



2018 CWG pre-trials Amendments & Special Rules March 23 - 25, 2018



See Curling Canada website: <http://www.curling.ca/about-the-sport-of-curling/getting-started-in-curling/rules-of-curling-for-general-play/> for Rules of General Play.

Please note that the following amendments and special rules will apply and/or replace related rules for the CWG pre-trials.

- Games are 8 ends; a team may concede the game after a minimum of 4 ends.
- Umpire Meeting will be held 45 minutes before your team's first draw practice time
- The pre-trials will NOT be timed
- Teams allowed 2 timeouts per game, self-timed by coach, 90 seconds not including travel time; 1 timeout for each timeout per extra end
- 4th end break is 5 minutes
- Sweeping Moratorium in effect – brush heads must be WCF compliant
- Teams will conduct their own measurements; consult the umpire if necessary
- 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.

- The 5 Rock Rule will be in effect as per Curling Canada updated CWG Technical Package, March 12, 2018. See the following excerpt from World Curling Federation Rules of Curling, published October 2017, page 11:
 - “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 Free Guard Zone (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.
 - 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, by the non-offending team, to their positions prior to the violation taking place.”

Substitutions

There is no spare pool at this event. In the event that, after the start of competitions one or two players on a team are unable to continue to play due to illness or other extenuating circumstances as deemed reasonable by the Chief Umpire, the team will have the option of playing with three players. If a team wishes to name a permanent replacement (as approved by the ACF), this replacement may join the team at any time during the competition.

Pre-Trials Uniform Guideline

Your preferred on-ice outfit includes:

- Matching jackets, sweaters or vests
- Shirts should be matching in colour if they are worn without a jacket – If 2 or more players are only wearing a shirt, they should be matching in colour
- Pants should be the same colour
- If one woman wears a kilt all women on the team should wear a kilt of the same colour
- Hats must be worn peak forward at all times and may only have Regional Association logo or Provincial Association logo or Member Curling Club logo or NO logo. It is not required that each member of a team wear a hat if the others do, however, all hats worn should be the same; baseball cap style only, no toques. Protective Head gear is allowed and team members are not required to match.
- Coaches (including mentor coaches) should have an exact matching garment OR a black garment