

Pointe Claire Curling Club

RULES OF PLAY FOR DRAW EVENTS

1. THE GAME

- 1.1 All games shall be governed by the rules of the Canadian Curling Association (CCA) except as modified in the RULES OF PLAY herein.
- 1.2 The Match Committee has first responsibility for the interpretation of the Rules. If the Rules appear unclear, the Match Committee member in charge of the competition should be consulted for an interpretation.

2. STARTING AND FINISHING TIME

2.1 Starting times.

- 2.1.1 Unless otherwise specified by the Match Committee, all Club "eight end" competitions will start as follows:

Evenings	- 6:45 PM & 9:00 PM
Saturdays & Sundays	- 9 AM & 11 AM

Note: The event coordinator may designate earlier weekend starting times, e.g. 8:30 AM and 10:30 AM that would take precedence over those listed above.

2.1.2 Any rink delaying the start of play shall be penalized one (1) point for each full ten (10) minutes of delay. At the end of thirty (30) minutes delay, the game shall be forfeited. The offending team shall lose last rock advantage in the first end played.

2.2 Finishing times

2.2.1 For the early evening draw, no team is allowed to start an end after 8:45 PM, except to break a tie. For the late draw, no team is allowed to begin an end after 11 PM provided the ice was available to start at 9 PM except to break a tie. If the start is delayed, the stipulation for beginning the last end will be after 2 hours.

2.2.2 For Saturday or Sunday morning draws, no team is allowed to start an end after 2 hours, except to break a tie.

2.2.3 For Doubles play, no team is allowed to start an end after 6:35 PM.

3. RESCHEDULING

3.1 All games must be played on the dates and at the times scheduled.

3.2 No changes will be permitted unless the two Skips involved mutually agree to reschedule the game.

- 3.3 Games may be rescheduled by the Match Committee, if two or more members of the rink are in a Branch Event or game that leads to a Provincial Competition.

4. RESPONSIBILITY OF SKIPS

- 4.1 Skips will be responsible for icing a valid rink.
- 4.2 Skips will be responsible for notifying members of their rink of the dates and times of games.
- 4.3 Skips will be responsible for advising the Match Committee member in charge of the competition, as well as the opposing Skip, when a default will occur.

5. VALID RINKS

- 5.1 A valid rink shall comprise a minimum of three players, two of whom must be regular members of the rink. If a side cannot ice a valid rink, the match is automatically defaulted. If both sides cannot ice valid rinks, the match is defaulted by both rinks.
- 5.2 When only three players are used the first two players shall each deliver three stones. A team beginning to play with three players shall incur no penalty and the missing player may commence playing his regular position any time during the game.
- 5.3 If the missing player has not joined the game prior to the third end or it is known from the outset that he will not be

joining the game, the team **MUST** accept a bona fide substitute (as stipulated in Section 9) who is in the club house. If more than one bona fide substitute is available, the Skip with the missing player has the right of selection.

- 5.4 If a player should become ill or injured while playing, the team will continue the match with three players. If the team should already be playing with three and a player become ill or injured while playing, any bona fide substitute available may be used. Should a bona fide substitute not be available, any substitute may be used but only in the Lead position.

6. ENDS PER GAME

- 6.1 All Club competition matches, including the playoffs, shall be eight ends unless otherwise specified by the Match Committee.
- 6.2 Doubles matches shall be six ends, including all playoff games.

7. TIE BREAKERS

- 7.1 In draw competitions, each member of the team shall throw one half of his usual amount of stones in the extra end.
- 7.2 In Doubles competition, regular games can end in a tie and the points awarded accordingly.

7.3 In playoffs, full ends will be played to break a tie.

8. POINTS PER MATCH

8.1 In the Presidents, Vice-Presidents and Pat Lid events, an ascending scale of points (2, 2, 2, 3, 3) will be scored for a win in the five games respectively. A winner must be declared in each game by playing, if necessary, an abbreviated extra end as stated above. The loser of a game receives zero points.

9. SUBSTITUTES

9.1 General Rule for Substitution

9.1.1 If one member of a team is absent, the substitute will play any position below that of the absent player, unless the Lead is absent, in which case the substitute will play Lead.

9.1.2 If two team members are absent, the following rules apply:

Skip/Third absent: substitutes will play lead and any other position.

Skip/Second, Skip/Lead, Third/Second absent: substitutes will play Lead and Second or Lead and Third positions.

Third/Lead or Second/Lead absent: substitutes will play lead and second positions.

9.1.3 In so far as possible, replacements should have similar ratings. If not possible, approval of the event organizer is required. For playoffs, all substitutes should be approved by the event organizer.

9.1.4 During their first season, no Green member will have to move up from their regular position.

9.2 Draw Competitions (Except Vice-Presidents & Doubles)

9.2.1 The General Substitution Rules (9.1) apply except:

9.2.1.1 For some Club draw competitions, the substitution rules may be modified by the Match Committee due to specific requirements of the event. Any such modification must be posted with the draw or else Rule 9.1 applies.

9.2.1.2 A substitute may not play more than two games for the same team, excluding playoffs.

9.2.2 In so far as possible, replacements should have similar ratings. If not possible, approval of the event organizer is required. For playoffs, all substitutes should be approved by the event organizer.

9.3 Vice-Presidents

9.3.1 Substitutes will be of the same Club Rating, or lower, as the player replaced and may play the team position of such player.

9.3.2 It is not permitted for a Club-rated Skip to skip the rink.

9.4 Doubles

9.4.1 The General Substitution Rules (9.1) apply except:

9.4.1.1 Substitutes are made on a like-for-like basis, that is a bona fide member of equal or junior status may be used to replace the missing player.

9.4.1.2 Rated Leads and Seconds are ineligible to play in Senior Doubles.

10. PROMOTIONS

10.1 A newly promoted member will assume their new rating immediately after the date of the promotion.

10.2 Should the promotion of the member be announced during the course of an ongoing competition, Rules 10.3 and 10.4 apply.

- 10.3 For regular games and playoffs, the player shall retain the position at which he started the competition on his team until it is eliminated from the competition.
- 10.4 For purposes of substitution on another team in the same or a different competition, the player will assume his new rating immediately.

11. SKIP AND TEAM POSITIONS

- 11.1 The Skip shall have exclusive direction and control of the game for their team.
- 11.2 The Skip shall play last stone, or any position in the game he chooses, but shall not be entitled to change his position once fixed prior to the game commencement. The intent of this rule is that the player designated as Skip for the game shall direct play from the rings and control his players and sweepers.
- 11.3 In Draw competitions, the Skip is not allowed to change the playing order of his team except for substitution as provided by Rules 9.2 to 9.4.

12. OTHER COMPETITIONS

- 12.1 Rules for the other competitions will be posted on the Notice Board before commencement of play.

13. PENALTIES

- 13.1 Rules which violate any Rule will be liable, upon decision of the Match Committee, to default of the game in which the default occurred.
- 13.2 If a Rule has been violated upon mutual agreement of the two teams, both teams will be liable to default of the game.
- 13.3 The score for any defaulted game will be recorded as 13 - 7. Games defaulted by both teams will be recorded as 0 - 0.