

Special Rules for Nova Scotia Junior Women/Men's Championships

PANS MIXED

1. The **CODE OF CONDUCT** adopted by the Nova Scotia Curling Association (NSCA) must be adhered to at the Championship.
2.
 - (a) Competitors in the Under 21 division must be under **twenty-one (21) years of age as of December 31st** of the current curling season.
 - (b) Competitors for the Under 18 division must be under **eighteen (18) years of age as of December 31st** of the current curling season.
 - (c) Competitors for the Under 15 division must be under **fifteen (15) years of age as of December 31st** of the current curling season.
 - (d) Competitors must be members in good standing with the NSCA and have **paid per capita fees** for the current curling season.
 - (e) Competitors must be **Nova Scotia residents**.
3.
 - (a) Entry forms and fees must be received by the NSCA Junior Director on or before the deadline date which appears on the entry form.
 - (b) Any team which has withdrawn from a competition after the entry deadline date shall forfeit each team members participation the following season in that particular event.
4.
 - (a) A team must be **four (4) players** and must be registered with a NSCA member Club.
 - (b) Each team shall have two (2) males and two (2) females and the males and females shall play alternating positions.
 - (c) Teams may register one (1) female and one (1) male to act as spares.
 - (d) Teams must start each game with four (4) players. Teams are **only** permitted to play with three (3) players if a player becomes injured/sick during a game.
5. Each team must be accompanied by a **Coach or chaperone**. **Teams not accompanied by a certified coach or chaperone will not be permitted to play and will forfeit the game.**
 - a) must be at least twenty-one (21) years of age
 - b) chaperones may act as coach for a team
 - c) Coaches or Chaperones are responsible for ensuring that their teams read, understand and abide by the rules of the competition.
6.
 - (a) Shall be **an open** spiel using a **double knockout format**. **Consolation divisions will be used in the Under 18 and Under 15 divisions when possible.**
 - (b) Championship Round - Final Four • Sudden Death Single Knockout
 - (c) Teams may be guaranteed **three (3) games**.
7.
 - (a) Games in the Under 21 and Under 18 divisions shall be **eight (8) ends** in duration except whenever necessary six (6) end games may be played to ensure play is completed on time. Coaches will be permitted a fourth (4th) end break in a **designated area in the ice shed**. This break shall be no longer then three (3) minutes in duration.
 - (b) Games in the Under 15 division shall be **six (6) ends** with no scheduled breaks. The Finals will be eight (8) ends **with a scheduled 4th end break**. This break shall be no longer then three (3) minutes in duration.
 - (c) An **extra end** will be held when teams are tied after regulation play. A one (1) minute break will be allowed before the start of the extra end.
8. The coach must inform the Head Official each time there is a change to the registered line-up.
9. Coin toss will be held **twenty (20) minutes** before scheduled game time.
10. A **five (5) minute** practice will be allowed for each team before the start of the game
11.
 - (a) Each team is allowed to call **two (2) sixty (60) second time outs** during the game, at which time both coaches are allowed to confer with their teams. The coaches shall not access the playing surface.
 - (b) The Head Official shall designate an area for each team to meet, either adjacent to the sheet or at the ends of the sheets.
 - (c) Time outs not used during regulation play will not be carried over to the extra end. In an extra end, each team will be allowed to call one (1) sixty (60) second time out.
12. Each team may be allowed a **Fair Play Time Out** in accordance with CCA Rules.
13. Each team shall play a **maximum of two (2) games** a day. If necessary a third game may be scheduled so that play may be completed in time.
14. Time clocks will not be used, however slow play will not be tolerated. Teams must learn to play within the allotted time.