

2017 CLUB CHAMPIONSHIP

BONSPIEL RULES:

Team Members: All members of a Team entered in this bonspiel must be 2016-2017 CHCC regular or rental members in good standing. Team members **can** play on one team only and **cannot** spare on another team. In every game, each team must have two players who are signed up team members. Teams are allowed to have five (5) members on the Sign-up sheet before the beginning of the event on Monday, April 17th. Players may play any position.

Spare: To fill vacant Team positions during this bonspiel, spares must be 2016-2017 season CHCC regular or rental members in good standing, who are **not** playing as a Team member on any other Team entered in this bonspiel. A spare can spare for more than one team. A spare may deliver stones in the Lead or Second positions in the delivery rotation.

All games are to be played on the designated date and time. If changes are required, they must be first cleared by Mike C.

Length of Games: All games (including the finals) will be 8 ends, and should be completed in two (2) hours. Due to these time constraints, fast play by both parties is strongly encouraged. All games will be played according to present Club practices. Ties in the B, C, and D event regular games will be decided with a draw to the button (by any player) with sweeping allowed. Ties in all A event games and the final games on Wednesday, April 26th will be settled by an extra end played towards the glass.

Other notes: A coin flip will determine hammer and colour. Unless otherwise specified in above house rules, the C.C.A. Rules for General Play are in effect for this bonspiel.

After each game, please mark the winning and losing team on the draw posted in the club.