2026 OVCA Junior SuperSpiel Rules

1. **CURLING CANADA'S RULES OF CURLING issued 1 September 2026** will govern the SuperSpiel with exceptions noted below. We are playing the No-Tick Rule for any Guard in the FGZ touching the centreline. Curling Canada's Rules of Curling are at https://www.curling.ca/rules/ .

2. **DURATION**: All games are 8 ends.

3. **GAME TIME OPERATION**: All 8-end qualification games will be untimed. Championship games will be timed and each team will have 30 minutes to play an 8-end game. If an extra end is required each team will have 4 minutes and 30 seconds (4:30) “THINKING TIME”. Untimed games are expected to be played as if the game was being timed and the "45-second rule" to put a rock into play will be implemented if required due to slow play.

4. **BREAKS:**
    1. There will be a break of no longer than 4 minutes after 4 ends. Coaches may meet with their teams on the deck at the home end but not in the lounge. If necessary, players may leave the ice. No food is allowed on the deck during the break, except prepared fruit in plastic containers and drinks in unbreakable containers.
    2. There will be a break of no more than 3 minutes before the start of an extra end.

5. **COACH INTERACTIONS:**
    1. Each team will have coach interactions in accordance with Curling Canada's Coach Interaction Rules. Please refer to the document referenced for details, but generally, each team gets 2 interactions per game, plus one additional for an extra end. Interactions must take place behind the back line or on the boards.

6. **PRE-GAME PRACTICE:** Teams will flip a coin, no later than 15 minutes before first practice, for choice of rock colour OR 1st OR 2nd practice. There will be a short period to cool down sliders followed by a 7 minute practice. At the completion of the team’s practice, two team members will throw a draw to determine hammer in the game (two draw total). The practice will be under the control and direction of the Club Official. A coach/player may wipe the handles of their stones prior to the start of their practice. They may not move the stones from the corner.

7. **HAMMER:** Last stone advantage in the first end will be decided by a draw to the button immediately following each team’s pre-game practice. Teams with throw their first last stone draw (LSD) clockwise, and the second LSD counterclockwise. The LSDs shall be played towards the home end and the first LSD must be completed within 1 minute after the end of practice. Notice for the time to throw the second LSD will be given by the official and the second LSD must be completed within 1 minute after notification. All draws for hammer will be measured by the Club Official. There will be two draws per team to determined the hammer with hammer being awarded the lowest cumulative measurement.

8. **MEASUREMENTS:** During a game, teams will do their own measuring. An official will assist if necessary.

9. **TIE GAMES** will be decided by a full extra end played away from the glass at the home end, in continuation of play from the game.

10. **TEAMS:** While teams are to consist of 4 players, we will not be adhering to rule R3 (c)I. Where a team is unable to start a game with 4 players or if a player is unable to continue to play in a game, the team may start or continue play with 3 players, in which case the missing player may re-enter only at the start of an end and the player can re-enter a game only one time in any game. The team will adhere to rule R3 (g) and (h) for who will deliver each rock for the team.

11. **SUBSTITUTION:** If a player is unable to continue, the team may elect to continue with three players or the team may bring in a substitute (an eligible substitute provided by the SuperSpiel Committee). If the team continues with three players, the team will adhere to rule R3 (g) and (h) for who will deliver each rock.

1. A substitute who enters a game during an end shall replace the injured player in the delivery rotation. At the beginning of the next end, the substitute may deliver stones in any position and the team may re-declare their delivery rotation at that time.
2. The replaced player may not rejoin the team until the next game unless the team loses a subsequent player and is in a default position.

12. **USE OF SPARES:** For each and every game played, a team must include a minimum of two players from the original team.

1. Men may only spare on men's teams and women may only spare on women's teams.
2. All spares must meet the current Curling Canada Junior age requirements.
3. Spares must comply with all other SuperSpiel rules and regulations.
4. If the spare is registered with the SuperSpiel spares pool then they may spare for any team.
5. If the spare is NOT registered with the SuperSpiel spares pool then they may spare for only that team.
6. Other substitutions may be permitted for "exceptional circumstances" provided that the request is forwarded in writing to the Event Chair and receives the approval of the majority of the SuperSpiel Board of Directors.

13. **CHAMPIONSHIP ROUND:** All games are 8 ends. If an extra end is required it will be played away from the glass at the home end in continuation of play from the qame. Please refer to Game Time Operation above for the time allotted. The higher qualified team will have LSFE (last stone first end) AND choice of rock colour. The team having LSFE will practice first. Qualifier 1 and Qualifier 2 teams are considered equal, Qualifier 3, Qualifier 4 and Qualifier 5 teams are also considered equal as are Qualifier 6, Qualifier 7 and Qualifier 8 teams. If a game is between equally qualified teams they will flip, no later than 15 minutes before first practice, for choice of rock colour OR 1st OR 2nd practice and will "Draw for Hammer" as they qualified out of the same event (refer to rule 5 and 6).

14. **ALCOHOL CONSUMPTION:** no alcohol may be consumed by competitors or their coaches on the host clubs' premises for the duration of the bonspiel. (The only exception to this rule is for coaches at the banquet.)

15. **SMOKING** and Vaping is prohibited in public buildings (including Curling Clubs) in Ontario.

16. **BROOM HEADS:** teams must conform with the WCF & Curling Canada's Sweeping Moratorium on Brush Head Technology. Only the certified, mustard yellow heads with approved head fabrication including appropriate foam density may be used in this competition.

17. **SAFE SPORT:** it is a condition of participation that all Canadian teams and athletes must be Safe Sport Certified or for international teams the equivalent.