



2010- 2011

USCA CHAMPIONSHIPS

Rules and Procedures

Notice:

The USCA's Championship Rules for 2010-2011 may be changed, in whole or in part, prior to the 2012 playdown process. This includes championship berth allotments for regions and specific teams, as granted in these 2010-2011 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.

The Spirit of Curling

Curling is a game of skill and traditions. A shot well executed is a delight to see and so, too, it is 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 would prefer to lose rather than win unfairly.

A good curler never attempts to distract an opponent or otherwise prevent another curler from playing his or her best.

No curler ever deliberately breaks a rule of the game or any of its traditions. But, if a curler should do so inadvertently and be aware of it, he or she is the first to divulge the breach.

While the main objective of the game is to determine the relative skills of the players, the spirit of the game demands good sportsmanship, kindly feeling and honorable conduct. This spirit should influence both the interpretation and 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 – USCA CHAMPIONSHIP POLICIES

1. Overview

The policies stated in this section apply to all USCA championships unless otherwise noted. Specific championship policies in Section II override policies in this section.

2. General Eligibility

Playdown eligibility criteria vary by event, ranging from citizenship to residency, to club membership. Refer to the specific event eligibility in Section II.

For all championships each player 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. 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.

No player may compete on more than one team at the same level of play leading to any national championship.

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.

3. Entry Process, Deadlines and Fees

Teams must enter the playdown process through the USCA website (www.usacurl.org). 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. The USCA office must receive the following through online registration by 5 p.m. CST on the deadline date.

1. Signed entry forms for four or five players, or individual wheelchair players (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 complete their personal information and sign the Player/Coach Code of Conduct Agreement
2. Full payment of entry fees plus any applicable regional fees
3. 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 US Birth Certificate/Certificate of Birth. Proof of citizenship is not necessary if athlete's name is listed on Proof of Citizenship List on the USCA website (www.usacurl.org) Championships page for all events leading to world competition.
4. All Junior National entries must have completed the Health Form on the on-line registration site. If paper form entry is submitted, the Health form on page 46 needs to be completed. Juniors under the age of 18 must also have their USCA Player/Coach/Code of Conduct and Waiver and Release signed by a parent or guardian (available on page 45).

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.

All entry forms can be downloaded from the USCA web site.

<u>Event</u>	<u>Entry Deadline</u>	<u>Fee</u>
Wheelchair tryouts	9/10/10	\$50 per individual
WUGS	10/22/10	\$290 per team
Mixed Doubles	11/04/10	\$290 per team
M/W Nationals	11/29/10	\$540 per team
Junior Nationals	12/06/10	\$290 per team
Seniors	12/16/10	\$290 per team
Men's & Women's Club Nationals	1/06/11	\$290 per team
Mixed	1/20/11	\$290 per team

THERE WILL BE NO EXCEPTIONS TO THE ENTRY DEADLINES. IF THE ABOVE 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. Field of Play Contribution

Entry fees for, Men's & Women's include a \$120 per team contribution to "Field of Play" related expenses. Entry fees for Seniors, Men's and Women's Club Nationals, Mixed, and Mixed Doubles include a \$70 per team contribution to Field of Play related expenses. Entry fees for Juniors include a \$20 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.

5. 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. Refer to Section II B. Men's and Women's National Championships for exemption details.

6. USCA Format Policy

The USCA uses peer-seeded round robin playdowns and championships. Regional events are designed to use this type of system. In certain cases where the number of teams is not known (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 – Triple knockout, except for Men's & Women's Qualifiers
- Ten and higher for Men's & Women's Qualifiers - 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.

7. 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, Mixed Doubles Championship and World University Games trials are the responsibility of the teams. Teams advancing to the championship round of the Men's and Women's National Championships will have expenses for the first four players offset at a flat rate of:

- Use Mapquest.com and shortest time route.
- Players living within 350 mile travel distance (Mapquest) of the Finals site: \$50
- Players living outside 350 mile travel distance (Mapquest) of the Finals site: \$400

Expenses of the Men's and Women's Club National Championships and the Mixed National Championship will be prorated based on the total entry revenue excluding the field of play contribution. Junior team reimbursement will be prorated based on a total travel reimbursement budget of \$18,000. No team will receive more than the USCA standard reimbursement stated above.

Teams will not need to submit stipend request forms this year. USA Curling will refer to home address information provided during the playdown entry process for stipend calculations. One check will be sent to the team skip; junior team checks will be sent to team coaches.

8. Personnel

Upon entering the playdowns of any event, a team may register four or five players. A team must begin each level of play with not less than four registered players. A team that originally registers four players may add a fifth player at any point in the playdown process through the Championship. When adding a fifth player, that player:

- must meet all general eligibility requirements
- must have signed the “Player/Coach/Code of Conduct Agreement” and “Release of Liability” forms prior to competing
- becomes a permanent registered member of the team
- must prove U.S. citizenship where applicable
- 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, or from the same club in the case of the Club Nationals

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. In mixed curling, a team may not play with fewer than four players. 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.

No team can play more than five players through and including the finals. The winning teams at the National Championship must have an eligible fifth player 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, by submitting the request in writing to the USCA Chief Operating Officer within seven days after the completion of the National Championships, provided the player being replaced voluntarily resigns from the team. This request must be approved or denied by the USCA Board of Review within seven days from the date of the request.

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.

Coaches: There are no restrictions regarding adding a coach to a team. A coach must complete their personal information and the code of conduct and event agreement to register for an event. Background checks are required for Junior events.

For any championship in which teams represent a State or region, a team composed of players from more than one state or region is subject to the following team residency rule:

1. When a majority of a team’s players reside in a given State or Region, the team must play down in that State or Region. This is always the case when three or more team members reside in the same State or Region, but also applies if two team members are from the same State or Region and the other two (or three) are each from separate States or Regions.
2. **Request for Ruling required:** Teams must apply to the USCA Rulings Committee to determine the Playdown State or region when:
 - A team is comprised of four players, two players each from two States or Regions;
 - A team is comprised of five players, two players each from two States or Regions and another player from a third State or Region; or
 - A team is comprised of four (or five) players, each from four (or five) separate States or Regions. A team registering for the mixed nationals must have at least two players who reside in the region where the team will play down.
 - 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 may be obtained from the USCA office and can be found on the USCA web site.

9. Uniforms

At all levels of play, players are encouraged to wear like uniforms including pants, shirts and jackets. At the 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 state name must appear on the back of a top outer garment. In addition, the skip’s name must appear on the back of the 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.

10. Advertising, Cresting

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

- a. Advertising shall consist of cloth patch(es), embroidery or screen printing, in the same positions for each team member, neatly attached to the uniform and professional in appearance.
- b. 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.
- c. Up to five sponsor crests may be worn on a team's uniform. The locations of 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 State or Region (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.

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

e. The USCA reserves the right that 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 On-Site 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.

11. 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.

12. 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 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). At the Junior Championships, Juniors are subject to being tested for alcohol.

13. Smoking

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

14. 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.

SECTION II-THE CHAMPIONSHIPS

A. U.S. NATIONAL MIXED DOUBLES CHAMPIONSHIP

December 9-12, 2010 – Duluth Curling Club, Duluth, MN. The starting and ending date are subject to change depending on the number of entries (accordion in nature).

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1. Overview:

The National Mixed Doubles Championship will select the team to represent the United States in the World Mixed Doubles Championships occurring April 15-24, 2011 in St. Paul, MN. 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 National Mixed Doubles 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 state or region.

2. Event Eligibility:

Both players on a team must be United States citizens as of November 4, 2010. Players must also be paid members of a club which belongs to a State or Region which is a member of the USCA,

3. Entry Process

See Section I of Championships Rules Book for general entry details. At the time of entry, each team must submit:

1. Signed entry forms from 2 players.
2. Signed Player/Coach Code of Conduct Agreements with Release. For purposes of the code of conduct, the team advancing to the World Mixed Doubles Championships is considered a “world team” and is subject to the applicable rules under paragraph 15; a team is not required to have a coach at the playdowns, but if the team has a coach, he or she must also complete the Code of Conduct form.
3. Proof of citizenship, if not already on file with the USCA
4. Full payment of entry fees.

Entry deadline: November 4, 2010

Entry fee: \$290 per team

4. Playdown Format

The format for the National Mixed Doubles Championship depends on the number of entries and will be peer seeded. The USCA format formula described in Section I (6) 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 IV Rules of Curling Rule R14.

B. U. S. MEN'S & WOMEN'S NATIONAL CHAMPIONSHIPS

February 12-19, 2011 – Scheels Arena, Fargo, ND

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1. Overview:

The National Championship Team selection playdown system is open to all US citizens and is not geographically based. Teams may sign up to play in any of the qualifier sites. Two Nationals spots will be awarded to each of the two highest US men's teams and two highest US women's teams as of the completion date of the Curl Mesabi Cash spiel on the year to date **Order Of Merit (OOM) found at the World Curling Tour website, :** <http://www.worldcurlingtour.com/oom/oom.php?task=week&oomid=81>

The remaining eight National Championship spots will be determined as set forth in the specific sections for men and women below:

The Men's National Championship finals field will be completed using a two-tiered playdown system (Qualifier and Challenge Rounds). The Women's National Championship finals field will be completed using a single round of play to determine the remaining spots, if more than ten women's teams register. Registered men's teams can earn points to advance to the challenge round by competing in approved WCT and other cashspiels. Last year's men's National Champion/World representative also has additional rights to advance to the Challenge round.

2. Event Eligibility:

Any player who is a citizen of the United States as of the registration deadline may be eligible. Players need not be residents of the United States (refer to Section I wording). Players must also be paid members of the USCA as described in Section I.

3. Entry Process

See Section I for entry details

Entry deadline: Men & Women –November 29, 2010

Entry fee: \$540 per team

4. Playdown Process and Format

Men's Qualifying Round

January 5-9, 2011 Rochester, NY, Bismarck, ND, Medford, WI, Seattle, WA. Start and finish dates subject to change depending on the number of entries (accordion in nature)

Each competing team selects one site at time of registration. At each site, peer seeding will be used to rank the teams at that site. If there are ten or more teams at a qualifying site, a knockout format will be used. The qualifying round at a particular site will be held only if at least five teams sign up for that site. If less than five teams sign up for a site, the site will be cancelled, and the USCA will notify the affected teams, and allow them to promptly (by the end of the next business day after notification of cancellation) choose a different site that did achieve the minimum required number. If a team decides not to select an alternate site, their entry fee will be refunded. Sites chosen by teams that sign up will not be disclosed on the website until after completion of any cancellation and reassignment period. The names of the signed up teams may be posted, but without their site selection. If the number of teams changes after the registration deadline, a panel consisting of the Vice-President of Championships, the USCA Drawmaster, and an AAC representative will meet to determine the appropriate action and re-allocation if it is feasible.

Strength of Field Determination:

Each qualifier site will be ranked for strength of field based on number of teams at the site, Order of Merit (OOM) points achieved for the year to date, past Nationals experience and results, and World experience. Teams that signed up for a site but advance directly to the Nationals based on Order of Merit points will not be considered in strength of field. The strength of field points will be used to determine allocation of National Championship spots and Challenge Round spots.

Sources of points:

1. Each team is automatically awarded one point for being registered;
2. Experience points are totaled up to arrive at an experience ranking, from which points are awarded according to a ranking table. Points available to do the experience ranking are as follows:
 - 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 Cash spiel on the year to date **Order Of Merit (OOM) found at the World Curling Tour website:**
<http://www.worldcurlingtour.com/oom/oom.php?task=week&oomid=81>
 - 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 Men's Nationals;
 - Past finish in the top four of the Nationals (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 Men's Nationals (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 Men's Nationals (up to a maximum of 15 points per team)
 - Past Men's World Experience (going back three years) each player having played in any of the last three Men's World Championships (or an Olympics held in the preceding three years) receives five points, up to a maximum of 20 points per team

The experience points (not including the point for being registered) are added up for each team to get total experience points for each team. Past experience points are awarded only for up to four players on a team, based on the roster of the team as registered by the registration deadline.

The teams are then ranked by their experience points, up to a total of 12 ranked teams if 12 teams have experience points. Points are then awarded to each site based on the rank, according to the following table:

1	12 points
2	11 points
3	10 points
4	9 points
5	8 points
6	7 points
7	6 points
8	5 points
9	4 points
10	3 points
11	2 points
12	1 point

Total rank points available for the entire field: 78

If fewer than twelve teams have points, points will be awarded from the top down, with the top team receiving 12 points. If teams are tied in rank, the tied teams are awarded points equal to the average points available to the tied teams.

3. Total the points for experience rank for each site based on the teams who chose that site, add the single point for each team that registered, to arrive at strength of field points for each site. Then apply the proportional algorithm to award qualifier spots. Subtract team points for the number of qualifier spots awarded to the site, and re-run the algorithm to allocate the challenge spots.

Five teams will qualify for the Championship final round out of the regional qualifiers, using a proportional distribution algorithm for allotment of the number of qualifying teams based on the number of strength of field points at each site. Each qualified site receives at least one qualifier spot. The official running of the program and allocation of teams to sites will be done by the USCA Drawmaster upon completion of the signup period including any reassignment, and the determination of the strength of field at each site.

Qualification from each site will be based on order of finish. The following rules apply to determination of the teams that qualify for the finals and the challenge:

Format: If there are ten or more teams at a site, a knockout format will be used. Otherwise, a single round robin will be used.

Double knockout requirement: No team can be eliminated from qualifying unless they have at least two losses. Teams having less than two losses at the end of the knockout or round robin must play each other to eliminate teams down to the

assigned number of qualifiers. For example, if at the end of the round robin, the standings are 5-0 and 4-1 for the top two teams, and only one can qualify, they play each other until one of them has two losses (two games if the 4-1 team wins the first round)

Ties: No elimination without a game: If teams are tied at the end of round robin play, head to head record and DSC may **not** be used to determine whether a team is eliminated from the championship round or is eliminated from the challenge round. Such ties may only be broken by a tie break game or games. However head to head and DSC may be used to rank the teams for purposes of determining which teams play each other in the tie break games.

At the completion of each Qualifier, each team that earns a spot in the Challenge Round must inform the Chief Umpire of the Qualifier whether or not they will compete in the Challenge Round.

Men's Challenge Round

January 19-23, 2011 – Waupaca, WI Start and finish dates subject to change depending on the number of entries (accordion in nature)

a) Up to ten (10) teams will qualify for the Challenge Round as follows: Up to eight (8) teams will advance from the regional Qualifying Round based on order of finish, and up to two additional teams taken from the returning National Champion and top OOM teams if not already qualified for the Finals or the Challenge, taken in order from among the top ten (10) US OOM points teams that have not already qualified for the Finals or Challenge round, filling the Challenge Round to a maximum of 10 teams

b) To be eligible for the Challenge Round, the returning National Champion and OOM points teams must have played in the qualifying round, and the OOM teams must be in the top ten of US Men's teams having OOM points. If after the completion of the qualifying round the returning National Champion has not qualified for the Finals or the Challenge round, and chooses to play in the Challenge Round, then the remaining berth in the Challenge Round will be awarded to the highest OOM Points team that is not already qualified for the Finals or the Challenge. If the returning National Champion does not choose a challenge spot under the above special qualification, then the two highest OOM points teams that have not already qualified will receive berths in the Challenge Round. In order to be eligible as the returning National Champion the team must have on its 2011 National Championship Roster 4 of its 5 players who registered for the 2010 National Championship (or 3 of 4 in the case of a team that won the Championship with only four registered players).

c) Challenge teams, up to a maximum of eight (8) teams, will advance from the Qualifying Round as follows: After completion of registration, the Drawmaster will allocate eight (8) Challenge Round spots proportionally among the regional Qualifying Round sites based on the number of SOF points at each site, after subtracting points attributable to the number of qualifiers at the site, using the proportional distribution algorithm.. For each qualifier spot awarded to a site, strength of field points attributable to the highest ranked team will be subtracted from the site. (i.e. if a site is awarded two qualifier spots, the strength of field points for the top two teams at that site will be subtracted before running the challenge allocation.) Each site will be notified of the number of Challenge Round spots allocated to that site.

The algorithm is designed to achieve the best possible proportional distribution of spots subject to the following requirement that each Qualifying Round site receives at least one spot for the Challenge Round.

- Determination of Challenge Round teams will be based on order of finish in the regional Qualifying Round. If any team that is eligible for a Challenge Round berth based on finish elects not to participate in the Challenge Round, that spot will be filled from the highest-ranking team on the OOM year to date points list as of the completion of the Curl Mesabi Cash Spiel that has not already qualified for the Challenge Round or the Finals, regardless of the Qualifying Round site at which the WCT points team competed.

- For fill purposes there will be no minimum number of points required. If there is no team with WCT points available to fill a vacated spot, then the spot will not be filled.

- The Challenge Round will be a peer seeded single round robin event.

- Three (3) teams will qualify from the Challenge Round into the Championship final round based on order of finish. Upon the completion of the round robin, the requirement of double knockout and breaking of ties apply as in the qualifier round. Fourth and Fifth place teams will be identified, through tie-breaker games if necessary.

Women's Challenge Round

January 19-23, 2011 – Grand Forks, ND. Start and finish dates subject to change depending on the number of entries (accordion in nature)

There are no women's qualifying rounds this season. If more than ten teams register, then the top two teams on the WCT Order of Merit shall qualify to the Nationals, and all other teams will compete in the Challenge round for the remaining Nationals spots.

- The Challenge Round format will follow the format policy in I.6. USCA Format Policy. Upon the completion of the round robin, the requirement of double knockout and breaking of ties applies.

Eight (8) teams will qualify from the Challenge Round into the Finals based on order of finish.

If there are ten or less teams signed up for qualifiers, then all teams advance to the National Championship and the Challenge Round will be cancelled.

Men's and Women's National Championship Finals Format

The Finals will be a peer seeded single round robin event; provided, that if there are only six or fewer teams participating in the Women's finals, the women will play a double round robin. 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 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 1st place.
- Two teams are tied for 1st place.
- Three teams are tied for 1st place and DSC 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 #1, and the winner of the head-to-head game between the other two teams is ranked #2.

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

- Three teams are tied for 1st 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 1st place.

Tie-breakers will be played under the Rules set forth in Section III (O). The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section III (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 2nd place, page playoff" examples on pages 48-49.

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.

The winning teams will represent the United States at the 2011 World Women's Curling Championship, March 19-27, 2011 in Esbjerg, Denmark, and the 2011 World Men's World Championship, April 2-10, 2011 in Regina, Canada. The winning teams are required to participate in all training activities leading to Worlds as outlined by the Elite Programs Committee.

C. U. S. MEN'S AND WOMEN'S SENIOR NATIONAL CHAMPIONSHIPS

Start and finish dates for both Senior events subject to change depending on the number of entries (accordion in nature)

Women's Seniors- February 4-6, 2011 – Capital Curling Club, Bismarck, ND.

Co-chairs:

Dan Buresh

P.O. Box 7432

Bismarck, ND 58507

701 400-0499 (cell)

Email: Walleye_runner@hotmail.com

Or danb@sbc.edu

Tucker Smith

2305 Pointe Loop

Bismarck, ND 58503

701 866-4894 (cell)

Email: TSmith@bepc.com

Men's Seniors- February 2-6, 2011 – Broomstones Curling Club, Wayland, MA

Co-Chairs:

John Wilson

35 Hampshire Drive

Wayland, MA 01778

508 358-5568 (h) 978-460-2745 (cell)

Email: johnwilsonjsw@comcast.net

Bob Chandler

27 Crystal Lake Drive

Sudbury, MA 01776

978 443-2944 (h)

Email: bob.chandler@fmr.com

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. This event does advance to the World Championship occurring April 16-23, 2011 in St. Paul, MN.

2. Eligibility:

Any player who is at least 50 years of age at any time during the 30th day of June (2010) 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.

3. Entry Process

Entry deadline: December 16, 2010

Entry Fee: \$290 per team

See Section I for additional entry process wording.

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 I will be used.

D. U. S. JUNIOR MEN'S AND WOMEN'S NATIONAL CHAMPIONSHIPS

January 29 – February 5, 2011 – Fairbanks Curling Club, Fairbanks, AK

Co-Chairpersons:

Dave Flippo

10121 Schneiter Circle

Anchorage, AK 99507

907 978-6862 (h)

Email: Dave.flippo@bp.com

Dennis Thies

1135 Ivy Drive

Fairbanks, AK 99709

907 322-5414 (h & cell)

907 452-4846 (fax)

Email: dennis@jackovich.com

1. Overview:

The USCA Junior National Championships are a regional-based, geographic championship aimed at determining our top junior-aged teams from the states and regions. Teams move through the playdown process via the traditional state and regional championships. The winning teams will represent the US at the World Junior Curling Championships, March 5 – 13, 2011 in Perth, Scotland.

2. Event Eligibility:

Any player who is less than 21 years of age at any time during the 30th day of June (2010) 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

Entry deadline: December 6, 2010

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, 2010 and January 2, 2011 to minimize school conflicts. A playdown window exemption will be granted by the Championships Committee if a state or region can show hardship and guarantee no students will miss school. All exempt regions must use December 18-19, 2010 as the alternate weekend. All exemptions are granted annually and requests must be submitted to the Championship Committee by November 8, 2010.

Entry fee: \$290 per team plus any regional fees, if applicable

By entering the competition all players acknowledge that they agree to abide by the terms of the USCA Player/Coach/Code of Conduct Agreement and the USCA Liability Insurance Waiver Form. Completed entry form includes:

- Four or five players
- Payment of entry fees
- Signed Player/Coach/Code of Conduct Agreement for all registered players and coach
- Proof of Citizenship, if not already on file with the USCA
- Signed Release of Liability Form (if under 18 use specific form)
- Signed Health Form

4. Playdown Process and Format

Ten Junior Men's and ten Junior Women's teams will be selected as follows:

- One team is allotted from each of the following states (regions) – AK, MOPAC/CO/NE/TX/KS, WA, ND, MN, WI, IL, GLCA, GNCC.
- One team is allotted from the state or region with the most number of playdown teams. 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. The vacant slots will be filled beginning with the region with the second most playdown entries (the team with the most entries already having received an additional slot), 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 2010 entries and if needed, 2009 entries. If still a tie, the berth reverts to the region placing highest in the 2010 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.

Advancing through the Regionals

Each state or region is responsible for determining the representatives to the junior national championship. States and regions are encouraged to use the USCA format formula described in Section I.

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 draw master 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 1st place.
- Two teams are tied for 1st place.
- Three teams are tied for 1st place and DSC 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 #1, and the winner of the head-to-head game between the other two teams is ranked #2.

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

- Three teams are tied for 1st 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 1st place.

Tie-breakers will be played under the Rules set forth in Section III (O). The relative ranking of the advancing teams will be determined by the Chief Umpire according to Section III (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 2nd place, page playoff” examples on pages 48-49.

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.

E. U. S. MEN’S AND WOMEN’S NATIONAL CLUB CHAMPIONSHIPS

March 5-12, 2011 – Mankato Curling Club, Mankato, MN

Chairperson:

Jake Palmer

118 N. Division Street

Mankato, MN 56001

507 327-8311

Email: partysoundpro@yahoo.com

1. Overview:

The USCA National Club Championship is a club-based, geographic championship aimed at determining our top teams from the States and Regions. Teams move through the playdown process via the traditional state and regional championships. The National Club Champions do not advance to world play.

2. Event Eligibility:

Any player who is a citizen of the United States as of the registration deadline or is a resident of the United States may be eligible. See Section I for residency wording.

In addition to the USCA membership requirements in Section I, all team members must be dues-paying, league-playing members of the same USCA club.

3. Entry Process

Entry deadline: January 6, 2011

Playdown window: There is no formal playdown window. However, regions are encouraged not to conflict playdown dates with the Men’s and Women’s National Championships playdown dates listed on Page 9-12.

Entry fee: \$290 per team plus any regional fees, if applicable

4. Playdown Process and Format

Ten men’s and 10 women’s teams will be selected as follows:

- One team is allotted from each of the following states (regions) – AK, MOPAC, CO/NE/TX/KS, WA, ND, MN, WI, IL, GLCA, GNCC.
- 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 2010 entries and if needed, 2009 entries. If still a tie, the berth reverts to the region placing highest in the 2010 Men’s and Women’s Club National Championships.
- A state or region is not required to have more than one team registered in order to retain its slot at the Nationals.

Advancing through the Regionals

Each State or Region is responsible for determining the representatives to the Club National Championship. States and Regions are encouraged to use the USCA format formula in Section I.

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 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.

F. U. S. MIXED NATIONAL CHAMPIONSHIP

March 19-26, 2011 – Midland Curling Club, Midland, MI

Chairperson:

John Zimmerman

2825 Chippewa Lane

Midland, MI 48640

989 631-2954

Email: Johnzimm2@yahoo.com

1. Overview:

The USCA Mixed National Championship is a regional-based, geographic championship aimed at determining our best mixed teams from the States and Regions. Teams move through the playdown process via the traditional state and regional championships.

2. Event Eligibility:

Any player who is either a citizen of the United States as of the registration deadline or is a resident of the United States may be eligible. See Section I for residency wording. A Mixed Curling Team consists of two men and two women. The throwing order must alternate genders.

3. Entry Process

Entry deadline: January 20, 2011

Entry Fee: \$290 per team plus any regional fees, if applicable

4. Playdown Process and Format

Ten teams will be selected as follows:

- One team is allotted from each of the following states (regions) – AK, MOPAC, CO/NE/TX/KS, WA, ND, MN, WI, IL, GLCA, GNCC.
- 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 2010 entries and if needed, 2009 entries. If still a tie, the berth reverts to the region placing highest in the 2010 Mixed National Championship.
- 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.

Advancing through the Regionals

Each State or Region is responsible for determining the representatives to the Mixed National Championship. The USCA encourages the states and regions to use the time-honored traditions of the existing championships and to use the USCA format formula described in Section I.

Finals Format

The championship will be peer 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 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.

G. WORLD UNIVERSITY GAMES TRIALS

November 12-14, 2011 – Fargo-Moorhead Curling Club, Fargo, ND. Start and finish dates subject to change depending on the number of entries (accordion in nature)

Co-Chairpersons:

Amelia Young
1438 4th Avenue S.
Fargo, ND 58103
701-238-1556 (cell)
Email: Amelia.pirk1@gmail.com

Marybeth Workin
3502 21st Street SW
Fargo, ND 58014
701-476-6590 (h)
701-866-9404 (cell)
Email: mworkin@wanzek.com

1. Overview:

The World University Trials will select the nominee teams (1 Men's and 1 Women's team) to represent the United States in the World University Winter Games (WUG) occurring January 27 – February 6, 2011, in Erzurum, Turkey. . The USCA provides nominations to the United States Olympic Committee (USOC) for the U.S. representative curling team and coach. There is no travel subsidy for teams to compete at the trials, but there is some funding of the teams who are selected to represent the U.S. at the World University Games. Teams should expect and plan to pay their own cost of transportation to the games in Erzurum. The chosen teams and coaches receive USOC funding and are subject to the USOC requirements in regard to code of conduct and other required USOC forms.

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 USOC and USCA eligibility requirements. The Coaches will be selected from a nomination by the selected teams or from a pool of coach applicants meeting criteria established by the Coaching Committee. Coach selection will be made in consultation with the winning teams by a committee consisting of the Athletic Development Director, the Vice-president of Elite Programs, and the Chair of the Coaching Committee, or other member of the Committee in the event of a conflict of interest.

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.

Teams planning to compete in the trials for the WUG should be aware that the WUG in Erzurum takes place at the same time as the Junior National Championships. Therefore, a team that wins the WUG trials will not be able to compete for the Junior National Championships, and should not enter the regional playdowns to avoid conflict.

2. Event Eligibility:

A) All players on a team must be United States citizens as of October 22, 2010. Players need not be residents of the United States. Players must also be paid members of a club which belongs to a State or Region which is a member of the USCA, or must pay a \$100 administrative fee at the time of registration to the USCA for any player not belonging to such a club.

B) All players on a team must be students who are officially registered for and pursuing a full-time course of study at a university or similar institute whose status is recognized by the appropriate national academic authority of their country, or former students of the institutions mentioned above who have obtained their academic degree or diploma in the year preceding the event. Students must provide an official form from their University or College registrar or other official certifying that the student is officially registered for and pursuing a full program of study leading towards a degree or diploma at the University or College, or in the case of a graduate, provide a diploma showing that the student obtained their degree in the year preceding the event.

C) All competitors must be at least 17 and less than 28 years of age on January 1, 2011 (be born on or after January 2, 1983 and on or before January 1, 1994)

3. Entry Process

See Section I of Championships Rules Book for general entry details. At the time of entry, each team must submit:

1. Signed entry forms from 4 or 5 players
2. Signed Player/Coach Code of Conduct Agreements with Release, and with signed club membership verification (unless the \$100 administrative fee is paid); for purposes of the code of conduct, the team advancing to the University Games is considered a "world team" and is subject to the applicable rules under paragraph 15; a team is not required to have a coach at the Trials, but if the team has a coach, he or she must also complete the Code of Conduct form. Coaching a team during the Trials does not automatically qualify that coach to also serve as the

coach at the WUG. Teams are therefore encouraged when selecting a coach for the Trials to review the Coach Selection procedures

3. Proof of citizenship, if not already on file with the USCA
4. Full payment of entry fees
5. Student certification forms for each player, signed by the College Registrar. If the student is under 18 years of age at the time of entry, the player and a parent must also sign the Junior Championship Health Forms and the Player/Coach Code of Conduct Agreement

Participants are notified that, in addition to the forms required at the beginning of the entry process, the U.S. Olympic Committee requires additional forms, including the USOC Code of Conduct, grievance procedure, health forms, information for uniform sizes, and USOC's own registration form with passport information. All players must agree to be bound by the terms of the USOC Code of Conduct in addition to the USCA Code of Conduct.

IF ANY TEAM MEMBER DOES NOT ALREADY HAVE A PASSPORT, HE OR SHE SHOULD APPLY FOR A PASSPORT IMMEDIATELY. At the team meeting for the Trials, players will be asked to provide the number and expiration date of their passport, or to show that they have applied for a passport and the date of application, to insure that they will be able to attend the Games if selected. Players will also be required at that meeting to sign the United States Olympic Committee Code of Conduct.

To facilitate the quick completion of the remaining USOC forms for the winning teams, all teams who have signed up by October 22, 2010 will be further directed to the location on the USCA web site. Forms will be made available for downloading on the USCA web site (www.usacurl.org) when received from the World University Games Committee. Forms should be completed and brought to the Trials, so that they can be turned in promptly to the USCA by the winning teams.

Entry deadline: October 22, 2010.

Entry fee: \$290 per team

4. Playdown Process and Format

The format for the World University Trials depends on the number of entries and will be peer seeded. The USCA format formula described in Section I (6) 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 trials.

It is planned to use sensor handles at this competition.

5. Alcohol Consumption Policy

Players who are under the age of 21 are subject to the same rule as for Junior championships, which is: 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 in paragraph 12(b) of the Code of Conduct.

H. U.S. NATIONAL WHEELCHAIR TEAM-INDIVIDUAL TRYOUTS

September 24-26, 2010-Green Bay Curling Club, Green Bay, WI

Chairman:

Jay Pennock

100 W. Walnut Street #203

Green Bay, WI 54303

920 621-1318 (H)

jayp@belonsco.com

1. Overview:

Individual team members will be selected using the approved selection procedures. There will not be a team competition. The team will represent the US at the World Wheelchair Curling Championships February 22-March 1, 2011 in Prague, Czech Republic.

2. Event Eligibility:

Any player who is a citizen of the United States as of the registration deadline may be eligible. Players need not be residents of the United States. Players must also be paid members of the USCA as described in Section I, or must pay a onetime \$100 administrative fee at the time of registration to the USCA for any player not belonging to such a club.

Proof of citizenship must be provided upon event registration. 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 a U.S. Birth Certificate/Certificate of Birth. Proof of citizenship is not necessary if athlete's name is listed on the proof of U.S. Citizenship List on the USCA website (www.usacurl.org) located on the Championships page.

3. Entry Process:

Individuals must enter the playdown process through the USCA office through online registration.

Entry Deadline: September 10, 2010

Entry Fee: \$50.00 per individual. (Plus the \$100 administrative fee if player is not a club member)

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 World Curling Federation (<http://www.worldcurling.org/Portals/0/FedDocuments/RulesWheelchairCurling.pdf>) shall govern all play except as otherwise provided in this Section. Current Rules set forth in Rule R13 of the Rules of Curling in this Championship Rules Book.

Tryouts Guidelines: Skill testing, strategy and game participation will be assessed to determine curling skills and team/player compatibility. Each participant will be assessed on their ability to execute specific shots including draws to the button, draws to the free guard zone, tap backs, take outs, hit and rolls, and double take outs. One-on-One and mini games will be used to assess strategy and game participation. Equal emphasis will be placed on subjective evaluation of demonstrated and observed player compatibility and team dynamics.

Athletes will receive, via notice on the USCA website (www.usacurl.org), at least thirty (30) days notice for any site and/or date changes to the events above.

SECTION III – 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, state or region shall appoint a Chief Umpire for each championship no later than 30 days prior to each event.
3. The Chief Umpire at each level of play shall appoint, prior to competition, a three-member on-site Board of Review including one impartial athlete and not to include the Chief Umpire or the Event Chair. As a practical matter, the athlete need not be appointed prior to the competition but appointed as needed. For the Men's and Women's National Championships and the Junior Men's and Junior Women's Nationals, the President of the USCA shall appoint the On-site Board of Review before the event, and inform the Chief Umpire and the local chairperson as to who the members of the Board are. A representative of the Athletes Advisory Council will serve as the athlete.

B. Entry Deadlines

Teams entering the USCA championships must enter via the USCA website, www.usacurl.org. Each championship has a deadline date listed under the individual events. 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. The USCA will make every attempt to return incomplete entries for re-submittal if submitted early. Full payment must be made by check or credit card.

C. 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. State and Regional draws other than the National Championship qualifiers will be the responsibility of the states and regions. States and Regions are encouraged to use the USCA formula described in Section I. All draws will be peer-seeded.

Assignment of Practice Time and Stone Handle Color

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.

All games will be scheduled 10 ends. Ties are full extra ends. At the Senior National Championship, Wheelchair National Championship, and Mixed Doubles Championship, all games will be eight ends. There is no minimum number of ends required.

D. 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 Chair. Failure to observe deadlines could lead to disqualification and reassignment of berth in the competition. If a region is not sending a team, the Playdown Chair must report the vacancy prior to the National Playdown deadline.

Regional Playdown Chairs shall:

1. Certify to the National Championship Chair and the USCA on or before the National Playdown Deadlines, the region champion and runners-up teams.
2. Mail two standard size (approx. 4" x 6") glossy print pictures of the winning teams to the National Championship Chair (listed under each section). Pictures shall be from the chest up and the players shall be arranged by position, with the skip on the photographer's left. Electronic format is accepted in 300 DPI resolution only but glossy print is preferred. E-mail photos as JPEGs to Terry.Kolesar@usacurl.org.
3. Mail one standard size (approx. 4" x 6") glossy print picture of the winning teams to the United States Curling News, 5525 Clem's Way, Stevens Point, WI 54482. Electronic format is accepted in 300 DPI resolution only but glossy print is preferred. E-mail photos as JPEGs to Terry.Kolesar@usacurl.org.

E. 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. All seeding ballots must be returned to the office within 72 hours. The office will compile the data and seed the teams.

F. 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.

G. 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.

H. 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.

I. Opening Ceremonies

In most championships, the host committee will conduct opening ceremonies. Teams are required to be in complete team uniform.

J. 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 – The ice will be cleaned after the warm-up period, but not re-pebbled.

Practice will include one minute of slide time, followed by six minutes of throwing/sweeping practice. A team’s Last Stone Draw 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 following schedule will be used:

First practice will begin 25 minutes before the start of the game.

18 minutes - second practice

11 minutes – the ice will be cleaned but not re-pebbled

Practice will include one minute of slide time, followed by five minutes of throwing/sweeping practice.

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.

K. 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. This restriction applies to all verbal, visual, written, and electronic communication. 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.

Note: The USCA has decided not to adopt the WCF rule which allows a one minute coach interaction during an end because of difficulties with coach travel time with the game clock running.

L. 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. A team must start a competition with four players delivering stones.

M. Game Timing

1. Each team receives 73 minutes of playing time for a 10 end game, and 59 minutes for an 8 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 7 minutes (8 minutes in wheelchair curling, 6 minutes in mixed doubles curling) for each end which was considered completed (Rules of Curling R11 apply).
3. When extra ends are required, the game clocks are reset and each team receives 8 minutes of playing time for each extra end (9 minutes in wheelchair curling, 7 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 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, 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. The length of the break will normally be:
 - (a) 1 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) 5 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.

N. Technical Timeouts

A technical time-out 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 time-outs.

Note: The USCA has decided not to adopt the WCF rule which allows a one minute coach interaction during an end because of difficulties with coach travel time with the game clock running.

O. 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.

For the Men's and Women's Qualifier rounds, the championship committee will provide to each site a set of tie break rules to be used for the particular number of qualifier and challenge spots for that site.

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 (see page 26). 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, but head-to-head and record among tied teams may be used to advance teams.

P. 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 Draw Shot Challenge (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).

Q. Last Stone Draw

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 Last Stone Draw (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 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.

R. 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, a Last Stone Draw 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; if the round robin records of the opposing teams were tied, and a tie break game between those teams was used to break the tie, the team that won the tie break game shall have the choice of first or second stone. 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 a 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 a last stone draw (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 (P).

(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 (P) 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.

S. 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.
- b) Touched Running Stones – Penalties will be administered as outlined in the Rules of Play.
- c) Sweeping Violations – Penalties will be administered as outlined in the Rules of Play.
- d) Other Infractions – Penalties will be administered in accordance with the rules of play.

Penalties for 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 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 On-Site 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 On-Site 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 On-Site 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 On-Site Board of Review.

T. 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 head official to discuss the issue, and the decision of the selected advisor will be final. Issues involving penalties for conduct, as listed in Rule S 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 may be obtained from the USCA office.

Grievance Process: see Athlete Grievance Section in the Player Coach Agreement at the end of this booklet.

WCF TIE-BREAK CHART FOR FOUR QUALIFIERS														
Ranking		Tie-break Chart for Four Qualifiers									No. of Draws			
1	2	3	4	5	6	7	8	9	10		1	2	3	4
QX	QX	QX	X	X						4 v. 5	1			
QX	QX	X	X	X	X					3 v. 6: 4 v. 5	2			
QX	X	X	X	X	X	X				2 v. 7: 3 v. 6 4 v. 5	3			
X	X	X	X	X	X	X	X			1 v. 8: 2 v. 7: 3 v. 6: 4 v. 5	4			
X	X	X	X	X	X	X	X	X		8 v. 9: Winner v. 1 2 v. 7 3 v. 6 4 v. 5	1	4		
Q	QX	QX	X	X						4 v. 5	1			
Q	QX	X	X	X	X					3 v. 6: 4 v. 5	2			
Q	X	X	X	X	X	X				2 v. 7: 3 v. 6: 4 v. 5	3			
Q	QX	X	X	X	X	X	X			5 v. 8: Winner v. 4 6 v. 7: Winner v. 3	2	2		
Q	X	X	X	X	X	X	X	X		6 v. 9: Winner v. 3 7 v. 8: Winner v. 2 4 v. 5: Winner Qualifies	3	2		
Q	QX	X	X	X	X	X	X	X	X	3 v. 10: Winner vs. 6 v. 7 winner 6 v. 7: Winner vs. 3 v. 10 winner 4 v. 9: Winner vs. 5 v. 8 winner 5 v. 8: Winner vs. 4 v. 9 winner	4	2		
Q	Q	QX	X	X						4 v. 5	1			
Q	Q	X	X	X	X					3 v. 6: 4 v. 5	2			
Q	Q	X	X	X	X	X				6 v. 7: Winner v. 3 4 v. 5: Winner qualifies	2	1		
Q	Q	X	X	X	X	X	X			5 v. 8: Winner v. 4 6 v. 7: Winner v. 3	2	2		
Q	Q	X	X	X	X	X	X	X		4 v. 9 Winner vs. 5 v. 8 winner 5 v. 8 Winner vs. 4 v. 9 winner 6 v. 7: Winner vs. 3	3	2		
Q	Q	X	X	X	X	X	X	X	X	3 v. 10 Winner vs. 6 v. 7 winner 6 v. 7: Winner vs. 3 v. 10 winner 5 v. 8: Winner vs. 4 v. 9 winner 4 v. 9: Winner vs. 5 v. 8 winner	4	2		
Q	Q	Q	X	X						4 v. 5	1			
Q	Q	Q	X	X	X					5 v. 6: Winner v. 4	1	1		
Q	Q	Q	X	X	X	X				4 v. 7: Winner vs. 5 v. 6 winner 5 v. 6: Winner vs. 4 v. 7 winner	2	1		
Q	Q	Q	X	X	X	X	X			7 v. 8: Winner vs. 4 (Game A) 5 v. 6: Winner vs. Winner of Game A	1	2	1	
Q	Q	Q	X	X	X	X	X	X		7 v. 8: Winner v. 4 (Game A) 6 v. 9: Winner v. 5 (Game B) Winner of Game A v. Winner of Game B	2	2	1	
Q	Q	Q	X	X	X	X	X	X	X	7 v. 8: Winner v. 4 (Game A) 6 v. 9 winner vs. 5 v. 10 winner (Game B) Winner of Game A v. winner of Game B	3	2	1	
										Q = Qualified QX = Tied but still Qualified X = Tie-break Games Required				

SECTION IV – 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:

(a) 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.

(b) The back line, 1/2 in. maximum width, placed so that the outside edge is 6 ft. from the center of the tee line.

(c) 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 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 stone 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.
- (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, and
- 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 Last Stone Draw (LSD), 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) Should the infraction not be 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) Should an external force 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 their 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.

(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 for all 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 athletes 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) 3 feet from the mid-point closer to the house
 - 3) 3 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.
 - (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 Last Stone Draw (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. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred.

R15. PROHIBITED SUBSTANCES

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

R16. INAPPROPRIATE BEHAVIOUR

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.

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 definition: 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 the stones are being delivered.
- Delivering team:** The team that is currently in control of the playing area, and 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 Takout:** 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.
- 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 reduces 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 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 that is 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 placed on the sole of the sliding shoe, which makes it easier to slide on the ice.

Spare: See definition: Alternate.

Stationary stone: A stone in play which is not in motion.

Stone: Also known as a rock, a curling stone is made of granite and is delivered 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 action of moving a broom or brush back and forth in front of 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 (to act as an alternate) and a coach. Mixed Doubles have one male and one female player, and may include a coach.

Technical Time-out: Stoppage of play called by a team or umpire for a ruling, injury, or in other extenuating circumstances etc.

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/speed given to the stone during the 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.

REGIONAL PLAYDOWN CHAIRS

MEN'S CLUB	WOMEN'S CLUB	MIXED	JR MEN'S	JR WOMEN'S
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ILLINOIS				
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MINNESOTA				
Phil DeVore 4010 Twin Creek Road Superior, WI 54880 715-399-2638 (H) pdevore@centurytel.net	Phil DeVore 4010 Twin Creek Road Superior, WI 54880 715-399-2638 (H) pdevore@centurytel.net	Phil DeVore 4010 Twin Creek Road Superior, WI 54880 715-399-2638 (H) pdevore@centurytel.net	Phil DeVore 4010 Twin Creek Road Superior, WI 54880 715-399-2638 (H) pdevore@centurytel.net	Phil DeVore 4010 Twin Creek Road Superior, WI 54880 715-399-2638 (H) pdevore@centurytel.net
MOUNTAIN PACIFIC				
Mike Shaw 16622 N. 55 th Place Scottsdale, AZ 85254 602-595-1025 (H) 602-354-6278 (Cell) Mike53shaw@yahoo.com	Mike Shaw 16622 N. 55 th Place Scottsdale, AZ 85254 602-595-1025 (H) 602-354-6278 (Cell) Mike53shaw@yahoo.com	Mike Shaw 16622 N. 55 th Place Scottsdale, AZ 85254 602-595-1025 (H) 602-354-6278 (Cell) Mike53shaw@yahoo.com	Mike Shaw 16622 N. 55 th Place Scottsdale, AZ 85254 602-595-1025 (H) 602-354-6278 (Cell) Mike53shaw@yahoo.com	Mike Shaw 16622 N. 55 th Place Scottsdale, AZ 85254 602-595-1025 (H) 602-354-6278 (Cell) Mike53shaw@yahoo.com
NE/CO/TX/KS				
Cynthia Smith 945 S. Milwaukee Way Denver, CO 80236 303-733-2251 (H) 720-934-0152 (Cell) csmith@inmanflynn.com	Cynthia Smith 945 S. Milwaukee Way Denver, CO 80236 303-733-2251 (H) 720-934-0152 (Cell) csmith@inmanflynn.com	Cynthia Smith 945 S. Milwaukee Way Denver, CO 80236 303-733-2251 (H) 720-934-0152 (Cell) csmith@inmanflynn.com	Cynthia Smith 945 S. Milwaukee Way Denver, CO 80236 303-733-2251 (H) 720-934-0152 (Cell) csmith@inmanflynn.com	Cynthia Smith 945 S. Milwaukee Way Denver, CO 80236 303-733-2251 (H) 720-934-0152 (Cell) csmith@inmanflynn.com
NORTH DAKOTA				
Frank Podoll 225 23 rd Avenue N. Fargo, ND 58102 701-232-5049 (H) 701-298-2379 (W) podoll@co.cass.nd.us	Frank Podoll 225 23 rd Avenue N. Fargo, ND 58102 701-232-5049 (H) 701-298-2379 (W) podoll@co.cass.nd.us	Frank Podoll 225 23 rd Avenue N. Fargo, ND 58102 701-232-5049 (H) 701-298-2379 (W) podoll@co.cass.nd.us	Frank Podoll 225 23 rd Avenue N. Fargo, ND 58102 701-232-5049 (H) 701-298-2379 (W) podoll@co.cass.nd.us	Frank Podoll 225 23 rd Avenue N. Fargo, ND 58102 701-232-5049 (H) 701-298-2379 (W) podoll@co.cass.nd.us
WASHINGTON				
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WISCONSIN				
Jeremy Roe 233 W. Rio St. Rio, WI 53960 920-992-5470 (H) 920-291-7524 (Cell) 608-242-4100 x32965 (B) jeremy.roe@amfam.com	Jeremy Roe 233 W. Rio St. Rio, WI 53960 920-992-5470 (H) 920-291-7524 (Cell) 608-242-4100 x32965 (B) jeremy.roe@amfam.com	Rich Lepping 1634 Sherman Avenue Madison, WI 53704 608-663-2473(H) 608-204-6155(B) 608-235-1707(Cell) richl@borderpatrolwi.com	Mark Hartman 227 Talon Place Sun Prairie, WI 53590 608-234-2528 (Cell) 608-2249-0100 (B) Mhartma3@amfam.com	Mark Hartman 227 Talon Place Sun Prairie, WI 53590 608-234-2528 (Cell) 608-2249-0100 (B) Mhartma3@amfam.com

USCA PLAYER/COACH CODE OF CONDUCT AGREEMENT

(revised September 14, 2009)

The undersigned, as a player/coach participant in any USCA events, does hereby acknowledge and agree to the terms and conditions as set forth in the following Agreement (participants less than 18 years of age must have their signatures accompanied by the signature of a parent or guardian). "USCA events" is defined as including USCA playdowns from entry to national championships, entry to world team trials, and the World Championships and, in addition, any competitions, camps, or other USCA activities where the player/coach has received full or partial USCA funding to participate in the event.

AGREEMENT

This Agreement is by and between the United States Curling Association, Inc. (hereinafter referred to as the USCA) and the undersigned players and coach (the group hereinafter referred to as the Team).

Items numbered 1-11, and the Right of Grievance section, apply to all signatories to this agreement. Items numbered 12-15 will also apply to, and only to, those players and coaches as indicated in the item heading.

WHEREAS the parties (Team and USCA) have agreed to reduce their understandings to writing and to mutually support each other to ensure the highest level of success for the Team in their curling endeavors, and

WHEREAS the USCA has a strong and vested interest in the performance and/or behavior of its teams during their participation in USCA events,

NOW, THEREFORE, THE TEAM AND EACH OF ITS PLAYERS AND COACH AGREE THAT THEY SHALL ABIDE BY ALL USCA and UNITED STATES OLYMPIC COMMITTEE (USOC) RULES, REGULATIONS AND POLICY INCLUDING, BUT NOT LIMITED TO, THE FOLLOWING:

1. **Team will abide by all rules of play and sportsmanlike conduct and all USCA published rules, regulations and procedures, and agrees they are also subject to the jurisdiction, as may be applicable, to the constitutions and by-laws of the International Olympic Committee (IOC), the World Curling Federation (WCF), the International Paralympic Committee and the U.S. Olympic Committee (USOC),**
2. **Liability insurance program:** Team will agree to comply with USCA liability insurance program requirements, which currently include the need for all athletes entering a USCA competition to sign a Waiver and Release Form each year they enter playdowns. The current Waiver and Release Form are available in the Championship Rules booklet on the back cover, and on the on-line registration system, and must be completed and submitted along with the Player/Coach Agreement and Code of Conduct form.
3. **Good conduct:** Team will avoid any action or conduct that would reasonably be expected to reflect adversely upon the USCA and its athletes, teams, coaches, officers, directors, members or sponsors and agrees at all times to conduct himself/herself in a manner which will bring credit to the USCA, the U.S.A. and the parties to this Agreement. Team agrees to obey all applicable State, National and International laws.
4. **Alcohol:** Team will avoid alcoholic consumption to a level which would reasonably be expected to cause impairment to the team member's ability to speak, walk or drive, or to cause the Team member to behave in a disruptive manner during a USCA event.
5. **Banned substances and procedures:** Team will not use nor tolerate use of any banned substances in or out of competition in contravention of the rules of the International Olympic Committee (IOC), the International Paralympic Committee (IPC), the World Curling Federation (WCF), the U.S. Olympic Committee (USOC), the U.S. Anti-Doping Agency (USADA), the World Anti-Doping Agency (WADA), or and/or in violation of any local, state or national law. Each Team member agrees to and authorizes the use of drug testing on their behalf during any competition or during any time out-of-competition (either Short Notice or No-Advance-Notice in accordance with the IOC, IPC, WCF, USOC, USADA and/or WADA protocols.
6. **Dress code:** Team will conform to all USCA Uniform and Advertising requirements as published in the most currently published Championship Rules sections for the Championship(s) for which they are competing, and will maintain a presentable image of themselves while training and traveling as a member of the National team.
7. **Official functions:** Team will attend all official functions as requested by the USCA.
8. **Media permission:** Team allows use of their image or description while participating in USCA events to all media for editorial purposes.
9. **Fulfill obligations:** Team will compete in all scheduled games, regardless of their standing, and in all camps or programs for which they receive funding.
10. **Withhold payment:** Team and coach further acknowledge that the USCA reserves the right to withhold any USCA payment or reimbursement to the Team, in connection with any USCA event, for any other violation of this agreement.

11. **Penalties & sanctions:** Team further acknowledge that the USCA reserves the right to discharge, suspend or ban any Team member or coach and/or the Team itself for violating the terms of this Agreement. See Penalties and Sanctions Guidelines in the most currently published USCA Championships Rules Booklet. Discharge, suspension or banning can be for a competition, a recommended period of time, or for life. The parties designated to enforce these violations shall be appointed by the President of the USCA. In addition, penalties and sanctions for National (Funded) Team members can include removal from the National Team and suspension of Funding. The parties acknowledge athlete rights under USCA By-Laws Articles 12 and 13 and USOC By-Laws Article IX.

12. **JUNIOR EVENTS:** THIS SECTION APPLIES ONLY TO COACHES AND PLAYERS IN JUNIOR MEN'S AND JUNIOR WOMEN'S COMPETITIONS AND EVENTS.

a. **No alcohol** consumption by the players 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. Coaches agree to follow the U.S. Olympic Committee Coaching Ethics Code section 3.08.

b. If proven after due process that a player had consumed or was in possession of any alcohol or banned substance purchased or received by the player from anyone (including a coach, relative or friend) during Junior Men's and Junior Women's USCA Competitions and Events, the player may be subject to banishment from competition for the remainder of this year and suspended from participating the following curling year in any competition leading up to regional, national, world, or Olympic competition. In addition, if there is sufficient evidence of consumption or possession of alcohol or a banned substance by a player during the Junior National Championships, the player will be excluded from the competition and sent home, and the team will not be eligible for their travel reimbursement.

13. **COACHES:** THIS SECTION APPLIES TO ALL COACHES IN ALL COMPETITIONS. Coaches agree to abide by the U.S. Olympic Committee Coaching Ethics Code, adopted in whole August, 1996, by the USCA Coaching Committee.

14. **FUNDED and/or NATIONAL TEAMS:** THIS SECTION APPLIES ONLY IF THE SIGNATORY TEAM RECEIVES USCA GRANT FUNDS TO ATTEND CERTAIN COMPETITIONS OR FOR TRAINING CAMPS AND PROGRAMS.

a. **Expenses:** Upon receipt of proper documentation from this team, the USCA will reimburse the Team and a USCA approved coach for the entry fee, lodging and transportation for the competition up to the amount granted.

b. **Training and After-action reporting:** Team members must attend all training sessions and competitions committed to in Team's Funding Application. Written permission from the Elite Programs Committee Vice President or his /her designee is required to be excused. Upon completion of each competition for which this Team has been granted funding, a report must be sent to the USCA Elite Programs Committee Vice President or his/her designee, concerning the Team's performance at the competition. The USCA will provide a report form for the Team to complete in full.

c. **Roster changes:** If the Team composition is changed after this agreement is signed, the USCA will determine if the Team is still eligible to receive funding.

d. **Local rules:** Team agrees to follow the rules of the competition(s) for which funding has been granted.

e. **Conduct and fitness:** Team will refrain from any conduct that could reasonably be expected to interfere with an athlete's participation at the elite level in the sport of curling. The USCA Team conduct expectation is that athlete conduct should be beyond reproach. Team will maintain a level of fitness and competitive readiness that will permit their performance to the maximum of their abilities.

f. **Confidentiality.** Team agrees not to reveal or disclose to any unauthorized person any USCA information which shall include, but not be limited to, all information relating to technology, rocks, ice, fellow National Team members, communications from the ADD, reports, inventions, improvements, developments, devices, tools, software, video, audio, programs, techniques and specifications, oral or in writing or in some other form, which is learned during a tenure on the National Team and is in control of the USCA.

g. **Additional criteria for participation and competition, and athlete/coach commitments:** The following criteria and commitments will apply to all competitions and training activities:

1) Selections of the athletes and coaches who will receive funding will be made by appropriate USCA volunteer committees. Except for Operation Gold or other retrospective awards, selections will be based on the committees'

judgment of athlete and Team potential for future competitive success. Selection criteria considered by the committees will include, but will not be limited to, performance at world and national competitions, and the judgment of select USCA High Performance staff. All athletes and coaches who are USCA members are equally eligible to strive for competitive success and resulting funding. The USCA will make selection decisions based on on-ice competitive success and potential and will not discriminate based on race, religion or age.

2) Funded Teams, athletes and coaches agree to make every reasonable effort to fully participate in those competitions, camps and other programs for which they receive funding.

3) Funded Teams, athletes and coaches agree that, by accepting USCA or USOC funding, other than Operation Gold and other retrospective awards, they have committed themselves to a high level of daily training activity. "High level" is as defined and published from time to time by the USCA.

15. WORLD TEAMS: THIS SECTION APPLIES ONLY IF THE SIGNATORY TEAM AND COACH REPRESENT THE USCA AT WORLD/JUNIOR WORLD CURLING CHAMPIONSHIPS (WORLDS).

a. **Housing, spouses:** The USCA and the World Curling Federation (WCF) shall, in their sole discretion, select the housing for the Team and coach. No spouses, companions, children or "significant other" of the Team members shall stay at the same hotel room as the Team member.

b. **Fifth player:** The fifth player of the team must be approved by the USCA.

c. **Coach:** The Team must accept a coach approved by the USCA.

d. **Other USCA personnel:** Team and coach shall cooperate with coaches, team leaders and sports psychologists selected by the USCA to work with the Team in an effort to maximize their performance at Worlds. Team acknowledges that the USCA will seek qualified, volunteer team leaders to assist the Team at Worlds by carrying out many of the logistical and administrative details for the Team. The intent of the USCA is to unburden the Team of these details so that the Team can focus primarily on curling.

e. **Transportation:** Team and coach shall cooperate with the USCA and WCF on transportation as the USCA and WCF have the sole discretion of selecting the airline and dates of departure and return.

f. **Health insurance:** All Team members and the coach shall be responsible for their own medical expenses.

g. **Discharge from Team:** In the event a Team member or coach, or Team itself is discharged by the USCA for breaching this agreement, the USCA shall have the right to replace the discharged player, Team or coach with other USCA players or coach selected by the USCA. All expense subsidy shall cease immediately for the discharged member and/or Team.

h. **Elite Programs Committee:** The USCA understands that certain situations may arise that are not covered by this agreement. To accommodate these situations, the USCA Elite Programs Committee, which includes 20% athlete representation, will review any concerns or complaints of the Team pertaining to the enforcement of this agreement. The majority of the committee shall have the authority to waive any provision of Section 15 of this agreement, except Section 15.f, if they feel that, under the circumstances present at the time, enforcement of a specific provision would be counterproductive and not in the best interests of the Team and the USCA. The committee shall render all decisions as quickly as possible but in no event later than 24 hours after receiving the request for a review from the Team.

USCA ATHLETE GRIEVANCE PROCEDURE

BILL OF RIGHTS, USCA By-laws, Section 8.2:

Membership in the USCA provides equal opportunity to athletes, coaches, trainers, managers, administrators, and officials to participate in athletic competition without discrimination on the basis of race, color, religion, age, sex, or national origin. Notice and an opportunity for a hearing shall be given to any athlete, coach, trainer, manager, administrator, or official before declaring such individual ineligible to participate as set forth in Article 13 of the USCA By-laws.

ADMINISTRATIVE GRIEVANCE, USCA By-laws, Section 12.3:

Any Individual Member or Member of the USCA who feels that he or she has been wronged in the administration or interpretation of the USCA Rules, Regulations or By-laws or by an action of the USCA Board of Directors, the Executive Committee, a Committee, an Officer, or professional staff member, except with respect to matters set forth in Section 13.2 (Right To Compete Complaint), or in the By-laws of the United States Olympic Committee (USOC), shall have the right to challenge such administration or interpretation, but only in accordance with the procedures set forth in Article 12 of the USCA By-laws.

RIGHT TO COMPETE COMPLAINT, USCA By-laws, Section 13.2:

Any individual who is an athlete involved in the sport of curling, or any coach, trainer, manager, administrator, or official active in the sport of curling, who believes that he or she has been denied the right to participate in the Olympic Games, the Paralympic Games, the Pan American Games or a World Championship competition, or other such protected competition as defined in Section 9 of the By-laws of the USOC as a result of the administration or interpretation of specific USCA Rules, Regulations or By-laws, (except an Administrative Grievance set forth in Section 12.3 of the USCA By-laws), has the right to challenge such denial, in accordance with Article 13 of the USCA By-laws.

USCA By-Laws:

A copy of the USCA By-laws may be requested from the USCA National Office, 5525 Clem's Way, Stevens Point, WI 54482; by telephone, 715-344-1199; by fax, 715-344-2279; or downloaded from the USCA Web site at www.usacurl.org.

PARTICIPANT RELEASE (USCA use, adult)

The undersigned hereby makes the following representations: (i) that the undersigned understands that the sport of curling is played on ice and requires physical fitness; (ii) that the undersigned possesses such physical fitness; and (iii) that the undersigned understands that the risks of participating in any curling activity could involve serious injury or death.

In consideration of being allowed access to the Ice House (as defined below) as a participant in any curling activity in the Ice House, I, the undersigned, for myself and my estate, successors, heirs, beneficiaries, administrators, trustees, representatives, and attorneys do hereby remise, release, acquit, and forever discharge (i) the United States Curling Association, Inc. ("USCA") and its member states and regions and the member clubs; (ii) the respective successors and assigns or each of the Club, region and the USCA, and (iii) the respective employees, officers, and directors, but only while acting in their capacity as such, of each of the Club, member region and the USCA (collectively, the "Releasees") from any and all actions, causes of action, claims, demands, and liabilities, both in law and equity for damages and any court costs and legal expenses and fees associated therewith in respect of physical, mental, and bodily injury occurring to me while participating in any curling activity in the Ice House prior to the Expiration Date (as defined below); provided, however, that in the event such injury was caused, in whole or in part, by the willful, intentional, reckless, or grossly negligent action or failure to take action of any Releasee, such Releasee shall not be so remised, released, acquitted, or discharged hereby; and provided, further, that nothing herein shall be deemed to limit or exclude any action, cause of action, claim, demand, liability, payment, reimbursement, other benefit, or any court costs or legal expenses and fees that I or my estate, successors, heirs, beneficiaries, administrators, trustees, representatives, or attorneys might have or seek against (a) the Club's "Participant Medical Accident" insurance coverage, (b) any other participant participating in any curling activity in the Ice House, or (c) against any other person or entity other than a Releasee.

The Ice House shall mean the single room containing one to eight sheets of ice in which the sport of curling is played at a USCA-sanctioned event, with the venue and date information as published annually in the USCA web site www.usacurl.org. The venue may be a curling-only facility or a rented arena. The Expiration Date shall mean the date which is one (1) calendar year after the date this Release is executed below.

I certify that I am at least eighteen (18) years of age and have the legal capacity to execute this Participant Release on my own behalf.

I hereby revoke any and all releases of liability, waivers, and indemnifications previously executed by me in favor of any of the Releasees.

BEFORE SIGNING, I WAS GIVEN THE OPPORTUNITY TO READ THIS PARTICIPANT RELEASE AND TO CONSULT WITH AN ATTORNEY AS TO ITS SIGNIFICANCE. BY SIGNING, I UNDERSTAND THAT I AM WAIVING SIGNIFICANT RIGHTS. I UNDERSTAND THE MEANING OF THIS PARTICIPANT RELEASE AND THE RIGHTS I AM WAIVING. NOTWITHSTANDING THE FOREGOING, I HAVE CHOSEN, OF MY OWN FREE WILL, TO EXECUTE THIS PARTICIPANT RELEASE.

PARTICIPANT RELEASE (USCA under age 18)

The undersigned, being a parent or legal guardian of the minor curler (“Minor”) indicated below, hereby makes the following representations: (i) that the undersigned is legally responsible for the Minor and legally empowered to act for, on behalf of, and to execute this Participant Release and thereby bind the Minor; (ii) that the Minor will comply with the rules and regulations of the Releasees (as defined below); (iii) that the undersigned understands that the sport of curling is played on ice and requires physical fitness; (iv) that the Minor possesses such physical fitness; and (v) that the undersigned understands that the risks of the Minor participating in any curling activity could involve serious injury or death.

In consideration of the Minor being allowed access to the Ice House (as defined below) as a participant in any curling activity in the Ice House, I, the undersigned, for the Minor and the Minor’s estate, successors, heirs, beneficiaries, administrators, trustees, representatives, and attorneys do hereby remise, release, acquit, and forever discharge (i) the United States Curling Association, Inc. (“USCA”); (ii) the member state/regions and clubs of the USCA; (iii) the respective successors and assigns of the USCA and its member regions and clubs (iv) the respective employees, officers, and directors, but only while acting in their capacity as such, of the USCA and its member state/regions and clubs (collectively, the “Releasees”) from any and all actions, causes of action, claims, demands, and liabilities, both in law and equity for damages and any court costs and legal expenses and fees associated therewith in respect of physical, mental, and bodily injury occurring to the Minor while participating in any curling activity in the Ice House prior to the Expiration Date (as defined below); provided, however, that in the event such injury was caused, in whole or in part, by the willful, intentional, reckless, or grossly negligent action or failure to take action of any Releasee, such Releasee shall not be so remised, released, acquitted, or discharged hereby; and provided, further, that nothing herein shall be deemed to limit or exclude any action, cause of action, claim, demand, liability, payment, reimbursement, other benefit, or any court costs or legal expenses and fees that the Minor or the Minor’s estate, successors, heirs, beneficiaries, administrators, trustees, representatives, or attorneys might have or seek against (a) the Club’s “Participant Medical Accident” insurance coverage, (b) any other participant participating in any curling activity in the Ice House, or (c) against any other person or entity other than a Releasee.

The Ice House shall mean the single room containing one to eight sheets of ice in which the sport of curling is played at a USCA-sanctioned event, with the venue and date information as published annually in the USCA web site www.usacurl.org. The venue may be a curling-only facility or a rented arena. The Expiration Date shall mean the date which is one (1) calendar year after the date this Release is executed below.

In the case that the Minor requires urgent medical attention and I cannot be reached, I hereby authorize (i) emergency personnel and medical practitioners selected by any of the Releasees or other chaperone of the Minor, in their reasonable judgment and sole discretion, to take any and all necessary measures on behalf of the Minor and (ii) the disclosure of the information set forth below to emergency personnel and medical practitioners by any of the Releasees or other chaperone of the Minor/

I hereby revoke any and all releases of liability, waivers, and indemnifications previously executed by me in favor of any of the Releasees.

BEFORE SIGNING, I WAS GIVEN THE OPPORTUNITY TO READ THIS PARTICIPANT RELEASE AND TO CONSULT WITH AN ATTORNEY AS TO ITS SIGNIFICANCE. BY SIGNING, I UNDERSTAND THAT I AM WAIVING SIGNIFICANT RIGHTS. I UNDERSTAND THE MEANING OF THIS PARTICIPANT RELEASE AND THE RIGHTS I AM WAIVING. NOTWITHSTANDING THE FOREGOING, I HAVE CHOSEN, OF MY OWN FREE WILL, TO EXECUTE THIS PARTICIPANT RELEASE.

UNITED STATES CURLING ASSOCIATION
JUNIOR CHAMPIONSHIPS HEALTH FORM

PARTICIPANT'S NAME _____ DATE OF BIRTH ____/____/____
 ADDRESS _____ CITY _____ STATE _____ ZIP _____
 EMAIL _____ AGE _____
 PARENT OR GUARDIAN NAME _____
 HOME PHONE _____ (W) _____ CELL _____
 EMERGENCY WHEN PARENT/GUARDIAN CANNOT BE REACHED, PLEASE CONTACT:
 NAME _____
 HOME PHONE _____ (W) _____ CELL _____
 NAME OF MEDICAL INSURANCE _____
 POLICY AND GROUP NUMBERS _____

Do you have any medical conditions at present?	YES	NO
If yes, explain:		
Are you allergic to any medications?	YES	NO
If yes, explain:		
Are you taking any medications?	YES	NO
If yes, explain:		
Date of last tetanus shot (month, year)	YES	NO
SIGNATURE OF PARTICIPANT _____ DATE _____		

PARENT/GUARDIAN AGREEMENT

The parent/guardian of the Participant, a minor, agrees that the Participant and parent/guardian will abide by the rules of the USCA and its affiliated organizations and sponsors. Recognizing the possibility of physical injury associated with curling and in consideration for the USCA and its affiliates accepting the Participant for its curling programs and activities, the parent/guardian hereby releases, discharges, and/or otherwise indemnifies the USCA and its affiliated organizations and sponsors, their employees and associated personnel, including the owners of ice sheets and facilities utilized for the programs, (collectively "USCA Personnel"), or any USCA Personnel transporting the Participant to or from the facilities utilized for the programs against any claim by or on behalf of the Participant as a result of the Participant's involvement in the program. Parent/Guardian hereby authorizes the Participant to be transported by the USCA Personnel.

Signature of Parent or Guardian _____ Date _____

FOR ALL PARTICIPANTS UNDER 18 YEARS OF AGE:

In case of an emergency occurring during the USCA camp or championship, if neither parent/guardian can be reached, I authorize a qualified and licensed medical physician to take all necessary measures in the treatment of the Participant named above.

Signature of Parent or Guardian _____ Date _____

THIS FORM MUST BE COMPLETED IF SUBMITTING TEAM ENTRY IN PAPER FORMAT.

Attachment C: Order of Merit Points Determination

About the Order of Merit

The Order of Merit (OOM) is a team ranking system developed in conjunction with Curling Zone which awards points to teams for their finish in certain qualifying cash spiels. See definition of qualifying events below. Rankings can be accessed at <http://www.worldcurlingtour.com/oom/oom.php?task=week&oomid=81>.

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 Curling Zone 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 Kent Beadle, VP of Elite Programs, 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, 2010. Results can be e-mailed to Kent Beadle at: kbeadle@countryhedging.com.

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, 2010 (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 in registered, please register your team through the centralized system created by CurlingZone.com.

Eligible events must also register their event with the OOM via [Gerry Geurts](#) at [CurlingZone](#). If you are aware of an event that is not registered, please direct them to [Gerry Geurts](#). There is no fee for registering.

How you earn points:

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 16 teams for men and 12 teams for women registered no later than October 18th, 2010.
2. **The total cash** purse per gender divided by the number of teams entered must equal a minimum factor of 500; i.e. \$8000 divided by 16 = 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 8 or 10 ends in length.
4. **Teams will** receive points in sanctioned events as follows (base OOM values):
 - o 1st 8.000
 - o 2nd 5.000
 - o 3rd-4th 4.000
 - o 5th-8th 3.000
 - o 0.500 or 1.000 OOM point may be issued for other teams not finishing in the final 8. These events will be evaluated on an individual basis once registered and the decision to issue additional points will be made at that time.
5. **Men's teams** must have 3 of the 4 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 3 of the 5 registered players on the ice at all times to collect points. After consultation with the Board of Directors of the World Curling Players' Association, it was agreed to continue to use the 2010-2011 season as a pilot for this significant rule change to the women's section. **Note:** 5th 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 5 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 difference from the Curling Zone rules, it will be necessary to inform the Vice-president of Elite Programs for 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 2010-2011 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 linescores/results/lineups and made available to the public via website. 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.

How points are calculated:

Points awarded through the Canadian Team Ranking System are calculated based on a number of factors including the type of event, the size of the field, total cash purse, and more. For further details about the Strength of Field multiplier formula, please refer to the web site at: <http://www.curling.ca/ctrs-trials/how-points-are-calculated/>

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

R3

R1

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 three 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

R2

R3

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.

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