

Thursday Open Rules, Regulations and Scoring

Rock Rule

Under the five-rock rule, teams are not permitted to eliminate their opponent's rocks that are in the free guard zone until five stones have been played in the end. Players can still hit the guards; they just aren't allowed to knock them out of play.

Scoring System

A Division – 3 points for a win, 1.5 points for a tie

B Division – 2 points for a win, 1 point for a tie

2 teams move up and 3 move down after the first draw.

3 teams move up and 2 move down after the second draw.

Tie breakers are based on:

1. Head-to-head results
2. Draw to the button – 1st attempt
3. Draw to the button – 2nd attempt

Draws to the button will be done in October after Thanksgiving.

The Bell and Speed of Play

Draw times are 7:05 and 9:15, however, for the late draw we ask that teams be ready to go on the ice for 9:00 pm as we often have the ice ready early.

There is a HARD BELL for the early draw at **9:00**, upon which you must stop play immediately unless there is *one and only one* rock left to throw in the end. Final score of the game is the score at the end of the end that was last completed.

The 5-rock rule should not increase the time to play an end, but everyone must be in the hack and ready to throw when it's their turn.

Sparing Rules

The Club's Sparing policy applicable to all leagues is available at CHCC Sparing Policy. Our league specific rules are as follows.

1. team shall include a minimum of two players from the original team.
2. A spare may only deliver stones in either the Lead or Second positions in the delivery rotation.
3. A spare may act as Skip or Vice-Skip while in the Lead or Second positions in the delivery rotation.

Have a great season!