



EXCEPTIONAL RULES

RULES OF PLAY;

- The Canadian Curling Association (CCA) Rules of Curling For General Play - 2014 to 2018 shall apply except as may be amended below.

THE BELL – CCA RULE 16(1);

- A Regulation Game shall be eight ends or two hours in duration whichever occurs first. A bell will ring 1½ hours following the scheduled start time of each game alerting curlers to expeditiously complete the end “in progress” plus one additional end. All curlers are expected to know and obey the Bell Rule and monitor their playing time.
- An end is considered to have started, and is thus considered to be “in progress”, at the instant the **final stone of the previous end crosses the nearer tee line while being delivered**. To play 8 ends, the **seventh end must be “in progress”** when the bell rings, i.e. the final stone of the sixth end must cross the nearer tee line while being delivered before the bell rings.
- If the start of a game is delayed by the late completion of the previous game and/or subsequent preparatory maintenance of the ice, confirm with the Draw Master the new start time for purposes of the timing of the bell.

CONCEDED ENDS;

- In the event a game is conceded to a team, the points for the ends not played shall be awarded to the winning team.

DEFAULT;

- After two games are defaulted by a given team in one season, that team is automatically suspended. A defaulting team must pay their own game fee plus the other team’s game fee. (The Association shall reimburse the game fee to the offended team. The Association shall then be responsible for the collection of the penalty from the offending team). Points awarded for a defaulted game shall be ten (10).

LATE START – CCA RULE 16(3);

- Up to ten (10) minutes late - offending team loses one (1) point, one (1) end, the hammer and choice of rock colour.
- From ten (10) to twenty (20) minutes late - offending team loses two (2) points, two (2) ends, the hammer and choice of rock colour.
- After twenty (20) minutes - the game is defaulted – refer to the above section.
- All curlers shall be ready to proceed to the ice surface five minutes before the scheduled start time to allow for an early start should completion of ice maintenance permit, and to allow sufficient time for game start preliminaries (practice slides, coin toss, handshakes, etc.).

MINIMUM AGE;

- The minimum age of any individual player shall be fourteen (14) years at game time. Those players less than nineteen (19) years of age (i.e. “under-age”) must be indicated on the entry form. There shall be no more than two under-aged players on a team.

PRE-PLAYED GAMES;

- A team that cannot play a scheduled game must arrange to play the game before the scheduled date. Games cannot be played after the given date and the draw master must be advised of any changes. The team must also confirm with the manager of the S.C.C. the availability of ice time.

SPARES;

- A team must have at least one (1) registered team member to play a game. Only spares registered on a team’s spare list or those on the ‘Master Spare List’ are eligible to participate. Any male who meets the age requirements may have his name placed on the ‘Master Spare List’. Spares may play at any position.

CHANGES FROM 2016-17

SCORING;

- Each team shall be responsible for recording, on the Score Sheet provided by the Draw Master, the number of ends won during each game and the game result at the completion of regulation play (either W for win, L for Loss or T for tie). In the case of a game tied at the completion of regulation play, each team shall participate in a single stone shoot-out as described in the next section and shall also record on the Score Sheet the result of the Shoot-out.
- For each regulation game, points will be awarded as follows:
 - For each end won – 1 point
 - For each game won – 5 points
 - For each game tied – 2 points
 - For each Shoot-out win – 1 point
 - For each game lost – 0 points

TIED GAMES – DRAW SHOT DISTANCE SHOOT-OUT;

- Further to CCA Rule 16 (1), for a regular season round robin game that is tied following regulation play (eight ends or two hours) each team shall participate in a Draw Shot Distance Shoot-out, measured from a single stone draw to the tee and in the house delivered towards the glass by any regular team member or registered spare. The team that scored last shall deliver first. The delivering team is allowed to sweep and to employ a skip at the playing end at its sole discretion. The non-delivering team shall not sweep an opponent’s stone at any time following regulation play. The stone in the house closer to the tee shall be determined by either visual examination or by measurement, as mutually agreed by the teams. If the teams cannot agree, the stones shall be measured. If visual examination is the agreed method and the teams cannot agree which stone is closer to the tee, or if both stones are not in the house, they will be considered to be tied and the procedure shall be repeated until a winner is declared. The point for the winning stone shall be recorded on the Score Sheet.