

RULES OF PLAY

For games managed by the Match and Rules Committee¹

- *Canadian Curling Association Rules for General Play* will be observed except when in conflict with the following rules.
- Members in the Riverside (Day Ladies) Curling are ineligible to enter playdowns in our club if they enter playdowns for the same event in another club.
- All games will be eight ends.
- Scoring is to be carried out in accordance with the *Scorekeeping Protocol* which states that the winner of a draw will be determined as follows: 1) cumulative points; 2) number of ends won; 3) score differential.
- In the Astrid Kempster and Club Championship trophy draws, a playoff will be held between the winner of the morning draw and the winner of the afternoon draw in accordance with the *AM v. PM Trophy Playoff Protocol*.
- An AM v. PM Trophy Playoff game may be postponed when any member of a team is involved in OCA, Interclub or LCA playdowns at the zone or district level at the same time. The game will be played as soon as possible with a mutually acceptable date to be arranged by the Match Committee chairperson.
- A team delaying the commencement of a game for less than 15 minutes past the posted start time will not be penalized. A minimum of two assigned players and a spare must be present for the game to commence.
- Any team unable to field a minimum of two assigned players and a spare within 15 minutes of the posted start time will be in default. The defaulting team will receive zero points while the opposition shall score 4 ends and 2 points for the win as per the *Scorekeeping Protocol*.
- Rescheduling a game will be done only at the discretion of the Match Committee chairperson.
- Any queries regarding play or rules are to be directed to the Match and Rules Committee chairperson.
- If a player misses more than two games in any draw, she is no longer considered a member of the team and therefore ineligible to receive any prizes. If a spare plays 50% or more of the games in a draw, she becomes a member of the team and is eligible to receive any prizes.
- In regular draws, no player may play lower than their rated position and no team may have more than ten points: skip = 4; third = 3; second = 2; lead = 1.
- In draw curling, spares are to be obtained in accordance with the *Spares Protocol*, which states that spares must be at an assessed rating that is the same or lower than the position they would be playing in the draw.

¹ Match and Rules Committee manage **draw** games, and “**formed team events**” (FTE) such as the Hope Special and Team Special