

WCTRS EVENT HOSTING GUIDE

2026-2027



About the World Curling Team Ranking System

The World Curling Team Ranking System (WCTRS) is the official ranking process for competitive curling events around the world. The WCTRS points model will determine the points awarded for all events using a combination of size, strength of field and relative importance of large events if necessary.

The WCTRS ranking list is a combination of a reducing importance of prior year results and the best events from each season. The WCTRS ranking will allow a defined number of “maximum events” throughout the season until reaching the full eight counting events.

All competitive curling events hosted around the world are eligible for inclusion on the WCTRS ranking list as long as the event meets the minimum eligibility criteria.

***NEW* – WCTRS Competition Series**

The World Curling Team Ranking System is expanding with three new competition series rankings for Men’s and Women’s teams from the 2026–2027 season. These competition series were introduced to better categorise competitions and create a more cohesive and clearer picture of the WCTRS ecosystem of events. As an event organiser, your event will automatically be filtered into one of these series based on Strength of Field criteria.

For more information on how events are placed into each category, [click here](#).

Table of Contents

Page 2: Event Eligibility Requirements

Page 3: Guidance and Considerations for Events

Page 4: Acceptable Formats

Event Eligibility Requirements

Registering an Event for WCTRS Points

For an event to be included on the WCTRS ranking list, the general details of the event must be submitted to CurlingZone or World Curling by October 15 of that season. Details including date, location, projected number of teams, entry fee, and projected purse should be provided in advance of the competition. Any event created after October 15 will not be eligible to receive WCTRS points for the current season.

Events must post results, including team rosters, draw schedule, and end by end scoring on their own private website or through the results service provided by CurlingZone.

Minimum Field Size Requirement

For an event to be eligible to receive WCTRS points, the event must have a minimum field of eight teams.

In order to balance competitive opportunities, women's teams are eligible to play in men's events. However, the event cannot exceed 25% women's teams entered in order to maintain status. If there are enough teams to run a full women's competition, a dedicated women's event should be considered instead.

Rules of Play

Events must use International or National Federation rules as part of any event. This includes the Free Guard Zone and No Tick rules. Rules can be adapted with approval from the WCTRS Committee by contacting: rob.gordon@worldcurling.org

- All current brush specifications and sweeping rules must be applied
- All games must be eight or ten ends in length. Tie-breaker games can be six ends

If time permits, events should include a pre-game practice and Last Stone Draw to determine Last Stone First End.

Due Diligence

Organisers register their events for sanctioning in good faith with the World Curling Team Ranking List. Should an event not deliver the minimum criteria required, the event will be removed from the list and the points earned from the event will be deducted (teams will be advised when this occurs).

Challenges

Challenges for registered teams or point allocations must be made within seven days of the posting of an event result and submitted to the following email address:

Rob Gordon, Athlete Support Officer: rob.gordon@worldcurling.org

Guidance and Considerations for Events

Below are suggestions to help provide guidance for event organisers. It is understood that the WCTRS list includes a wide range of events with varying logistical capabilities and barriers. These are not rules but suggested guidelines for events to consider.

Confirmation of Event Details

Preliminary Team List – Provided to CurlingZone 1 month prior to the start of the event

Event Draw – Provided to CurlingZone 2 weeks prior to the start of the event

The Strength of Field (SFM) calculation will be done using the finalized team list and current rankings as of the week of the event. The SFM for the event will be updated and visible on CurlingZone on Thursday of the event week.

Event Entry Considerations

Organisers should guarantee entry into an event for the top 2/3 of the field based on the WCTRS ranking list. This ensures all interested teams are given an equal opportunity.

Example) An event with a field size of 24 teams should take the top 16 entered teams based on the WCTRS ranking list before filling the event with local teams or teams further down the ranking.

Event Withdrawal Considerations

Teams should not be added to an event unless they have paid their entry fee in advance.

- Before 1 month prior to an event – Teams are entitled to 100% refund of entry fee
- Inside 30 days from the start of an event – By default, teams are not entitled to reimbursement of their entry fee, however, arrangements can be made with event organisers on a case-by-case basis.

Teams who have not paid their entry fee and withdraw from an event within the 30-day window will be subject to a penalty of three times the scaled SFM value.

(i.e. if the scaled SFM value was 3.0 the penalty would be 9.0 points)

For any event entry fee related queries, send an email to rob.gordon@worldcurling.org

Prize Money and Payout Targets

Events offering prize money should aim to pay out appropriately according to the competition series the event is categorised in.

- Elite Series – should aim to pay out 100% of the entry fees collected
- Challenger Series – should aim to pay out 75% of the entry fees collected

While minimum payout percentages are not yet a requirement, these suggested target numbers are something all WCTRS events should be working towards.

Acceptable Formats

For an event to be eligible to receive WCTRS points, the event must have a minimum field of eight teams. Special Events and Member Association Competitions may be exempt from this minimum field size requirement. By default, every draw is approved, however, if there is a complaint the WCTRS Group has the authority to review and amend the draw if deemed necessary.

If event organisers are looking for guidance or assistance with creating a draw for their event, you can reach out to Gerry Geurts at CurlingZone for assistance.

Below are suggested formats for competitions based on field size. The number of available sheets and the amount of time required to complete the competition are also factors in determining what format to use for an event.

8 Teams

- Full Round Robin (7 games)
- 2 Pools of 4, playing within your pool (3 game round robin)
- 2 Pools of 4, playing the other pool (4 game round robin)
- Double Knockout

9 Teams

- Full Round Robin (8 games)

10 Teams

- Full Round Robin (9 Games)
- 2 pools of 5, playing within your pool (4 game round robin)
- 2 pools of 5, playing the other pool (5 game round robin)
- Double or Triple knockout

12 Teams

- 2 pools of 6, playing within your pool (5 game round robin)
- 2 pools of 6, playing the other pool (6 game round robin)
- 3 pools of 4, playing within your pool (3 game round robin)
- 4 pools of 3, playing another pool (3 game round robin)
- Double or Triple knockout

14 Teams

- 2 pools of 7, playing within your pool (6 game round robin)
- Double or Triple knockout

15 Teams

- 3 pools of 5, playing within your pool (4 game round robin)
- Double or Triple knockout

16 Teams

- 2 pools of 8, playing within your pool (7 game round robin)
- 4 pools of 4, playing within your pool (3 game round robin)
- 4 pools of 4, playing another pool (4 game round robin)
- Double or Triple knockout

18 Teams

- 4 pools (2 pools of 4, 2 pools of 5) pools of 4 play against the other pool (4 game round robin), pools of 5 play within their pool (4 game round robin)
- 3 pools of 6, playing within your pool (5 game round robin)
- Triple knockout

20 Teams

- 4 pools of 5, playing within your pool (4 game round robin)
- 4 pools of 5, playing another pool (5 game round robin)
- Triple knockout

22 Teams

- 4 pools (2 pools of 5, 2 pools of 6) pools of 5 play against the other pool (5 game round robin), pools of 6 play within their pool (5 game round robin)
- Triple knockout

24 Teams

- 4 pools of 6, playing within your pool (5 game round robin)
- 4 pools of 6, playing another pool (6 game round robin)
- Triple knockout

25 Teams

- 5 pools of 5, playing within your pool (4 game round robin)
- Triple knockout