

APPENDIX:

Men

This appendix outlines competition-specific rules and procedures for the Men's category. The rules and details contained in the main body of the Competitors' Guide apply to these competitions. In the event there is a perceived conflict between the Competitors' Guide and this Appendix, this Appendix takes precedence.

This Appendix is reviewed annually and is subject to updates.

Safe Sport Compliance

All participants are required to comply with Safe Sport Training requirements. Full details, including training expectations, deadlines, and compliance procedures, are outlined in the Competitor's Guide and on Curling Alberta's website. **Failure to comply may result in the participant being deemed ineligible to participate in competition.**

ELIGIBILITY & ENTRY

Teams will be provided two (2) opportunities to win a Provincial Championship berth through Provincial Qualifying events. Teams that are unsuccessful at their initial qualifying event may enter the final qualifying event, referred to as Last Chance.

Teams may only register for only one (1) of the two (2) initial Qualifiers **prior** to the registration deadline, in other words. Teams should not register for Last Chance unless it is the only qualifier they intend to enter.

Teams that do not qualify through their initial event will receive a private registration link for Last Chance and must pay another entry fee, (excluding the competitor's fees). **Last Chance registration will not reopen to the public following the registration deadline.**

Pre-Qualifying Berth – Registration & Entry Requirement

All teams, including pre-qualifiers **MUST** register prior to the registration deadline. See the Berth Policy for details.

Non-resident "free agents" are permitted in Curling Alberta Men's competitions. All applicable rules and procedures are outlined described in the Competitors' Guide and must follow Curling Canada guidelines:

<https://www.curling.ca/events/competitor-information/residency-exemption-application/>.

Applicants must ensure they meet all stated deadlines. Free agents must also be a member of a Curling Alberta affiliated club.

In summary, twelve (12) Provincial berths are awarded in total:

- Five (5) of these berths are awarded through the pre-Qualifying policy (i.e., In order: three (3) WCTR berths, and two (2) ACT berths). A team accepting a pre-Qualifying berth is ineligible to compete in a Provincial Qualifier. Reference Curling Alberta Provincial Berth Policy for details. All pre-Qualifying teams must register in a provincial qualifier to claim their pre-Qualifying berth.
- Seven (7) additional standard berths into the Provincial Championships are awarded in total, all through the Provincial Qualifiers. Five (5) berths will be assigned to the first two (2) Provincial Qualifiers and distributed using the berth distribution chart. The final two (2) berths will be assigned to Last Chance Provincial Qualifier.

The draw and schedule for the Provincial Qualifier and Provincial Championships will be supplied to all teams and posted on the Curling Alberta website. Reference the Competitors' Guide on the Curling Alberta Website for details on the draw-making procedure and seeding process.

A. PROVINCIAL QUALIFIERS

1. The details and formats are described in Sections 1 and 2 of the Curling Alberta Provincial Berth Policy. Note a maximum of three (3) separate Provincial Qualifiers will be offered in 2026-27. Seeding of Provincial Qualifiers will occur based on WCTR totals.
2. All games are 10 ends (no minimum number of ends)
3. Pace of play will be managed by the Chief Umpire.
4. Broom checks will be done by the Chief Umpire and/or Game Umpires prior to all competitions, including Provincial Qualifiers to ensure broom handle, fabric, and broom foam compliance.

B. PROVINCIAL CHAMPIONSHIP

1. The event will be a twelve (12) team Triple Knockout with a Page Playoff.
2. All twelve (12) teams will be seeded based on their ranking using WCTR point totals. The five (5) teams that received pre-Qualifying berths will receive seeds 1- 5 based on their WCTR point totals, and the rest of the field will be ranked 6-12 according to WCTR point totals, two (2) weeks prior to the competition starting.
3. All games are 10 ends, with a minimum of five (5) ends for the knockout and 8 ends for the playoffs. All games are timed. Thinking time is 38 minutes with 4 minutes and 30 seconds for each extra end. The 5th end

break is 5 minutes. Each team is allowed one (1) 60-second timeout (travel time to be determined).

4. Pre-Game Practice:

- a. Prior to the start of a game, teams are permitted a nine (9) minute practice with their stones. Teams may throw an unlimited number of stones in their pre-game practice.
- b. A flip of the coin will determine stone colour OR practice session.
- c. Last Stone Advantage (hammer) in the first end will be decided by a draw to the button following each team's pre-game practice.
- d. LSD's will be delivered toward the home end only.
- e. First practice teams deliver the LSD stone in the clockwise rotation and the second practice teams deliver the LSD stone in the counterclockwise rotation. If a team delivers the wrong rotation, they receive a maximum distance of 185.4cm or 199.6cm (if a laser is used)
- f. In the event a team does not finish in the rings, then a second team member will be required to deliver a measurable stone.

5. PLAYOFFS - Page Playoff format shall be as follows:

- a. The two (2) C Event Qualifiers will playoff in game #1. The winner advances to the semi-finals (game #3); the loser is eliminated.
- b. The A and B Event Qualifiers will playoff in game #2. The winner advances to the Championship final (game #4); the loser drops to the semi-final (game #3).
- c. The winners of game #2 and semi-final game #3 will playoff in the final (game #4) to determine the Champion.
- d. If Last Stone Advantage is predetermined, the team with LSFE will have first practice.
- e. Stone colour/LSFE selection(s) will follow policies described in Competitors' Guide, Section 2(C)(6).
- f. For games #1 and #2, teams must use the stones from the assigned sheets.
- g. For Games #3 and #4, teams will be provided with a 15-minute on-ice session to select nine (9) stones (8 plus one spare) prior to game #3 and #4. Stone selections must be submitted to the Chief Umpire NO LATER than 60 minutes prior to the scheduled game time.
- h. The team winning game #2 will be allowed a 15-minute stone selection session immediately following the semi-final (game #3), on a sheet other than the sheet the Championship final will be played.

C. PLAYOFF MEETING:

1. Post-Triple Knockout

- a. Teams advancing to the Playoffs will receive their Playoff information directly from the Chief Umpire and will not need to attend a Playoff Meeting. To streamline the process, any decisions such as stone colour and/or LSFE (hammer) will be communicated to the Chief Umpire via text or email within 15 minutes of receiving your Playoff form. If your choice has not been made and received within the allocated time, the Chief Umpire will make your choice.