



2027 Canada Winter Games Curling Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the Host Society by detailing competition formats and scoring procedures, assist Provincial/Territorial (P/T) Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coach certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Development (LTD) model, or other suitable phase of LTD as justified by the NSO.

Technical Packages are developed 36 to 24 months prior to the Canada Games primarily by NSOs, following the Canada Games Council's (CGC) [Principles that Govern Technical Packages](#). As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO.

Relevant Games stakeholders, specifically Provincial/Territorial Sport Organizations (P/TSOs) and P/T team staff, are encouraged to review the Technical Package in detail to ensure a thorough understanding. If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will submit the requested change or clarification to the CGC for consideration. Timelines for requesting changes to major elements of the Technical Package (i.e. team sizes, age categories, eligibility restrictions, events, competition formats) are outlined in the Principles that Govern Technical Packages. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games stakeholders early.

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2027 Canada Winter Games Curling Technical Package

1. SPORT: CURLING

2. PARTICIPANTS

2.1. Athletes

Women's Four Person Team: 4 Women

Men's Four Person Team: 4 Men

Mixed Doubles Team: 1 Man & 1 Woman

All registered athletes must intend to compete in at least one event.

2.2. Staff

Women's Team: One (1) coach and one (1) manager per team;

- At least one (1) of the team staff must be a woman
- Managers are not permitted on ice during competition

Men's Team: One (1) coach and one (1) manager per team;

- At least one (1) of the team staff must be a man
- Managers are not permitted on ice during competition

Mixed Doubles Team: One (1) coach

- The coach's gender is not restricted

2.3. Additional Team Staff*

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches in curling will not have access to the field of play during competition.
- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's venue access
 - Sport Operational Zone (Zone 2)

■ Back of House Zone (Zone 3)

* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Breastfeeding/Chestfeeding Parents Policy](#)
- [Participant Assistant Policy](#)

3. **CLASSIFICATION**

MEN'S & WOMEN'S TEAMS

Under 18 as of December 31, 2026
Date of birth: January 1, 2009 or later

NT, NU, PE, YT: Permitted four (4) under 19 players per gender
Date of birth: January 1, 2008 or later

MIXED DOUBLES TEAMS

Under 21 as of June 30, 2026
Date of birth: July 1, 2005 or later

NT, NU, PE, YT: Permitted two (2) under 22 players
Date of birth: July 1, 2004 or later

4. **ELIGIBILITY**

4.1. Athletes

All athletes must meet the eligibility regulations outlined in CGC's [Athlete Eligibility Policy](#).

Men athletes **are eligible** to compete in both the U-18 Men's and the U-21 Mixed Doubles events if they meet the eligibility criteria.

Women athletes **are not eligible** to compete in both the U-18 Women's and the U-21 Mixed Doubles events because the competitions are occurring during the same week.

Excluded from the Canada Games are:

- Senior National Team members - defined as: Athletes who have held an SR, SR1, SR2 card at any time; and/or athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at any of the following events:
 - Olympic Games
 - World Men's or World Women's Curling Championships
 - World Mixed Doubles Curling Championships

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status or carding status for the first time, or competes in an excluded event after November 29, 2026, they will still be considered eligible to compete at the 2027 Canada Games).

Athletes who are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Additionally, while C1 cards have been discontinued, athletes who have previously held a C1 card and who meet all other eligibility restrictions may be deemed eligible on a case by case basis. Requests must be submitted to the respective Provincial/Territorial Team Chef de Mission and approved by the Canada Games Council Sport & Games Committee.

4.2. Coaches

Coaches registered in the Canada Games electronic registration system must be Curling Canada NCCP Competition-Development In-Training (Competition Coach certified + completion of "Manage a Program" and "Health and Wellness" Curling Canada modules and Managing Conflict module).

Coaches must be certified no later than 45 days prior to the Opening Ceremony (January 12, 2027).

Please refer to the CGC's [Coach Certification Policy](#) for additional information.

For more information on the coach certification pathway for Curling, please see Appendix 1.

All Team Staff are encouraged to complete the *Canada Games Coaching* eLearning module available in [The Locker](#) (under *Multi-sport*).

5. COMPETITION

5.1. Rules

Curling Canada Rules of Curling for officiated play. The 5-rock rule and No-Tick rule will be in effect for the Four Person team events. The 5-rock rule will be in effect for the Mixed Doubles event.

5.2. Competition Format

5.2.1. Teams will be placed into two (2) pools and will play all other teams in their pool. Pool placement will be based on rankings from the previous three Under-18 National Championships (2026, 2025, 2024). Pool placement will be as follows:

Pool A	Pool B
Team 1	Team 2
Team 4	Team 3
Team 5	Team 6
Team 8	Team 7
Team 9	Team 10
Team 12	Team 11

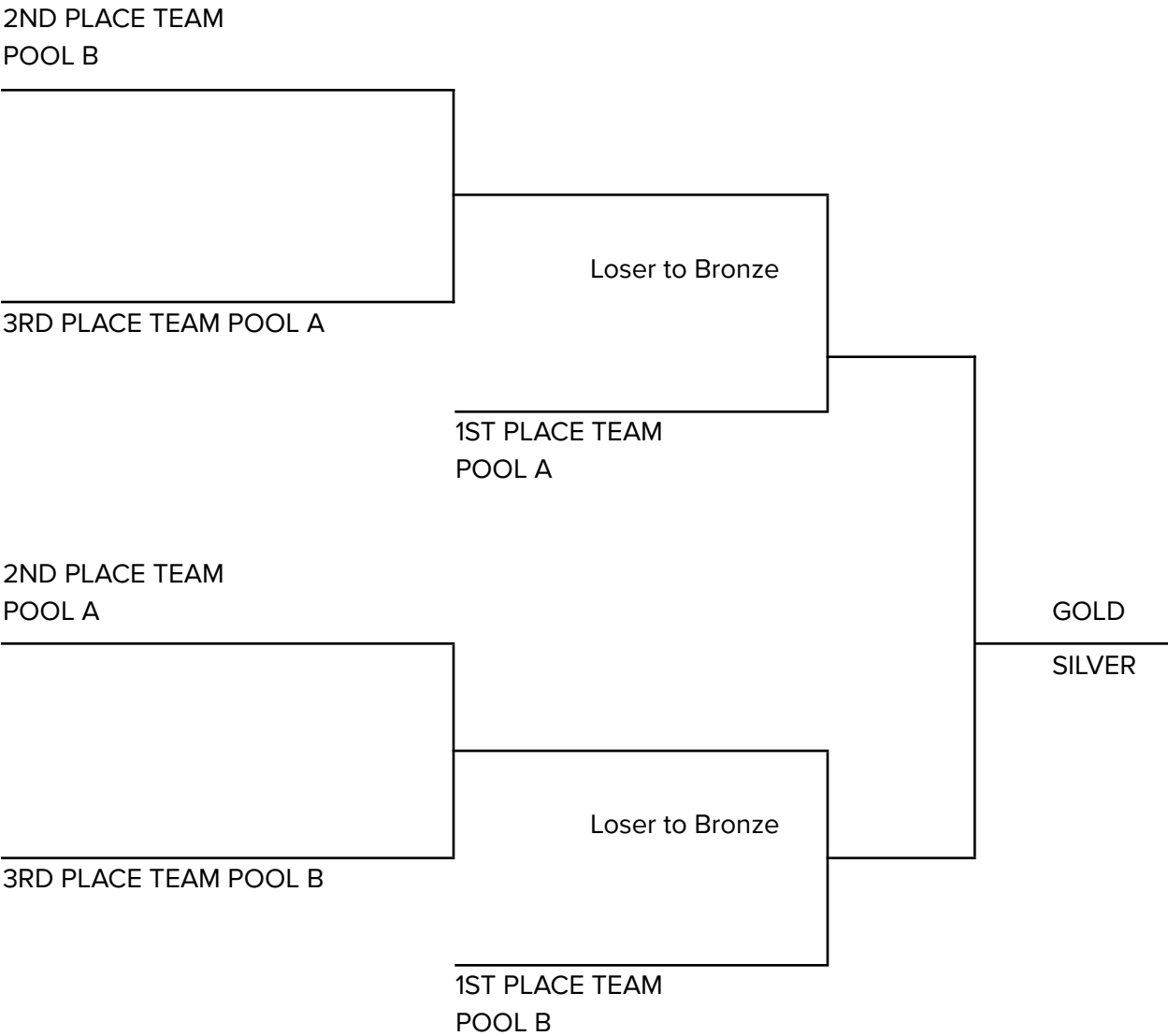
Pool placement will be confirmed following the completion of the 2026 U-18 National Championships.

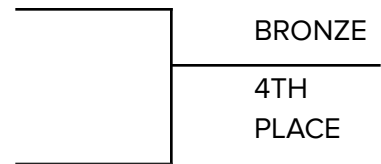
5.3. Pool Ranking

For final rankings after pool play, each team shall be ranked first by wins and losses; then by head to head results; then by accumulated distance of draws to the button for last stone advantage. Tie-breaker games **will not** be played.

5.4. Playoffs

The top six (6) teams from pool play will move into the playoff round. The top ranked team in each pool will receive a bye to the semi-finals. The second and third ranked teams in each pool will advance to the quarter-finals. The two losers of the quarter-finals will receive final placings of 5th and 6th; the two teams shall be ranked first by wins and losses, then by head to head results, then by accumulated distance of draws to the button for last stone advantage.





5.5. Ranking Games

Ranking games will be played between the teams who do not make the playoffs (teams ranked outside of the top 6 after pool play). Final rankings will be determined as follows:

Men's, Women's & Mixed Doubles:

- 4th in Pool A vs 4th in Pool B - 7th/8th place
- 5th in Pool A vs 5th in Pool B - 9th/10th place
- 6th in Pool A vs 6th in Pool B - 11th/12th place

If there is a discipline with an uneven number of teams:

- Teams from Pool A will play teams from Pool B for three extra games
- Teams from Pool B will play teams from Pool A for two extra games
- Final rankings for places 6-11 will be determined by each team's win/loss record from ALL games played (pool play and ranking games)
 - Each team shall be ranked first by wins and losses; then by head to head results; then by accumulated distance of draws to the bottom for last stone advantage.

5.6. Pre-Game Practice & Last Stone Draw (LSD)

1. Teams will name the players delivering the last stone draws, including which turns, before the start of the first team practice. Failure to do so will result in an assigned distance of 399.20 cm (not applicable for mixed doubles).
2. Umpires will assume that every team that wins the Last Stone Draw will want the last stone in the first end. If a team does not want the last stone, IF they win the Last Stone Draw, they must inform the Umpire before the start of their practice.
3. Coaches may NOT deliver stones in the pre-game practice.
4. Speed traps are NOT allowed in the pre-game practice.
5. The teams listed on the top / first in the draw will practice first and will be assigned dark handled stones. The team throwing light-handled stones will

have the same period of practice starting immediately following the dark handled stone draws for last stone advantage.

6. Teams will be allowed up to one minute of sliding time immediately prior to their pre-game practice.
7. Each team's pre-game practice will be nine minutes; seven minutes for mixed doubles.
8. First practice will commence thirty minutes prior to the posted draw time. For mixed doubles, first practice will commence twenty-five minutes prior to the posted draw time.
9. Opposing teams must remain in the viewing area behind the glass or be positioned behind the scoreboard if in an arena setting, if space permits, for pregame practice and Last Stone Draw(s).
10. Last stone advantage will be determined by the Last Stone Draws before each round robin game and will be completed immediately following each team's pre-game practice.
11. The Last Stone Draw distance is calculated using the Curl Distance last stone draw measuring tool app. The distance is measured either from the centre of the house to the nearest point of the stone or, if the stone covers the centre, from two points 61 cm away from the centre using Triangulation. The app calculates the real distance from the centre to the centre of the stone in both cases, using the official formula and distances from World Curling.
12. Triangulation: any stone covering the tee (centre pin), will be measured from two separate points 61 cm from the tee and 90 degrees apart. These distances will be used to calculate the distance from the tee to the centre of the curling stone.
13. The better (lower) distance of the total of the two draws between the two teams will receive last stone advantage in the first end.
14. The draw to the button shall be played towards the home end.
15. Only the named 'game' players are allowed on the ice surface for the Last Stone Draw. Full sweeping is allowed; however, one of the players must hold the target broom (in mixed doubles a target broom holder is not required).
16. Following each team's pre-game practice, the two different previously named players from the team will each deliver a stone. There will be an announcement to deliver each Last Stone Draw. For 4-person, the first player will deliver the clockwise rotation while the second player will deliver the counterclockwise rotation. For mixed doubles, both players will throw the same turn. Teams practicing first will throw the clockwise rotation and teams practicing last will throw the counterclockwise rotation.
17. A stone delivered after the practice time has elapsed and prior to the

announcement, or not delivered within the time allotted by the umpire (the stone must reach the near tee-line before the time expires), will be assigned 199.6 cm.

18. Should the team with first practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (clockwise rotation). If the third player records 0.0 cm or 199.6 cm, a fourth player, different from the first three throwers, will deliver (counterclockwise rotation) and so on until a number other than 0.0 cm or 199.6 cm is registered. Mixed Doubles will alternate throwers and will throw the same turn as previously thrown.
19. If the second team registers the same two-stone distance as the team with first practice (other than 0.0 cm or 399.2 cm) the individual LSD stones are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
20. Should the team with second practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (clockwise rotation). The team with second practice will continue to throw (different throwers, alternating rotations) until a different comparable distance is achieved with the first team's distance thrown in the same order.
21. 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).
 - a. 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
 - b. In or touching the four foot = 75.1 cm
 - c. In or touching the eight foot = 136.1 cm
 - d. In or touching the twelve foot = 197.1 cm
22. 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.
23. Only the first two stones delivered will be registered for the accumulated distance.

24. At the conclusion of the pool play round robin, with round robins of more than three games, the two highest individual recorded distances will be discarded to establish the final accumulated distance.
25. Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
26. The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Lineup form, the four players must fulfil the minimum number of LSD deliveries. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6 cm.

# Of Round Robin Games	Minimum for Each Player
3	1 stone
4 - 6	2 stones, minimum 1 clockwise + minimum 1 counterclockwise
7 – 8	3 stones, minimum 1 clockwise + minimum 1 counterclockwise
9 – 11	4 stones, minimum 2 clockwise + minimum 2 counterclockwise
12	5 stones, minimum 2 clockwise + minimum 2 counterclockwise
13	6 stones, minimum 3 clockwise + minimum 3 counterclockwise

27. The number of clockwise and counterclockwise deliveries are not applicable to Mixed Doubles.

5.7. Stone Matching

Stone matching using devices such as 'speed traps' shall not be used in this competition.

5.8. Coaching

Only the official team coach (as outlined in this technical package) is permitted on the ice. The coach's accreditation will provide them access to the front of house, back of house and field of play zones, including the ice for pre-game practices, timeouts, 4th end breaks, extra end breaks and other practice sessions. Coaches are considered to be part of the team and will therefore march in all ceremonies and will be introduced with the team.

5.9. Substitutes

In the event that, after the official draw has taken place, one or two players of a competing team are unable to continue play because of illness, accident or other extenuating circumstances as is deemed reasonable by the Chief Umpire, then a substitute or substitutes may be used.

The team may either play with three players if the coach so chooses, or alternatively may select a substitute(s) who will sweep and throw stones. Mixed Doubles Teams must play with two players. The substitute(s) may play according to Curling Canada Rules for Officiated Play Rule 5(5)(a-f) and Rule 6(a-c).

Such substitute(s) will be selected by the coach from a pool of no less than four (4) same-gender players designated as substitutes and approved by Curling Canada. A different substitute(s) may be selected for each game. All players in the substitute pool must meet age requirements for the Games. All substitutes must be approved by Curling Canada for participation in the pool. Coaches will be provided with a substitute player profile and the opportunity to observe the substitute players during a practice session. No alternate or fifth players are permitted to participate in the Canada Winter Games.

5.10. Team Meetings

Information regarding pre-Games and/or Games-time meetings will be confirmed at a later date.

5.11. Thinking Time & Coach Interaction Rules

Curling Canada, along with all Member Associations, support opportunities for coaches and young athletes to have more communication with each other throughout a game which is an advantage in other sports. Having coaches on ice level allows coaches to better support their teams' performance and development. Coaches will be provided with more convenient and frequent access to their team while the game is being played. This begins by positioning the coach in a better physical position where they are better able to view the game, listen to their team's conversations, and interact when permitted. Not only are we expecting to see improvements in our athletes' performance on the ice, but in our coaches and their satisfaction as we empower them to be more involved in the game.

All provinces and territories will see Coach Interactions implemented at the 2027 Canada Winter Games. These new Coach Interactions will replace the traditional

time-outs that were used in the past. The following rules will be used for games at the Canada Winter Games for Men's, Women's, and Mixed Doubles events.

Listed below are the rules for Men's, Women's, and Mixed Doubles:

- Unused Coach Interactions cannot be carried over.
- Teams will be given one (1) Coach Interaction per extra end.
- During a Coach Interaction, opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication. Coach Interactions may last between 5-60 seconds, but not longer. If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.
- During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline. The team calling the interaction gets priority of the position of where they want to meet.
- Interactions can be called by anyone on the team in control of the house or their coach. If the coach or a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If anyone signals for an interaction, the team must use an interaction.
- Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
- Time clocks will run during interactions as normal thinking time.
- Time between ends will be sixty (60) seconds. Coaches will be allowed up to forty-five (45) seconds of talking time with their team between ends and coaches may meet with their team either on the backboard or on the sideline between the hog lines. Coaches will then have 15 seconds of travel time to be seated before the first stone of the end is delivered. Note: Timers can implement the after clock of 10 seconds. This is done at World events and is available in Curl time.
- Coaches will also have five (5) minutes to meet with their teams at the halfway point of the game. This will occur at the 4th end break.
- Coaches will use the assigned seating on the backboards during the games with their chairs positioned on the same side as their team's rocks. Between ends, coaches can travel to either end respectful of games on adjacent sheets. Coaches must only travel along the sidelines, and they must wear suitable footwear to be on the ice.
- A single interaction will officially end after the coach and curlers stop talking and the coach returns and is sitting on their designated seat behind the sheet.
- There will be absolutely no talking or body language by the coach to their team unless during an interaction, opposition interaction, or between ends. Body language includes hand, body gestures, signaling or any other form of communication. Penalties to coaches include: First Offense - verbal and written warning. Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before

mid-game break) or the entire next game (if after mid-game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event. These infractions will be reported to their Member Association.

- Coaches are allowed to use their phone or tablet to record game statistics, write down notes or take photos of game scenarios, but they are not permitted to use those devices or smart watches for communication purposes. First Offense - verbal and written warning. Second Offense - coach will sit inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid-game break). If the coach repeats the infraction again, they will be removed from play and will sit in the spectator seating for the remainder of the event. These infractions will be reported to their Member Association.

Listed below are the specific rules for U-18 Men's & Women's:

- Coaches will be allowed a maximum of one (1) interaction per end.
- Time clocks for four-person games will add an additional four (4) minutes to their time clock for a total of 34 minutes. All four-person games are eight (8) ends.
- When extra ends are required, the game clocks will be reset and given five (5) minutes for four-person games.

Listed below are the specific rules for U-21 Mixed Doubles:

- Coaches will be allowed a maximum of two (2) interactions in the first half of the game and a maximum of two (2) interactions in the second half of the game. These Coach Interactions can occur in the same end or in different ends.
- Time clocks for Mixed Doubles games will add an additional two (2) minutes to their time clock for a total of twenty-four (24) minutes. Games will be eight (8) ends.
- When extra ends are required, the game clocks will be reset and given three minutes and thirty seconds (3.5) minutes for Mixed Doubles games.

5.12. Coach's Fair Play Time-Out

The purpose of the Coach's Fair Play Time-Out is to provide the coach with opportunity to defuse a potentially negative situation regarding a player's on ice demeanour before the situation escalates or to counsel an athlete relative to adhering to the rules of the game. **A Fair Play Time-Out cannot be used to discuss strategy.**

Each coach shall be provided the opportunity to request one (1 minute) fair play time-out per game. The clock will be stopped.

A coach's fair play time-out shall only be implemented with the approval of the Chief or Deputy Chief Umpire.

Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.

A game umpire may recommend a coach's fair play time-out.

6. TIE BREAKING RULES - COMPETITION

Should two teams be tied at the end of the 8th end, they shall play a full extra end. Play shall be continuous. Each team will receive one (1) time-out per extra end. Unused time-outs from the regulation play cannot be carried over.

Last Stone and Stone Colour – Playoffs

A team finishing clearly ahead of another team will gain the last stone advantage **and** choice of stone colour in any playoff games. When the pool play win/loss record of the two teams involved in a playoff game is the same, the team that won the game between the two during pool play shall have a choice of either last stone **or** stone handle colour. If the tied teams did not play in pool play, the team with the better Last Stone Draw distance will have second practice and the draw to the button for hammer shall be used.

If the ranking of tied teams has been determined by the cumulative last stone draw distance, then those results shall provide choice of colour or second practice. The draw to the button for hammer shall be used.

The declaration of last stone or stone handle colour shall be made within 15 minutes of being asked to do so by the official. All playoff games shall be played with the stones from the sheet assigned. Stone handles shall not be changed from one set of stones to another.

7. REGISTRATION & EVENT ENTRIES

7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Canada Games electronic registration system no later than 30 days prior to the Opening Ceremony (January 28, 2027).

7.2. Curling Canada Registration Deadline

All athletes must be registered in Curling I/O no later than 14 days prior to the Opening Ceremony (February 4, 2027). Team lineups, including the coach’s name, must also be sent to Curling Canada by February 4, 2027.

8. **SPORT SCORING POINTS**

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

Men’s, Women’s and Mixed Doubles Sport Scoring

- Teams will be ranked from first through last place
- Men’s, women’s, and mixed doubles events will be ranked separately
- If a team is disqualified, the team will not receive sport scoring points
- Sport scoring points will be awarded based on the chart below

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

9. **FLAG POINTS**

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

In Curling, Flag Points will be awarded together for women's, men's, and mixed doubles events based on the total of sport scoring points awarded.

After ranking the P/T Teams from first to last, and after any ties have been resolved as detailed in Section 10 (Tie Breaking Rules - Flag Points), Flag Points will be awarded as follows:

Placing	Points	Placing	Points	Placing	Points
1st	20	6th	10	11th	3
2nd	18	7th	8	12th	2
3rd	16	8th	6	13th	1
4th	14	9th	5		
5th	12	10th	4		

10. TIE BREAKING RULES - FLAG POINTS

In the event of a tie in Provincial/Territorial rankings, the higher standing will be given to the Province/Territory with the most event first place finishes, and if a tie remains, the most event second place finishes, and so on.

If the tie cannot be broken using the method outlined in point a) above, the Province/Territory with more wins in head to head results (across all gender specific events) between the tied teams will receive the higher ranking.

11. MEDALS

The Canada Games will award medals to athletes only. Gold, silver and bronze medals will be presented for each event.

Gold: 10 Silver: 10 Bronze: 10

12. COMPETITION UNIFORM

Provincial/Territorial team colours must be worn. Additional information on each Provincial/Territorial team's colours can be found in Appendix C of the CGC's [P/T Team Uniform and Sponsorship Policy](#).

All players must wear long pants and curling shoes. Players may wear kilts. All on-ice jackets and shirts shall include the player's name and name of the Province/Territory (2 1/2" letters). The name of the Province/Territory may be either full length or shortened (i.e. ON or Ontario). The Provincial/Territorial shield is optional. The player's name shall appear at shoulder height on the back with the name of the Province/Territory below.

13. EQUIPMENT

The current World Curling sweeping moratorium will be in effect.

14. PROTEST & APPEALS

14.1. [Canada Games Council Protest Policy & Appeal Policy](#)

Appeals relating to a decision made based on this Technical Package or any decisions made by the CGC will be made in accordance with the CGC's [Appeal Policy](#).

Protests relating to disputes between and among Provincial/Territorial Teams as it relates to the CGC Policies, Procedures and Principles that Govern Technical Packages will be made in accordance with the CGC's [Protest Policy](#).

14.2. [Competition Protests](#)

The Chief Umpire is responsible for rule enforcement and interpretation in all areas covered by the Rules of Curling for Officiated Play, board policy, or precedent. His or her decision will be final except in matters involving disciplinary action in which Curling Canada will make final decisions.

15. ANTI-DOPING

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any Canada Games participant (athlete, coach, manager, technical support, or other person) found to have committed an anti-doping rule violation at the Canada Games (as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the [Canadian Anti-Doping Program](#).

16. APPENDICES

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines

APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

Coaches are directed to <https://www.curling.ca/coaching-information/> for comprehensive information on Curling Canada's coaching pathway.

APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective NSO, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

Curling Canada recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for Provinces/Territories to follow as to the type of athletes who access the Canada Games:

1. Provincial/Territorial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of curling, the Learn to Compete stage of development has been identified as the ideal stage for the Canada Winter Games for the Four Person Team events and the Train to Compete stage of development has been identified as the ideal stage for the Canada Winter Games for the Mixed Doubles event.
2. Potential athletes should be engaged in an environment that reflects a Learn to Compete / Train to Compete environment with the technical, tactical, physical and mental aspects of the game being considered on an annual basis with an off-season training protocol.