

APPENDIX: MEN'S AND WOMEN'S PROVINCIAL CHAMPIONSHIP (amended January 1, 2018)

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. Practice time will begin 30 minutes prior to game time.
2. Pregame practice will consist of a team delivering all 8 stones up and all 8 stones back during a 10 minute practice. Each stone is delivered twice only.
3. Teams will toss a coin 5 minutes prior to the beginning of practice. The team winning the toss will have the choice of stone color OR practice time.
4. 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.
5. There is a mandatory 5 minute 5th end break and 3 minute break before the extra end (Please see the Competitor Guide for all other timing rules)

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

PLAYOFFS:

6. In the **CH #1** game, teams will draw for hammer and use the usual pre-game practice as above.
7. In the **CH #2** game the team qualifying as "Q1" will have BOTH hammer AND choice of stone color.
8. In the **CH #3** game the team losing CH #2 will have the BOTH hammer AND choice of stone color.
9. 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.

- c. If the team qualifying as “Q2” wins game CH #2 and plays either of the “Q3 or Q4” qualifiers, the “Q2” qualifier will have BOTH hammer AND choice of stone color.
10. For games CH #1 and CH #2 teams MUST use the stones from the assigned sheets.
 11. For games CH #3 and CH #4 teams will be allowed to use stones from any sheet – handles will NOT be changed.
 12. The team qualifying as “Q1” will be given the opportunity to practice for 30 minutes immediately following the 9 AM draw on Friday on Sheet “B” and following the Friday 6:30 PM draw on Sheet “A”. These are ‘get loose’ sessions and are not for stone selection.
 13. The team qualifying as “Q1” will be allowed a 45 minute practice at 10 AM on Saturday morning on Sheet “A” for stone selection. Team will be allowed to use any stones from any sheet during this practice session. At the conclusion of this practice the “Q1” qualifier will indicate to the Chief Umpire their choice of stone color for the CH #2 game.
 14. The team qualifying as “Q2” will be allowed a 45 minute practice at 11 AM on Saturday morning on Sheet “A” for stone selection. Team will be allowed to use any stones from any sheet during this practice session.
 15. The team winning the CH # 2 game will be allowed to practice for 20 minutes immediately following the Sunday semi-final on sheet “A”.
 16. The two final teams in the CH # 4 championship game will make their selection of stones for game immediately after the Sunday semi-final game. Teams will be given 15 minutes to make their selections.

PLAYOFF MEETING:

- Immediately following the Saturday 6:30 PM draw a meeting will occur between the Chief Umpire and the 3 skips from the remaining playoff teams.
- IT IS MANDATORY that a designated member of each team be present for this meeting.
- At this meeting, the loser of CH # 2 game will provide the Chief Umpire with their choice of stone color for CH # 3 game.
- The winner of CH # 1 game will be advised by the Chief Umpire the stone color their team will be throwing for CH # 3.
- The loser of CH # 2 game and the winner of CH # 1 game must provide their stone selection to the Chief Umpire no later than 90 minutes prior to the start of CH # 3 game.
- If either team stone selection is not provided to the Chief Umpire 90 minutes prior to the start of the CH # 3 game, they will be assigned the stones from the game sheet, Sheet C only.

Alternate Player Selection – REVISED by Curling Canada Effective January 1, 2018**Team Funding Policy: Tournament of Hearts and Brier (effective January 1, 2018):**

- Curling Canada team funding for the Tournament of Hearts and Brier will include four (4) players and one (1) coach only.
- Teams will be allowed to bring one (1) alternate player with them but at their own team's expense including on-ice clothing. Alternates cannot be a Free Agent if the team already has a Free Agent in the line-up.
- The alternate must meet the eligibility requirements of the Member Association they represent. An alternate for Team Canada must be a resident of the Member Association they represent. For example, Alberta wins the Brier. Next year as Team Canada, their alternate (their choice) must meet Alberta's eligibility (unless they are a free agent with no other free agent on the team). Teams may play with three (3) players at any time, even with an alternate on the team. If a team loses more than two (2) players, they will default until they can field at least three (3) players.
- A team of four (4) players losing a player to catastrophic reasons will be allowed to replace that player with an eligible alternate player at the discretion of Curling Canada. Catastrophic is defined as unable to play for the remainder of the event due to physical injury as determined by a third-party physician.
- Alternate Player Pools in all other Curling Canada events are no longer offered. Exception: the Canadian Mixed.
- **4-person Mixed:** This event will continue to provide a pool of local alternate players because the Mixed Rules require that four (4) players are on the ice at all times.
- **Mixed Doubles:** Alternate players are not allowed for this discipline. If one (1) of the two players cannot play, the game will be defaulted.