



GMAA Curling Handbook

Section 1: Sports Committee

The Curling Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season. The chairperson shall call one meeting prior to the opening of the season. A mid or post season meeting may be called at the discretion of the chairperson or at the request of 1/3 of the coaches involved in this sport.

Section 2: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline

2.2) Classification:

Boys or Girls

Open Age

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first match.

Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)

4.1) All curlers must wear curling shoes or a slider over clean shoes. Shoes must be different from those worn outside in getting to the rink.

4.2) No jeans are permitted on the ice. Curlers must respect the dress code of the club in which they are playing.

Section 5: Scheduling & Starting Time

5.1) The schedule shall be drawn up by the coaches or SAC Reps at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6).

5.2) The regular season shall be a minimum of six matches and a maximum of ten matches.

5.3) Each participating school shall be required to provide adequate rink at a suitable time. Preferred times are after 3:30pm and before 5:00pm. Starting times will be agreed on by the coaches at the scheduling meeting.

Section 6: Governing Rules & Rule Modifications

6.1) Current rules laid down by the Canadian Curling Association shall apply with the following modifications.

6.2) A team shall consist of eight (8) players (2 rinks each of 4 players). Substitution is permitted but the player may not return to the game that day.

6.3) A team arriving late for a match will be penalized one (1) point for the first 15 minutes (one end) and the game shall be forfeited if the teams are not ready to play twenty minutes after the official starting time.

6.4) A staff member (see Rule VI, Section 4 of General Governing Rules for clarification) must be present and at the bench at all GMAA games (i.e. for each complete game). The staff member must sign the game report. Penalty - Forfeiture of game.

6.5) At the beginning of each match, the coaches of the two teams will participate in a single coin toss. The coach that wins the coin toss will decide which of their teams gets the "hammer" (last rock on 1st end). Schools are to use the same colour rocks for both sheets.

6.6) Scoring: Each of the two (2) six end games shall be awarded separate points: 2 points for a win, 1 point for a tie and 0 points for a loss.

6.7) Break between ends: Each school is permitted one (1) two-minute break between ends per game per match (must be requested by coach).

6.8) Time Outs: A two-minute timeout can be taken at any time during the end while the requesting team is in possession. Coaches, as well as the players on the ice, are permitted to call a time-out during an end. Both coaches can talk to their team during a timeout. However, this only extends to the game where the time out was called. (Coaches may not address players in the second game.) Coaches are expected to respect the two-minute time. Coaches may consult with their players during the 2-minute break between ends as well as during a time out.

Section 7: Regular Season Games

7.1) Regular season play - A match shall be 6 ends lasting not more than 2 hours. The last end cannot be played unless there is more than 20 minutes left on the clock (within the 2-hour limit) at the start of the last end.

Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)

8.1) In the playoffs only, a team playing with less than eight players shall be penalized two (2) points on the score board for each missing player. If only 7 boys and/or girls are available, the second team will use only three players. If only 6 boys and/or girls are available each team will play with 3. A school will forfeit the match with less than 6 players.

8.2) Playoffs: All playoffs to consist of two (2) six end games.

8.3) Tie break procedures: If at the end of regulation, the game is tied because:

1. Both sheets are tied

- an extra end will be played on each sheet.

- If this does not break the tie, there will be a 4-rock shootout on each sheet. If necessary, this will be repeated until the tie is broken.

2. Each school has a win:

- an extra end will be played between the two winning teams, on a new sheet of ice. A coin toss will determine last rock.

- If this does not break the tie, a 4-rock shootout will determine the winner.

8.4) Shootout procedures:

a) The teams continue the "shootout" on the same sheet of ice.

b) Every player shoots 1 rock. Players continue to shoot in their normal order of play. The skip may call the shot and sweeping is permitted.

c) Points shall be awarded as follows: 1 pt - 12 ft. 2 pts - 8 ft. 3 pts - 4 ft. 5 pts – button

Section 9: Duties of Home School & Visiting Schools

9.1) Home team responsibilities:

The home team must print a copy of the scoresheet prior to the match

The home team must upload the results and scoresheet to S1 the night of the match.