

RULES OF PLAY  
OVCA JUNIOR SUPERSPIEL QUALIFIER  
Carleton Place and Arnprior Curling Clubs October 21-22, 2023

1. GENERAL INFORMATION:

a. All games will be 8 ends. If a game is tied after 8 ends, a full extra end will be played towards the home end.

b. CURLING CANADA [RULES FOR SWEEPING](#) will be enforced. All sweeping devices must be certified WCF devices and brush heads.

c. SAFE SPORT. The OVCA Junior SuperSpiel Qualifier will operate under the requirements of Safe Sport.

**d. NO TICK RULE: Clarification: In addition to utilizing the 5 Rock FGZ Rule, we are also utilizing the No Tick Rule restricting ticks on guards in the FGZ that are in contact with the centreline.**

~~e. [ROWAN's LAW](#). It is a condition of participation that all Athletes under the age of 26 must acknowledge and provide a receipt of [Concussion Awareness Resources](#) prior to participation. (OCA Rules Supplement in place at the time of this competition)~~

2. -GAME TIME OPERATION: **(for October 2023 game time operation will not occur)**

~~a. Each team will have 30 minutes "THINKING TIME" for a complete 8 end game. Should an extra end be required each team will have 5 minutes "THINKING TIME".~~

b. If time clocks are not being used the 45 second rule as outlined in the OCA Rules Supplement in effect (refer to Supplement dated September 12, 2019 para 6h) will be implemented if required due to slow play. We encourage all teams to operate as if time clocks were being used, in the interests of maintaining play and training for competition where time clocks are being used.

3. COACH INTERACTIONS, TIME OUTS & BREAKS: Coach interactions will be provided as per the Curling Canada's Coach Interaction Rules – (Pilot year #2) - 2024 Under-18 and Under-21 National Championships issued July 2023. We will be using the U21 rules. With the agreement of both coaches a game between two U18 teams can be conducted using the U18 rules, however this is to be reported in advance to the umpire and administered by the coaches themselves.

4. PRE GAME PRACTICE AND DETERMINATION OF HAMMER:

a. Opposing teams will conduct a coin toss 45 minutes prior to the scheduled game time to determine rock colour OR 1<sup>st</sup> or 2<sup>nd</sup> practice. In cases of predetermined rock colour the coin toss will only determine 1<sup>st</sup> or 2<sup>nd</sup> practice. They will immediately inform the Official-In-Charge of the teams' choice. If a team is not present for the coin toss and the non-offending team chooses colour they will practice 1<sup>st</sup>. The offending team may deliver their draw for hammer if they can do so prior to the end of the 1 minute at the completion of their scheduled practice.

b. Practice will be called by the Official-in-Charge. Teams will move to their designated sheet and on direction of the Official stand on the ice behind the hack to cool sliders. The rocks may not be moved or touched other than to dry the handles if they are wet.

c. The Official once all players are ready will announce "Your 7 minute practice may begin".

d. At the 6 minute mark the Official will announce "1 minute remaining in the practice".

e. The Official will announce "practice has ended", After completing your rocks up and back, the Official will announce "you now have 1 minute to deliver your draw for hammer". Coaches will proceed to the backboards and are not permitted any input during the draw for hammer. The draw will be measured by an Official with the help of the Coach or a team member. Should the team

practising 1st cover the pin or their rock comes to rest outside the circles a different member will immediately throw a second rock. (All draws for hammer will include sweeping). The closest rock gets hammer. If tied after 2 draws – coin-flip for hammer.

f. 1<sup>st</sup> practice will deliver their draw for hammer (Last Stone Draw – LSD) with a “CLOCKWISE” rotation, 2<sup>nd</sup> practice will deliver their LSD with a “COUNTER CLOCKWISE” rotation.

g. Delivery of the wrong turn or wrong colour will automatically mean loss of “LAST ROCK” in the 1<sup>st</sup> end.

5. MEASUREMENTS: Teams will do their own measuring during a game. An Official will assist if necessary. The official will measure the LSD's and record the results with assistance from teams if necessary.

6. SUBSTITUTION DUE TO INJURY OR ILLNESS and USE OF SPARES:

a. A team may continue with the three remaining players,

b. The team may use a player from the spare pool. In this instance the player must meet the CCA age requirements for the 2022/2023 season.

c. Spares must comply with the OVCA Junior SuperSpiel Qualifier rules and regulations,

d. Players on teams that have already qualified for the BrokerLink-OVCA Junior SuperSpiel are not eligible to spare in the OVCA SuperSpiel Qualifier,

e. Spares must be registered with the OVCA SuperSpiel Qualifier Committee.

7. The 2022/2026 CCA Rules for Officiated play (and as identified in the document)

<https://www.curling.ca/files/2022/08/rules-summary.pdf>

8. POOL PLAY:

If sufficient teams apply for the Qualifier, then pool play will be used to determine the teams advancing to the Brokerlink-OVCA SuperSpiel and the following additional rules applied:

a. A team may continue with the three remaining players,

i. Ties in pool standing will be decided first by head to head.

ii. Three way ties, if equal head to head in games between the tied teams, will be decided by using the cumulative LSD's between the tied teams from round robin games as long as this doesn't result in the elimination of a team. In this case, the tied team with the lowest LSD cumulative measurement will be ranker higher. The remaining two tied teams, if this remaining tie would lead to elimination of one of the teams, will break their tie with a single tie-breaker game.

b. A different member of the team must throw at least one counting rock to determine hammer (LSD) in each games within their pool until all players have thrown one LSD.