



CurlingNT Adult Competitor Guide 2025-2026 Season

Revised November 2025
**Championship specific items will be provided to registered
teams in an Event Addendum following the registration deadline.**

Please note: It is each participant's responsibility to read this document

LAND ACKNOWLEDGEMENT:

CurlingNT acknowledges that we provide our programming and services on the traditional lands of the Dene, Métis, Inuvialuit, and Inuit peoples of the Northwest Territories. We honour and respect the peoples, histories, languages, ceremonies, and cultures of all of those who call the NWT home.

THANK YOU TO OUR PARTNERS:



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A blue geometric graphic consisting of several overlapping triangles and quadrilaterals, creating a dynamic, angular shape that points towards the top right.

SECTION ONE

ETHICS



SECTION ONE – ETHICS

To ensure that all participants are aware of their responsibilities when playing the game, CurlingNT has adopted the following Code of Ethics from Curling Canada's Rules of Curling:

CURLERS' CODE OF ETHICS

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the ice.
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates, or umpires.
- I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure the game is played in an orderly and fair manner.
- I will humbly accept any penalty that the governing body at any level of curling deems appropriate if I am found in violation of the Code of Ethics or rules of the game.

COACHING CODE OF ETHICS

- The coach shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public.
- The coach shall strive to be well prepared and current in order that duties in their discipline are fulfilled with competence.
- The coach shall act in the best interest of the athlete's development as a whole person.
- The coach shall accept both the letter and the spirit of the rules that define and govern the sport.
- The coach shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules.
- The coach's conduct toward other coaches shall be characterized by courtesy, good faith and respect.
- The coach shall maintain the highest standards of personal conduct and support the principles of Fair Play.

OFFICIALS CODE OF ETHICS

- The official shall act with integrity in performing all duties owed to athletes, the sport, other members of the coaching profession and the public.
- The official shall strive to be well prepared and current in order that duties in their discipline are fulfilled with competence.
- The official shall act in the best interest of the athlete's development as a whole person.
- The official shall accept both the letter and the spirit of the rules that define and govern the sport.
- The official shall accept the role of umpires in providing judgment to ensure that competitions are conducted fairly and in accordance with the established rules.
- The official's conduct toward other coaches shall be characterized by courtesy, good faith and respect.
- The official shall maintain the highest standards of personal conduct and support the principles of Fair Play.



SECTION Two

RULES GOVERNING ALL CHAMPIONSHIPS



SECTION TWO – RULES GOVERNING ALL CHAMPIONSHIPS

Eligibility

All competitors must be registered by a CurlingNT affiliated club for the current championship season in which that championship is being played. They must meet the Curling Canada eligibility requirements for the specific championships in which they are registered.

Please note: For any team using a free agent, birthright player, or player in two locations, at least two of the team members must be bona fide residents of the NWT.

Age Requirements

All competitors must meet the age requirements as per Curling Canada Rules of Play in effect for the year in which the championship is being played.

Draw and Length of Competitions

The draw format and the start date of competitions will depend on the number of teams entered. CurlingNT Master Draw will be used to determine the draw format. All teams must be prepared to begin play on Wednesday and competitions may last until the following Monday. All competitions play to completion at the host club unless extenuating circumstances apply.

Competition Format (Master Draw for all competitions except Masters)

Format as approved by CurlingNT Board of Directors. (Please note draws for AWG and CWG may be modified due to time constraints)

Number of Teams	Format	Playoffs	Number of Sheets
1	Team Acclaimed	n/a	n/a
2	Best 3 of 5	Game #5, if required, is considered a one game final	1
3	Double Round Robin	Top team to final. Semi-final Team #2 against Team #3. Semi-final winner to final against Team #1 and Loser eliminated. No tiebreaker games.	2
4	Double Round Robin	Top team to final. Semi-final Team #2 against Team #3. Semi-final winner to final against Team #1 and Loser eliminated. No tiebreaker games.	2
5 to 7	Single Round Robin	Top four teams to Page playoff. No tiebreaker games	(5) – 2 (6) – 3 (7) – 3
8 to 16	Modified Triple Knockout	A, B, and C qualifiers to Page playoff	3 or 4*

***Inuvik and Yellowknife will use four sheets**

For Masters category only

Number of Teams	Format	Playoffs	Number of Sheets
1	Team Acclaimed	n/a	n/a
2	Best 2 of 3	Game #3, if required, is considered a one game final	1
3 or more	Single Round Robin	(3) Top team to final. Semi-final Team #2 against Team #3. Semi-final winner to final against Team #1 and Loser eliminated. (4 or more) Top four teams to Page playoff. No tiebreaker games	(3) – 2 (4) – 2 (5+) – 3

Chief Umpire

The Chief Umpire will be in charge of the competition and all rulings by the Chief Umpire will be final. The Chief Umpire will intervene:

- to issue warnings or penalties
- when asked by teams
- to deal with unsportsmanlike behavior
- to deal with safety issues

If you have any questions regarding field-of-play rules/procedures, please contact the Chief Umpire. If you feel that a breach of the rules may have occurred or if you know a breach of the rules has occurred, please call a technical time-out immediately so that the matter can be rectified. **Do not delay in calling this time out** – do it as soon as the infraction is noted or should you question a possible infraction. If you feel a ruling is unacceptable, please speak to the Chief Umpire.

The duty of the Chief Umpire is to ensure this competition is conducted under the current Curling Canada “Rules of Curling” and specific rules for the championship. The Chief Umpire will follow the “Fair Play Code for Officials” as stated in the “Rules of Curling for Officiated Play” in the current official rule book.

Rules

This is a CurlingNT sanctioned event, and the Curling Canada “Rules of Curling for Officiated Play” shall apply using the current version of the Curling Canada Rule Book. Rules as per CurlingNT policies will also apply. Rules as outlined in this document and at the Team Meeting also make up the rules for this championship. It is the responsibility of all players and coaches to be familiar with the “Rules of Curling” as set out in the current Curling Canada Official Rule Book as well as this document. Just a reminder: The No-Tick Shot rule is now being used for all CurlingNT events.

In the event there is a conflict between CurlingNT rules and the Curling Canada Rule Book, CurlingNT Rules will prevail.

Appeals

There will be an Appeals Committee for each championship.

APPEALS MAY ONLY BE SUBMITTED TO THE CHIEF UMPIRE BY TEXT WITHIN THIRTY (30) MINUTES AFTER THE COMPLETION OF THE GAME IN QUESTION.

Spares and Fifth Players

- There will be no spare pool.
- Should a team lose a player, the player may be replaced by a player of the same gender and eligible for the event who is affiliated through an CurlingNT club. This player cannot have participated in that event on another team.
- Fifth players are allowed in all CurlingNT championships with the exception of Mixed and Mixed Doubles. All costs related to fifth players are the responsibility of the team.

Pre-Game Practices

- Nine (9) minutes per team
- Teams listed first on the draw will have first practice using **RED** handled rocks only which will start thirty (30) minutes prior to game time and team listed second on the draw will have second practice which will start fifteen (15) minutes prior to game time using the other handled rocks.
- At the completion of the pre-game practice, you will throw your Last Stone Advantage rocks under the direction of the Chief Umpire. Do not throw your rock until advised by the Chief Umpire.
- During the pre-game practice, only the throwing team and officials and icemakers will be allowed in the ice area.
- Please note:
 - The pregame announcements are in Section 4
 - Each team may sanitize their rock handles prior to the start of their pre-game practices and throughout the event.

Hammer

- Last Stone Draw (LSD) will determine hammer for each game (except playoff games) with the team listed first on the draw throwing first during the pre-game practices.
- During the round robin portion of the games, the first named team on the official draw will be throwing red-handled stones.
- During playoff games, the team with the better record will have choice of hammer AND rock colour. Should teams have equal records, the team with the best Draw Shot Challenge (DSC) record will have choice of hammer OR rock colour.
- The team with hammer will have first practice during playoff games.

Last Stone Draw (LSD)

- The Last Stone Draw (LSD) will be conducted in accordance with the Curling Canada Rules of Curling for Officiated Play - Rule 5(2).
- Teams must provide the names of their throwers of record for each draw to the Chief Umpire **before** the start of the first pre-game practice of the draw. This may be done by text or in-person.
- During the throwing of the LSD stone, only the four players of the team playing that draw and the officials will be allowed in the ice area. All other team members, coaches, other participants, ice technicians, and designated volunteers must be behind the glass or a location other than in the playing area. No communication, verbal or physical, is allowed between the players and others. Should there be an infraction of this rule, the offending team will be given maximum LSD distance, and the non-offending team shall be given hammer.
- Full sweeping is allowed; however, one of the players must hold the target broom. The broom holder may be any member of the team.
 - Exceptions:
 - Mixed Doubles do not have to have a person holding the broom during the LSD throws.
 - Mixed: the person holding the broom must be of the opposite gender as the thrower ie you cannot have two sweepers of the same gender.
- Under the direction of the Chief Umpire, immediately following their pre-game practice, the first thrower of record from the team will throw their LSD stone with a **clockwise rotation**. After the measurement has been taken for this stone, the second stone will be thrown with a **counter-clockwise** rotation by a second and different thrower of record upon the direction of the Chief Umpire. Each LSD stone must be thrown within one (1) minute of the Chief Umpire's direction to start. All LSD stones may have sweeping with two sweepers. The smallest total measurements of the two LSD rocks for each team will receive last stone advantage in the first end. Exception: Mixed Doubles, the team with the smallest measurement will have choice of positioned rocks.
- A stone delivered after the practice time has elapsed but prior to the announcement, or not delivered within the one-minute time allotted (the stone must reach the near tee-line before the time expires), will be assigned the maximum distance 199.6 cm.
- Ties for hammer will be determined as follows:
 - Should the results of the LSD totals be exactly the same, a coin flip will be conducted by the Chief Umpire to determine Last Stone Advantage.
 - The team throwing **Red** rocks will call during the coin flip.
- **Best of Three or Double Round Robin of three teams** For the first three games of the competition, each player of the team must be the thrower of record for at least one clockwise LSD **OR** one counter-clockwise LSD. No player may throw more than one clockwise or one counter-clockwise during the first three games but may throw one of each turn. Should a player be non-compliant the maximum LSD distance (199.6 cm) will be given. Teams are responsible to ensure all players are compliant. Should the Best of Three format extend into additional games, a player may throw a maximum of two of either turn.

- **Formats with four or more teams** Each player must be the thrower of record for at least two clockwise LSD **AND** two counter-clockwise LSD. Should a player be non-compliant the maximum LSD distance (199.6 cm) will be given. Teams are responsible to ensure all players are compliant.
- **Mixed Doubles** each player will be the thrower of record for at least three clockwise LSD **AND** three counter-clockwise LSD. Should a player be non-compliant the maximum LSD distance (199.6 cm) will be given. Teams are responsible to ensure all players are compliant.
- Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button (the stone measurement is taken as the inside edge of the stone is at the inner edge of the circle measured to the centre of the stone).
 - On or touching the button = 29.4 cm (when a one-foot button) note: subject to change if the actual button diameter is more than one foot
 - In or touching the four foot = 75.1 cm
 - In or touching the eight foot = 136.1 cm
 - In or touching the twelve foot = 197.1 cm
- If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
- The LSD shall be played towards the home end.

Game Length

- Women's (leading to the Scotties), and Men's (leading to the Brier): The games are ten (10) ends unless extra end(s) are needed to determine a winner. The thinking time allotted to each team to complete a ten (10) end game shall be thirty-eight minutes (38:00). The time allotted to each team to complete an extra end shall be four minutes and thirty seconds (4:30) – Curling Canada Rule 8 (1).
- Masters, Seniors, Curling Clubs, and Mixed: The games are eight (8) ends unless extra end(s) are needed to determine a winner. The thinking time allotted to each team to complete an eight (8) end game shall be thirty minutes (30:00). The time allotted to each team to complete an extra end shall be four minutes and thirty seconds (4:30) – Curling Canada Rule 8 (1).
- Mixed Doubles: The games are eight (8) ends unless extra end(s) are needed to determine a winner. The thinking time allotted to each team to complete an eight (8) game shall be twenty-four (24) minutes. The time allotted to each team to complete an extra end shall be three (3) minutes.
- All games must be played to a minimum of six (6) ends for a ten-end game **OR** five (5) ends for an eight-end game. There must be a clear winner and loser before a team concedes.

Scoring

- The teams will post the scores immediately following each end. Additionally, teams are responsible to indicate the score immediately to the timer.
- The Chief Umpire/designate will post the scores online where possible.

Measuring

- Officials will carry out all measurements.

Hog Lines

- There will not be designated hog line officials for competitions.
- If the Chief Umpire is advised of possible hog line violations, a hog line official may be placed on the ice **to watch all sheets**.
- Rocks will be pulled if there are any further infractions observed. Please note the rules indicate that the rock must be **CLEARLY RELEASED before it reaches the nearer edge of the hog line**.

Timing and Time-Outs

- Games will be timed.
- Should there be a clock malfunction, the clock will be reset to the time recorded at the end of the preceding end. Should an error occur in the timing, the teams/timer will advise the Chief Umpire who will determine the remedy, if any, required. The remedy will be made in between ends except if in the final end of the regular play when it will be done immediately. The teams will be advised by the Chief Umpire of the remedy.
- There will be a mandatory five (5) minute mid-game end break. This will start when all team players access the near end walkway of the rink or as determined by the Chief Umpire.
- The ice will be cleaned during the mid-game end break (human resources permitting).
- There will be no more than a one (1) minute interval between all other ends. Teams may speak with their coach during this between-end time-out.
REMINDER: Clocks **will** start at the end of the one (1) minute interval, at the end of the mid-game break, and before the extra end(s).
- Should the score be tied at the end of the mandated length of play for that category, there will be a mandatory one (1) minute break prior to the start of the first extra end. Should further extra end(s) be required, there will be no more than a one (1) minute interval between these ends.
- Each team is allowed one (1) sixty (60) second time-outs per game and one (1) sixty (60) second time out during each extra end. If any team in the championship has a coach, travel time will be assigned as determined by the Chief Umpire. If there are no coaches in the event, no travel time will be required.
- Time-outs must be clearly indicated from the ice surface.

Technical Timeouts

- Technical timeouts will be called when one of the teams invites an official to interpret a rule, measure a rock, equipment failures, injury, etc., **OR**
- Technical timeouts will be called if the official must intervene because a rock hits the boards unnoticed; if there is an exceptional display of unsportsmanlike behavior; there is a safety concern/injury; for a rule infraction/warning; for medical; or other situations the official feels a technical timeout is needed.
- Technical timeouts may be called by the team members on the ice, a coach, or by officials. The coach may only speak to their team members about the reason for the time-out, i.e. no strategy.

Line-up and Changes/Scoresheets

- Teams must register and start the competition with at least three (3) players.
 - Exception:
 - Mixed – four (4) players must be registered with two males and two females. All games must be played with four players.
 - Mixed Doubles – two (2) players must be registered with one male and one female. All games must be played with two players.
- If fifth players are allowed in any competition, all costs associated with a fifth player are the team's responsibility.
- Teams must complete their team line-up form online by noon of the Tuesday immediately following the team meeting. Complete the team lineup online:
<https://www.cognitoforms.com/nwtcurlingassociation/nwtcaoriginalteaml lineup>
if you are having difficulty completing this form, please contact CurlingNT by email at nwtcurling@gmail.com
- Changes to lineup must be made by at least one (1) hour prior to the draw start. These can be texted to the Chief Umpire and teams can sign the change of lineup form prior to the start of the first practice of that draw.
- Scoresheets shall be signed by a representative of each team at the end of the game for score verification.

Tie Situation at End of Round Robin Play

- There will be no tiebreaker games.
- Unbreakable ties will be broken using:
 - Who won the head-to-head game.
 - If there is an unbreakable tie with three or more teams, the Draw Shot Challenge (DSC) will be used.
 - The Draw Shot Challenge (DSC) is determined by the total of all LSD shots thrown by the team in the competition less the longest shot.

CurlingNT Playoff Rock Selection

- Teams making playoffs must send one (1) team member to the rock selection meeting which will be held within fifteen (15) minutes of the final game of the round robin.
- A team that does not attend the rock selection meeting or is not prepared to make a decision, forfeits the game choices (last stone advantage AND/OR stone colour) to which the team is entitled.
- Teams will receive a Rock Selection form which must be completed within fifteen (15) minutes of receiving the form. This process will also be followed after each game in the Playoffs.

Playoff Games – BEST OF FIVE FORMAT

- Playoff Game (Game 5) shall be played on the sheet assigned in the championship draw
- The higher ranked team using Draw Shot Challenge (DSC) will have the choice of last stone advantage **OR** choice of stone handle colour and shall declare within fifteen (15) minutes of being asked.
- The team delivering the last stone in the first end will practice first.
- The team who has the choice of stone handle colour shall declare its selection with the Chief Umpire within fifteen (15) minutes of being asked. Failure to comply shall result in that team's opponent being given the opportunity to select stone handle colour (within 15 minutes of being asked). Failure to do so will result in the Chief Umpire deciding team stone handle colours for that game.

Playoff Games – ROUND ROBIN FORMAT

- Final Playoff Games shall be played on the sheet assigned in the championship draw but teams shall determine rocks, as described below, from any of the sheets used in the championships. Exception: rocks from Sheet D in Inuvik cannot be used in any playoff game.
- Stone handles shall not be changed from one set of stones to another.
- A team with a better win/loss record (clear of any opponent) will have choice of last stone advantage **AND** choice of stone handle colour.
- If the win/loss records are identical, the higher ranked team by Draw Shot Challenge (DSC) will have the choice of last stone advantage **OR** choice of stone handle colour.
- The team delivering the last stone in the first end will practice first.
- The team who has the choice of stone handle colour shall declare its selection with the Chief Umpire within fifteen (15) minutes of being asked. Failure to comply shall result in that team's opponent being given the opportunity to select stone handle colour (within 15 minutes of being asked). Failure to do so will result in the Chief Umpire deciding team stone handle colours for that game.

Playoff Games – MODIFIED TRIPLE KNOCKOUT

- Playoff Games shall be played on the sheet assigned in the championship draw but teams shall determine rocks, as described below, from any of the sheets used in the championships. A Qualifier will be given first choice of rocks, followed by B Qualifier, followed by C Qualifiers. Exception: rocks from Sheet D in Inuvik cannot be used in any playoff game.
- Stone handles shall not be changed from one set of stones to another.
- The A Qualifier will have choice of last stone advantage **AND** choice of stone handle colour in any games they play.
- The B Qualifier will have choice of last stone advantage **AND** choice of stone handle colour in any games they play again a C Qualifier.
- In a game with two C Qualifiers, the higher ranked team by Draw Shot Challenge (DSC) will have the choice of last stone advantage **OR** choice of stone handle colour.
- The team delivering the last stone in the first end will practice first.
- The team who has the choice of stone handle colour shall declare its selection with the Chief Umpire within fifteen (15) minutes of being asked. Failure to comply shall result in that team's opponent being given the opportunity to select stone handle colour (within 15 minutes of being asked). Failure to do so will result in the Chief Umpire deciding team stone handle colours for that game.

Coaches

- All coaches must be identified by the registration deadline to allow CurlingNT to check the coach's qualifications.
- Coaching qualifications are Competition Coach for all levels. For coaches to continue to national level championships, Competition Coach Certified is required.
- Coaches may speak to their teams during a called timeout by either team, and during the breaks between ends and during the mid-game break. Please note: Clocks **will** start at the end of the between ends break, at the end of the mid-game break, and before the extra end(s).
- Seating for the coaches will be in an area designated by the Chief Umpire.

Official Clock

- The official clock is located on the ice surface as identified at the Team Meeting. All games & practices will start based on that clock.

Team Photos

- Each team is required to send a team photo to nwtcurling@gmail.com prior to the start of the event for use in CurlingNT's social media.
- A group photo will be taken during the pre-event practice.

General

- To reduce debris on the ice, all participants accessing the ice surface area are asked to clean their footwear prior to entering this area or to use covers on your shoes when not on the ice area.
- Cell phones are to be turned off or put on vibrate in the ice area. Should you be expecting an important call, please give your phone to one of the officials or to a person sitting in an off-ice location.
- Coaches may use their phones to take photos or to access apps but may not use their phones for communication with outside persons.
- All ice/rock inconsistencies will be outlined at the Team Meeting or provided by email to the teams.
- **No players are to be in the ice shed without an official present in the ice shed or adjoining timing area.**
- The winning team **MUST** complete all requirements for registration, team photos, and uniforms for the national event **IMMEDIATELY** following the final game.

SHOULD YOU HAVE ANY QUESTIONS
PRIOR TO THE TEAM MEETING, PLEASE
CONTACT CURLINGNT AT
nwtcurling@gmail.com



SECTION THREE

OBLIGATIONS AND SANCTIONS



SECTION THREE - OBLIGATIONS AND SANCTIONS

Obligations of Athletes/Coaches:

1. All competitors entering a CurlingNT Championship shall abide by the Rules of Officiated Play of Curling Canada and CurlingNT Championship Rules and Policies. The spirit of fair play and sportsmanship should be exhibited. Reminder: Only **two** player changes may be made to the team from the start of club playdowns through to the national level of play.
2. Teams entering CurlingNT Championships must be prepared to continue to the next level of play should they be declared CurlingNT Champions at the end of the Championships involved. Should any changes be made to the initial team roster on the registration form, they must be immediately submitted to CurlingNT Director of Competitions at nwtcurling@gmail.com
3. At least one member of the team must attend the Team Meeting.
4. As indicated in the Curlers' Code of Ethics, "I will conduct myself in an honourable manner both on and off the ice". Teams who represent CurlingNT at national championships represent all members of CurlingNT and are role models to our membership particularly junior curlers and our elders. All teams who represent CurlingNT at national championships are expected to behave in a manner consistent with the values of CurlingNT from the time they are declared champions until they return to their home clubs following the national championships. Sanctions may be imposed for those team members who cast CurlingNT and its membership in a poor light.
5. **Immediately** following the winner being declared, one of the Host Committee will assist the team with online registration for the Canadian event as well as team photos and jacket sizing.

Sanctions:

1. All competitors who do not comply with obligations of the Competitors/Coaches shall be sanctioned in the following manner:
 - a. As prescribed in the Rules of Officiated Play of Curling Canada.
 - b. As prescribed in CurlingNT policies or this document.
2. Teams who have registered for CurlingNT Championships and who do not show up to play at CurlingNT Championships will be sanctioned by CurlingNT in the following manner:
 - a. Up to a one-year suspension from playdowns.
 - b. A letter will be sent to clubs and each team member who will have ten (10) days to appeal. Upon appeal of the sanction, a team may be reinstated. Appeals are on a case-by-case basis.
3. Teams who are declared Team NT who do not continue to the next level of competition will be sanctioned by CurlingNT in the following manner:
 - a. Up to a one-year suspension from playdowns.
 - b. A letter will be sent to clubs and each team member who will have ten (10) days to appeal. Upon appeal of the sanction, a team may be reinstated. Appeals are on a case-by-case basis.
4. Teams who fail to have at least one member present during the Team Meeting will be sanctioned in the following manner: the team will lose hammer for their first game of the Championship.
5. A player who is impaired by alcohol and/or cannabis to the point they present a safety risk to themselves or others, will be asked by the Chief Umpire to leave the building in a safe manner. Should this occur a second time during that championship, the CurlingNT Board will be advised, and they will determine a suitable penalty. Should this occur at more than one Championship during that season, the CurlingNT Board will be advised, and they will determine a suitable penalty guided by Paragraph 1 of this Section.

SECTION FOUR

APPENDICES AND FORMS



SECTION FOUR – APPENDICES

What CurlingNT Provides Teams Travelling To National Events

CurlingNT provides a team winning CurlingNT Curling Clubs with assistance as noted on CurlingNT Website under the documents tab

Travel Policy

Definitions:

- Inclement weather within host community: unable to travel from accommodation to the host curling venue.
- Travel Failures travelling to the host community: planes going mechanical, flights delayed, flights cancelled, road conditions not safe to drive on, and vehicles breaking down.
- Facility Failures: the host curling venue is unable to operate to host a championship.
- Issues Beyond CurlingNT Control: in the event Public Health Orders or other restrictions do not allow CurlingNT to host championships, or representative teams to travel to national championships.

Travel in the North during championship season can present problems primarily weather related or travel failures. Teams are encouraged to take this into account when making travel arrangements. **It is highly recommended that teams travel the day before the event and consider travel insurance.**

Inclement weather: The championship will continue as scheduled. Teams will be responsible to make arrangements to arrive on time.

Sanction: should a team not arrive at the curling venue due to inclement weather in the host community.

- a. If a team is late for the start of a game, the rules as outlined in the Curling Canada Rules for Officiated Play will be followed including forfeiture of the game if more than one (1) hour late.
2. **Travel failures:** Should a team not be able to leave their own community or arrive in the host community, the championship will continue as scheduled. Minor changes of less than two hours may allow for slight adjustments to the schedule as determined by the Championship Host Committee for the event.

Sanctions should a team not be able to play in all or part of a championship due to travel failures:

- a. If a team is late for the start of a game, the rules as outlined in the Curling Canada Rules for Officiated Play will be followed including forfeiture of the game if more than thirty (30) minutes late.
- b. If a team can compete for part of the championship, their record will reflect losses for games missed.

Should there be a situation where a team is not able to compete in a championship due to inclement weather or travel failures, the team's entry fees will be refunded. No team sanctions for non-attendance will apply.

Moratorium On Sweeping

All competitors are required to use WCF approved broom heads during CurlingNT championships. This is the link to the most current list of approved broom heads from World Curling.

[World-Curling-Approved-Product-Code-List_04-11-2025-change-log.pdf](#)

[Policy – Replacement Brush Sleeves 9 October 2025](#)

Equipment check will be conducted prior to the start of the event.

CURRENT CPHO RELATED INFORMATION/VACCINATION POLICY

CurlingNT follows the recommendations of the CPHO. Other than good health rules such as wash your hands frequently, do not cough into your hands, wear a mask if you have a cough or cold, wear a mask if you feel more comfortable. **Each team may sanitize their rock handles at any time during the event.** Should there be CPHO restrictions, a shortened format will be implemented, if necessary.

This decision will be made at a CurlingNT Board of Governors meeting. We may also have to reduce the pre-event practices for out-of-town teams only. Pre-game practice times may change due to CPHO restrictions.

Vaccination Policy – CurlingNT will follow the vaccination policies of the organization that the championship is leading to. Currently, there are no vaccination policies in place for Curling Canada, Canada Winter Games, or Arctic Winter Games. Should this change, teams will be advised.

ELIGIBILITY

- Curling Canada establishes the eligibility for teams in this event which CurlingNT follows. Exceptions:
 - Championships leading to the Brier or Scotties: For any team using a free agent, birthright player, or player in two locations, at least two of the team members must be bona fide residents of the NWT. The out-of-territory player(s) must submit the Curling Canada form to CurlingNT. The residents must provide CurlingNT with the required documentation as outlined in the CurlingNT Competitions Policies.
 - Curling Club Championships – the latest eligibility rules will be on our website.

TIPS FOR SOCIAL MEDIA

(taken from Curling Canada)

Unquestionably, the landscape has changed in terms of the ways that players, fans, and the media interact, and it's recognized that the various forms of social media represent a valuable opportunity for communication. Competitors are encouraged to embrace social media, as they present avenues to promote the game of curling as well as their own teams. However, there must be certain responsibilities attached to the use of these social media outlets.

Here are some guidelines:

- 1) Be aware of the fact that as high-profile athletes, you are in the spotlight, and not only yourself, but also your teams, families and Curling Canada. There is no on-off switch when it comes to this responsibility.
- 2) There is no such thing as "off the record" when it comes to communication via social media. Hitting the "return" button on a Tweet makes it part of the public record, and it can be distributed to thousands of people in just a few seconds. Avoid using social media when angry or consuming alcohol. In addition, during events it's recommended to avoid reading Twitter responses or Facebook posts to your team. Negative comments are intended to get a reaction. Responding to them achieves nothing. Avoiding them is the best idea. Ideally, have someone external to the team filtering the responses to prevent negative messages getting through.
- 3) Be smart about what is presented as a message. Take the high road when it comes to discussing events, officials, or opponents. Competitors help their sport and their team by presenting a positive, respectful image to those who read your message. Thanking fans, praising teammates and opponents are good ways to do this.
- 4) Competitors hurt the sport and hurt their teammates by sending out negative messages of their own, or by sharing/re-tweeting negative messages from other people. These can consist of criticism of opponents, teammates, officials, events, sponsors, facilities and playing conditions, or sexist, racist or homophobic slurs. This is a year-round consideration but be aware that if it happens during a championship event (national, world or any other event operated by Curling Canada), competitors can and will be fined for anything that Curling Canada deems bringing the sport, an event, or an event official into "disrepute". For more details, see the Players Fines section.
- 5) During championship events, competitors should be conscious of sponsors. They are responsible for the successful operation of our events, in addition to providing money that covers the costs of accommodation and travel for the players. Curling Canada asks you to respect those partnerships by:
 - 6) Not distributing messages that may be seen as critical of event sponsors
 - 7) Not distributing messages praising direct competitors of event sponsors.
 - 8) Curling Canada acknowledges that some teams have partnerships with competing sponsors. The fact is, there are more than 340 days in a year to praise team sponsors; Curling Canada would ask that during the event itself, please refrain from it out of respect to our partners who make the events possible.
 - 9) During the event, out of respect for the integrity of the game, players, coaches, and alternates will be prohibited from using any form of social media from 15 minutes prior to games until the completion of the game. Teams can, however, appoint someone sitting in the stands or watching on television to send messages via social media so long as there is no direct contact with the players, coach or alternate in the field of play.

Pregame Practice (2 Last Stone Draws / Team)

Cue	Script	Other	
35 minutes before draw time.		Confirm timer is ready.	
31 minutes before draw time.	Practice will begin shortly, you may cool your sliders and slide		
When teams ready	Practice may begin	Start the 9 -minute clock	
At 1 minute remaining	One minute to the end of practice		
At 0 time left	Thank you. Practice is over		
Once all stones delivered in time have come to rest, pause 2 seconds: announce	Please deliver your Last Stone Draw with a Clockwise rotation. Do NOT deliver until announcement is finished	Start the 1-minute clock	
After all stones are measured and removed	Please deliver your Draw with a Counter-Clockwise rotation Do NOT deliver until announcement is finished	Start the 1-minute clock If necessary: <i>"Please return all stones to the home end."</i>	
All stones measured, umpires leave ice and teams have exited: announce	Second practice will begin shortly; you may cool your sliders and slide		
When teams ready	Practice may begin	Start 9-minute clock	
At 1 minute remaining	One minute to the end of practice		
At 0 time left	Thank you. Practice is over		
Once all stones delivered in time have come to rest, pause 2 seconds: announce	Please deliver your Last Stone Draw with a Clockwise rotation Do NOT deliver until announcement is finished	Start the 1-minute clock	
After all stones are measured and removed	Please deliver your Draw with a Counter-Clockwise Rotation Do NOT deliver until announcement is finished	Start the 1-minute clock If necessary: <i>"Please return all stones to the home end."</i>	
	The games will begin shortly; you may slide		
Draw time on the schedule or when both teams are ready	Games may begin Good luck and good curling		

Health Information Form (optional but highly recommended)



Name

Date of Birth

Address

Phone number

GNWT Health Care Number

Do you have any active medical problems at present? Please explain:
Provide letter/email from health care professional if related to Covid

Are you under a physician's care at present? Please explain:

Do you have a history of any of the following? Please explain:

Heart Condition:

Diabetes:

Allergies:

Bleeding Conditions:

Psychiatric Illness:

Operations:

Asthma/Shortness of Breath/Other breathing conditions:

Epilepsy:

Other:

List Current medications:

In the event of an emergency, please notify:

Name:

Address:

Phone Number:

Relationship:

Signature:

Date:

Each athlete and coach is encouraged to complete a health form (particularly if there is a Covid relate condition). These forms are to be put in a sealed envelope with the person's name and the team's name. These will only be opened should an emergency arise. Any sealed envelopes will be returned to the person at the end of the event.