Revised 2026

SCOREKEEPING PROTOCOL

For games managed by the Match and Rules Committee

RECORDING GAME RESULTS

The third of the winning team (in collaboration with the opposing third) is responsible for documenting the game results on the master score sheet for the draw which is posted on the Women's Draw League bulletin board in the curling arena. The following information is recorded:

Each team's results include:

- W/L/T: notation for win, loss, or tie
- SCORE: final game score
- ENDS: number of ends won
- POINTS (W/L/T POINTS):
    - Win: 2 points
    - Loss: 0 points
    - Tie: 1 point for each team

CUMULATIVE: Sum of a team's W/L/T points, to date

Game results and cumulative scores for all teams are monitored and reviewed by the Score Master (a member of the Match & Rules Committee or designate) for the draw. Final standings are calculated by the Score Master and communicated to the Match & Rules Committee Chairperson.

BUZZER RULE

When the buzzer sounds (or a bell is rung), teams may complete the end that they are currently playing. Upon completion of this end, the game is ended, and the actual number of ends won by each team are recorded.

The RACC' buzzer rule states that if the first rock of the end has been thrown prior to the buzzer sound the end can be completed.

Revised 2026

TEAM DEFAULT

Any team unable to field a minimum of two assigned players and a spare within 20 minutes of the posted start time will be in default (see Women's Daytime Draw League *Rules of Play* for details on delay of start of game & default*)*. The results will be recorded as follows:

- For the defaulting team
  - 0 SCORE; 0 ENDS; and 0 POINTS

- For the opposing team
  - 0 SCORE; 3 ENDS; and 2 POINTS

CONCEDING A GAME

If a team concedes (opts to end) a game before the allotted game time is over, the opposing team will be awarded the unplayed end(s); the sum of ends won by both teams shall not exceed 6. For example, if Team A concedes the game after 5 completed ends, having won 1 end with a score of 2 up to that point, while Team B has won 4 ends with a score of 13 up to that point, the results would be:

- For Team A, the conceding team
  - 2 SCORE; 1 END; and 0 POINTS for the loss
- For Team B, the opposing team:
  - 13 SCORE; 5 ENDS; and 2 POINTS for the win

If a team concedes in the 6th end and there is enough time to play a 7th end in accordance with the buzzer rule, then the opposing team will be awarded one (1) extra end.

BYES and NO SCORES

If a draw has an odd number of teams resulting in **byes**, and in cases of **'no scores'** due to an unforeseen event that may only affect some teams, scores and points will be pro-rated for those teams that played fewer games to determine the winner and runner up.

For example: In a draw where some teams play 4 games and others play 5 games, the final score of teams that played 4 games will be multiplied by 1.25 to prorate it up to the equivalent of 5 games. If this results in a tie, the total ends of the team that played 4 games will be multiplied by 1.25.

DETERMINE WINNER AND RUNNER UP

At the conclusion of a draw, the Score Master determines the winner and runner up teams by considering up to three factors:

1. CUMULATIVE POINTS

    - Winner is the team with the most W/L/T points
    - Runner up is the team with the next most W/L/T points
      If 2 or more teams are in a tie for the winner or runner up position: continue, using next factor

2. CUMULATIVE ENDS WON

    - Winner is the team with the most ends won
    - Runner up is the team with the next most ends won
      If 2 or more teams are still in a tie for the win: continue, using next factor

3. CUMULATIVE SCORE DIFFERENTIAL

    This factor is best illustrated by example. Where Teams B & F are still in a tie:

    - **Team B**'s scores are examined, game by game:
        - If Team B won a game, scoring 8 while their opponent scored 5, then the score differential (for that game, for Team B) would be **plus 3**
        - If Team B lost a game, scoring 4 while their opponent scored 9, then the score differential (for that game, for Team B) would be **minus 5**
        - If Team B and their opponent tied a game, then the score differential (for that game, for Team B) would be **zero**
    - The sum of all **Team B**'s game by game score differentials, is its cumulative score-differential
    - The above process is repeated for **Team F**
    - Between Teams B and F:
        - Winner is the team with the higher cumulative score differential
        - Runner up is the team with the next highest cumulative score differential

Once the cumulative score is completed, the Score Master will email the information on the winner and runner up teams along with the cumulative score sheet to the Match & Rules Committee Chairperson (or designate). In the case of ties or more complex factors, the Score Master will consult with the Match Chairperson (or designate) to discuss standings prior to finalizing results for the draw. Should there be a dispute, once the announcement of winner and runner up teams is communicated, the Match Chairperson can provide the data to the concerned party for review as deemed appropriate.