

APPENDIX: U-18 MEN'S AND WOMEN'S PROVINCIAL CHAMPIONSHIP

See below for competition specific details. All other rules and details contained in the main body of the Competitor's Guide apply to this competition.

- 1) Eight (8) teams per gender play a Triple knockout format with an added consolation event (teams are self seeded, each team has 1 vote and no self vote)
- 2) All games are 8 ends and are timed
- 3) TIMING: Thinking time is 30 minutes; extra ends are 4 minutes 30 seconds, mid game break after the 4th end will be mandatory 5 minutes (coach interaction), break before an extra end is 3 minutes (coach interaction), break between ends is maximum 60 seconds
- 4) A minimum of 4 ends must be played in round robin games and 5 ends in playoffs
- 5) PRE GAME PRACTICE - will commence 30 minutes prior to draw time and teams will toss a coin to determine stone handle color OR practice time. Immediately following each 10 minute pre-game practice the team will select one team member to deliver the last stone draw (LSD) to determine the hammer. There are NO minimum requirements so the same player could deliver in each game.

The team with FIRST PRACTICE will deliver the LSD stone in a CLOCKWISE ROTATION.

The team with SECOND PRACTICE will deliver the COUNTER CLOCKWISE ROTATION.

In the event the first player covers the centre pin hole OR misses the rings, a different player will be chosen to deliver a stone using the same rotation. There is a maximum of 2 LSD deliveries after which the second team will practice. If the teams are still tied, the first team will deliver a third LSD and alternate with their opponent until hammer is determined.

To clarify – if Team A misses the rings with their first shot and Team B is in the rings with their first shot, Team B wins the last stone draw. It is assumed that the team with the best result will retain hammer in the first end unless they have advised the Game Umpire before the first practice.

- 6) Each team MUST have a coach, refer to the Guide for specifications.
- 7) Teams involved in the playoffs will meet with the Chief Umpire for playoff instructions immediately following the final qualification games.
- 8) PLAYOFFS: **Page Playoff format shall be as follows:**
 - a. The two C Event qualifiers will playoff in game CH #1. The winner advances to the semi-final (CH#3); the loser is eliminated.
 - b. The A and B Event qualifiers will playoff in game CH#2. The winner advances to the championship final (CH#4); the loser drops to the semi-final (CH#3).
 - c. The winners of game CH#2 and semi-final game CH#3 will playoff in the final (CH#4) to determine a champion.

NOTE: If hammer is predetermined, the TEAM WITH HAMMER will have FIRST PRACTICE.

In the CH #1 game, teams will draw for hammer and use the usual pre-game practice as above.

In the CH #2 game the team qualifying as "Q1" will have BOTH hammer AND choice of stone color.

In the CH #3 game the team losing CH #2 will have the BOTH hammer AND choice of stone color.

In the CH #4 game:

- a. If the team qualifying as "Q1" wins game CH #2, they will have BOTH hammer AND choice of stone color.
- b. If the team qualifying as "Q2" wins game CH #2 and plays the team "Q1", then "Q2" qualifier will have CHOICE of hammer OR stone color.

CONSOLATION ROUND:

LC1 plays LC4, LC3 plays LC2 in semi final games, Winners play a championship game for 5th place and receive an invite into the Marc Kennedy Bonspiel.

NOTE: Teams will NOT be allowed to compete unless the ENTIRE team (including coaches complies with the cresting policy)

PARENTS' CODE OF CONDUCT

JUNIOR and UNDER 18 CHAMPIONSHIPS

(Derived from Part of the Knights of Columbus sportsmanship pledge)

1. I will not force my child to participate in curling.
2. I will remember that my child curls for his/her enjoyment, not mine.
3. I will encourage my child to play by the rules and to resolve conflict without resorting to hostility or violence.
4. I will teach my child that doing one's best is as important as winning so that my child will never feel defeated by the score of the game.
5. I will make my child feel like a winner every time by offering praise for competing fairly, for trying hard and/or for at least making a good shot sometime in the game.
6. I will never ridicule or yell at my child for making a mistake or losing a game.
7. I will remember that children learn best by example, I will: applaud good plays and performance by both teams.
8. I will never question the umpires' judgment or honesty in public.
9. I will support all efforts to remove verbal abuse from curling games.
10. I will respect and show appreciation for all the volunteers that contribute to each team so that my child has an opportunity to curl.