

Vision Impaired Curling Rules

Introduction

The purpose of this Rule Book Module for the Vision Impaired is to provide a set of standardized rules for general and officiated play with clear requirements for participation for athletes with visual impairments.

The *Canadian Curling Association* (CCA) expresses our sincere gratitude to the *Vision Impaired Curling Committee* for the *Canadian Council of the Blind* for their valuable input in developing and authoring this rule book module.

Unless covered under these special rules for Vision Impaired Curling, the Canadian Curling Association's rules for officiated play are applicable.

SPECIAL RULES OF PLAY FOR VISION IMPAIRED CURLING

1.0. Requirements for Participation

- 1.1. In order for a team to be considered classifiable for participation, team members shall meet the classification standards as outlined in the *Functional Classification Guidebook*.
- 1.2. A minimum of one (1) member of the on-ice team shall be a B1 classification and a minimum of one (1) member of the on-ice team shall be of B2 classification. No more than two (2) members of the on-ice team shall be of B3 classification as outlined in section 1.1. of the *Functional Classification Guidebook*.
- 1.3. Determination of vision loss and appropriate classification shall be made by authorized sport classifiers as outlined in the *Functional Classification Guidebook*.

2.0. Team Structure

- 2.1. A team shall be comprised of five (5) people and shall have a minimum of four (4) curlers as outlined in the *Functional Classification Guidebook* and may be any combination of men and / or women.
- 2.2. In the case of illness, accident or other extenuating circumstances preventing a team member from completing a game, a team shall be permitted the use of an alternate player from an athlete pool provided that player complies with sections 1.1., 1.2. & 1.3.).

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- 2.3. A player, who has left a game because of illness, accident or other extenuating circumstances, may rejoin the team at any time during any game in the competition. If an alternate player was selected, the player may rejoin their team for the next game.
- 2.4. No team shall play more than one (1) alternate player in a game at one time.
- 2.5. ***During play the only people allowed on the backboards at the playing end are the two B1's and the third and skip of the non delivering team.***

3.0. Sighted Team Members

- 3.1. There is a distinct difference between a coach and a guide and the roles they may fulfill when they participate in a game. For the purpose of competition:
- 3.1.1 A coach is defined as an individual who educates and instructs players in the mechanical techniques of the game and game strategies.
- 3.1.2 A coach shall not be permitted to communicate with the guide or any curler except during timeouts or the fourth end break. Only at this time is the coach permitted to access the field of play.
- 3.1.3 A guide is an individual who may describe the shot that the skip is requesting to the curler delivering a rock including weight, turn and what the shot is meant to accomplish.

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- 3.1.4 The guide can ensure the curler is lined up correctly in the hack.
- 3.1.5 A guide will help keep the stones in proper order during an end and help clear the house at the completion of an end.
- 3.1.6 If a measurement is required it is to be performed by a guide.
- 3.1.7 The guide of the team whose clock is running may indicate which colour is counting if the skip or vice is unable to do so.
- 3.1.8 If the Guide is not required to assist in the delivery of a rock, he or she may stand on the backboard at the delivery end during delivery, or between the hoglines.
- 3.1.9 The Guide may advise the thrower regarding line and weight only after the delivered rock comes to rest.
- 3.2. Excluding the coach, only one (1) member of a team may be a sighted individual. This individual shall fulfill the role of guide.
- 3.3. The guide shall not have any physical contact with a delivery cue if one is being used or with a curler who has started the motion of delivering a rock.

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- 3.4. The guide shall not have any contact with the rock being delivered other than the placement of the head of the delivery cue to stone.
- 3.5. A guide is permitted to make reference to the location of the target broom, but is not permitted to sweep or call line.
- 3.6. A guide may follow a rock down the sheet but shall do so from the side and not directly behind the rock.

4.0. Sweeping

- 4.1. Each team shall be permitted one designated sweeper. This person shall meet the requirements outlined in the Functional Classification Guidebook as a B2 or B3 classification. The designated sweeper is not permitted to be behind the back line at any time.
- 4.2. Between the tee-lines, a running stone, or stone(s) set in motion by a running stone, may be swept by any member of the team to which it belongs. A guide is not permitted to sweep or call line. A guide may not tell the sweepers when to start, stop or continue sweeping at any time. *Penalty: declared the same as a burned rock under General Rules, i.e. allowed to come to rest with the non-offending team deciding its fate.*
- 4.3. When a guide is using a stopwatch to communicate split times, the timing may only be given in seconds and the guide may not provide any other information that may be perceived as interpreting the split time.
- 4.4. A guide may follow the sweepers to warn a sweeper when he

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or she is approaching a stationary rock that may be in the sweeper's path; however, they shall do so from the side and not directly behind the rock.

- 4.5. When the opposing team's clock is running the designated sweeper shall remain between the hog lines. The designated sweeper is not permitted behind the back line at any time.

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5.0. Delivery

- 5.1. Delivery of the stone may be undertaken by the conventional arm / hand release or by the use of the delivery cue.
- 5.2. The guide shall be permitted to take a secondary position on the ice for the sole purpose of broom reference for the team member delivering the stone.

6.0. Use of Technical Aids

- 6.1. A delivery cue shall not convey any mechanical device or advantage other than acting as an extension of the arm / hand.
- 6.2. Aids, such as flashlights, lighted brooms, monoculars or binoculars may be used without consultation and may be used anywhere on the sheet to assist in guiding. Laser pointers shall **not** be permitted.
- 6.3. Use of devices such as radio headsets for communication between house end and hack shall be agreed on before use between all teams.

7.0. Classification and Status

- 7.1. Valid player classifications are: B1, B2, B3; in accordance with the *Functional Classification Guidebook*.
- 7.2. Valid player status are: P.M.S., R.M.S., N.M.S. and NOE, in accordance with the *Functional Classification Guidebook*.
- 7.3. Players who do not have a classification or NOE status shall not be allowed to participate in officiated play

8.0. Game Timing

- 8.1. Games are eight (8) ends in length and each team shall receive sixty-eight (68) minutes of playing time for an eight (8) end game. This time shall be recorded and visible to teams throughout the game. Each team shall be permitted two (2) timeouts per game. There will be a seven (7) minute break at the conclusion of the fourth (4th) end.
- 8.2. The skip or vice shall clearly indicate to the guide that he/she are calling for a timeout. At this time the guide may assist the team to assure that the official has noticed the request.
- 8.3. The coach and guide are permitted to access the field of play during a timeout. The guide is not permitted to call a timeout.
- 8.4. If an extra end is required, there will be a three (3) minute break before the beginning of the extra end and each team shall receive ten (10) additional minutes of playing time. Each team shall be granted one (1) additional timeout of sixty (60) seconds.

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- 8.5. If the extra end is blanked, one (1) player from each team will deliver one (1) stone closest to the button determining the winning team. Sweeping is allowed. The team scoring in the 8th end will deliver first.

9.0. Championship Format

- 9.1. In all national events the round robin format will be used to determine which three teams qualify to play in the playoff round.
- 9.2. In the event a tie should occur, the winner will be determined by whichever team won the head to head match between the two teams in round robin play.
- 9.3. The Page System will be used for the Championship Round of play in all national events to declare a champion.
- 9.4. The practice and last rock advantage rules will be followed in both the Qualifying and Championship rounds of play as written in the Canadian Curling Association rules.

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10.0. Rules of Officiated Play

- 10.1. Unless otherwise identified in this Vision Impaired Rule Book module, the Canadian Curling Association's rules apply.
- 10.2. Disputes regarding rules pertaining to on-ice play will be resolved by the Head Official whose decision shall be final. The Head Official may defer to the Rules Committee, in which case their decision shall be final.
- 10.3. Should any situation occur that is not covered by the rules, the Rules Committee will make any required decision and will ensure that it shall be made in accordance with equity and fair play. The Rules Committee shall reserve the right to adapt the rules where necessary.