, see rule R10(a).

Penalties for any of the above listed rules violations cannot be more severe than a pulled stone.

2. On-ice Conduct Violation Guidelines: Examples of on-ice conduct violation would include:

- Violation of the Player/Coach Agreement

- Aggravated use of Profanity
- Aggravated damage to the ice surface
- Purposeful delay of game
- Any kind of verbal abuse of teammates or opponent
- Broom slamming or throwing
- Stone kicking or slamming

Possible penalties as a result of the above would include but are not limited to:

- Game expulsion
- Pulled stone

Guidelines for administering penalties for on-ice conduct violations:

- Penalties and/or sanctions will be imposed at the discretion of the Chief Umpire for that event.
- Penalties or sanctions should match the severity of the offense.
- The Chief Umpire has the authority to impose sanction or penalties no more severe than the balance of a game or a full game expulsion.
- The Chief Umpire may recommend penalties more severe than a game expulsion but such penalties must be immediately reviewed and administered by the Board of Review.

3. Off-Ice Conduct Violations: Any off-ice conduct violations (including but not limited to violations of the Player/Coach/Code of Conduct Agreement) will result in an immediate review by the Board of Review, which will render a decision in a timely manner.

4. Verbal Abuse of an Official: Verbal abuse of an Official or any other Administration person can result in a game expulsion. The Chief Umpire may recommend penalties more severe than a game expulsion but such penalty must be immediately reviewed and administered by the Board of Review.

5. Physical Abuse of an Official: Any physical contact with an Official or physical abuse of a teammate or opponent will result in an automatic game expulsion and recommended event expulsion. The recommended event expulsion must be immediately reviewed and administered by the Board of Review.

S. Disagreements and Rulings: In case of dispute during play 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 rules of curling or event procedures interpretation decision, the decision may be appealed to the Chief Umpire. If a rules decision or event procedures decision of the Chief Umpire is appealed, the Chief Umpire is directed to call one of the advisors selected by the USCA VP Championships to discuss the issue, and the decision of the selected advisor will be final. Issues involving penalties for conduct, as listed in Rule R above, will be appealed to the Board of Review, rather than to the selected advisor, 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 Rules & Officiating Committee. All questions regarding eligibility rules shall be referred to the Rules & Officiating Committee, except for on-track eligibility decisions.

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

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

USCA PLAYER/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 Web site at www.usacurl.org on the Championships page.

USCA By-Laws:

A copy of the USCA By-laws can be found on the USCA Web site at www.usacurl.org on the “Inside the USCA” page, 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 8.2, the Administrative Grievance, Section 12.3, and the Right to Compete Complaint, Section 13.2, can be found within the USCA By-laws. There is a \$125 Grievance filing fee (refunded to parties that end up with the final grievance decision in their favor).

WCF Tie-Break Chart for Four Qualifiers

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

Attachment C: 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. Although CurlingZone keeps track of results, it will also be necessary for a team that earns points at a qualifying event to inform the designee of the USCA of the results of the event.

If your team has played in an event and earned OOM points, you must provide the Director of High Performance, or his designee with the event name, dates and team finish. You must also confirm the members of the team that played in the event. This information will be confirmed by the USCA through a review of the event results. A report should be filed for each event as soon as practical after the event, generally within one week, but no later than December 20, 2012.

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, 2012 (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 Vice President of Championships.

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.

Eligible Events: must also be registered with the OOM via [Gerry Geurts](#) at [CurlingZone](#). If you are aware of an event that is not registered, please forward the information to [Gerry Geurts](#). There is no fee for registering.

How OOM Points Are Earned:

Cash Events: Any cash event in the world will be sanctioned as an OOM event based on meeting the following criteria:

1. **The event must have a minimum field of 15 teams for men and 12 teams for women** and teams must be registered with CurlingZone as described in Section 9 below.
2. **The total cash purse per gender divided** by the number of teams entered must equal a minimum factor of 500; i.e. \$7500 divided by 15 = 500.
3. **Double knockout, triple knockout & round robin pool formats** are acceptable with the simple conditions that the Four Rock Free Guard Zone Rule must be used and games must be eight or ten ends in length.
4. **Teams will receive points** in sanctioned events as outlined at the following Web site: <http://www.worldcurl.com/oom/oom.php?task=calculations>.
5. Men's teams must have three of the four registered players on the ice at all times to collect points. "At all times" means all ends, all games in each event. Women's teams must have three of the five registered players on the ice at all times to collect points. **Note:** Fifth players signing up for

any women's team are ineligible to sign-up for any other team as a regular player. Additionally, Order of Merit points for the following year will be split among the five players. **Note:** for USCA purposes only, points will also be awarded to men's teams if a team registers five players for the Men's Nationals and three of the five registered players played in the event. Since this is different from the CurlingZone rules, it will be necessary to inform the VP of championships of any event where this may apply, so that the adjustment can be made.

6. **This point value will then be subject to the Strength of Field Multiplier (SFM).** The SFM will be assigned to each event based on the quality of the participating teams. The SFM will be calculated using the Order of Merit ranking the week of the event. Strength of Field adjustments will be made up to four weeks into the season to take into consideration teams who are registered late, which will affect points earned in these early season events.

7. **All events using the Order of Merit** to qualify or seed teams shall consider the rankings as of midnight of the final day of competition during the week as official.

8. **The SFM multiplier:** will begin with a minimum 0.50. If the cash event has an SFM value of 0.49 or lower, the base OOM values will be cut in half to 4.00; 2.50, 2.00, 1.50, 1.00 and 0.50. This is the lowest the OOM point total will be for any event with no SFM up to an SFM of 0.49. If the event has an SFM value of 0.50 or higher, the base CTRS values will be multiplied accordingly to get the OOM total for the event. Finally, any cash event is also subject to a maximum SFM of 5.00 regardless of the total value of the team rankings.

9. **The OOM Rankings** for the 2012-2013 season will reflect the top eight (8) results for both genders. Playdown events will be considered individual results for each step beginning with Provincials/Territorials in Canada, Regionals in the United States and Nationals in the rest of the World. All associations are able to count points from three stages of playdowns leading to World Championships. **Asia:** Worlds, Pacific Championships, Nationals, **Europe:** Worlds, European Championships and Nationals, **Canada:** Worlds, Nationals, Provincials/Territorials. For all association points to be awarded, results need to be published with full line scores/results/lineups and made available to the public via Web site. The USCA will not consider OOM points awarded in any year except the current curling year; therefore no OOM points will be awarded for last year's National Playdown events.

10. **Due Diligence:** Cash bonspiels register their events for sanctioning in good faith with the OOM. Should an event actually not deliver the minimum criteria required, the event will be taken off the board and the points will be taken away (teams will be advised when this occurs).

11. **Events** that combine men and women, either in a single draw or in the playoff round, are not eligible for the OOM. This means women are allowed to play, but must be considered randomly inserted/seeded into the event.

12. **Note to cash tournament organizers:** for your event to be eligible to offer OOM points, you must register the event as soon as possible with the event name, all contact information, playing dates, number of entries, format, prize purse and entry fee. You will also be required to submit a list of competing skips to the OOM no later than the day before the first day of your event. At the conclusion of the event you will also be required to submit results.

Tie Breakers for 2nd Place (page playoff charts)

Tie Breakers for 2nd Place, page playoff

The numbers in the brackets under each round represent the ranking under Rule III(P) of the post round robin tied teams. The higher ranked team will have choice of practice time or stone handle color. The choice of first or second stone in the first end will be determined by Last Stone Draw.

Three teams tied for 2nd place after the round robin.

There are two possible records among the tied teams.

Scenario 1	wins	losses	
Team A	2	0	advances to page 1-2 game
Team B	1	1	advances to page 3-4 game
Team C	0	2	advances to page 3-4 game

Scenario 2	wins	losses	
Team A	1	1	
Team B	1	1	
Team C	1	1	

R2

Winner advances to page 1-2 game

Loser advances to page 3-4 game

Loser of R2 v R3 advances to page 3-4 game

Four teams tied for 2nd place after the round robin.

There are four possible records among the tied teams.

Scenario 1	wins	losses	
Team A	3	0	advances to page 1-2 game
Team B	2	1	advances to page 3-4 game
Team C	1	2	
Team D	0	3	

Teams C & D play a tie-breaker game, winner advances to the 3-4 game.

Scenario 2	wins	losses	
Team A	3	0	advances to page 1-2 game
Team B	1	2	
Team C	1	2	
Team D	1	2	

Teams B, C & D are ranked R1, R2, R3, according to III(P).

R1

Winner advances to page 3-4 game

L (R1 v R2)

Winner advances to page 3-4 game

Scenario 3	wins	losses
Team A	2	1
Team B	2	1
Team C	2	1
Team D	0	3

Teams A, B & C are ranked R1, R2, R3, according to III(P).
 Team D is ranked R4. R4 is not eligible for advancement to the page 1-2 game.
 If R4 defeats R1, R4 advances to the 3-4 game, and the winner of R2 v. R3 advances to the page 1-2 game.

Scenario 4	wins	losses
Team A	2	1
Team B	2	1
Team C	1	2
Team D	1	2

Round robin winner of Team A v. Team B advances to page 1-2 game, loser advances to page 3-4 game.
 Team C plays Team D in a tie-breaker game, winner advances to page 3-4 game.

The concepts presented in the above examples are to be applied to other tied scenarios.
 -A tied team can be advanced based on head-to-head and record among the tied teams.
 -A tied team cannot be eliminated from playoffs without playing a game.

GLOSSARY OF TERMS

- Alternate:** A registered, non-playing member of the team who is eligible to substitute for one of the competing players.
- Away End:** The end of the sheet to which the first stone of a game is delivered.
- Back Board/Bumper:** Material (e.g. foam or wood) placed at the end (perimeter) of each sheet of ice.
- Back House Weight:** The speed given to a stone at delivery so that it will just reach the back of the house.
- Back Line:** A line at the back of the house, extending across the width of the sheet, which is parallel to and located 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. A device used by players to sweep/clean the in front of a moving stone.
- 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 is considered a potential point.
- Courtesy Line:** A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that an Umpire can view the hog line and to prevent distraction of a delivering player.
- Curl:** The curved path of a stone as it travels down the sheet of ice.
- Delivering End:** The end of the sheet from which 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.

Last Stone Draw (LSD): A contest conducted at the conclusion of a team's pre-game practice in which each team delivers a single stone to the tee at the home end. The resulting distance is measured and used to determine which team has the choice of delivering the first or second stone in the first end.

Lead: The first player on a team to deliver two stones in each end.

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

Measuring Device: An instrument that determines which stone is closer to the 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.

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.

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

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

Scoring: A team scores one point for each of its stones 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.

Swingy 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.

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.

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