

Schooner Curling Club Rules of Play

1. The onus to speed up game play relies on the skips. They are to have their team members ready and in position to throw their stones in a timely manner. Have leads ready to throw their rocks as soon as the possible after the completion of each end. It should not take more than 15 minutes to complete an end. After one hour of play time, four ends should have been completed, if not, both skips should have their teams speed up play to complete the game on time.
2. Eight end games should not exceed two hours playing time. Seven o'clock game starts should not go past nine o'clock completion time especially when there is a late draw.
3. Skips are to keep an eye on the clock. Fifteen minutes prior to the two hour time limit, if the eight end has not started and skips determine a full end cannot be completed prior to the two hour time limit, a mini end could be played, so as to complete early draw games on time.
4. Teams should be at the rink at least fifteen minutes prior to game start time. As soon as the ice is ready for play, teams should get on the ice and start their game.
5. Skips should teach their teams some curling etiquette such as where to position themselves when opposing teams are throwing their stones, burning of stones and fear play etc.
6. There is a Spares List at the club with phone numbers and one on our web site. Skips are encouraged to obtain a copy of this list and keep it up dated throughout the season. Spares should be drawn from this list. Replace missing members on your team with spares of comparable ability whenever possible. Some members on the spare list only curl once a week and would like the opportunity to curl more.
7. Tied game after regulation play in the Team Entry League will be decided by an extra end. Tied games after regulation play in the Mens and Mixed Leagues will be recorded as a tie.
8. **Ensure to record game results after every game.**
9. League Tie Breaks is posted at the club.
10. Curling is a fun game, so let's keep the **fun** in curling at our Schooner Curling Club.

League Tie Breaks

At the end of schedule league play and playoff rounds, in the event of teams tied on points, team positions will be determined by a tie break.

1. First tie break. Most wins.
2. Second tie break. Wins between tied teams involved.
3. Third tie break. Wins against teams in descending order of positional standing.
4. Forth tie break. Will be determined by Drawmaster committee.

Note: If teams are added to leagues during the season, league winners **may** have to be determined by percentage of wins vise games played as determined by Drawmaster committee.