



# 2025 Dale's St. Paul Cash Spiel - Rules of Play

October 9-12th, 2025

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## RULES OF PLAY

### “Five-Rock Free Guard Zone” and “No Tick Rule”

The “Five-Rock Free Guard Zone” rule and the “No Tick” rule will be in effect.

- Triangles are on the ice to determine whether a stone is on the center-line. If both teams cannot come to an agreement, signal for an official to make a decision. The official's decision is final.
- If a violation occurs, the non-offending team has the option to:
  - a. Remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place;
  - b. OR leave all stones where they came to rest.

### Pace of Play

- All games are 8 ends.
- Games will not be timed, but we are asking teams to play quickly. Games that fall behind, will be warned to pick up the pace. The event chairs reserve the right to If needed to resort to a buzzer or timing teams that are playing slow.

### In-Game Measurements

All rock measurements, whether for scoring or free guard zone purposes, are to be completed by the players. If it is determined by the players that an official is required, the official will be called in to measure, and the official ruling will be final.

### Extra End

Extra ends will be played towards the home end. To maintain the playing area, please bring stones to the away end along the sides of the sheet.

### Timeouts

Teams will be allotted 1 timeout per game, with an additional timeout during an extra end. Timeouts are 1 minute long, starting when the coach reaches the team. Coaches may go on the ice (must be wearing curling shoes). The coach of the non-calling team may go out as well.

## PRE-GAME WARM-UP RULES / DRAW SHOT CHALLENGE (DSC)

- Practice starts **15 minutes** before the scheduled draw time.
- Flip a coin and the winner gets a choice of turn and order of practice **OR** color of stones. Teams must throw on opposite sides.
- Each team is allowed to throw 1 stone per player – 4 practice stones from the home end to the away end, then 4 stones back to the home end. The last 2 stones can be thrown by the same player, but no player can throw more than 2 of the 4 stones.
- The teams will alternate throwing of practice rocks to speed up the process. For the first 7 rocks (4 down and 3 back), please play fast. You do not have to wait until the other team's rock is fully stopped before you begin the next throw.
- One player will throw 1 stone – not included in the 8 practice stones – for the DSC, which may be swept. For three-handed teams, one player must hold the broom, but they are permitted to leave the house to sweep. Any player can throw the DSC.
- Coaches and 5<sup>th</sup> players can be on the ice until the last practice rock is thrown and then must leave the ice.
- One player from each team should measure your opponent's DSC and agree on the value before moving the stone. Men's team, please record your results.
- Failure to stop a stone in the rings is recorded as 73 inches. If the throwing moves the stone prior to it being measured will be recorded as 73 inches. A stone covering the pin is 0 inches.
- Hammer is awarded to the team winning the DSC.
- In the case of a tied DSC (both teams pin, miss the house, or an exact tie), the same player will throw without sweepers, but sweepers may walk alongside during the throw.

## Women's Event Rules

The Women's Event is a triple-knockout format consisting of 14 teams. 7 teams will qualify for playoffs.

### WOMEN'S PLAYOFFS

14 Team Triple Knock-Out to qualify 7 teams.

- A. 2 Teams (A1-A2) will qualify from the "A" side. There will be an "A" side qualifier game on Saturday at 4:30pm to determine who will be the A1 qualifier. A1 will get a bye in the playoffs and be directly seeded into the semifinal.
- B. 2 Teams (B1-B2) will qualify from the "B" side. The two "B" qualified teams are determined, they will be ranked by play by pre-event ranking.
- C. 3 Teams (C1-C2-C3) will qualify from the "C" side. The three "C" qualified teams are determined, they will be ranked by play by pre-event ranking.

### Sheet Assignment

The sheets for the Playoffs will be assigned after the teams have qualified to ensure fairness and quality of viewing for spectators and streaming.

### **Playoff Hammer Determination**

The higher seed – based on the team's qualification stage (i.e. A, B, C) – will have the choice of hammer **OR** rock color. If hammer is chosen, the other team will choose color and turn. In this situation, there will still be a pre-game practice, but the DSC rock will not be thrown – just throw 4 rocks down and 4 rocks back, then start the game. If the teams qualified at the same stage (i.e. both teams are As or Bs or Cs), the same DSC procedure followed during the triple knockout will be used to determine the hammer.

## **Men's Event Rules**

The Men's Event is round-robin, pool-play, with one cross-pool game consisting of 24 teams. There are six pools of four. The top eight records will qualify for the playoffs.

### **MEN'S PLAYOFFS**

#### **Qualifying**

All teams will play the 3 other teams within their pool and one cross-pool game which was already determined based on seeding. After the round robin is complete, the teams with top 8 records will advance to the playoffs. There is no guarantee that two teams will advance out of each bracket.

#### **Determining Playoff Seeding**

Teams will be seeded into the Playoff bracket based on the Seeding Procedures below.

- Win-Loss Record
- Head-to-head (if applicable), then
- Shootout (Best 3 of 4 combined), then
- Shootout (4th counting shootout)

#### **Sheet Assignment**

The sheets for the Playoffs will be assigned after the teams have qualified to ensure fairness and quality of viewing for spectators and streaming.

### **Playoff Hammer Determination**

The team with the better overall win/loss record will have a choice of hammer/1st practice **OR** color/2nd practice. If the teams have the same record, then the team with the higher seed will have the choice of color/1st practice OR turn/2nd practice and the DSC procedure will be used to determine hammer.

**For anything not covered above, the World Curling Federation Rules will apply.**

## **2026 WOMEN'S AND MEN'S NATIONAL CHAMPIONSHIP QUALIFICATIONS**

- The highest-finishing women's and men's teams – not already qualified, will qualify for the 2026 USAC National Championship.
- Teams final ranking will be based on the final playoff ranking.

- Should two or more teams vying for the berth to the 2026 Women's and Men's National Championships spot get eliminated at the same stage of the playoffs (for example both teams lose in the quarterfinal or semifinal), tiebreaker game(s) may be required.
  - This game(s) will be played during the following draw. The teams will be ranked by:
    1. W/L record, then
    2. Head to head (if applicable), then
    3. DSC total.
  - Overall record will determine the hammer. If the teams have the same record, then the higher ranked team will get the choice of color **OR** practice order/choice of turn. The DSC procedure will be used to determine the hammer.

If you have any questions, please contact Phill Drobnick ([phill.drobnick@usacurling.org](mailto:phill.drobnick@usacurling.org)).

## EVENT SEEDING

FINAL SEEDING (WCTR WEEK: 8 - SEP 15)			
WOMEN'S		MEN'S	
1	Kim	1	Shuster
2	Peterson	2	Casper
3	Strouse	3	Sinnett
4	McMakin	4	Dunnam
5	Cousins	5	Wendling
6	Johnson	6	Hodek
7	Rhyme	7	Hebert
8	Podoll	8	Bonot
9	Stopera	9	Sobering
10	Hagenbuch	10	Carlson
11	Becker	11	Lannoye
12	Ostrowski	12	McMullin
13	Schroeder	13	Kadlec
14	Pekowitz	14	Mansell
		15	Raju
		16	Leclair
		17	Grabow
		18	Rose
		19	Levy
		20	Scebbi
		21	Palmeri
		22	Hellman
		23	Aronson
		24	Jordan