



CURLING

TECHNICAL RULES AND REGULATIONS

January 2023



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GENERAL

The purpose of the “ISF Curling Technical Rules and Regulations” is to provide standardised rules and regulations for Curling competitions. This document is set up by the ISF Statutes, the ISF Sport Policy, and the ISF General Competition Regulations.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner.

The specific objectives of this document are to:

- Define and specify the **general conditions** under which participants can take part in the ISF Curling events
- Determine the **delegation composition**
- Determine the **sports program**
- Determine the **technical rules**.
- Determine the **technical officials**
- Determine the **sports equipment**.
- Set the **draw** procedure.
- Set **protests and appeals** procedures.

GENERAL CONDITIONS

The competition of the ISF Curling event will be run according to the ISF rules and regulations and World Curling Federation technical rules under the direction of the ISF Curling Technical Commission. Any decisions over matters not mentioned in the present document will be taken by the ISF Technical Commission.

- The competition is organized in mixed disciplines.
- The composition of each delegation and the final sports events will be defined for each event accordingly. The competition is held over 5 days for both events. The playing and event schedules are determined by the ISF in consultation with the Host Committee.
- The rules of play for WCF competitions are the current rules of the World Curling Federation (WCF). If there are any modifications, these are explained during the Team Meeting.
- Any variation from the recommended sheet measurements must be approved by the ISF and WCF.

AGE CATEGORY

For the U18 category:

For events in 2023, **students born in 2005, 2006, and 2007 are eligible** to participate.

For events in 2025, **students born in 2007, 2008, and 2009 are eligible** to participate.

DELEGATION COMPOSITION

Each delegation will consist of:

- Head of the delegation
- Athletes
- Team officials
- Coaches

HEAD OF DELEGATION (HoD)

- HoD shall be the main intermediary between the delegation and the Local Organising Committee, the ISF Technical Commission, and the ISF Delegate.
- They may not combine their role of HoD with that of a coach or any other official role.
- Each delegation is entitled to enter 1 HoD.

STUDENTS - ATHLETES

- All student-athletes must be enrolled as full-time students at school in the country in which they represent.
- All student-athletes must be attending schools that provide general education and/or vocational education incorporating segments of general education.
- The following are not eligible to participate:
 - ✓ Attendees of vocational schools who only attend a school as a complement to their vocational training and are not full-time students with a segment of general education.
 - ✓ Students enrolled at schools that provide sports training without any general education.

TEAM OFFICIALS

Coaches

- The presence of a coach is mandatory.
- Teams cannot participate in the competition without the presence of a coach.
- Each team is entitled to enter a minimum of 1 and a maximum of 4 coaches.

OTHER TEAM OFFICIALS

- The function of other team officials can be: Doctor, Trainer, Physiotherapist, Statistician, Team managers etc.)
- The function of each other team officials must be specified during the registration process.

COMPETITION PROGRAM/FORMAT

The Curling event will be in two (2) events, under the following formats:

- **MIXED CURLING***

There will be NOC teams in the Mixed Team event. Each NOC team consists of two females and two males. The teams will be divided into round robin groups of teams. All teams will play each other within a group. Then semi-finals and bronze and gold medal games will be played.

- **MIXED DOUBLES CURLING***

The teams for the Mixed Doubles competition (with one female and one male from same NOCs) will compete. The teams will be divided into round robin groups of teams. All teams will play each other within a group. Then semi-finals and bronze and gold medal games will be played.

*These rules will be rearranged by the ISF TC according to the number of registered teams.

RULES

The competition will be played under the World Curling Federation rules, as published in the current Rules of Curling and Rules of Competition. Any variation from these rules will be communicated at the Team Meeting. It is the responsibility of all players and coaches to become fully acquainted with all rules prior to the team meeting. The WCF rules can be found on <https://worldcurling.org/competitions/rules/>.

In this competition, there will be 2 events: mixed curling and mixed doubles curling. Rules of these events are as the following:

- **MIXED CURLING**

(a) Each team shall have two male and two female players, and the male and female players must deliver stones alternately (M, F, M, F - or - F, M, F, M). No alternate players are permitted.

(b) If a team plays with three players, the alternate gender order of delivery must be maintained (M, F, M - or - F, M, F). If this occurs while a game is in progress, the delivery rotation can be changed to meet this criterion.

(c) The skip and vice-skip can be anyone in the team, but they must be from opposite genders.

(d) All Mixed games are scheduled for 8 ends.

(e) The team is allowed one coach and one other team official. Only those two persons may sit on the designated coach bench.

- **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 players playing for the entire game. One coach and one other team official 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.

GAMES

All games will be played 8 ends. A minimum of 6 ends must be completed in all games Extra end(s) will be played to break tied games.

THE SPIRIT OF CURLING

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured 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 never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling, and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

TRIAL RULE

If, prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position, the non-offending team has the option to:

- I. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
- II. Leave all stones where they came to rest.

STONES

The stones of the Respective National Curling Federation will be used.

COLOUR OF THE STONE HANDLES

First named teams in each draw play the stones with the dark-coloured handles. Second named teams in each draw play the stones with the light-coloured handles.

PLAYING UNIFORMS

Dark-coloured playing uniforms will be worn when playing with the stones with dark-coloured handles and light-coloured playing uniforms will be worn when playing with the stones with light-coloured handles.

GAME TIMING

MIXED: Each team will have 30 minutes of reflection time for a game of 8 ends and 4 minutes and 30 seconds for an extra end.

MIXED DOUBLES: Each team will have 22 minutes of reflection time for a game of 8 ends and 3 minutes for an extra end.

Each team will complete their own part of the game within the given time, otherwise the team will lose the game. It shall indicate one (1) reflection break after each finish, including overtime, except when the mid-game time-out is 5 minutes. Teams must roll the first stone of the next break before the end of any break. The game clock will not start if the first stone of any end is rolled within 10 seconds after the timeout has ended. During the mid-game break, teams may meet with their coaches inside the field of play. Please note that other games may continue around and out of the Playground and appropriate clothing must be worn.

TEAM TIME-OUTS

Only the on-ice players may call a team time-out and only when their game clock is running OR when their skip is in charge of the house.

Players signal a team time-out by using a "T" hand signal to a Game Umpire and the Timing Bench. The game clock is stopped for the full duration of the travel time (amount advised at the Team Meeting) and the 60-second time-out, even if a coach does not travel to the team.

Only one person, who is sitting in the designated coaching area and a designated translator, if required, of the team that called the team time-out can meet with the team.

If a coach is not using the proper way to reach the team (route advised at the Team Meeting) by jumping over barriers or running in the Field of Play, etc., the travel time will be cancelled, and the time-out will start immediately.

The coach must not stand on the playing ice surface unless permission has been granted at the Team Meeting. The team is notified when there are 10 seconds remaining in the team time-out.

When the team time-out has expired, the person(s) from the coach's bench must stop conferring with the team and leave the playing area immediately.

TECHNICAL TIME-OUTS

A technical time-out may be called by a team to request a ruling, for an injury, or in other extenuating circumstances.

- Only the players on the ice may call a technical time-out by making an 'X' sign to the Game Umpire AND the timing bench.
- Clocks will be stopped when the signal is given. The Game Umpire will establish the reason and:
 - a) If valid then the issue will be addressed, and the clock restarted after the problem has been solved.
 - b) If not valid, the clock will be restarted immediately.

If a team requires a technical time-out due to an issue with personal equipment (e.g., brush or any clothing), the technical time-out cannot last more than 5 minutes. After that time the game must resume. If a team cannot resume after the 5 minutes have elapsed, they will forfeit the game.

If a technical time-out is caused due to an external force (e.g., power failure, stone issues, etc.), the Chief-Umpire will have the decision on how long the time-out will last.

Chief Umpire

MEDICAL TIME-OUTS

If a team needs to call for a medical time-out, the Chief Umpire will consult with the medical personnel and the affected team after 5 minutes. After that consultation, the Chief Umpire will decide how long the medical time-out will last. The maximum extra duration is 10 minutes (a total of 15 minutes). The Chief Umpire will then consult with the ice crew and informs the teams so that they can prepare for the recommencement.

Should the affected team not be able to re-join the game after 15 minutes (e.g., not enough players, no alternate), the team will forfeit the game.

POSITION OF PLAYERS

The player of the delivering team who is in charge of the house is positioned inside the hog line, with at least one foot on the ice surface of the playing end of the team's sheet. Any improper position of players will result in the delivered stone being removed from play, and any displaced stones shall be replaced, by the non-offending team, to their positions prior to the violation taking place.

The players of the non-delivering team should take stationary positions along the side-lines between the courtesy lines.

The skip and/or the vice-skip of the non-delivering team may take stationary positions behind the back line at the playing end providing they are not interfering with the choice of place of the skip / vice-skip of the delivering team.

The player who is to deliver next may take a stationary position to the side of the rink behind the hacks at the delivering end.

LAST STONE DRAW (LSD) – TO DECIDE WHO HAS LAST STONE IN THE FIRST END

At the conclusion of the team’s pre-game practice, two stones will be delivered to the tee at the home end, by different players – the first stone with a clockwise and the second with a counter-clockwise rotation. A player (Alternate) that delivers or sweeps an LSD stone does not have to play in that game. Sweeping is allowed. The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared, and the best non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.

A team member must be in charge of the house and shall be positioned inside the hog line, with at least one foot on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery. Normal sweeping rules apply. During the LSD, only the four players involved can be on the ice. The two (2) team officials and remaining player should take up a position off the ice at the home end.

Number of stones to be delivered by each player (minimum number for each turn) for this event.

Considered Round robin games	Considered Number of LSD stones	Minimum for each player
4	8	2 stones, 1 clockwise + 1 counter clockwise

During LSD stones, a minimum of 3 players must be on the ice. If that is not the case, the LSD stones are recorded with maximum distance.

It is assumed that any team that wins the LSD will choose to deliver the second stone in the first end. If this is not the case for any game, the team must tell the Game Umpire before the start of its pre-game practice.

Teams are given a maximum of 60 seconds to deliver each LSD stone. If the stone is delivered before the official announcement or has not reached the tee line at the delivery end within 60 seconds (observed by an Umpire) or is delivered with the wrong rotation it will be recorded as maximum distance (1.996m)

DRAW SHOT CHALLENGE (DSC)

The DSC is the average distance of all individual LSD stones, which were delivered by a team during the round robin portion of the competition. The one (1) least favourable result are automatically eliminated before calculating this average distance as per the rules.

TEAM RANKING PROCEDURE

Teams will be ranked at the conclusion of the round robin in accordance with WCF Rule C9.

PRE-GAME PRACTICE BEFORE ROUND ROBIN GAMES

There will be a nine (9) minute practice followed by the LSDs for both teams before the round robin games with the first practice starting thirty (30) minutes before the game start time.

The team that is named first in the schedule will have first pre-game practice, except for the games marked in the playing schedule.

For all pre-game practices only the declared team players and two team officials may enter the playing area but only the players can deliver stones and only their game stones may be used.

The team not practicing should stand as far back from the end of the sheet as possible. Those entering the Field of Play must wear the correct uniform.

PRE-GAME PRACTICE CONTROL

An Umpire will control the practice. The following clear instructions will be given. Please wait for the appropriate announcement before beginning practice or checking the stones.

One minute to the start of practice, sliders may be cooled but no practice slides or touching the stones. No sweeping is allowed between the back lines.

Practice may begin.

After eight (8) minutes:

One minute to the end of practice.

After nine (9) minutes:

Thank you - practice is over.

Wait till all stones delivered in time have come to rest, and then pause of a few seconds:

Please deliver your clockwise Last Stone Draw.

Downtime to allow for measuring of the stones:

Please deliver your counter-clockwise Last Stone Draw.

Downtime of approx. thirty seconds to allow players to leave the ice after the Last Stone Draws are completed:

Second practice your sliders may be cooled, but no practice slides or touching the stones. No sweeping is allowed between the back lines. Please also be aware of any stones that still need to be measured.

The above procedure will be repeated for the second practice.

When the final LSD stones have come to rest:

Please assist the ice crew by returning all stones to the home end.

Following practice, the ice will be cleaned, and if deemed necessary by the Chief / Deputy Chief Ice Technicians the slide paths will be re-pebbled.

One further announcement will be made:

Games will begin in one minute – practice slides may be taken. Good luck and good curling.

At this time, a one-minute countdown will start.

Teams can prepare for their game any time after this announcement as long as there is no commencement of delivery before the end of the countdown. If the player is not in a forward motion within **10 seconds after the countdown reaches zero**, that team's thinking time will be started and will run until the stone reaches the tee line at the delivery end.

PRE-ALLOCATED EVENING PRACTICE

There will be optional evening practices during the round robin portion of the Championship. An Umpire will be present to control the evening practices.

Start time – approximately five (5) minutes after the last game of the evening draw is completed and the Ice Technicians have cleaned the ice.

Ice Access – All players and any two team officials will be allowed into the Field of Play. The players and both team officials can deliver stones. All stones on the practice sheet may be used.

All players and officials must be dressed according to the requirements. No player will be allowed to participate in more than two practice sessions on any evening.

Sessions of 10 minutes are allotted for evening practice on each sheet. These sessions are reserved for the teams who will play on that sheet in the next day's draw in the order they appear on the schedule.

Teams are asked to let the Chief Umpire know if they are not going to use the session reserved for them, but there is no penalty for failing to do so. If the next team waiting for that sheet is ready, they can move forward into that slot.

Teams will only train on the sheets on which they will play the next day – if they have only one game the next day, they will have only one training session.

No team will be allowed to have extra training if any sessions are unused.

A copy of the evening practice is the commitment to the teams at the technical meeting.

POST ROUND ROBIN TEAM MEETING

For all post round robin meetings one or two accredited team members per team must attend. The Chief Umpire / Deputy Chief Umpire will host the meeting 15 minutes after the last round robin game. Post round robin games will be discussed. Any team decision(s) must be made before leaving the meeting. Mobile phones or use of any other forms of electronic communication are not permitted once the meeting has begun. A team not represented at the post round robin meeting, or is not prepared to decide, forfeits the choices to which the team is entitled. If a virtual post round robin meeting is required, all teams must be present. Co-operation is requested to not release any information on social media for 15 minutes after the meeting finishes to allow the ISF Media Relations Officer time to update and post the decisions.

SCORING

After the score has been agreed for an end, please advise the Umpire of the colour that scored and the number of points. The score and total will then be marked on the scoreboard. Only one score card will be used for each game and should be completed in full for that game. At the end of the game, it is the responsibility of a player from each team to confirm the score and LSD result by signing the scorecard.

MEASURES

Where a measure is required at the completion of an end players are asked to clear away all stones not involved in the measure and to move either to the hog line or behind the hack leaving the ice free for the Umpire. Any one player on the ice from each team is allowed to observe any measure provided there is no attempt to either interfere with, or influence, the Umpire.

Where a Free Guard Zone measure is made visually by an Umpire and if the stone, or stones, remain untouched for the remainder of that end, no measure by instrument will be made as the visual decision will stand.

INAPPROPRIATE BEHAVIOUR

Improper conduct, foul or offensive language, equipment abuse, or wilful damage on the part of any team member is prohibited. Any violation may result in the ejection from that game of the offending person(s) by the Chief Umpire.

If ejected, the person(s) must leave the Field of Play and immediate areas but may stay in the locker room. Under no circumstances can an ejected player be replaced in that game by another player.

ICE ABUSE

No player shall cause damage to the ice surface by means of equipment, handprints, or body prints - WCF Rule R10 (a). Procedures:

1st incident = 1st official on-ice warning, repair damage.

2nd incident = 2nd official on-ice warning, repair damage.

3rd incident = repair damage and remove player from the game.

These warnings are cumulative during the round-robin portion of the event, any subsequent warning after the 2nd warning means immediate removal during that game. The same process applies (two (2) warnings and then removal on the 3rd incident/warning) during the play-off portion of the event.

HOG LINE VIOLATIONS

Electronic handles will not be used and there will be no hog line officials. Regardless, teams are requested to play all games in the true spirit of curling and not abuse the rule. Where any complaint is received concerning the release of a stone the umpiring team will be responsible for monitoring the hog lines as required. The first, and only, a warning is this team meeting document. Any infractions thereafter will result in the stone being removed from play. Confirmation of any call will not be required.

POST-GAME PROCEDURE

To monitor interference with ongoing games, team officials must not be allowed to enter the Field of Play at the end of the games but must wait for their team from the field of play.

COACH BENCH

Special seating has been arranged and will be advised at the Team Meeting. Coaches will sit on the same side of the bench as their team's stones on the ice. Electrical outlets for computers and video cameras only will be provided.

There will be three (3) positions for each team (alternate player plus two team officials). Only the persons from the original line-up will be allowed onto the special seating area. If a properly accredited translator is assisting a team, access to the Field of Play and the Coach Bench will be allowed providing the translator is properly dressed and is listed as one of the people on the Coach Bench (i.e. – during a game, only the people from the Coach Bench can join for a team time-out.)

Teams can communicate with their coach, the alternate player, or any other team official during the between-end breaks. The team officials and alternate players must remain in their coach bench positions during this communication. The Chief Umpire will provide additional details specific to the competition at the Team Meeting. During an end, communication, verbal or otherwise, between persons on the Coach's Bench and teams on the ice is not allowed and is considered unacceptable conduct. There shall also be no communication of any sort from the Coach Bench to anyone who is not sitting in that designated area. Violation of this rule could result in that person being ejected from the competition area for that game by the Chief Umpire or Deputy Chief Umpire.

No unauthorized communications or broadcasts are permitted from the coach's bench. Coaches and other team personnel sitting on the coach's bench cannot watch or listen to broadcasts.

Displaying a team mascot or flag is not allowed, and the Coach's Bench must be "clean" at all times. Please help to keep the Coach Bench tidy by placing all your garbage in the bins provided and at the end of the game by clearing away all personal equipment.

- Team cheers and yelling are not permitted.
- Alcohol on the Coach Bench is not allowed.
- Access to the Coach Bench will only be allowed when your team is playing.
- Once a game is finished, the players and team support staff are asked to leave the ice area immediately.

The proper dress code must be adhered to when occupying a position on the Coach Bench, or access will be denied. This means no blue jeans, proper footwear, and either the team uniform or the Association jacket. A warm jacket may be worn over the uniform but must be removed before accessing the ice for practices or time-outs.

TIE BREAK RULES FOR DETERMINING THE GAME-WINNER IN BOTH EVENTS:

If a game score is tied at the end of a game, only one extra end is played. If the game score is still tied at the end of the extra end, the team which has the hammer loses the game.

TECHNICAL OFFICIALS

UMPIRES

The ISF and Turkish Curling Federation appoint a Chief Umpire and the Deputy Chief Umpire(s) for the competition. These officials should include both men and women. Officials are approved by their respective Associations/ Federations. The ISF Technical Commission and LOC are responsible for that.

COMPETITION EQUIPMENT

Shoes should grip the ice well for walking. For the delivery, extremely slippery surfaces are used on the sliding foot to generate long, smooth-sliding follow-through. Some «sliders» are built into shoes, while others are strapped onto soles. Only WCF-approved brush heads are allowed to be used. Stones are made of a rare, close and evenly grained granite quarried in Scotland or Wales with handles attached. Stones are standardized for size and are a maximum weight of 19.96 kilograms (44 lbs.). The stones are provided by ISF Winter Gymnasiade Erzurum 2023. Players may not change their brush heads during a game unless the Chief Umpire grants special permission. If a change is made without permission, the team will forfeit the game.

DRAW

- The ISF is responsible for establishing, criteria and fixing the timing of the draw.
- The ISF Technical Commission is responsible for the draw.

PINS AND BADGES

Prior to the commencement of all round-robin games, it is customary for each team member to exchange with his or her opposite competitor a pin, badge, or banner representative of his or her club, region, or Member Association as a souvenir gift. The teams' Member Association should arrange the required supply of these items.

TEAM UNIFORMS

Teams must be uniform when entering the ice, including in official practice. All teams must have two types of uniforms, dark and light. Athletes must not have any sponsor logos or emblems on their uniforms. If there is any logo on your uniform, it should be covered with tape. The surname of the athlete must be written on the back of the uniform.

AWARDS

At the end of the organization, a medal ceremony will be held for the top three teams. Medals will be presented to the team athletes and one of their trainers on the podium at the Curling venue.

ORIGINAL TEAM LINE UP FORM

This form will be delivered signed at the end of the Team Meeting. If the roles of one of the Officials are to be the Interpreter and they are not listed in the Official Team Formation after the Team Meeting has ended, only one person from the Coach or the other bench official will be allowed to meet with the team during time-outs and subsequent team meetings.

GAME LINE-UP

Teams are not required to submit a pre-match standings list as long as the original team standings are adhered to. However, if there is a change in the original order, this change must be submitted to the match chief referee 45 minutes before the match time.

45 minutes before the match, the names of the athletes who will shoot LSD must be reported to the match referee.

CHANGING THE GAME LINE

If a team wishes to make a substitution after pre-game practice or during a game, please contact the Chief Referee or Assistant Chief Referee to change the Line-up to schedule your change.

TEAM HEALTH INFORMATION FORM

The Health Information Form, which has been sent to all team members, must be completed, and held by a member of the team who will be responsible to ensure that the completed forms are readily available in case of an emergency.

WARM-UP AREA ETIQUETTE

Please respect your fellow competitors' during your warm-up. If music is part of your routine, we request you listen to it through headphones, or if you want to use a speaker, find an area where no other teams are warming up.

ICE ACCESS

All athletes must wear identical uniforms when accessing the Field of Play for games or practice sessions. Coaches / Officials / Translators must wear a proper team or Association uniform when accessing the Field of Play for games or practice sessions. Failure to wear the appropriate clothing will result in access to the Field of Play being denied. Please note that hooded garments and jeans are not considered as appropriate clothing. At all times, the footwear worn within the playing area by players, coaches and officials must be clean (i.e., not worn outside). The acceptable routes for entering and exiting the Field of Play will be identified at the Team Meeting.

POLICY / RULES FOR BRUSHES

To avoid the chance for an incorrect broom to be put into play, only four brooms will be allowed in the field of play after the LSD is completed (Coach and Alternate brooms are to be removed from the field of play and placed in the team broom bag in the locker room).

It is the responsibility of every team player and official to have their brushes marked with a distinctive tape colour, reserved for their position. This has to be applied by the teams before the start of the championships. The correct location of the tape is to be at the bottom of the brush handle (close to the brush head).

TAPE COLORS

Coach BLACK

Alternate BLACK

Lead RED

Second YELLOW

Third BLUE

Forth GREEN

That colour then becomes their “personal” colour for that event. In cases where the player is changing position, he keeps his own brush. In cases where an alternate is entering a game at the start of a game – he can use his designated brush. In cases where an alternate is entering a game after pre-game practice, he / she needs to use the brush-pad of the player being replaced.

If the brush head does not fit onto the alternate’s brush handle, the alternate must play with the brush of the player who is being replaced.

Penalty: If a new sweeping device is brought into the game without permission of the Chief Umpire, the team will forfeit the game.

A player may not change his/her brush head during a game, or during / after a pre-game practice, unless the Chief Umpire grants special permission. Permission will not be granted if the pad, handle, or head are damaged due to brush abuse. Penalty is applied as per the WCF Rules of Curling.

BRUSH INSPECTION

The current policy states:

The umpires will conduct random checks of brush heads during all competitions. The ISF reserves the right to undertake testing of approved equipment collected at ISF Championships and Events. The Chief Umpire may collect approved equipment from the participants, and any equipment collected for testing becomes the property of the ISF.

Please note: the foam is considered a part of the brush-head. This includes brushes where the fabric can be replaced separately. In the collection of equipment for testing, the Chief Umpire will always collect the foam and the fabric when they are not attached in the manufacturing process. It is each team’s responsibility to make sure they do have spare parts with them during all ISF competitions.

KIT BAGS / CLOTHING

Arrangements of where to store kit bags and clothing will be advised at the Team Meeting. Clothing discarded during games should not be dropped directly behind or to the side of the ice. At the end of games all team and personal equipment must be removed from the Field of Play.

TIDINESS

Please help to keep the Field of Play tidy by placing all your garbage in the bins provided and at the end of the game by clearing away all personal equipment.

ELECTRONIC DEVICES

To avoid electronic communications as per WCF rules, all devices, including smartwatches, must have the communication function turned off when in the Field of Play or Coach's Bench. Participants inside the Field of Play should not take photos.

PROTESTS AND APPEALS

Appeals involving results or any matter not concerning discipline will be heard by the Appeal Jury. The appeal must be lodged within 30 minutes of the incident and be submitted in English to the TC. The payment of the amount of 50€ must accompany the appeal and is to be paid to LOC in cash. This payment will be refunded only if the appeal is upheld or at the discretion of the Appeal Jury. In the case of an unsuccessful appeal, the payment will be retained by the ISF.

ERRORS OR OMISSIONS

If, due to unforeseen circumstances or human error, changes and/or corrections are required to this document, the ISF reserves the right to make amendments at any point during the competition. Any amendments must have the approval of the following: the ISF Head of Competitions or Representative; and the event Chief Umpire.

ETIQUETTE

Etiquette is the backbone of curling, and the following statement can be found in the World Curling Federation's Rules of Curling and Rules of Competition book.

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Good Luck and Good Curling!

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