

International Children's Games 09

Vevey-Montreux-Riviera 20th -21st -22nd February 2009

Curling Competition Rules

Rules	<ol style="list-style-type: none">1. WCF with Free-Gard Zone rules will be applied2. During the event the following competition rules are applied:
Game mode	<ol style="list-style-type: none">1. Teams will be split into 2 groups.2. Competition will have 2 phases :<ol style="list-style-type: none">a. Round robin in each group.b. If the number of teams in a groupe is odd, during each round, one team is « bye » accordingly to the program.c. Page-Play-off for the two firsts of each group and ranking matches for all the other teams.3. 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
Ranking in case of equal wins.	<ol style="list-style-type: none">1. Instead of a tie-breakers, a Draw Shot Challenge (DSC) will be organised.2. A team tied for a place in the play-offs is not eliminated in any way other than by losing a Draw Shot Challenge (DSC)3. If necessary The Draw Shot Challenge (DSC) order will be communicated at the end of the round robin.
Length of Games	Round robin games, play-offs and ranking games will be played in 6 ends (minimum 5 ends) with extra end(s) if necessary The final will be played in 8 ends (minimum 7 ends) with extra end(s) if necessary
Game plan	See the attached program.
Ice practice	<ol style="list-style-type: none">1. See the attached special program2. Total duration of the practice according to the program3. The first named team will start the practice.
Warm up	According to the decision of the Chief umpire
Measuring	Only an umpire will make the measures. The players in charge of the house (playing end) of both teams have the right, if they want, to stay in the house but are not allowed to disturb the umpire. All the other players have to stay above the hog line or behind the track

Game timing	Games are played without time limit. Nevertheless, if the umpire estimate that a team is taking to much time to play, WCF rules article C6 (letter i) will be applied.
Time out	Each team has 2 times-out of 1 minute during the game. An additional time out will be given for each extra end. Procedure: <ol style="list-style-type: none"> 1. Only the skip and vice-skip the can ask for a time out but only if his/her team is playing or is going to play. (The coach is not allowed to ask a time out). They signal a time-out by using a “T” hand signal 2. Only the coach is allowed to join his/her players. If the coach wants to go on the ice he/her will have to wear curling shoes. He/her must stand on the side of the sheet. 3. The umpire measures the time out time. It will begin as soon as the coach join the sheet or the playing end of the team.
Score registration	At the end of each end, the score has to be written on the score board by the players. If the game is prematurely stopped, the valid stones in the house have to be written down. If the game stoppes before the last end, the last end has to be written with an « X »
Toss and last stone	<ol style="list-style-type: none"> 1. Round robin : The team which is first named will play with the red stones and will have the last stone advantage in the first end. In the first game a toss will be made. The winner has the choice of last stone advantage. 2. Play-offs/ranking games: toss is done before the game and the toss winning team can choose either the stone color or the advantage of the last stone (hammer)during the first end. 3. For the finale, the winner of A01 match (between the firsts of each group) will have the last stone at the first end. The toss will directly take place after the semi-finale (with a member of each team) and the winner can choose the color of the stones. Once the stones’ color has been chosen, each team can choose the set (in the appointed color) of A-B-C-D-E rinks.
Players Position	See WCF rules. However: for the non-Delivering Team: During the process of delivery the players take stationary positions along the sidelines between the courtesy lines. But: <ol style="list-style-type: none"> 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.
Mobile phone	Mobile phones have to be switch off inside the ice area.

Beverages, food, brushes bags, waste, etc...	At the end of each game, each player has to take back bottles, food, brushes bags, etc., and leaves a clean track.
Regulations validity	The French version of this regulations will be the right one
Claims	In case of claims, the chief umpire's and competition director's decision will be final.

Chief Umpire

Curling Competition Director

Uli Sommer

Bertrand Dousse

Lausanne, 18th February 2009.