

## **U18 TIMED EVENT ON ICE COACHING RULES 2026-2027**

8 end games

32 minutes thinking time

5 minutes extra end

60 seconds between ends (45 seconds for interaction, 15 seconds travel time to be seated prior to delivery of first stone)

5 minute 4th end break

1. **While a game is in progress, the coach (and alternate player) may communicate with their team from their position in the coach bench area. This only applies when a team is the non-delivering team.**

Yelling is not allowed. The non-delivering team must not distract the delivering team and must be aware of their player positions.

The position of the members of the non delivering team:

- a) Only the skip or vice-skip, and one other player may be positioned inside the hog line at the playing end. They shall position themselves behind the back line when the delivering team is in the process of delivery. Both players shall be motionless with their brooms positioned in a manner not to interfere with or distract the attention of the player who is in the process of delivery.
- b) The player who is next to deliver may take a stationary position to the side of the sheet behind the hacks at the delivery end. The player shall remain silent and motionless when the delivering team player is in the process of delivery.
- c) The players not taking positions a) or b) shall position themselves between the hog lines and to the extreme sides of the sheet when the delivering team's time clock is running. The players positioned in this area shall remain in single file when the delivering team player is in the process of delivery.
- d) The non-delivering team members shall not take any position or cause such motion that would obstruct, interfere with, or distract any member of the delivering team.
- e) Players must stop talking with their coach when the opposition stone crosses the delivering end T-line.

2. **Coach Interactions occur when your team is the delivering team.**

- a) U18 coaches will be allowed a maximum of two (2) interactions in the first half of the game and (2) interactions in the second half of the game.
- b) Teams will be given one (1) coach interaction per extra end.
- c) Unused interactions cannot be carried over.
- d) During a Coach Interaction, opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication. Coach Interactions may last between 5-60 seconds, but not longer. If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.

- e) During a Coach Interaction, coaches may meet with their team either on the backboard or behind the backline within 2 feet of boards. The team calling the interaction gets priority of the position of where they want to meet. (see coaching Diagram below)
  - f) Interactions can be called by anyone on the team in control of the house or their coach. If the coach or a player wants an interaction, they must signal a T with their hands when their team is in control of the house. If anyone signals for an interaction, the team must use an interaction.
  - g) Coaches are responsible for keeping track and policing the number of interactions used. Disagreements will be brought forth to the Chief Umpire.
  - h) Time clocks will run during interactions as normal thinking time.
  - i) Time between ends is 60 seconds. Coaches will be allowed up to forty-five (45) seconds of talking time with their team between ends. Coaches may meet with their team either on the backboard or on the sideline between the hog lines within 2 feet of boards. Coaches will have 15 seconds of travel time to be seated before the first stone of the end is delivered.
  - j) Coaches will have five (5) minutes to meet with their teams at the halfway point of the game. This will occur at the 4th end break for 8 end games.
  - k) Coaches will use the assigned seating on the backboards during the games with their chairs positioned on the same side as their team's rocks. Between ends, coaches can travel to either end respectful of games on adjacent sheets. Coaches must only travel along the sidelines within 2 feet of boards, and they must wear suitable footwear to be on the ice.
  - l) A single interaction will officially end after the coach and curlers stop talking and the coach returns and is sitting on their designated seat behind the sheet.
  - m) If there is an alternate player, they can sit with the coach at both ends if space permits. The alternate can take part in the team talking time but cannot take part during their team's Coach Interactions. The alternate player may not move from their seat during an end. The alternate must be dressed in team attire.
  - n) There will be absolutely no talking or body language by the coach and alternate to their team unless during an interaction, opposition interaction, or between ends. Body language includes hand, body gestures, signaling or any other form of communication.
3. Coaches are allowed to use their phone or tablet to record game statistics, write down notes or take photos of game scenarios (shot by shot), but they are not permitted to use those devices or smart watches for communication purposes.

### **Player violation:**

If a violation occurs, the umpire shall allow all stones to come to rest and provide the nonoffending team with the option of: allowing the play to stand, or recommencing the delivery of the stone; or replacing all affected stones as close as possible to their original position and redelivering the stone.

### Coach or alternate violations:

- First offense -verbal or written warning
- Second offense -coach will sit inside with no interactions or communications for the remainder of the current game (prior to mid-game) or the entire next game (after mid-game)
- Third Offense -the coach will be removed from play and will sit in the spectator seating for the remainder of the event.

