

FORTH & ENDRICK COMPETITIONS

RINK AND RULES OF THE GAME - sections A – J of RCCC Rule Book apply with variations made by Area 6.

RCCC MEMBERSHIP – each player must be a member of an affiliated club in Forth & Endrick Province and hold a current RCCC membership card.

GENERAL RULES FOR FORTH & ENDRICK COMPETITIONS

	RCCC Rule Book paras.
LEAGUES – 8 ends or the bell, whichever comes first.	4[a]
BONSPIELS – 8 ends or the bell, whichever comes first.	4[a]
KNOCK-OUTS – to the bell.	4[b]

In a peeled game where a winner/result is required, each Skip will nominate a player to draw to the house.

FAILURE TO APPEAR

(a) Where one member of a team fails to appear, the game starts on time. 5[a][I]

Penalty shots will be applied:

After 5 minutes	- 1 shot
After 10 “	- 2 shots
After 20 “	- 3 shots
After 30 “	- 4 shots – maximum penalty

Game will continue to completion.

(b) Where game consists of 2 sessions of 4 ends [Gordon Mitchell/Province Medal], each session will apply the following:

After 5 minutes	- 1 shot
After 10 “	- 2 shots
After 15 “	- 2 shots, 1 end Play 3 ends only

This penalty applies in both sessions. If the team is complete at the start of the second session no penalties will apply in that session.

(c) Where a team with fewer than 3 players appears, game cannot start. 5[b][i][ii][iii]

If third player arrives before 30 minutes, game starts using same scale of penalties as above in para (a).

If a third player does not arrive, game is forfeited and 2 points, 5 ends and 6 shots are awarded to the non-offending team.

A bounce game may be played but the offending team is liable for the ice fees for both teams.

19.7.04

amended 9.11.07

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