



2026 Regional qualification tournaments General rules

1. Each organising committee will designate a person that will oversee the tournament. This person is responsible of making sure that Curling Quebec's general rules, Curling Canada's rules and the rules in this document are respected
2. Each tournament's person in charge has full power to make sure that Curling Canada's rules of curling for general play are respected. In case of doubt, an employee of Curling Quebec will be available to assist them.
3. The seeding of teams will be done by Curling Quebec and will be established according to the ranking of the men's provincial circuit that is the most up to date at the registration deadline for the tournament.
4. To participate, a team must either:
 - a. Be registered for the 2027 Tankard provincial championship* or
 - b. Have an exemption to play the regional qualification tournaments of the current season. The teams who finished on the podium at the 2026 provincial men's club curling championship and the 2026 provincial Colts championship are granted an exemption. This means they can participate in the regional qualification tournaments without being registered for the 2027 Tankard provincial championship.

* The following teams may not participate in the regional qualification tournaments:

- Team Quebec from the previous season;
- The winning team from the previous season's circuit final;
- Teams that qualified for the provincial championship through CTRS points in the previous season;
- Teams that are already qualified for the 2027 Tankard provincial championship through a previous regional qualification tournament;
- The team that has already qualified for the 2027 Tankard provincial championship by winning the 2026 men's circuit final

* *If a team that was granted an exemption wins a regional qualification tournament, they will earn a spot at the 2027 Tankard provincial championship and will need to pay the required registration fees for this championship.

5. Championship format: The choice of championship format is determined by the organiser, but it must be confirmed with Curling Quebec's director of competitions.
6. All games will be eight (8) ends and they should be completed within a 2-hour period (2:15 if there is an extra end). All scheduled games must be played. Sanctions will be applied to a team that fails to comply with the established schedule. A team may concede the game after four (4) ends have been completed.
7. If games are tied after the completion of the tenth end, extra ends will be played until a winning team is decided. The direction in which the stones are thrown must not be modified. (Play will continue from where it left off without bringing stones to the opposite end).
8. There will be no breaks between ends including at the mid-game point and before extra ends. No touch ups to the playing surface are allowed without the consent of the organiser.
9. There will be no timeouts.
10. The No-tick zone rule will be applied in its integrity.
11. Curling Canada's sweeping moratorium will be in effect for the entirety of this championship. Therefore, only the World Curling Federation approved broom pads will be accepted. Any team found to be using an illegal broom pad will automatically lose the game in question.
12. Participating team's official lineup :
 - Teams registered for the 2027 Tankard: The official lineup will be as indicated at the moment of registration for the provincial championship. If a team modifies their lineup after their registration, the modified version will be considered as official.
 - Teams granted an exemption to play: The teams who are granted an exemption to play in these events will be contacted to confirm their official lineup when the registration period for the event will be passed. To be eligible for the exemption, the team must keep a minimum of 3 players that finished in the top 3 at the 2026 provincial men's club curling championship or at the 2026 provincial Colts championship
 - * Teams may modify their lineup after the registration deadline and may do so until 12:00 (noon) the day before the event.
13. If one or more players are unable to play a game, the following options are allowed:
 - The team may play with their 5th

- The team may choose to play 3
- The team may use an eligible player of the same category (men) that is not registered on a team in the event or for the Tankard. This substitute may not skip or throw last stones
- A minimum of 3 players from the official team (5th player included) must always be on the ice.
- For team granted an exemption, a minimum of 3 players from the team who finished on the podium at one of the events that grants the exemption must always be on the ice.

14. There will be no pre-event practices

15. Pre-game practices (preliminary round):

A coin toss will be held before each game (minimum 20 minutes before game) of the preliminary round to determine who will practice first. The team that wins the coin toss will have the choice of practice order or rock colour and must inform the organiser.

Both teams will have a chance to practice on their assigned sheet. These practices may not exceed four (4) minutes plus one (1) minute for the shootout. During the pre-game practice, each player can throw one rock up the sheet and one rock down the sheet. Sweeping is allowed.

16. Pre-game shootout (preliminary round):

Both teams must declare which player will throw the shootout before the start of the first practice.

Last rock advantage in the first end (hammer) will be determined by a shootout after each team's pre-game practice. The team with first practice will throw their shootout with the clockwise rotation (in-turn for right-handed curler) immediately after their practice. The team practicing second will throw their shootout with the counterclockwise rotation (out-turn for right-handed curlers)

If the distance is 0.0cm or 185.4cm (without triangulation), a second player from the same team will throw a second stone. This second throw will be used only to determine last rock advantage in the first end and will not be used to rank the teams in case of a tie breaker at the conclusion of the preliminary round.

If there is still a tie after these 2 throws for both teams, a coin toss will determine which team will have hammer in the first end.

17. Shootout after the preliminary round (if round-robin format is used):

All teams that are not mathematically eliminated from the competition will need to throw four (4) shootouts immediately after their last round-robin game (with no practice throws before the shootouts).

The four (4) team members will therefore throw one rock by respecting the rules of curling. The total shootout distance can be used to rank teams within their section. The teams can use the rotation (turn) of their choice and can change rotation for different team members.

If a team plays the game with 3 players, one player will be designated to throw 2 stones before any shootout is thrown. This player will throw the first (1st) and fourth (4th) shootout.

18. Total shootout distances (if a round-robin format is used):

If a round robin format is used, the total shootout distance could be used to break ties with teams with even win-loss records. The net total will be calculated by adding the total of the pre-game shootouts as well as the shootouts thrown after the last preliminary round game. The highest distance will be removed from the total.

19. Ranking after the preliminary round:

- To be determined according to the format chosen for the tournament

20. Playoff round:

- Format to be determined according to the format chosen for the event
- The rocks used for playoff games will be the ones from the sheet on which the game is played. No rock substitutions will be allowed.

21. Last rock advantage (playoffs):

- To be determined according to the format chosen for the tournament.